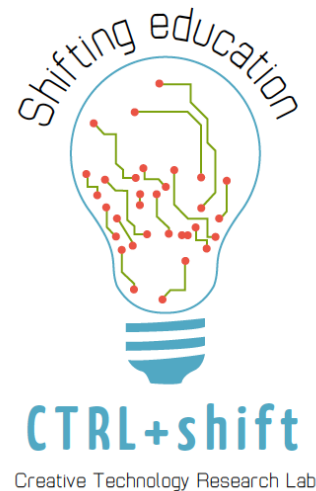




# Engaging academically diverse K-12 learners in computer programming and computational thinking instruction

Maya Israel  
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Melinda Snodgrass  
Moon Chung  
Adam Metzger  
Evan Ramos



# Roadmap

- Introductions and Overview
- Collaborative Computing
- Students with Disabilities
- Next Steps



# First...this is a collaborative effort



CATION AT IL

# Why focus on computing?

- **STEM Pipeline Argument:**
  - US Dept. of Labor Statistics says that by 2020, there will be 1.4 million computing jobs, but only 30% will be filled at the current rate.
- **Beyond the STEM pipeline argument:**
  - Real-world application of mathematics, opportunities to practice problem solving, persistence, collaboration
  - Equity



# Research Study Context

There is a well established rationale for computing in K-12.



Few studies have examined computing with diverse learners.

**None at K-12**  
**with students**  
**with disabilities.**



Our methods are exploratory because this is new territory... We have a lot to learn.



# Our Approaches



- Focus on Universal Design for Learning
- Use different computing platforms to individualize for students
  - Example: Graphically intuitive block-based programming
- Teach, model, and reinforce collaboration using a consistent framework
- Balance explicit instruction with open inquiry





# Origins of the Collaborative-Computing Observation Instrument (C-COI)

Israel, M., Pearson, J. N., Tapia, T., Wherfel, Q. M., & Reese, G. (2015). Supporting all learners in school-wide computational thinking: A cross-case qualitative analysis. *Computers & Education*, 82, 263-279.

## Purpose

The purpose of this study was to investigate how elementary school teachers with limited computer science experience in a high-need school integrated computational thinking into their instruction.



## Collaborative Discussion Framework

- What are you trying to do?  
(Do they have or understand the purpose?)
- What have you tried already?  
(Restate in steps what they have already done)
- What else do you think you can try?  
(Brainstorm, encourage students to take a chance)
- What would happen if....?  
(Come up with some possible solutions and hypothesize the outcomes. Test each hypothesis).

**Park and Lash (2014)**

Collaborative &  
Individual  
Problem-Solving

Help Seeking

Unplugged Activities  
Plugged Activities



Persistence

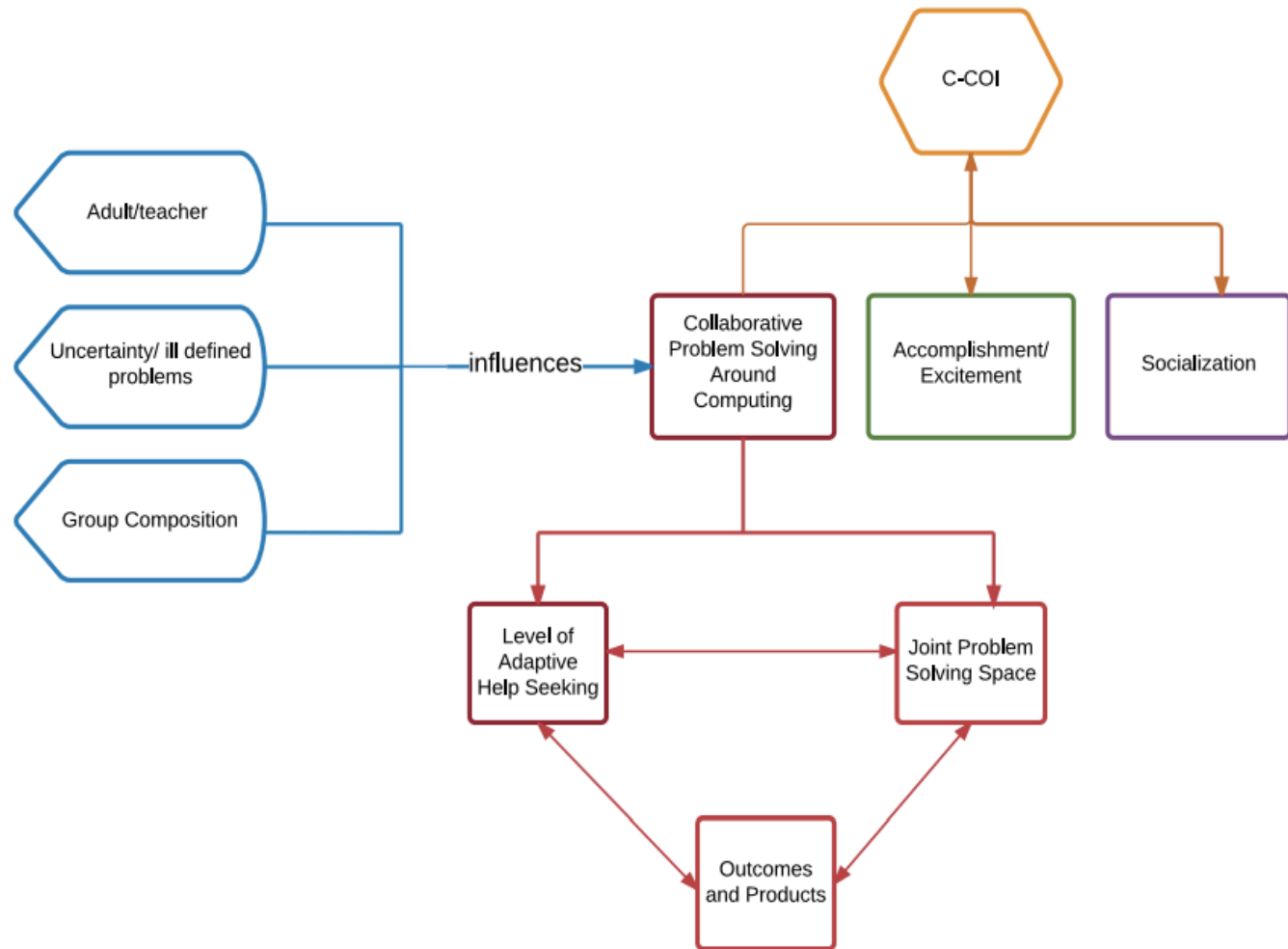


# What can be documented from the C-COI?

| Questions we wanted to ask:   | Constructs                         |
|---|------------------------------------|
| How does the student request help?<br>Who helped the student?         | Adaptive vs. Negative Help Seeking |
| How does the student individually problem solve?                      | Persistence                        |
| What kind support(s) did the student receive?                         | Collaborative Problem-Solving      |
| Did the computing experience result in skill/<br>concept acquisition? | Understanding CS concepts/ vocab.  |



# Collaborative Computing Conceptual Framework



Israel, Wherfel, Shehab, Ramos, & Reese (under review)



# Computing Flow Chart (Partial Screenshot)



# C-COI Paper Version

## **NODE #1 BEGIN ALL NEW EVENTS**

|  |  |  |  |
|--|--|--|--|
| <b>Time stamp of the event:</b>  |  |  |  |
| <b>EVENT #</b>   |  |  |  |
| 1A Student verbally addresses a peer or adult— <b>Go to #2</b>   |  |  |  |
| 1B Student is initiated by the peer— <b>Go to #7</b>   |  |  |  |
| 1C Student is initiated by the adult— <b>Go to #11</b>   |  |  |  |
| 1D Student works independently and with or without self-talk (e.g. you see cursor moving) — <b>END</b> |  |  |  |
| 1E Student's cursor does not move— <b>END</b>  |  |  |  |

## **NODE #2**

|   |  |  |  |
|---|--|--|--|
| <b>EVENT #</b>  |  |  |  |
| 2A Student expresses problem— <b>Go to #3</b>   |  |  |  |
| 2B Student expresses curiosity, excitement, or accomplishment— <b>Go to #5</b>  |  |  |  |
| 2C Student socializes— <b>Go to #6</b>  |  |  |  |
| 2D Student offers support to peer in response to peer's self-talk while independently working (will hear from peer video)— <b>END</b> |  |  |  |
| 2E Student offers support to peer without being asked while the peer is working independently (will hear from peer video)— <b>END</b> |  |  |  |

## **NODE #3**

|   |  |  |  |
|---|--|--|--|
| <b>EVENT #</b>  |  |  |  |
| 3A Problem is related to general computer technology — <b>Go to #4</b>          |  |  |  |
| 3B Problem is related to computing/programming— <b>Go to #4</b>                 |  |  |  |
| 3C Problem is related to academic content— <b>Go to #4</b>                      |  |  |  |
| 4D Problem is related to navigating software (e.g. logging in)— <b>Go to #4</b> |  |  |  |

Instrument citation: Israel, Ramos, Wherfel, & Shehab (2015). Collaborative Computing Observation Instrument (C-COI). Board of Trustees of the University of Illinois at Urbana-Champaign. Available at <http://mste.illinois.edu/c-coi>



# C-COI Online Version

## Student-Peer Interaction

Timestamp: (mm:ss)  :

- ☐ Peer does not know how to help
- ☐ Peer elicits another person
- ☐ Another peer joins the discussion about student problem
- ☐ Peer physically shows by taking over the students computer
- ☐ Peer verbally tells the steps explicitly
- ☐ Peer physically shows and explains at the same time
- ☐ Peer and student discuss problem
- ☐ Peer explains the problem
- ☐ Peer shares curiosity with student
- ☐ Student shares curiosity with peer
- ☐ Another peer joins the discussion about student's excitement
- ☐ Another peer joins the discussion about peer's excitement
- ☐ Other (use notes)

Notes:



|  |   |   |
|--|---|---|
| <b>Node 1: Capturing student's action</b> <ul style="list-style-type: none"> <li>Student seeks attention</li> <li>Student is initiated by a peer</li> <li>Student is initiated by an adult</li> <li>Student offers elicited support to peer</li> <li>Student offers unelicited support to peer</li> <li>Student works independently without self-talk</li> </ul>   | <b>Node 2: Capturing student's expression</b> <ul style="list-style-type: none"> <li>Student expresses a problem</li> <li>Student expresses curiosity, excitement, or accomplishment</li> <li>Student socializes</li> <li>Other (use notes)</li> </ul>  | <b>Node 3: Problem content</b> <ul style="list-style-type: none"> <li>Problem is related to general technology</li> <li>Problem is related to computing/programming</li> <li>Problem is related to academic content</li> <li>Problem is related to navigating software</li> <li>Other (use notes)</li> </ul>  |
| <b>Node 4: Help Seeking</b> <ul style="list-style-type: none"> <li>Student clearly states how they need help</li> <li>Student expresses need for help but is not explicit to the problem</li> <li>Peer offers help in response to the student's frustration</li> <li>Peer offers unelicited help</li> <li>Adult offers help in response to student's frustration</li> <li>Adult offers unelicited help</li> <li>Other (use notes)</li> </ul> | <b>Node 5: Describing curiosity or excitement</b> <ul style="list-style-type: none"> <li>Student is curious about something associated with their own work</li> <li>Student is curious about something associated with peer's work</li> <li>Student is excited about something associated with their own work</li> <li>Student is excited about something associated with peer's work</li> <li>Student wants to show or express accomplishment on their own work</li> </ul> | <b>Node 6: Describing socialization</b> <ul style="list-style-type: none"> <li>Student socializes with peer, not related to computing</li> <li>Student socializes with adult, not related to computing</li> <li>Other (use notes)</li> </ul>  |
| <b>Node 7: Peer or student's response to help seeking</b> <ul style="list-style-type: none"> <li>Peer helps student with a problem on student's computer</li> <li>Peer seeks student's curiosity/excitement/accomplishment on student's computer</li> <li>Peer starts socializing, heard on student's computer</li> </ul>  | <b>Node 8: Who is initiated?</b> <ul style="list-style-type: none"> <li>Student initiates peer</li> <li>Student initiates adult</li> <li>Student dismisses their attempt to interact</li> <li>Other (use notes)</li> </ul>  | <b>Node 9: Response to initiation</b> <ul style="list-style-type: none"> <li>Peer verbally responds to the problem</li> <li>Peer verbally responds to student's curiosity/excitement/accomplishment</li> <li>Student verbally responds to peer curiosity/excitement/accomplishment</li> <li>Another person joins the student-peer interaction around</li> </ul>           |
| <b>Node 10: Reporting Interaction</b> <ul style="list-style-type: none"> <li>Peer does not know how to help</li> <li>Student and peer are interacting together on the student's problem</li> <li>Student terminates the interaction</li> </ul>   | <b>Node 11: Adult's response</b> <ul style="list-style-type: none"> <li>Peer helps student with a problem on student's computer</li> <li>Peer seeks student's curiosity/excitement/accomplishment on student's computer</li> <li>Peer starts socializing, heard on student's computer</li> <li>Student helps peer with a problem on student's computer</li> <li>Student ignores the peer</li> </ul>   | <b>Node 12: Describing Interaction</b> <ul style="list-style-type: none"> <li>Peer and student collaboratively discuss the problem, problem was solved</li> <li>Peer and student collaboratively discuss the problem, problem was not solved</li> <li>Peer explains the problem, problem was solved</li> <li>Peer explains the problem, problem was not solved</li> </ul> |
| <b>Node 13: Problem solved</b> <ul style="list-style-type: none"> <li>Problem was solved, student works independently</li> <li>Problem was solved, the student seeks attention from the same peer</li> <li>Problem was solved, the student seeks attention from a different peer</li> <li>Problem was solved, the student seeks attention from an adult</li> </ul>   | <b>Node 14: Problem not solved</b> <ul style="list-style-type: none"> <li>Problem was not solved, student works independently</li> <li>Problem was not solved, student seeks attention from the same peer</li> <li>Problem was not solved, student seeks attention from a different peer</li> <li>Problem was not solved, student seeks attention from an adult</li> </ul>  |   |





# Measuring Collaborative Computing

- Collaborative Computing Observation Instrument (C-COI)
  - Use Screencastify software to capture all computing activities and audio of student collaborations
  - Dependent variables include amount of time persisting on tasks, methods of help seeking, collaborative problem-solving, and computing challenges.



**EXAMPLE**



# Validity and Reliability

## Phase 1: Recognizing the occurrence of an event

### **NODE #1 BEGIN ALL NEW EVENTS**

|  |  |  |  |  |  |
|--|--|--|--|--|--|
| <b>Time stamp of the event:</b>  |  |  |  |  |  |
| <b>EVENT #</b>   |  |  |  |  |  |
| 1A Student verbally addresses a peer or adult— <b>Go to #2</b>   |  |  |  |  |  |
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| 1C Student is initiated by the adult— <b>Go to #11</b>   |  |  |  |  |  |
| 1D Student works independently and with or without self-talk (e.g. you see cursor moving) — <b>END</b> |  |  |  |  |  |
| 1E Student's cursor does not move— <b>END</b>  |  |  |  |  |  |

## Phase 2: Identified critical paths within each node and sub-nodes



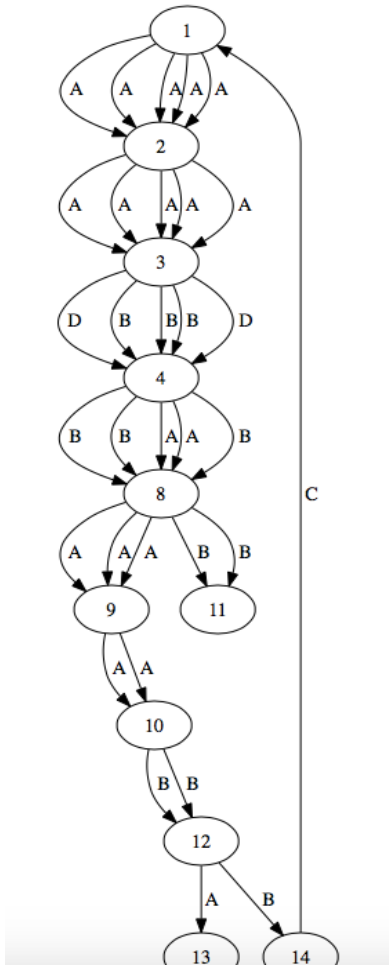
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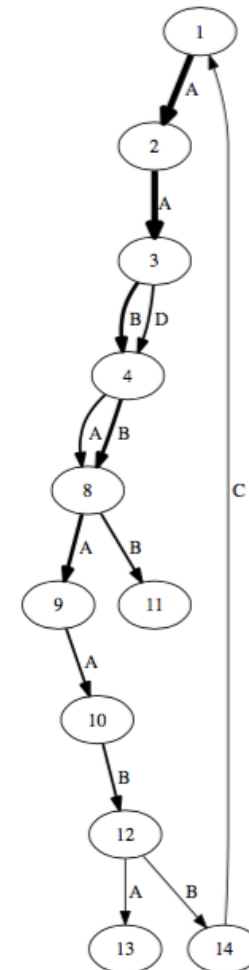
# C-COI Instrument Directed Graph:

## One Student's Paths

Detailed Directed graph



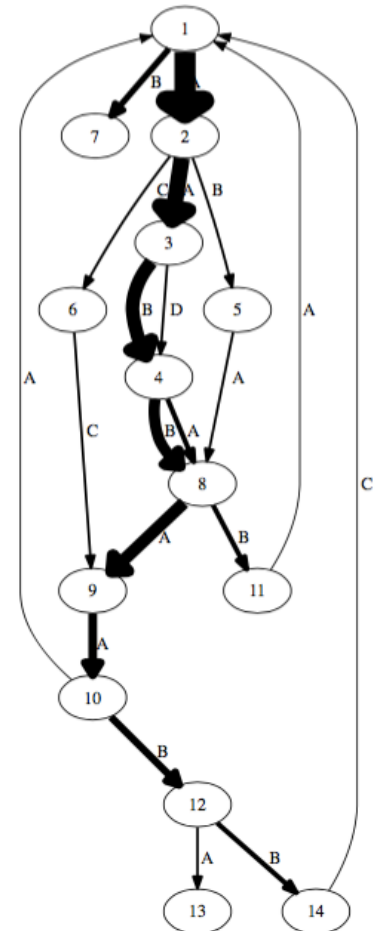
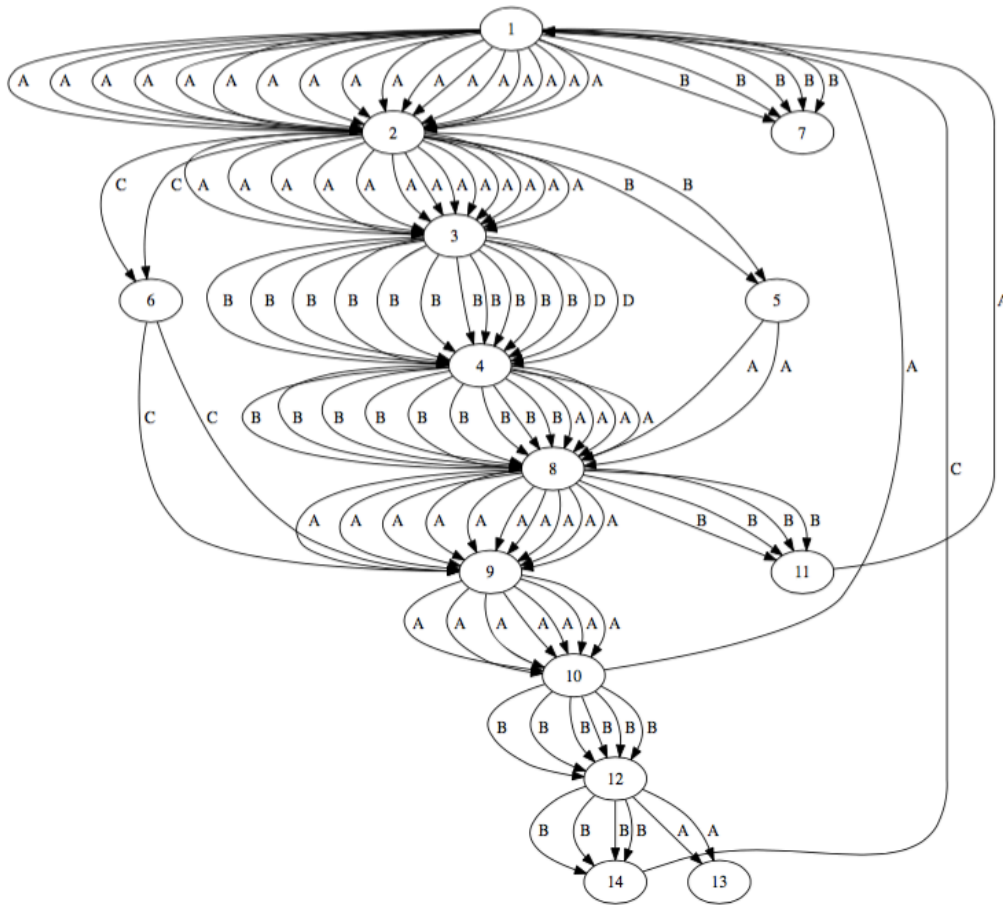
Weighted Directed graph



# C-COI Instrument Directed Graph: Multiple Students' Paths

Detailed Directed graph

Weighted Directed graph





# Findings and Tips



1. When working independently, some students spend a LOT of time on a single level, show persistence, but do not collaborate and do not successfully complete the level.
2. Most common collaborative events ended with problems not solved
  - a. Students are not effectively using the collaborative script to solve the problem
  - b. Students are not watching the video hints
  - c. Students lack understanding of the computer science concepts that are associated with the problem
3. Lots of competition, especially in Code.org as compared to Scratch.



# Case Studies of Students with Disabilities during CS/CT

- Part of ongoing research examining equitable and accessible CS/CT instruction
- Purposeful selection of students disengaged in CS/CT
- Classroom observations & interviews with general and special ed teachers, and support staff



# Case Studies of Students with Disabilities during CS/CT

- RQ: To what extent are CT-specific supports needed for SWD to engage in CT instruction & activities?
- Yin (2009) four-step process for explanation building within a single case:
  - 1) Make a theoretical explanatory statement about the phenomenon (the student's experience during computing)
  - 2) Compare this statement to the data from a single case
  - 3) Revise the theoretical statement to better reflect the case
  - 4) Review the revised statement against the data from the case.



# Cross Case Analysis

## Horatio

- 4<sup>th</sup> grade student
- Has autism, intellectual disability, limited social communication
- Spends the majority of the day in the general ed classroom with 1-on-1 adult support
- Loves playing repetitive games on the computer
- Enjoys having his peers chase him, but does not initiate social interactions

## Deacon

- 5<sup>th</sup> grade student
- Has fetal alcohol syndrome and LD with associated impulsivity, behavioral and attention challenges
- Spends the majority of the day in the general ed classroom
- Loves Minecraft!
- Enjoys hanging out with 2 peers in class



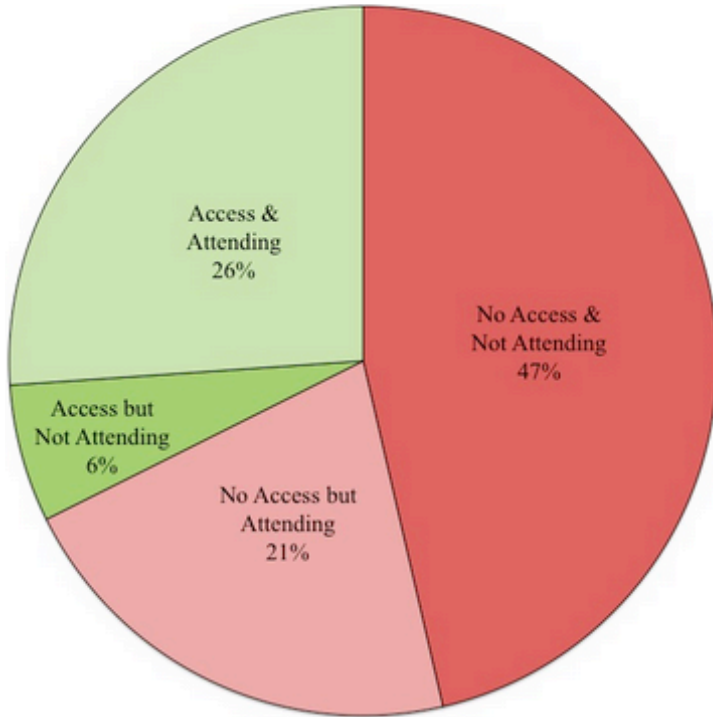
# Initial Explanatory Statement

- Students with disabilities who are disengaged during CS/CT require CT-specific supports to successfully engage in CT activities, and when these supports are not available, they cannot meaningfully engage in those activities.
- Teachers & researchers all had this hypothesis initially.

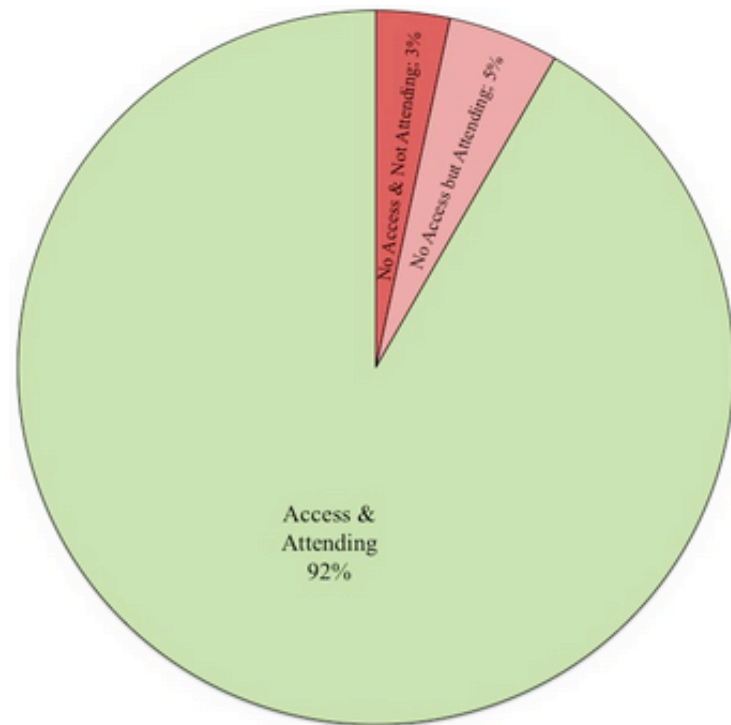


# Horatio (4<sup>th</sup> grade)

Initial Engagement



Final Engagement



After consistent days of limited access and engagement, we tried:

(a) access to materials, (b) verbal directions about what to do and how to do it, (c) models of problem-solving techniques, and (d) models of how to complete the assigned while the computer remained in front of him.





# Teacher Interviews

## Before Supports Quotes

- I felt last week like he had actually accomplished something on *Code.org*, but... when I see those little victories and accomplishments, I'm wondering, how much was it him working independently? How much does [the paraeducator] come into play? ... I'm afraid it's more the latter.

General Ed Teacher Transcript, p. 5

- I have tried to use hand-over-hand strategies for the computer and peer mentoring to keep him on task. These have not been too successful... ... I think it might be helpful to have someone come in and show his teaching assistant and myself what we can do to make him more independent with coding.

Special Ed Teacher Response, p. 1

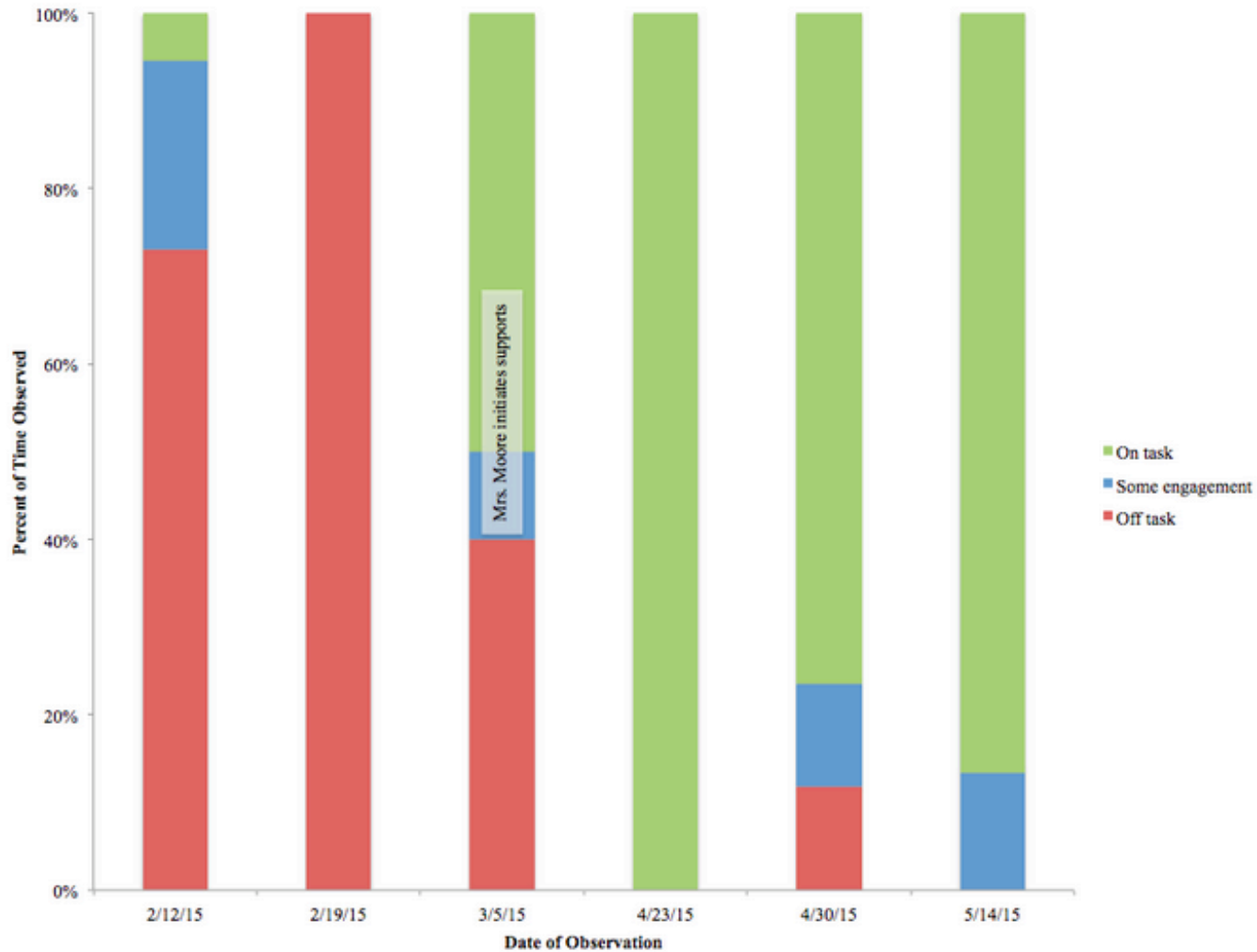
## After Supports Quote

- I was just flabbergasted, because he's never done that! ... He never tried and it's like [he said], 'Give it to me. I'm doing it today.' ... That was fun!"

Paraeducator Interview  
Transcript, p. 9



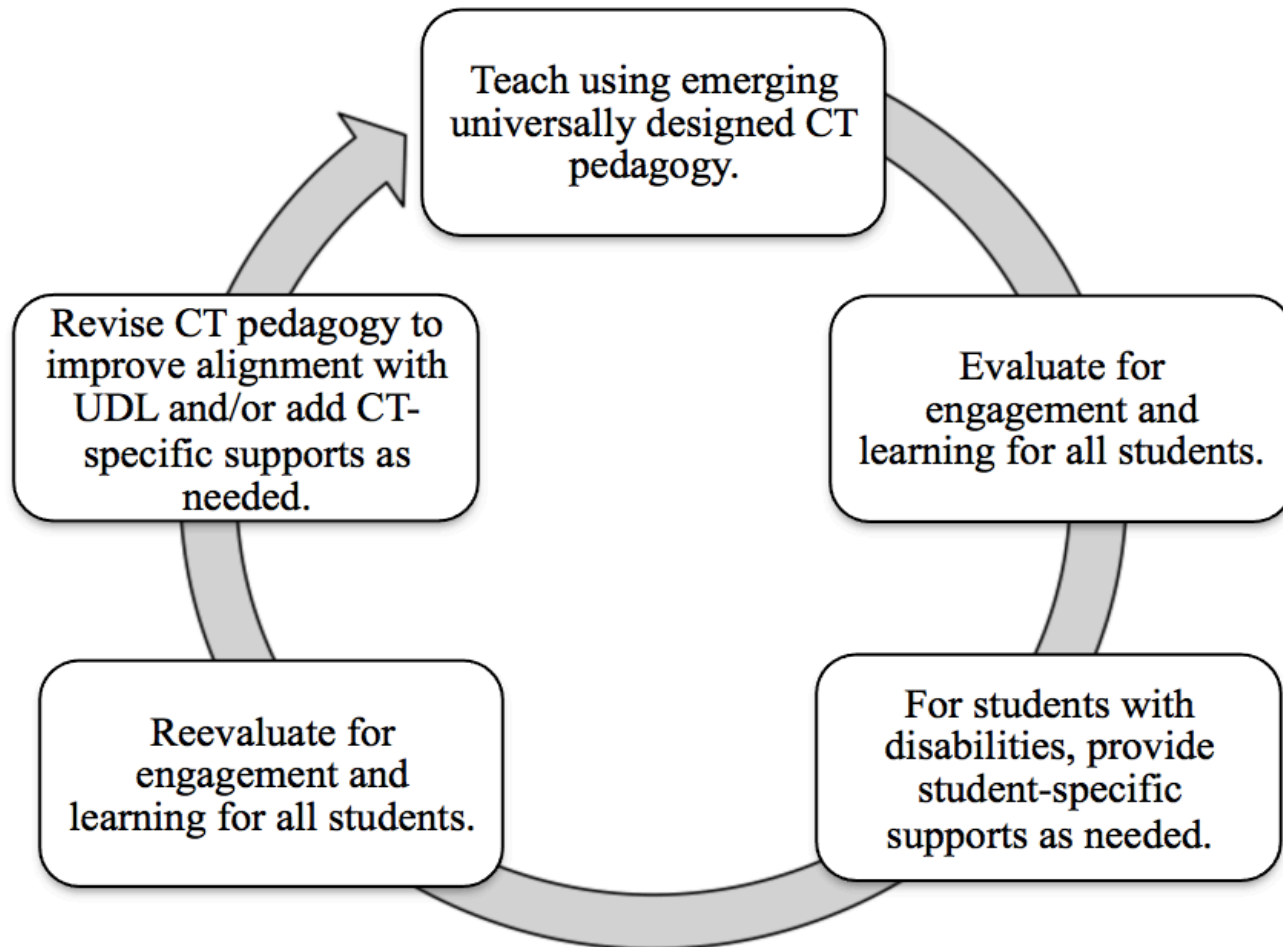
# Deacon (5<sup>th</sup> grade)



|   |   |  |
|---|---|--|
| Initial Theoretical Explanatory Statement | Students with disabilities require CT-specific supports to successfully engage with instructional CT activities, and when these supports are not available, students with disabilities cannot meaningfully engage in those activities.  |  |
| Within-case Explanatory Statements        | Horatio   | Deacon   |
|   | <p>There are supports specific to Horatio's needs that he requires to successfully engage with instructional activities. His teachers and support staff had difficulty identifying these supports across the subject areas, including CT, so he was not meaningfully engaged in those activities.</p> <p>There are supports specific to Horatio's needs that he requires to successfully engage with CT activities, and, when provided, these supports were sufficient for him to meaningfully engage in CT activities.</p> | <p>No intermediate edits</p> <p>There are supports specific to Deacon's needs that he requires to successfully engage with instructional activities, and, when provided, these supports are sufficient for him to meaningfully engage in instructional activities.</p> |
| Cross-case Assertion                      | If a student is struggling in CT, then <u>first</u> ensure that their student-specific supports are in place during CT instruction and activities. If the student continues to struggle, then explore additional CT-specific supports to incorporate into the pedagogy.   |  |

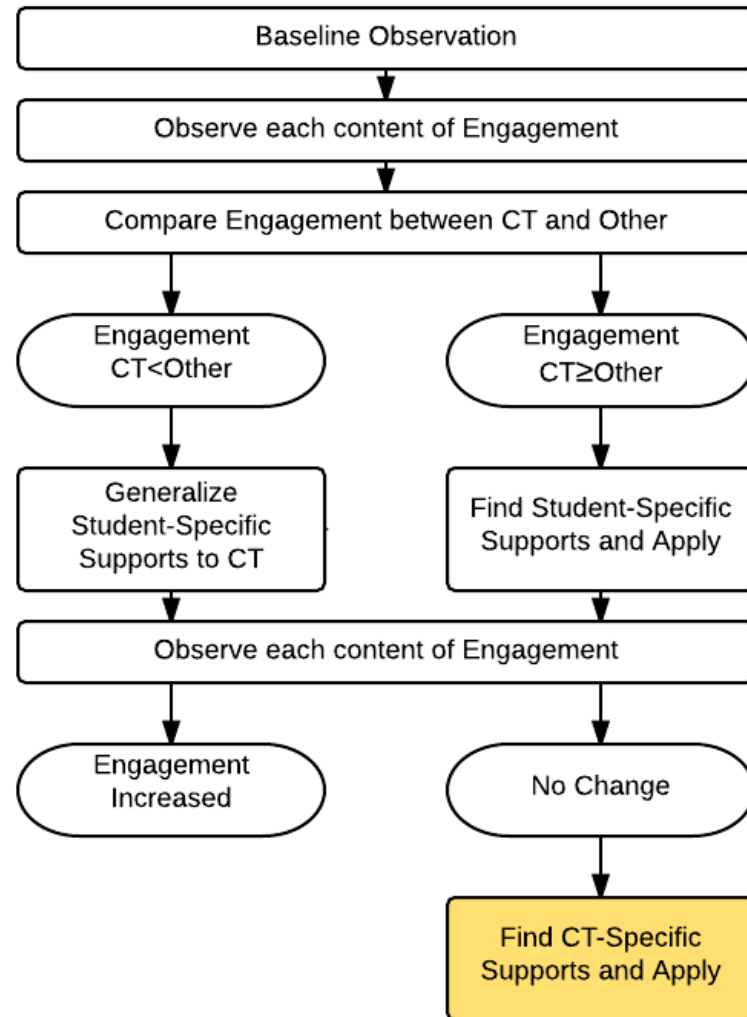


# CT Instruction Evaluation and Refinement Framework



# Plan for next case study

*“If a student is struggling in CT then **First** ensure that their student-specific supports are in place during CT instruction and activities. If a student continues to struggle, then explore additional CT-specific supports to incorporate into the pedagogy.”*



# Next Steps

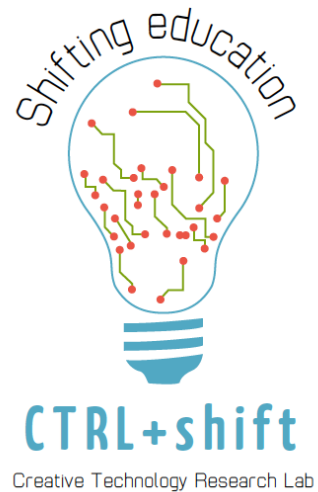
- NSF STEM+C project is starting in January of 2016 to look at integrated computing and math instruction
- Look at individual and content-specific supports students with disabilities across content areas (including CS/CT)
- Continued exploration of collaborative computing
- Integrated computing and scientific argumentation







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