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## Pythonic Math

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My paper for EuroPython 2005 explored what I call Pythonic Mathematics, a way of presenting pre-computer analytical content within the OO paradigm, including pre-college.[1] This thinking informed my participation in Shuttleworth Foundation planning meetings and presentation to the London Knowledge Lab in the following year.[2]

This year, I'm delving yet more deeply into Pythonic Math, while also weaving in some more cultural threads, especially the "design science" thread with its geodesic spheres and other graphical content, the theme of my OSCON 2005 presentation.[3] I've been field testing these combinations in my home town of Portland, through a school called Saturday Academy.[4]

Whereas Guido named Python for Monty Python, begetting allusions which aren't going to go away, there's more we might do to make our snake come across as charming and smooth, not too slimy or oily (negative attributes customarily associated with snakes by the more snake-unfriendly).[5]

[1] [http://www.4dsolutions.net/presentations/urner\\_europython4.pdf](http://www.4dsolutions.net/presentations/urner_europython4.pdf)

[2] [http://www.bfi.org/bfi\\_community/pythonic\\_mathematics\\_talk\\_by\\_kirby\\_urner](http://www.bfi.org/bfi_community/pythonic_mathematics_talk_by_kirby_urner)

[3] <http://worldgame.blogspot.com/2007/01/reviewing-my-oscon-2005-talk.html>

[4] <http://www.saturdayacademy.org/>

[5] <http://worldgame.blogspot.com/2007/06/pro-python-propaganda.html>

**Author:** Mr URNER, Kirby

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