

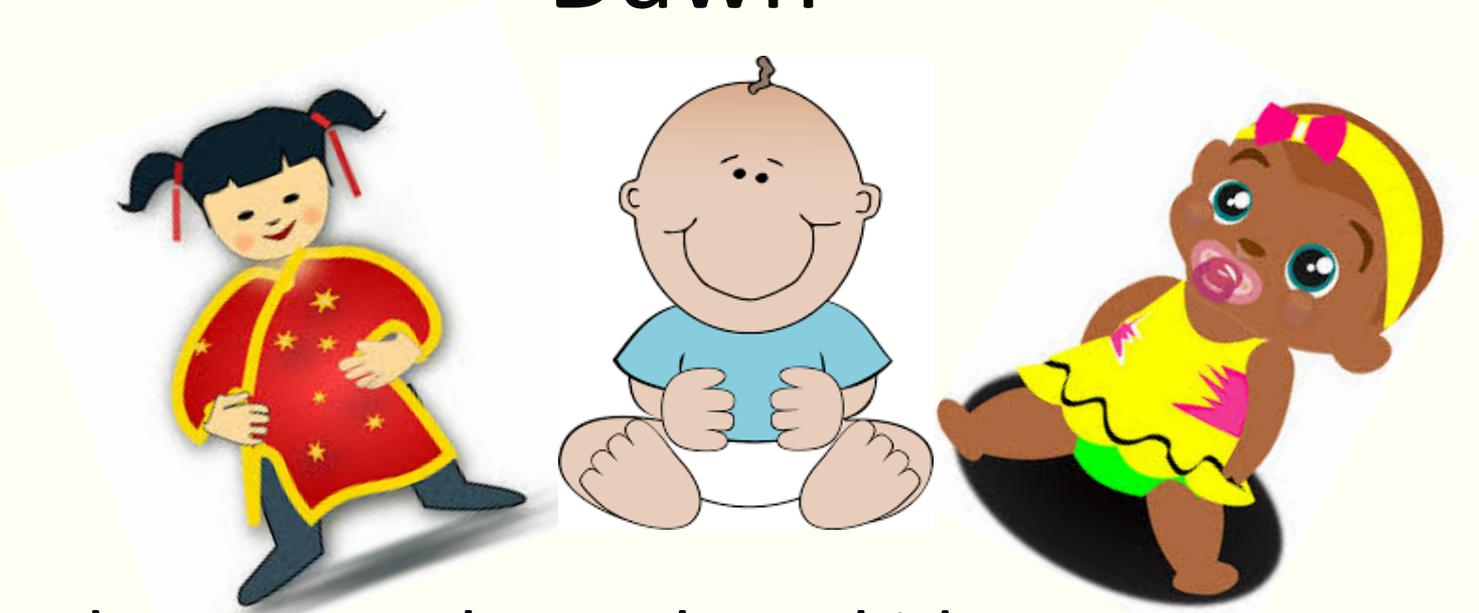
(Open) ER and Computation(al Thinking)

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Dawn



Today there were born three kids ...

What are their prosperities for the life?

**We should make all the effort to help all of them
to prosper!**

Future



The future will greatly employ ICT.

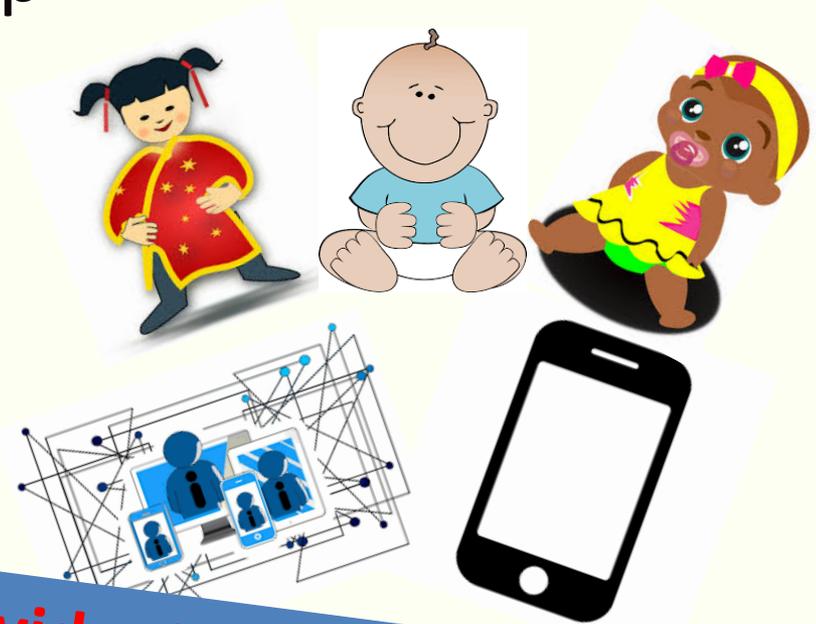
Consequently they will have to be familiar with ICT.

Great news

digital native

a person born or brought up during the age of digital technology and so familiar with computers and the Internet from an early age.

www.dictionary.com



just provide the ICT to everybody

Not that great news

consume

a person of
commodity

www.dictionary.com

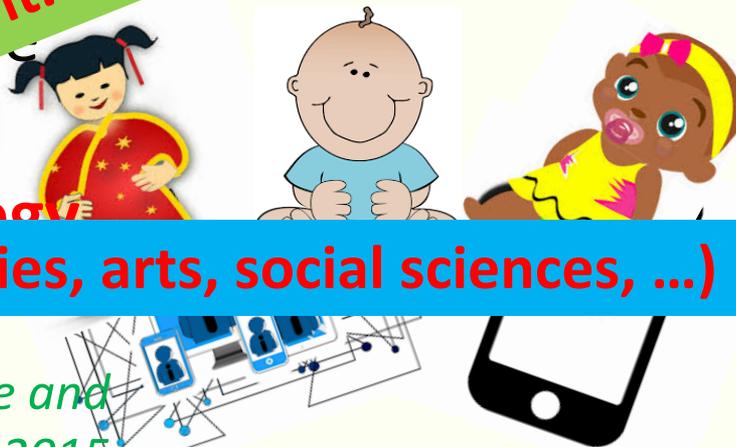
creator
- a person to cause to come into being, as something unique that would not naturally evolve or that is not made by ordinary processes.
- God
www.dictionary.com



Creator vs. Consumer

Develop a curriculum for teaching
Computing including Digital
Literacy and in particular C
Science/Informatic
children in K
an access to
make them
ICT creator, but any area (humanities, arts, social sciences, ...)
not just its consumers.

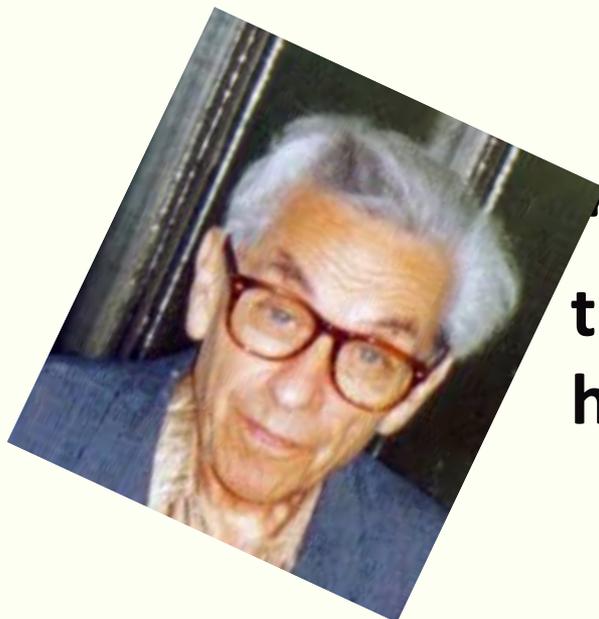
Children should be taught how to
create a washing powder not only
how to use it.



*Towards Knowledge Societies for Peace and
Sustainable development, UNESCO, 2015*

STEM/MINT and CS

“This one's from the Book!”



Mathematics
Informatics
Natural Science
Technology



“I think that the
th
have—POWER.”

James Watt (1736-1819)

S,M

CS

T,E

Resources

Societies:

AC Girls

Initiatives:

CC

Girls

emy

Mostly addressing programming / coding.

S,M

CS

T,E

- CoderDojo
- Scratch
- ...

Computational Thinking

- Several definitions
- Jannette M. Wing:

Computational thinking is a problem-solving process involving human or machine involvement in formulating a problem and its solution(s) in a form that a computer can solve.

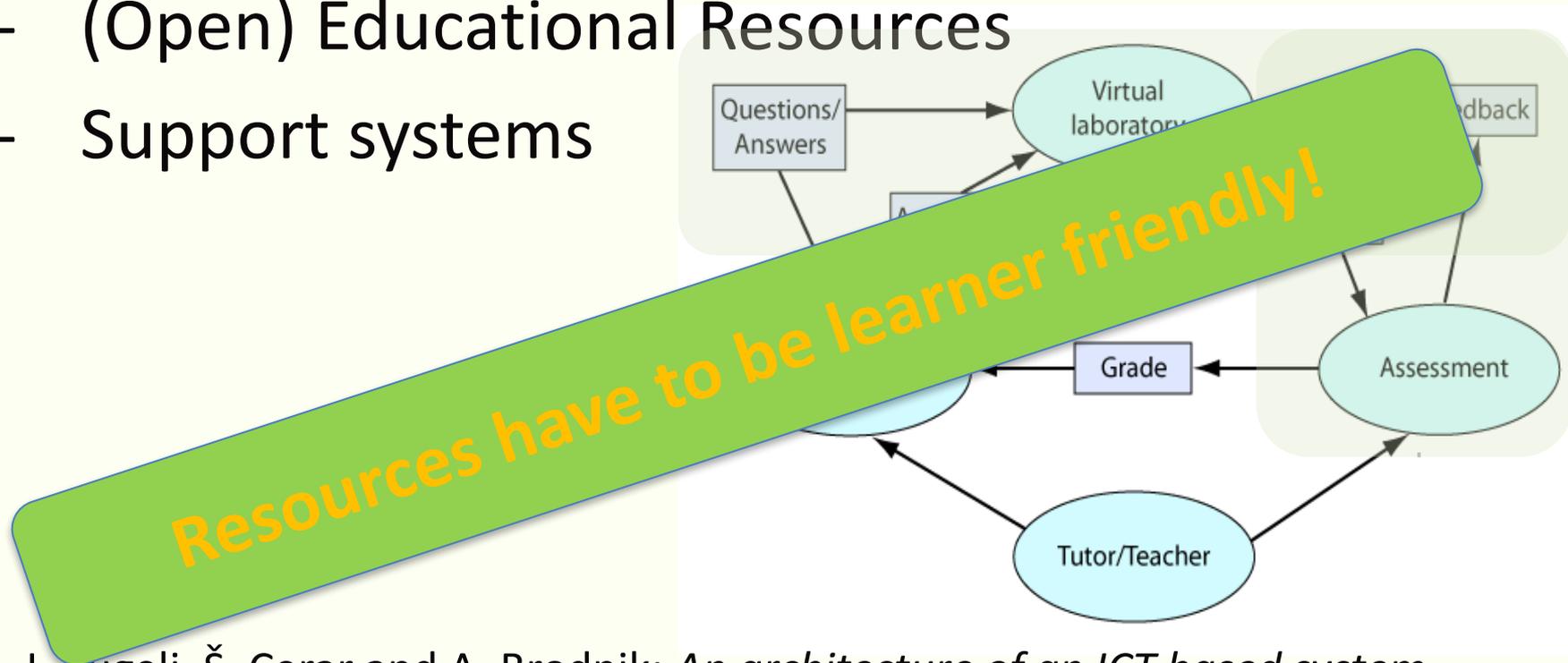
Computational thinking ≠ Programming

Recommended reading: *Jeannette M. Wing, Computational Thinking, CACM, March 2006.*

Developing CT

We need:

- (Open) Educational Resources
- Support systems

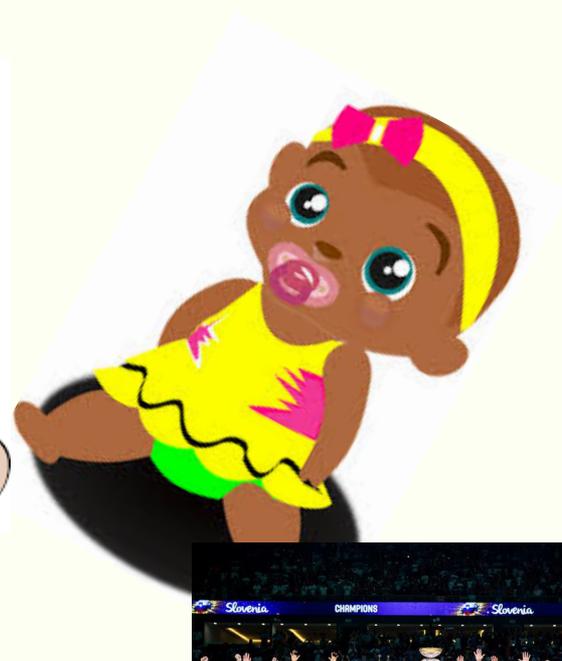
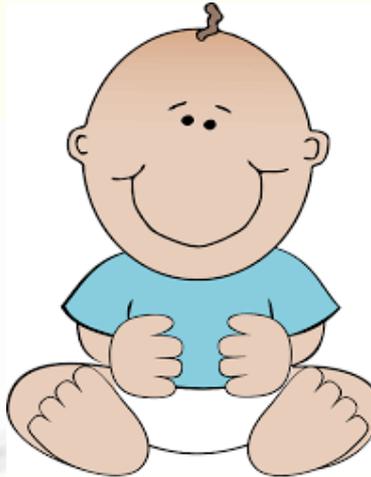


J. Kugelj, Š. Cerar and A. Brodnik: *An architecture of an ICT based system for constructivist based learning in higher education*, ICL2010

Challenges

1. *Technology:* develop support systems
2. *Friendliness:* make resources learner friendly
 1. Bebras (<http://bebras.org/>), ...
3. *Content:* CT OER
 1. ISTE (<https://www.iste.org/explore/article/detail?articleid=152>), CSTA (<http://www.csteachers.org/page/CompThinking>), CAS (<https://barefootcas.org.uk/barefoot-primary-computing-resources/concepts/computational-thinking/>), CT@Google (<https://edu.google.com/resources/programs/exploring-computational-thinking/>), Bebras, ...
4. *Curriculum:* ACM CSTA K12, IFIP, several countries

Provide complete K12 Computing education to every child to make her or his future brighter!



Hvala / Thank you!