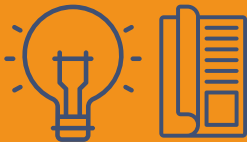




## Computational Thinking

### Seymour Papert



## BEST KNOWN FOR

'Procedural thinking' - the inspiration behind modern computational thinking



## In Brief

Seymour Papert was a mathematician, computer scientist and educator. He was a pioneer of artificial intelligence and as Piaget's protege, one of the founders of the Constructionist movement, which built on Piaget's Theory of Constructivism. In terms of computer science, he was responsible for the creation of LOGO - the first child-friendly computer language. His book 'Mindstorms: Children, computers and powerful ideas' was based around the idea that if children could be taught to mastery of computers, then it could affect the way they learned everything else. He was the first to coin the term 'Procedural Thinking' - an idea upon which Computational Thinking is built.



## Important Literature Links

[Papert, S. 1980. Mindstorms: Children, Computers, and Powerful Ideas. Basic Books, NY.](#)

[Lodi, M. and Martini, S. \(2021\). Computational Thinking, Between Papert and Wing. Science & Education. doi:https://doi.org/10.1007/s11191-021-00202-5.](#)

[Papert, S. and Harel, I. \(1991\). Situating Constructionism 1. \[online\] Available at:](#)

[https://web.media.mit.edu/~calla/web\\_comunidad/Reading\\_En/situating\\_constructionism.pdf](https://web.media.mit.edu/~calla/web_comunidad/Reading_En/situating_constructionism.pdf)