

Bring IT On!
April 12, 2008

Content Development Roundtable

- How to get them interested in CS? What are we going to do?
- Content of JustBe has been driven from the stand point of research
- As computer science, how to present content people outside our group
- We have to find things in our discipline that others find cool
- In JustBe, the kinds of research development we show are games, robots. The kind of slides we show are in health and helping people
- Take the perspective of how computer science is helping people in the world. Save the world.
- Who is our audience?
- What are our resources?
- Activities that are built into the content for middle school
- Are girls interested in CS at Middle School? The turning point is in Middle School
- Partner with other camps, animation in an hour, be very active in teaching them. Do an activity that has life to continue outside the class
- Explain why a certain phenomenon occurs. Visual perception, puzzle, optical illusions type things
- Things that have to do with using the technology and not necessarily computer science
- Explain the ideas with real life objects instead of actual computer science equipment
- Illustrate the program through acting
- Learning styles have changed - Deductive reasoning
- Gaming is not necessarily the savior of life
- Assimilative learning - experiential learning
- have them talk and interact in class - Quiz, puzzles
- Bringing stories from the news and newspaper - Including that will help them understand who they are
- Applications for facebook - paper study - paper based presentation of their ideas
- Identifying problems from their experiences on the internet or real life
- Games vs. real life
- Two sides - middle school side, high school side. Most students don't start computer science till sophomore year
- Very important to show enthusiasm
- Designing solutions
- Demystifying myths
- Including technology in their real life