CS4DLH
A BRIDGE TO COMPUTER SCIENCE EDUCATION

Dec 2021

CS Education Week
70 K-8 teachers participated in an evening of professional development about computer science and computational thinking (CS/CT)

May 2022

Spring Into Coding
Elementary Family Code Week + Duluth Public Library
6-8th gr Math & 9th gr Science
Boys & Girls Clubs and Valley Youth Center

June 2022

CSforALL Accelerator Program
National network of communities increasing access to interest-driven CS learning opportunities. Includes NCCSE, Duluth teachers, Upward Bound. ($60K, July 2022 - June 2024)

SY2022-23

Deepening CS Integration
K-12 Arts Specialists, K-5 Library/Media Specialists, MS Math, 9th grade Science; 2-5 hours of integrated CS lessons

Feb 2023

Coding Clubs
Elementary schools are offering week-long after school coding clubs for students, led by Digital Innovation Specialists

SY2023-24

CS Principles
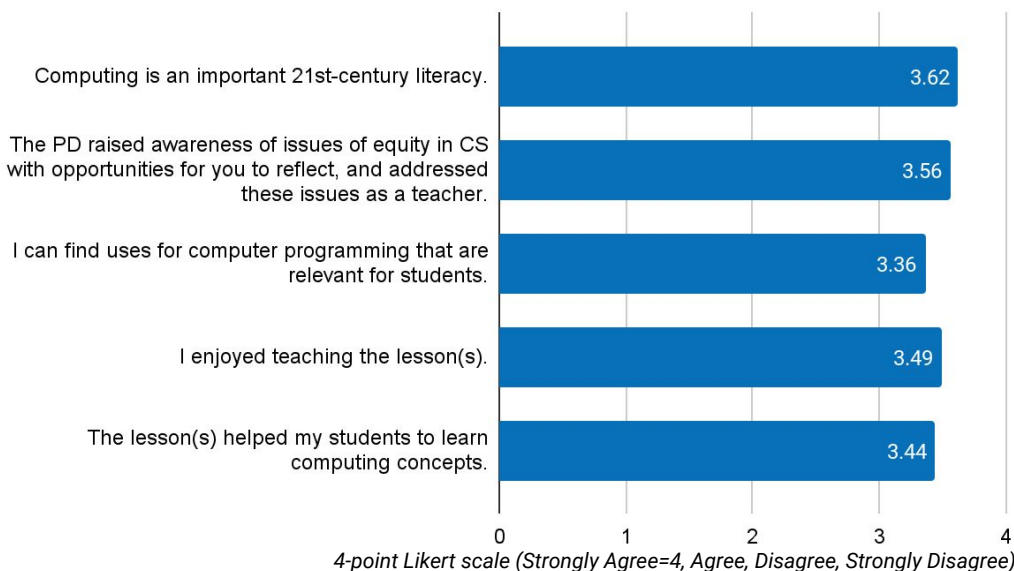High school elective course that offers a breadth first introduction to the main principles of computer science

Students in Trinh Tran's art class at Ordean East Middle School developed characters, stories, and comic strip animation using Scratch coding.
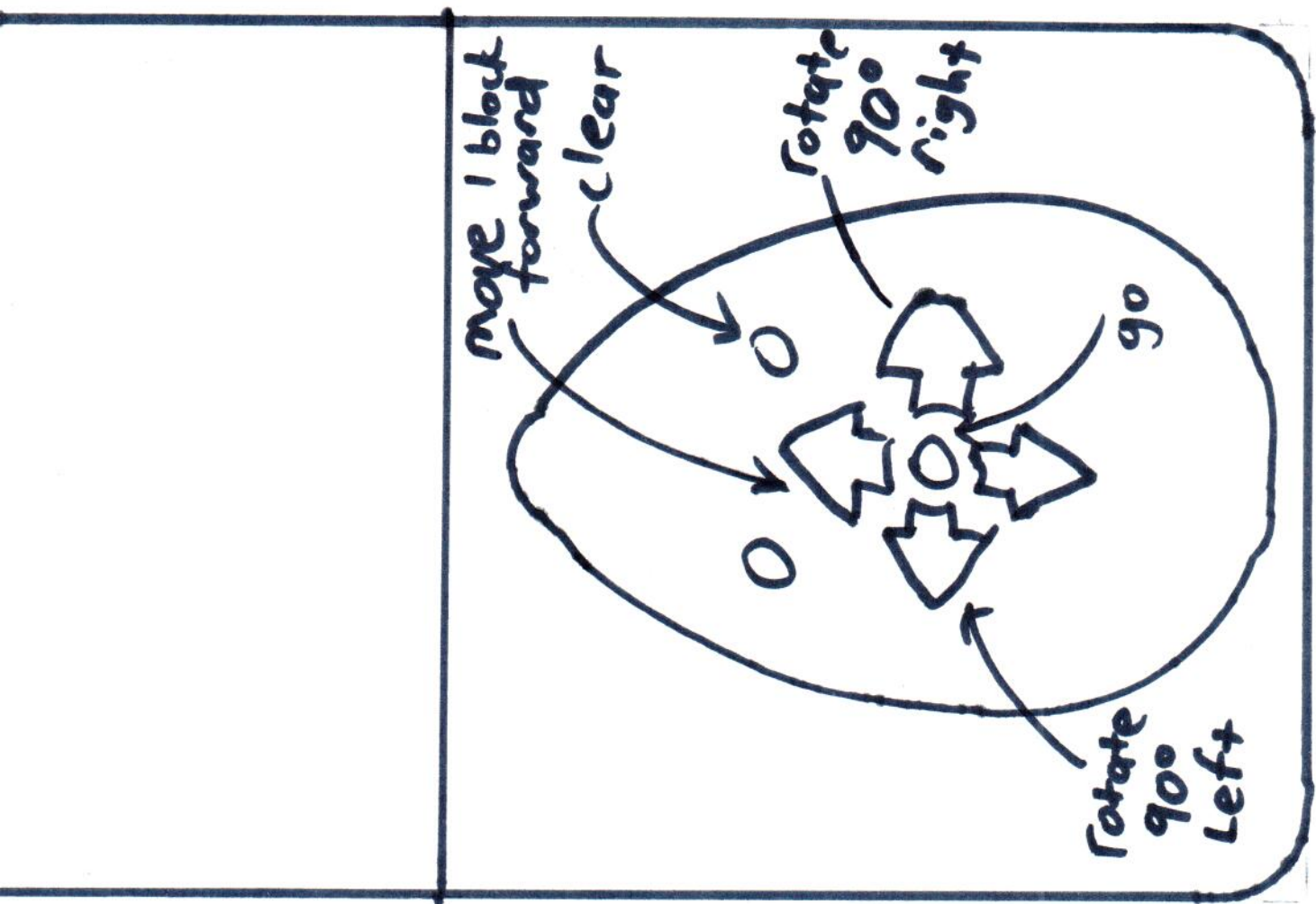
Students' Favorite Thing (Math/CS):

"My favorite thing was learning about how to code different things, because we don't do that sort of thing often."
"it gave me an opportunity to work on code which is something I hope to do as a profession."
"I liked the abstract thinking involved with the unit. "
"I liked putting to code into the computer and actually seeing that it worked."
"Learning a new method/way of doing math."

Selected Teacher Survey Responses

Statement	Score
Computing is an important 21st-century literacy.	3.62
The PD raised awareness of issues of equity in CS with opportunities for you to reflect, and addressed these issues as a teacher.	3.56
I can find uses for computer programming that are relevant for students.	3.36
I enjoyed teaching the lesson(s).	3.49
The lesson(s) helped my students to learn computing concepts.	3.44

4-point Likert scale (Strongly Agree=4, Agree, Disagree, Strongly Disagree)

Teachers: Students enjoyed...

"Students enjoyed the Code and Go Mouse because if something didn't go right, they could try again..."

"They were very engaged in the problem solving aspects of the lesson, I was surprised to see how they persevered to get problems solved!"

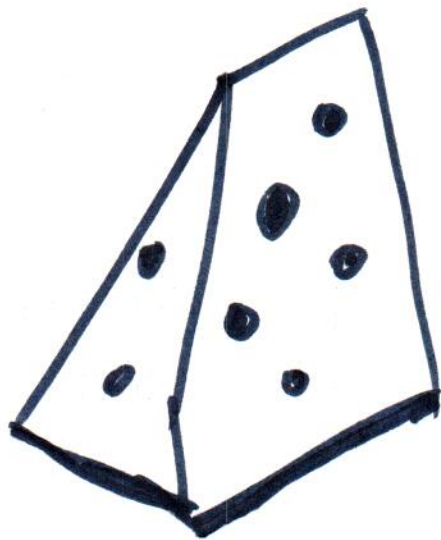"I think the students who enjoyed the lesson the most enjoyed the ability to experiment."

move 1 block forward

clear

rotate 90° right

90

rotate 90° Left

→ ①

START

Directions:

1. Combine sheets with a partner. (#2 sheet)

2. Plan the sequence of steps to get the mouse to the cheese.

3. Try your program!

FINISH