Pivoting in a Pandemic:
Transitioning from in-person to Virtual K-8 Computing Professional Development

Quinn Burke, Ed.D
Senior Research Scientist
Digital Promise
qburke@digitalpromise.org

Emi Iwatani, Ph.D
Senior Research Scientist
Digital Promise
eiwatani@digitalpromise.org

Pati Ruiz, Ed.D
Researcher
Digital Promise
pruiz@digitalpromise.org

Traci Tackett
Director of Education
BitSource
traci@bitsourceky.com

Aileen Owens
Technology Director
South Fayette Unified School District
amowens@southfayette.org

Overview

This poster reports on year one of a three-year NSF-funded Research Practitioner Partnership (RPP) to develop a K-8 pipeline for computer science (CS) and computational thinking (CT) education within two rural school districts in Eastern Kentucky: **Pikeville Independent School District** and **Floyd County Schools**. Economically devastated by the departure of the coal industry, these communities are committed to developing high-quality computing curricula for all students, beginning in their earliest years.

The poster has two components. First, it reports on the genesis and development of the RPP. Second, given the Covid-19 pandemic it focuses on development of a series of summer workshops for Kentucky Appalachia K-8 instructors to learn the basics of CS and CT and how to integrate them.

Research Questions

Tough as Nails will **design, study, and improve how each district's Computing Pathway can intentionally and effectively access and address equity and access for each district.** It has three underlying research questions:

- What does it take to create an integrated K-8 CS pathway in Floyd & Pikeville?
- What does the school district identify as the crucial K-8 grade-band skills for thinking computationally & learning basic coding concepts & practices?
- To what degree does a competency-based framework for PD assist instructors at demonstrating teaching proficiency?

"Pivoting in a Pandemic"

What we Mean by CS, CT, & Coding

CT: a problem solving process that is central to CS, *and also* applies to learning in any discipline

CS: an academic discipline

Coding: a technical skill

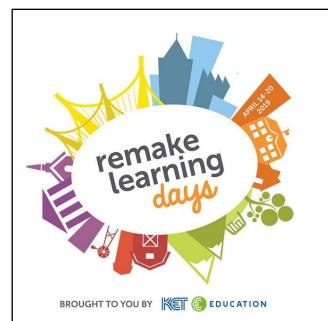## Overview of Pikeville & Floyd County School Districts

Summary ⓘ

- School Count: 2
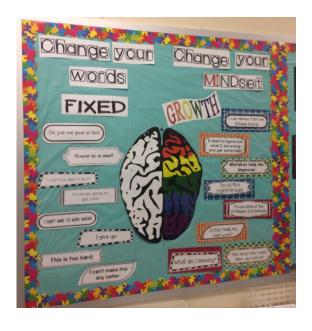- Students: 1,145
- Grades Preschool-12th

Summary ⓘ

- School Count: 12
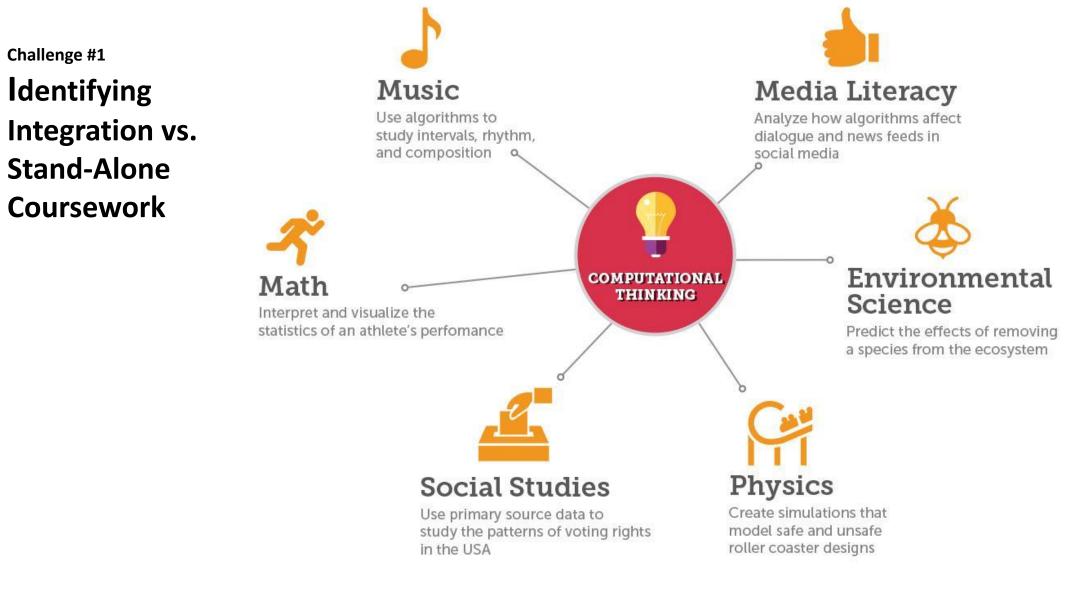- Students: 5,458
- Grades Preschool-12th
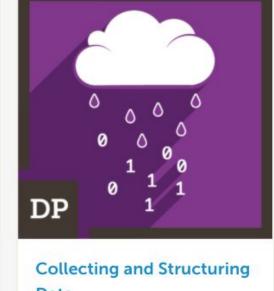
Immediate Next Challenges

Challenge #1

Identifying Integration vs. Stand-Alone Coursework

Music — Use algorithms to study intervals, rhythm, and composition

Media Literacy — Analyze how algorithms affect dialogue and news feeds in social media

Math — Interpret and visualize the statistics of an athlete's performance

Environmental Science — Predict the effects of removing a species from the ecosystem

Social Studies — Use primary source data to study the patterns of voting rights in the USA

Physics — Create simulations that model safe and unsafe roller coaster designs

COMPUTATIONAL THINKING

Challenge #2

Developing Substantial Body of Lesson Plans & Student Work via Educator Micro-Credentials in K-8 Computational Thinking.

DP — Creating Algorithms

DP — Analyzing and Communicating with Data

DP — Collecting and Structuring Data

Beginning to Unpack the Big "Why" Behind CS & CT within Districts

Established K-8 integration approach/philosophy.
HS CT/CS pathways established
K-8 materials procured in alignment with district goals and PD offerings
Lesson capture tool created
[In-progress] Initial K-8 lessons designed, piloted and documented. Lesson development support includes incentives and structures (MCs). Vertical alignment of lessons to KY technology standards

SCRIPT — Category Subset Rubrics

What do We Mean by "Pathway"?

Defining a CS Pathway
Vertically aligned lessons growing progressively deeper and more complex through a series of graduated and interrelated projects.
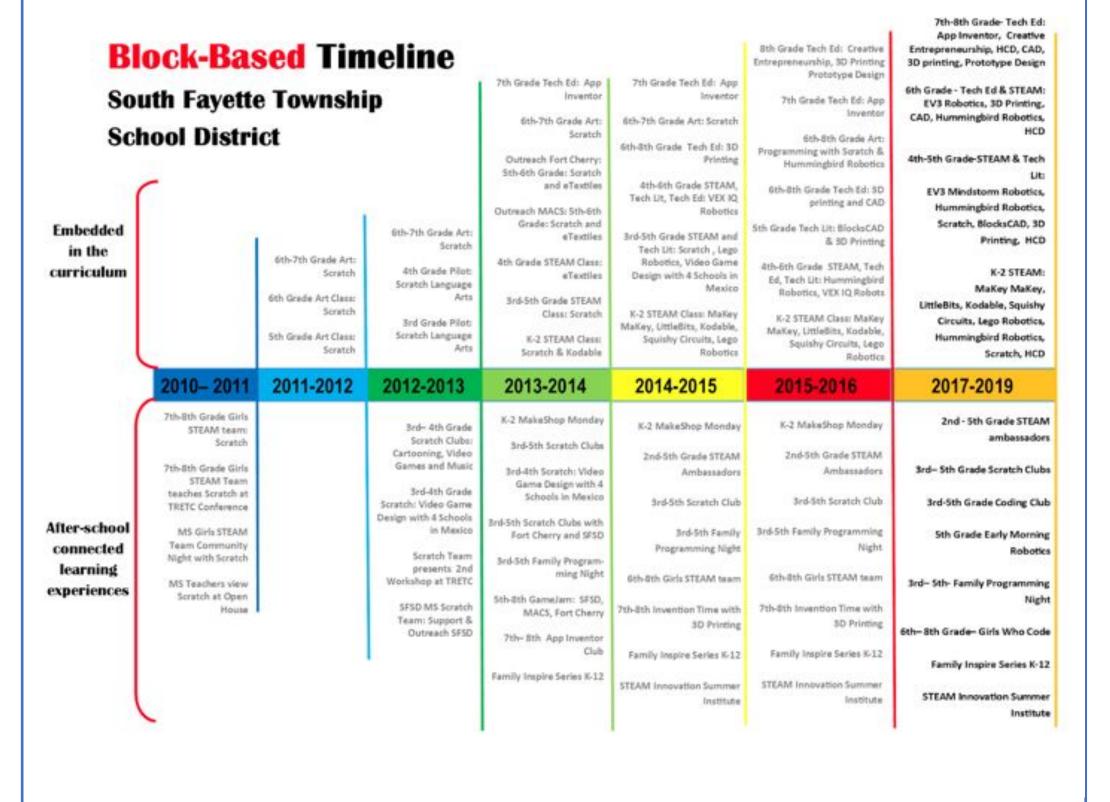
Defining Equity in CS & CT for Your District
Identifying inequitable practices that impede access, participation and outcomes. Creating inclusive environments to increase self-efficacy and identity development.

Taking an Inventory of Existing Efforts
Existing courses across K-5, 6-8, 9-12? Creating an ecosystem of interconnected after-school to curriculum connections. Professional development models? Qualified teachers?

The South Fayette Model

Block-Based Timeline
South Fayette Township School District

Acknowledgement

Your turn!

Are you developing CS/ CT Pathways? How are you defining success?

Pivoting in a Pandemic:
Transitioning from in-person to Virtual K-8 Computing

Professional Development

bit source

Digital Promise®
Accelerating Innovation in Education

2021 SIGCSE Technical Symposium

Pivoting in a Pandemic:
Transitioning from in-person to Virtual K-8 Computing Professional Development

Quinn Burke, Ed.D
Senior Research Scientist
Digital Promise
qburke@digitalpromise.org

Emi Iwatani, Ph.D
Senior Research Scientist
Digital Promise
eiwatani@digitalpromise.org

Pati Ruiz, Ed.D
Researcher
Digital Promise
pruiz@digitalpromise.org

Traci Tackett
Director of Education
BitSource
traci@bitsourceky.com

Aileen Owens
Founder
ThroughlinesEdu
aileen.owens@gmail.com

Overview

This poster reports on year one of a three-year NSF-funded Research Practitioner Partnership (RPP) to develop a K-8 pipeline for computer science (CS) and computational thinking (CT) education within two rural school districts in Eastern Kentucky: **Pikeville Independent School District** and **Floyd County Schools**. Economically devastated by the departure of the coal industry, these communities are committed to developing high-quality computing curricula for all students, beginning in their earliest years.

The poster has two components. First, it reports on the genesis and development of the RPP. Second, given the Covid-19 pandemic it focuses on development of a series of summer workshops for Kentucky Appalachia K-8 instructors to learn the basics of CS and CT and how to integrate them.

Research Questions

Tough as Nails will **design, study, and improve how each district's Computing Pathway can intentionally and effectively access and address equity and access for each district**. It has three underlying research questions:

- What does it take to create an integrated K-8 CS pathway in Floyd & Pikeville?
- What does the school district identify as the crucial K-8 grade-band skills for thinking computationally & learning basic coding concepts & practices?
- To what degree does a competency-based framework for PD assist instructors at demonstrating teaching proficiency?

"Pivoting in a Pandemic"

What we Mean by CS, CT, & Coding

CT: a problem solving process that is central to CS, *and also* applies to learning in any discipline

CS: an academic discipline

Coding: a technical skill

Overview of Pikeville & Floyd County School Districts

Summary ⓘ
- School Count: 2
- Students: 1,145
- Grades Preschool-12th

Summary ⓘ
- School Count: 12
- Students: 5,458
- Grades Preschool-12th

Immediate Next Challenges

Challenge #1
Identifying Integration vs. Stand-Alone Coursework

Music — Use algorithms to study intervals, rhythm, and composition.

Media Literacy — Analyze how algorithms affect dialogue and news feeds in social media.

Math — Interpret and visualize the statistics of an athlete's performance.

Environmental Science — Predict the effects of removing a species from the ecosystem.

Social Studies — Use primary source data to study the patterns of coal mining sites in the USA.

Physics — Create simulations that model safe and unsafe roller coaster designs.

COMPUTATIONAL THINKING

Challenge #2
Developing Substantial Body of Lesson Plans & Student Work via Educator Micro-Credentials in K-8 Computational Thinking.

DP — Creating Algorithms
DP — Analyzing and Communicating with Data
DP — Collecting and Structuring Data

Beginning to Unpack the Big "Why" Behind CS & CT within Districts

Materials, Curriculum, Content Refinement
- ✓ Established K-8 integration approach/philosophy.
- ✓ HS CT/CS pathways established
- ✓ K-8 materials procured in alignment with district goals. Lesson capture tool created
- ✓ [In-progress] Initial K-8 lessons designed, piloted and documented. Lesson development support includes incentives and structures (MCs). Vertical alignment to KY tech standards.

Leadership
- ✓ "STEAM teams" and "SCRIPT teams" established
- ✓ SCRIPT vision and goal setting
- ✓ 31 administrators trained in CT pathway leadership
- ✓ [In-progress] Defining and measuring outcomes at various levels

Teacher Capacity & Development
- ✓ 80 teachers attend SI 2020
- ✓ CT Boosters & other PD during school year
- ✓ 15 teachers (and counting) implemented related lesson
- ✓ [In-progress] 18 teacher-leaders to earn CT micro-credentials

Partners & Community
- ✓ New partnerships formed (e.g., NSF grant partners, SOAR, DELL Tech Crew, Steele Reese Foundation, Mountain Top Media, The App, University of the Cumberlands)
- ✓ Increased family involvement with CS (Remake Learning Days, Open House, Family CS Nights, SLL podcast etc.)
- ✓ Stronger inter-district relationships

What do We Mean by "Pathway"?

Defining a CS Pathway
Vertically aligned lessons growing progressively deeper and more complex through a series of graduated and interrelated projects.

Defining Equity in CS & CT for Your District
Identifying inequitable practices that impede access, participation and outcomes. Creating inclusive environments to increase self-efficacy and identity development.

Taking an Inventory of Existing Efforts
Existing courses across K-5, 6-8, 9-12? Creating an ecosystem of interconnected after-school to curriculum connections. Professional development models? Qualified teachers?

The South Fayette Model

Block-Based Timeline
South Fayette Township School District

Acknowledgement

Your turn!

Are you developing CS/ CT Pathways? How are you defining success?

Agenda

1. Introductions - Welcome to KY Appalachia (5 min)
2. Project overview (15 min)
3. About Pikeville & Floyd Counties (5 min)
4. Pivoting in a Pandemic - Remote PD
5. Discussion of pressing questions (40 min)

Introductions

TOUGH AS NAILS, NIMBLE FINGERS:
Our Partnership
NSF Grant 2019-2022

Overview

This poster reports on year one of a three-year NSF-funded Research Practitioner Partnership (RPP) to develop a K-8 pipeline for computer science (CS) and computational thinking (CT) education within two rural school districts in Eastern Kentucky: Pikeville Independent School District and Floyd County Schools. Economically devastated by the departure of the coal industry, these communities are committed to developing high-quality computing curricula for all students, beginning in their earliest years.

Stages of Developing CT Pathways

Getting Started	Getting Going	Getting Better
Informing … **Exploring...** **Committing...**	**Documenting...** (aligning) **Communicating…** **Leading...**	**Implementing...** **Improving…** **Seeing results...**
District has CT activity and local expertise, but little consistency, cumulativity, etc.	District has wide buy-in to a progression that is cumulative, consistent, competency-based	District has wide implementation with metrics, and knows where improvement is needed next.

How a CT pathway might develop

The South Fayette School District (PA) Model

Block-Based Timeline

South Fayette Township School District

Embedded in the curriculum

2010–2011	2011-2012	2012-2013	2013-2014	2014-2015	2015-2016	2017-2019

Embedded in the curriculum:

2011-2012
6th-7th Grade Art: Scratch
6th Grade Art Class: Scratch
5th Grade Art Class: Scratch

2012-2013
6th-7th Grade Art: Scratch
4th Grade Pilot: Scratch Language Arts
3rd Grade Pilot: Scratch Language Arts

2013-2014
7th Grade Tech Ed: App Inventor
6th-7th Grade Art: Scratch
Outreach Fort Cherry: 5th-6th Grade: Scratch and eTextiles
Outreach MACS: 5th-6th Grade: Scratch and eTextiles
4th Grade STEAM Class: eTextiles
3rd-5th Grade STEAM Class: Scratch
K-2 STEAM Class: Scratch & Kodable

2014-2015
7th Grade Tech Ed: App Inventor
6th-7th Grade Art: Scratch
6th-8th Grade Tech Ed: 3D Printing
4th-6th Grade STEAM, Tech Lit, Tech Ed: VEX IQ Robotics
3rd-5th Grade STEAM and Tech Lit: Scratch, Lego Robotics, Video Game Design with 4 Schools in Mexico
K-2 STEAM Class: MaKey MaKey, LittleBits, Kodable, Squishy Circuits, Lego Robotics

2015-2016
8th Grade Tech Ed: Creative Entrepreneurship, 3D Printing Prototype Design
7th Grade Tech Ed: App Inventor
6th-8th Grade Art: Programming with Scratch & Hummingbird Robotics
6th-8th Grade Tech Ed: 3D printing and CAD
5th Grade Tech Lit: BlocksCAD & 3D Printing
4th-6th Grade STEAM, Tech Ed, Tech Lit: Hummingbird Robotics, VEX IQ Robots
K-2 STEAM Class: MaKey MaKey, LittleBits, Kodable, Squishy Circuits, Lego Robotics

2017-2019
7th-8th Grade- Tech Ed: App Inventor, Creative Entrepreneurship, HCD, CAD, 3D printing, Prototype Design
6th Grade - Tech Ed & STEAM: EV3 Robotics, 3D Printing, CAD, Hummingbird Robotics, HCD
4th-5th Grade-STEAM & Tech Lit: EV3 Mindstorm Robotics, Hummingbird Robotics, Scratch, BlocksCAD, 3D Printing, HCD
K-2 STEAM: MaKey MaKey, LittleBits, Kodable, Squishy Circuits, Lego Robotics, Hummingbird Robotics, Scratch, HCD

After-school connected learning experiences

2010–2011
7th-8th Grade Girls STEAM team: Scratch
7th-8th Grade Girls STEAM Team teaches Scratch at TRETC Conference
MS Girls STEAM Team Community Night with Scratch
MS Teachers view Scratch at Open House

2012-2013
3rd- 4th Grade Scratch Clubs: Cartooning, Video Games and Music
3rd-4th Grade Scratch: Video Game Design with 4 Schools in Mexico
Scratch Team presents 2nd Workshop at TRETC
SFSD MS Scratch Team: Support & Outreach SFSD

2013-2014
K-2 MakeShop Monday
3rd-5th Scratch Clubs
3rd-4th Scratch: Video Game Design with 4 Schools in Mexico
3rd-5th Scratch Clubs with Fort Cherry and SFSD
3rd-5th Family Programming Night
5th-8th GameJam: SFSD, MACS, Fort Cherry
7th– 8th App Inventor Club
Family Inspire Series K-12

2014-2015
K-2 MakeShop Monday
3rd-5th Scratch Clubs
2nd-5th Grade STEAM Ambassadors
3rd-5th Scratch Club
3rd-5th Family Programming Night
6th-8th Girls STEAM team
7th-8th Invention Time with 3D Printing
Family Inspire Series K-12
STEAM Innovation Summer Institute

2015-2016
K-2 MakeShop Monday
2nd-5th Grade STEAM Ambassadors
3rd-5th Scratch Club
3rd-5th Family Programming Night
6th-8th Girls STEAM team
7th-8th Invention Time with 3D Printing
Family Inspire Series K-12
STEAM Innovation Summer Institute

2017-2019
2nd - 5th Grade STEAM ambassadors
3rd– 5th Grade Scratch Clubs
3rd-5th Grade Coding Club
5th Grade Early Morning Robotics
3rd– 5th- Family Programming Night
6th– 8th Grade– Girls Who Code
Family Inspire Series K-12
STEAM Innovation Summer Institute

Glimpses of South Fayette SD's pathway

Throughlines
Found in the CS/STEAM Pathway

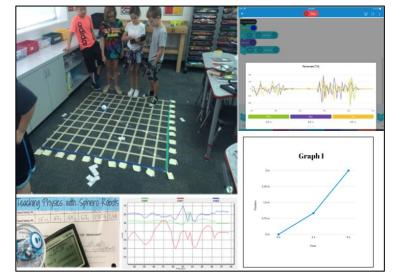**Maker Education** (artistic expression and creativity)

Computational Thinking (computer science including coding in the virtual and physical environment)
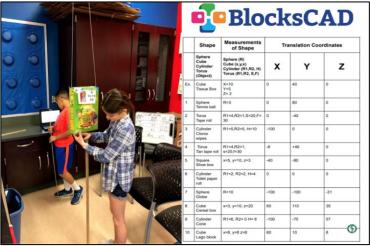
Spatial Reasoning & Discrete Math (the ability to imagine things in three-dimensions & understanding mathematical modeling)

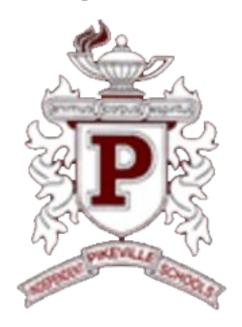**Manufacturing and Design** (engineering, human centered design thinking)

Lesson Development
Lesson plans include student agency, computational thinking competencies and practices, habits of mind and examples of student artifacts.

"Translating" the SFSD Model to Pikeville & Floyd County School Districts

Pikeville Independent Schools   Floyd County Schools

Summary ⓘ

- School Count: 2
- Students: 1,175
- Grades Preschool-12th

Summary ⓘ

- School Count   13
- Students: 5,468
- Grades Preschool-12th

Allen Elementary PreK-8
Duff Allen Central Elementary PreK-8
Betsy Layne Elementary PreK-8
John M. Stumbo PreK-8
May Valley Elementary PreK-5
Prestonsburg Elementary PreK-5
South Floyd Elementary PreK-8
Adams Middle School 6-8
3 High Schools

Pikeville Elementary PreK-6

Pikeville High School 7-12
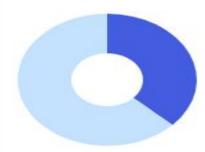
Pikeville Independent Schools   Floyd County Schools

ECONOMICALLY DISADVANTAGED ⓘ

- **Economically Disadvantaged**
  37%
- **Not Economically Disadvantaged**
  63%

ECONOMICALLY DISADVANTAGED ⓘ
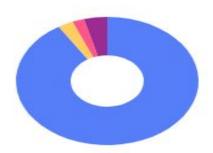
- **Economically Disadvantaged**
  74.2%
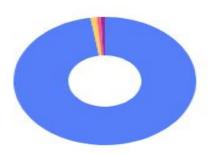- **Not Economically Disadvantaged**
  25.8%

Pikeville Independent Schools   Floyd County Schools

91.1% White (non-Hispanic)
1070 students

2.7% Asian
32 students

2.1% Two or More Races
25 students

4.1% Other
48 students

97.5% White (non-Hispanic)
5330 students

1.1% Hispanic or Latino
61 students

0.7% Two or More Races
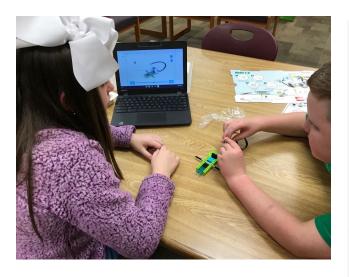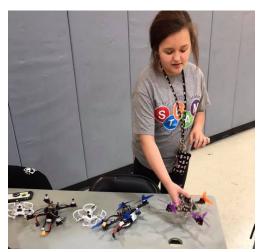*39 students*

0.7% Other
38 students

Research Questions

What does it take to create an integrated K-8 CS pathway in Floyd & Pikeville?

What does the school district identify as the crucial K-8 grade-band skills for thinking computationally & learning basic coding concepts & practices?

To what degree does a competency-based framework for PD assist instructors at demonstrating teaching proficiency?

What do We Mean by "Pathway"?

Defining a CS Pathway

Vertically aligned lessons growing progressively deeper and more complex through a series of graduated and interrelated projects.

Defining Equity in CS & CT for Your District

Identifying inequitable practices that impede access, participation and outcomes. Creating inclusive environments to increase self-efficacy and identity development.

Taking an Inventory of Existing Efforts

Existing courses across K-5, 6-8, 9-12? Creating an ecosystem of interconnected after-school to curriculum connections. Professional development models? Qualified teachers?

The South Fayette Model

Block-Based Timeline
South Fayette Township School District

Embedded in the curriculum

2010–2011	2011-2012	2012-2013	2013-2014	2014-2015	2015-2016	2017-2019
	6th-7th Grade Art: Scratch	6th-7th Grade Art: Scratch	7th Grade Tech Ed: App Inventor	7th Grade Tech Ed: App Inventor	8th Grade Tech Ed: Creative Entrepreneurship, 3D Printing Prototype Design	7th-8th Grade- Tech Ed: App Inventor, Creative Entrepreneurship, HCD, CAD, 3D printing, Prototype Design
	6th Grade Art Class: Scratch	4th Grade Pilot: Scratch Language Arts	6th-7th Grade Art: Scratch	6th-7th Grade Art: Scratch	7th Grade Tech Ed: App Inventor	6th Grade - Tech Ed & STEAM: EV3 Robotics, 3D Printing, CAD, Hummingbird Robotics, HCD
	5th Grade Art Class: Scratch	3rd Grade Pilot: Scratch Language Arts	Outreach Fort Cherry: 5th-6th Grade: Scratch and eTextiles	6th-8th Grade Tech Ed: 3D Printing	6th-8th Grade Art: Programming with Scratch & Hummingbird Robotics	4th-5th Grade- STEAM & Tech Lit: EV3 Mindstorm Robotics, Hummingbird Robotics, Scratch, BlocksCAD, 3D Printing, HCD
			Outreach MACS: 5th-6th Grade: Scratch and eTextiles	4th-6th Grade STEAM, Tech Lit, Tech Ed: VEX IQ Robotics	6th-8th Grade Tech Ed: 3D printing and CAD	
			4th Grade STEAM Class: eTextiles	3rd-5th Grade STEAM and Tech Lit: Scratch , Lego Robotics, Video Game Design with 4 Schools in Mexico	5th Grade Tech Lit: BlocksCAD & 3D Printing	K-2 STEAM: MaKey MaKey, LittleBits, Kodable, Squishy Circuits, Lego Robotics, Hummingbird Robotics, Scratch, HCD
			3rd-5th Grade STEAM Class: Scratch	K-2 STEAM Class: MaKey MaKey, LittleBits, Kodable, Squishy Circuits, Lego Robotics	4th-6th Grade STEAM, Tech Ed, Tech Lit: Hummingbird Robotics, VEX IQ Robots	
			K-2 STEAM Class: Scratch & Kodable		K-2 STEAM Class: MaKey MaKey, LittleBits, Kodable, Squishy Circuits, Lego Robotics	

After-school connected learning experiences

2010–2011	2011-2012	2012-2013	2013-2014	2014-2015	2015-2016	2017-2019
7th-8th Grade Girls STEAM team: Scratch		3rd–4th Grade Scratch Clubs: Cartooning, Video Games and Music	K-2 MakeShop Monday	K-2 MakeShop Monday	K-2 MakeShop Monday	2nd - 5th Grade STEAM ambassadors
7th-8th Grade Girls STEAM Team teaches Scratch at TRETC Conference		3rd-4th Grade Scratch: Video Game Design with 4 Schools in Mexico	3rd-5th Scratch Clubs	2nd-5th Grade STEAM Ambassadors	2nd-5th Grade STEAM Ambassadors	3rd– 5th Grade Scratch Clubs
MS Girls STEAM Team Community Night with Scratch		Scratch Team presents 2nd Workshop at TRETC	3rd-4th Scratch: Video Game Design with 4 Schools in Mexico	3rd-5th Scratch Club	3rd-5th Scratch Club	3rd-5th Grade Coding Club
MS Teachers view Scratch at Open House		SFSD MS Scratch Team: Support & Outreach SFSD	3rd-5th Scratch Clubs with Fort Cherry and SFSD	3rd-5th Family Programming Night	3rd-5th Family Programming Night	5th Grade Early Morning Robotics
			3rd-5th Family Programming Night	6th-8th Girls STEAM team	6th-8th Girls STEAM team	3rd– 5th- Family Programming Night
			5th-8th GameJam: SFSD, MACS, Fort Cherry	7th-8th Invention Time with 3D Printing	7th-8th Invention Time with 3D Printing	6th– 8th Grade- Girls Who Code
			7th– 8th App Inventor Club	Family Inspire Series K-12	Family Inspire Series K-12	Family Inspire Series K-12
			Family Inspire Series K-12	STEAM Innovation Summer Institute	STEAM Innovation Summer Institute	STEAM Innovation Summer Institute

Pivoting from in-person professional development to the virtual world

CS/STEAM Summer Institute 2020

Institute Workshop Sessions (Limited Seating)

Session 100: June 15-16, 8:30am – 3:30pm
Join the Maker Movement: Nurture Your Youngest Engineers, Inventors, and Computer Programmers
You will learn how to introduce elementary classrooms to engineering concepts by making squishy circuits with conductive Play-Doh and LED lights and then automate student inventions using MaKey-MaKey. **Using online resources and "unplugged" activities,** you'll learn the basics of computer programming and computational thinking as you design digital projects. Then venture into physical computing by exploring various robotics options for your students. There will be many exciting opportunities to share--both high tech and low tech for the virtual or physical space. To learn more: https://tinyurl.com/ybgpfwfn
To register: https://tinyurl.com/ybhu9nft

Presenter: Melissa Unger, CS/STEAM Teacher, South Fayette Township School District

Session 101: June 17, 8:30am – 3:30pm
Low -Tech, High-Impact CS/STEAM Activities for Elementary Students
Let's celebrate a day of Making as participants take part in a variety of building and design challenges. Learn how to introduce elementary classrooms to the engineering design process as you build your own robot, create a cardboard arcade, explore chain reactions, create 3D storybooks, and more. Suitable for instruction in the virtual or physical world.
To learn more: https://tinyurl.com/ybgpfw6n To register: https://tinyurl.com/y8brl3z8

Presenter: Melissa Unger, CS/STEAM Teacher, South Fayette Township School District

Session 102: June 15-16, 8:30am – 3:30pm
Scratch Foundations of Coding through Project Design
Join this session if you would like to find ways to integrate coding in any curricular area. You will learn how to use Scratch to create interactive stories, quizzes, games, music and art. In addition to gaining computational thinking skills you will be introduced to computer science concepts and the knowledge skills, and dispositions necessary for your students to succeed in the future of work in this global economy. Great for the virtual classroom! To learn more: https://tinyurl.com/ybgpfw6n To register: https://tinyurl.com/y8rnh9ax

Presenter: South Fayette Township CS/Technology Literacy Teacher, Shad Wachter

Session 103: June 15-16, 8:30am – 3:30pm
Setting Yourself Up for Success in Your Makerspace & STEAM Virtual or Physical Classroom
How might we create a culture of making, building, and designing? Explore ways to engage, excite, and promote creativity among your learners! From virtual lesson designing to assessment, this session will give you all the tips you need to create a successful discovery learning environment in your virtual and physical classroom. This session will leave you with many tried and true tools, Makerspace procedures, questioning techniques, and more to start your year off right!
To learn more: https://tinyurl.com/ybgpfwfn To register: https://tinyurl.com/yc78inck

Presenters: South Fayette Township CS/STEAM Teachers Tori Lojek and Samantha Edkins

Seating is limited. Registration for the Workshop Sessions must be completed by May 25 in order for our team to enroll you into Canvas, the LMS system. Register for these sessions only if you are committed to attending since we cannot add new participants after May 15. We are also coordinating the delivery of equipment for a few sessions so getting registered early is important. Please contact Aileen Owens at amowens@southfayette.org with questions or for additional information.

Summer Institute 2020: Profile of Incoming K-8 KY Teachers

Year Teaching? **(n=55)**

- 1-4 years — 35%
- 14+ years — 25%
- 8-10 years — 15%
- 11-13 years — 11%
- 5-7 years — 11%
- 0 years — 4%
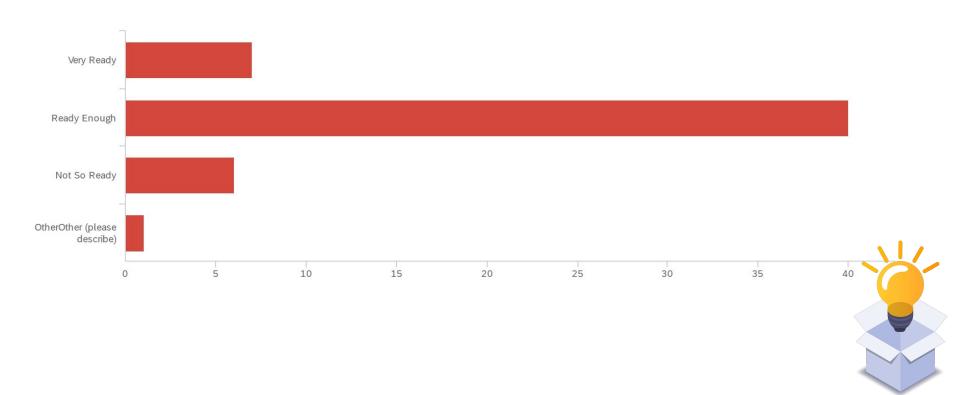
Subjects where you've embedded CS/ CT? (n=55)

- Science — 25%
- Math — 21%
- English/Language ... — 19%
- Social Studies — 14%
- Computer science — 8%
- Music — 5%
- Art — 4%
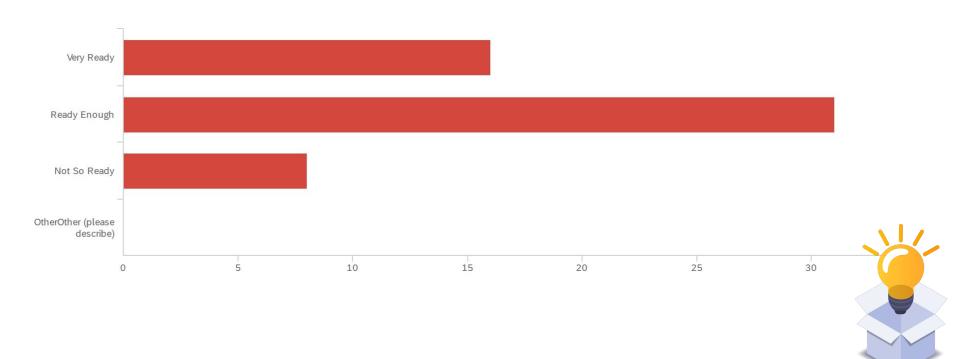- Physical education — 2%
- Other — 4%

Summer Institute 2020: Responses from KY Teachers

How prepared do you feel to teach elements of computational thinking to your class? (n=54)

Summer Institute 2020: Responses from KY Teachers

How prepared do you feel to share what you learned in the Summer Institute to other teachers/administrators in your school or district? **(n=54)**

Summer Institute 2020: Responses from KY Instructors

On things that worked:

"There was a teacher who said that she is now going to change her teaching practice because of the way this was provided to her. She said that before, she didn't let her kids struggle enough; maybe she didn't have enough confidence that they could solve the problem. And so having us model [the process] for the [KY teachers], then step back and let them struggle a little bit, she felt --she said-- she's totally going to change her practice...It's hard to feel a personalized experience, but for some reason, this really did work, especially for this particular teacher. And I'm really excited about that."

- SFSD Teacher working w/ KY Middle School Teachers

"I was really impressed with one teacher who wasn't very comfortable with the programming, but in the end, she was actually starting to develop little bits of what she wanted to do throughout the year. And she actually formalized it--I want to do this in this week, I want to make sure that I do this in these nine weeks.

- SFSD Teacher working w/ KY Elementary School Teachers

"It is an overarching theme that participants kept asking for more student examples. So we would just keep dragging and dropping any pictures, videos, lesson plans that we have had already done. So kind of that goes with something that we would keep [in the online format]."

- SFSD Teacher working w/ KY Elementary School Teachers

Summer Institute 2020: Responses from KY Instructors

On things that could have been worked on:

"(W)e weren't able to kind of see their learning throughout, which is different obviously than in person. In person, we'd walk around to their tables and say like, how's it going? And we'd be able to see and get them to ask us questions then, but online it's a lot harder to do that."

- SFSD Teacher working w/ KY Elementary & Middle School Teachers

"I mean, it gets tricky obviously because this is all virtual, but we felt like the participants that kept their cameras on longer, those just stood out to us more because we got to see that more. So I'm not sure if that's how the rest of our team felt, but those that had their cameras on definitely stood out to me more."

- SFSD Teacher working w/ KY Elementary School Teachers

"I would agree with that about the cameras. I feel like when you're presenting and you can see people's facial expressions and the nodding, you just, it gives you comfort, like, okay, I'm saying something that they understand or that they can relate to. And it's kind of hard when you're talking on Zoom and it feels like nobody's there, you're just talking into a computer."

- SFSD Teacher working w/ KY Middle School Teachers

Questions? Ideas?

Contact Us

Quinn Burke, Ed.D, Senior Research Scientist
qburke@digitalpromise.org

Emi Iwatani, Ph.D, Senior Research Scientist
eiwatani@digitalpromise.org