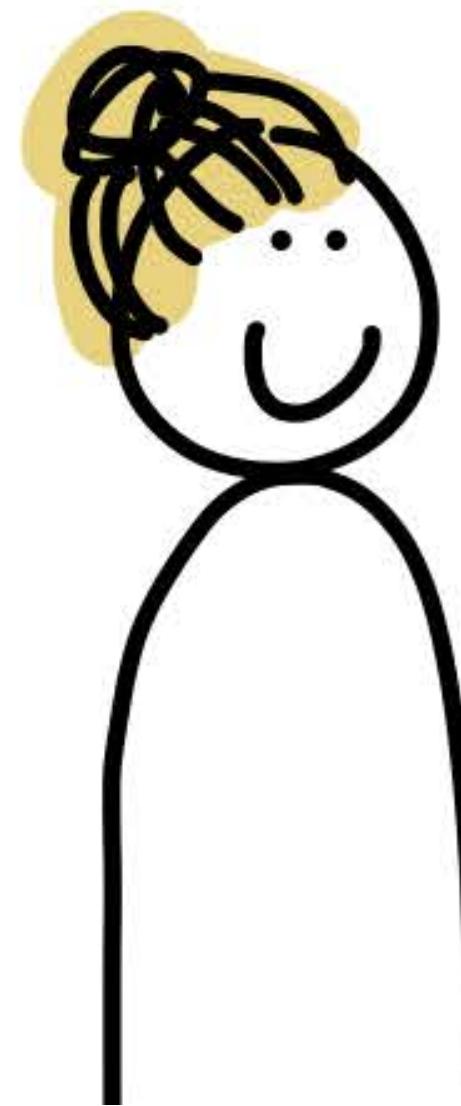
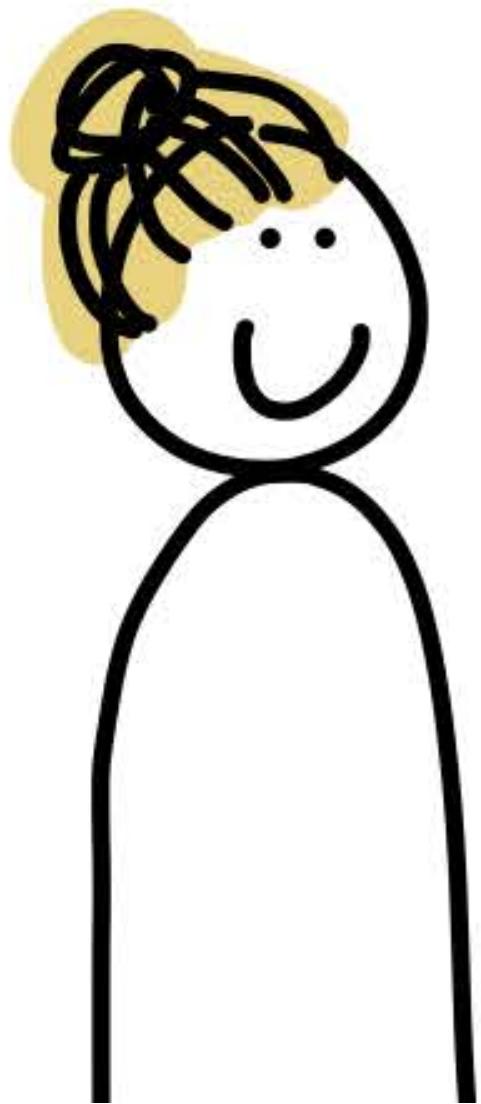


Explicit Direct Instruction in Programming Education



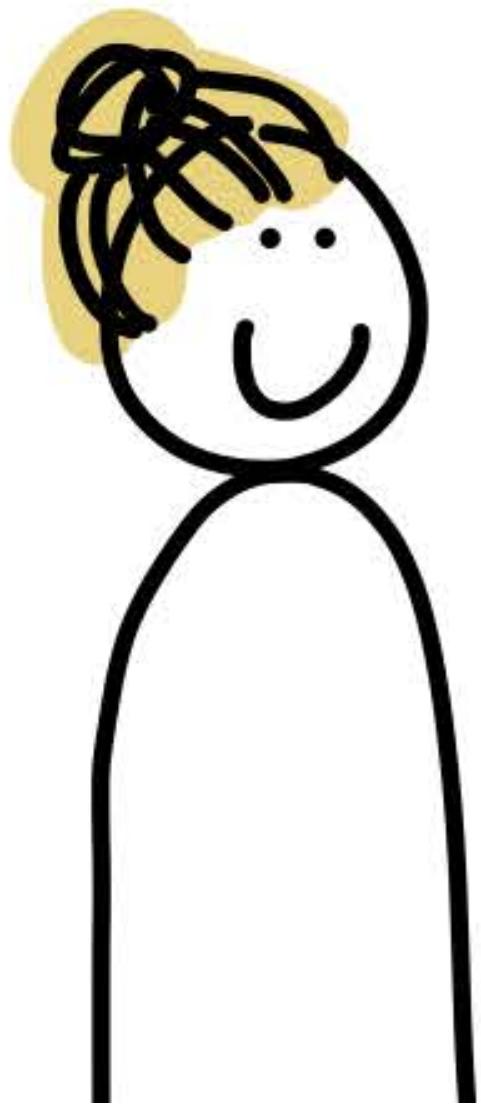
@Felienne

How to teach Programming (and other things)



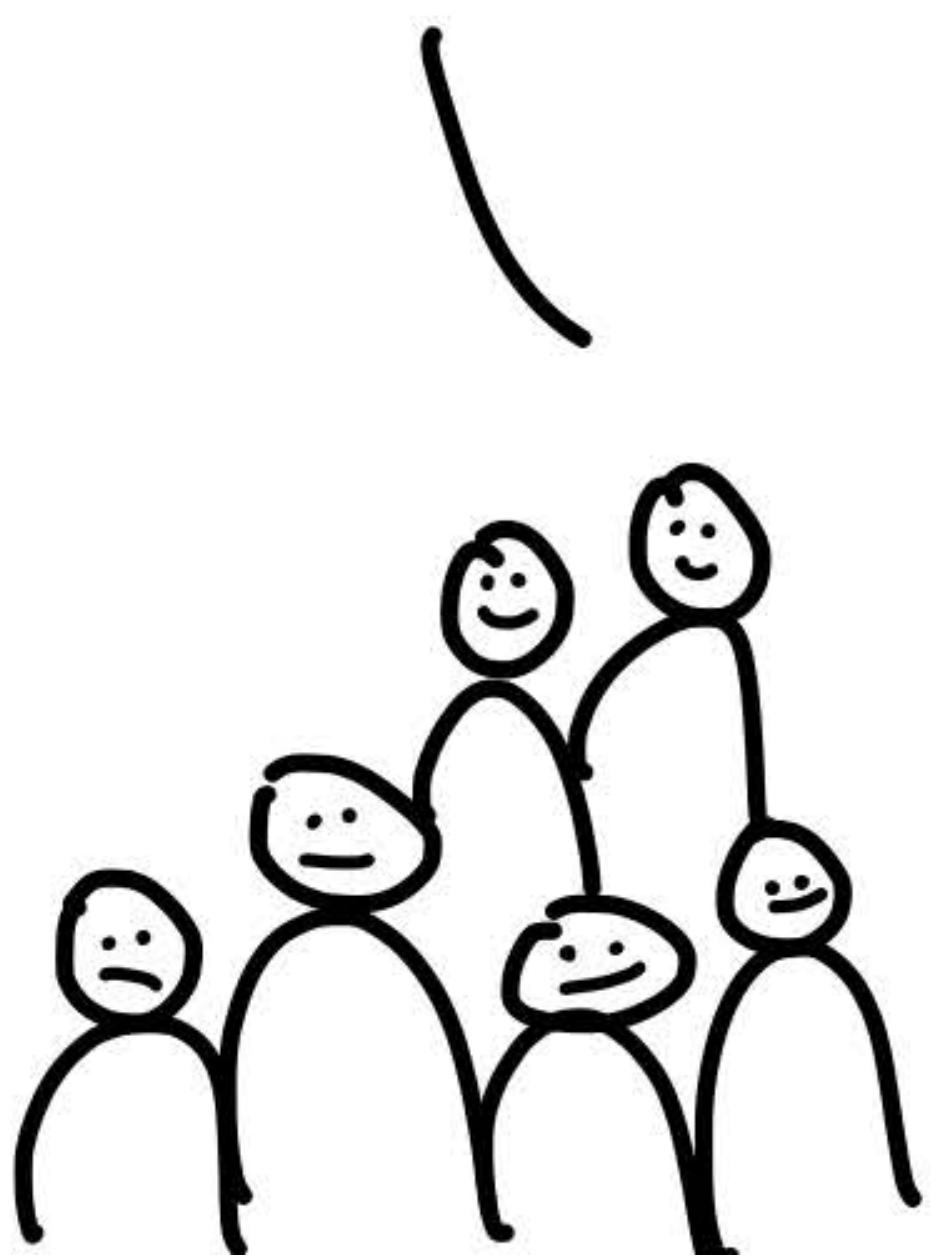
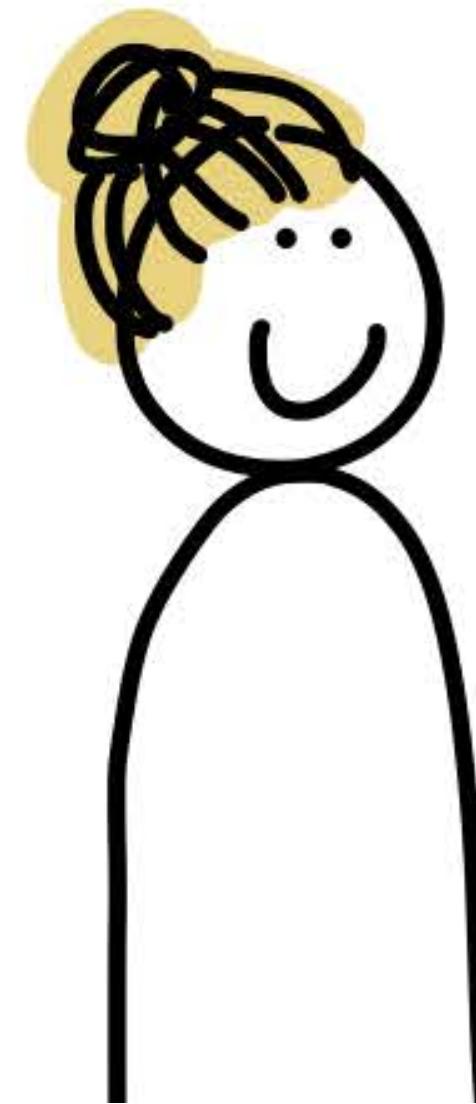
@Felienne

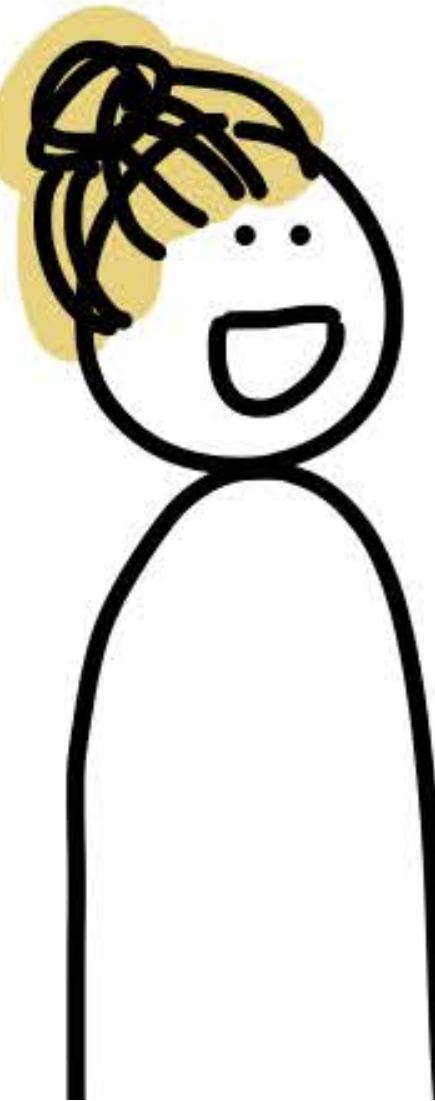
How to teach Programming (and other things)



@Felienne

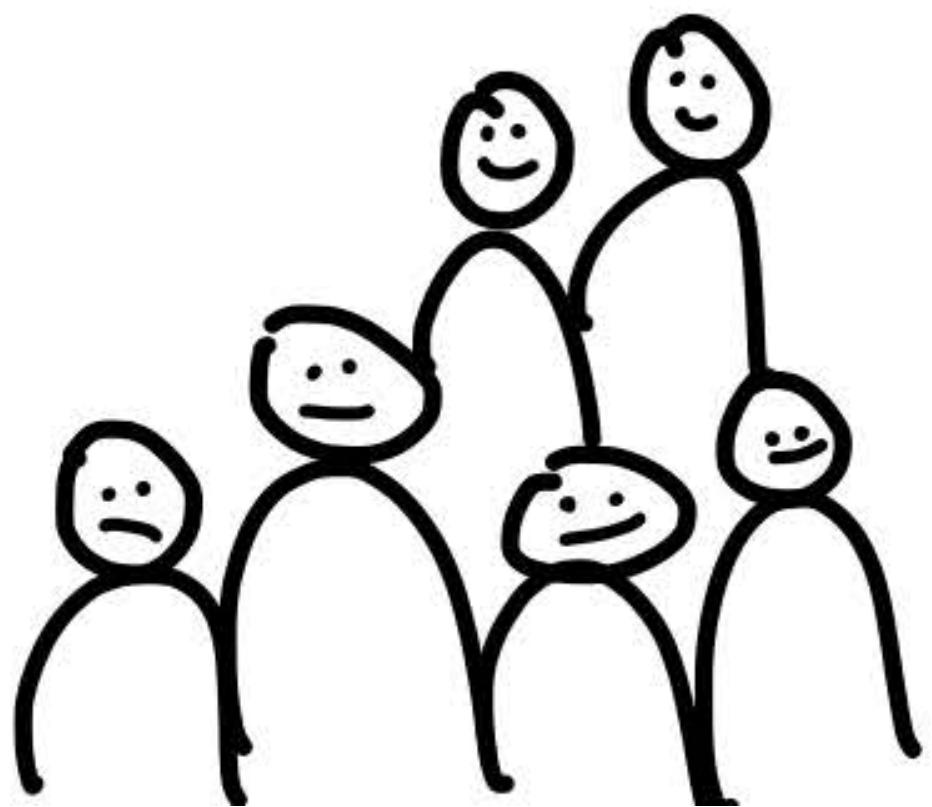
We'd love to
learn programming



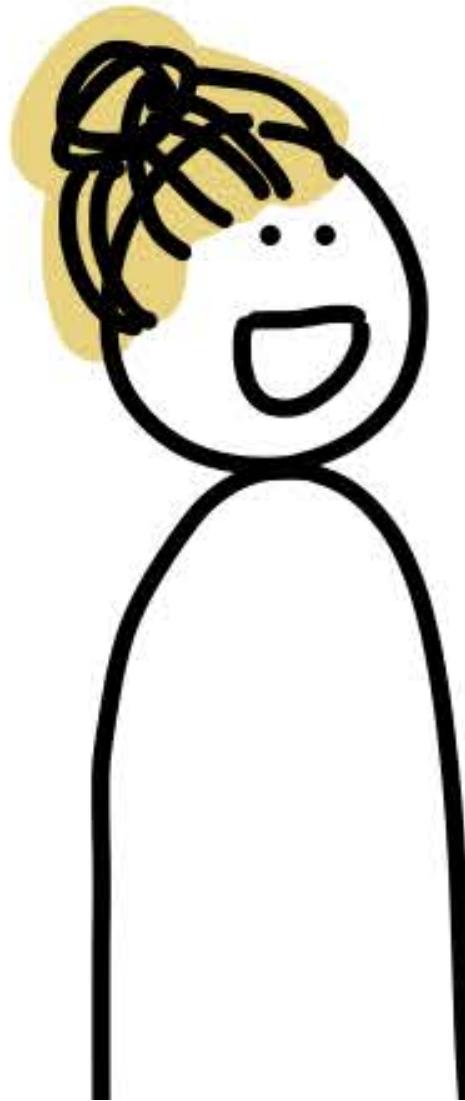


Yeah!

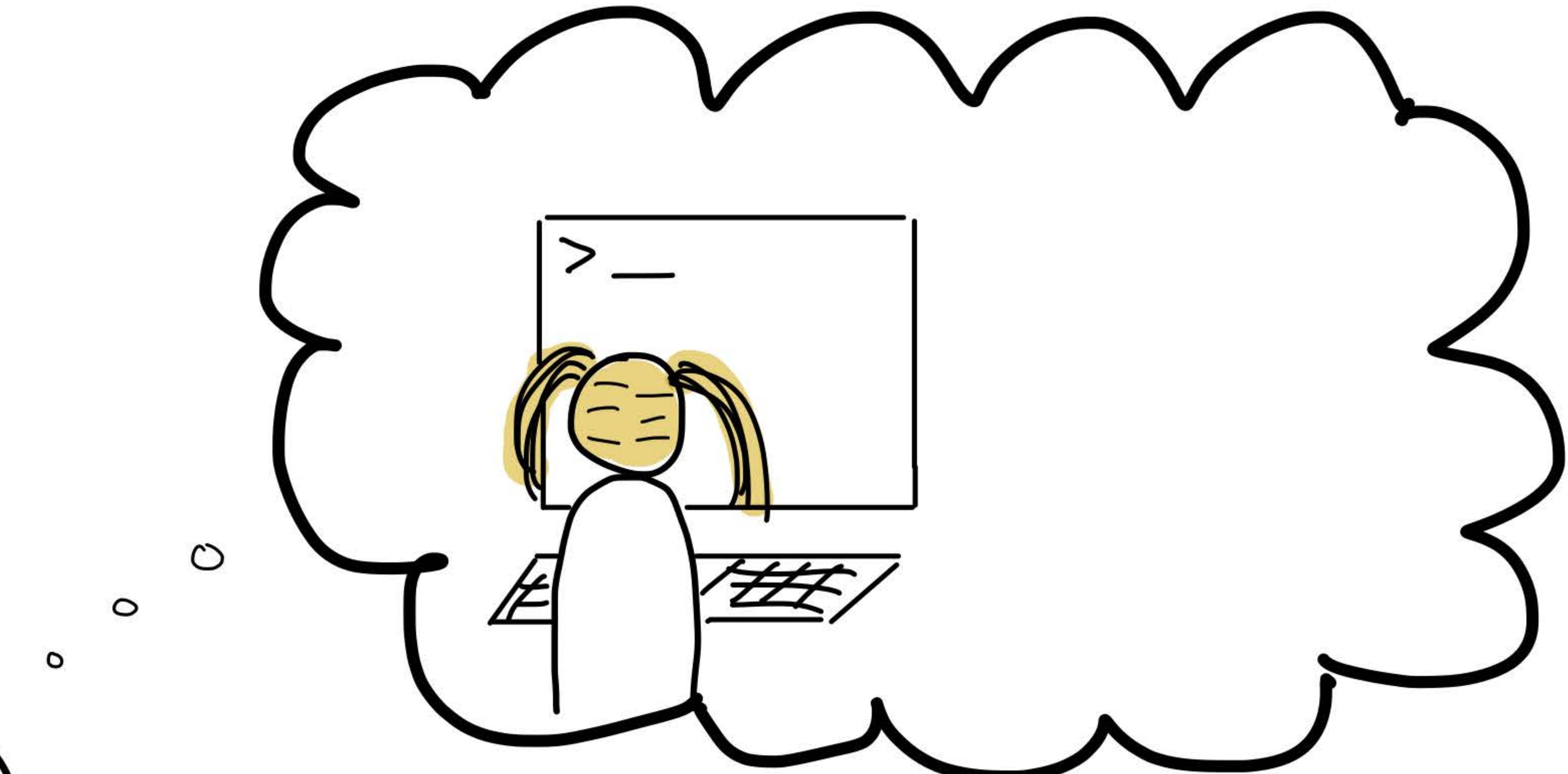
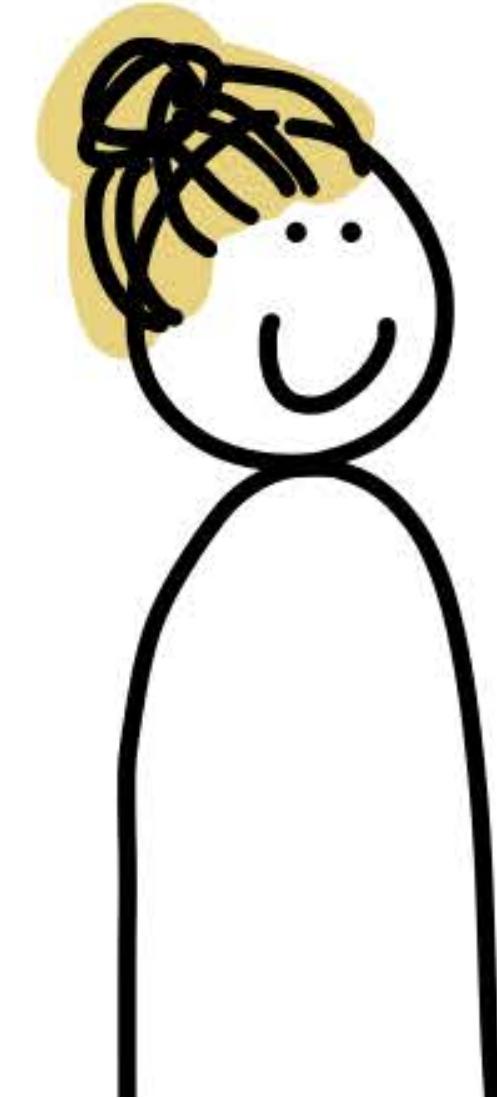
We'd love to
learn programming

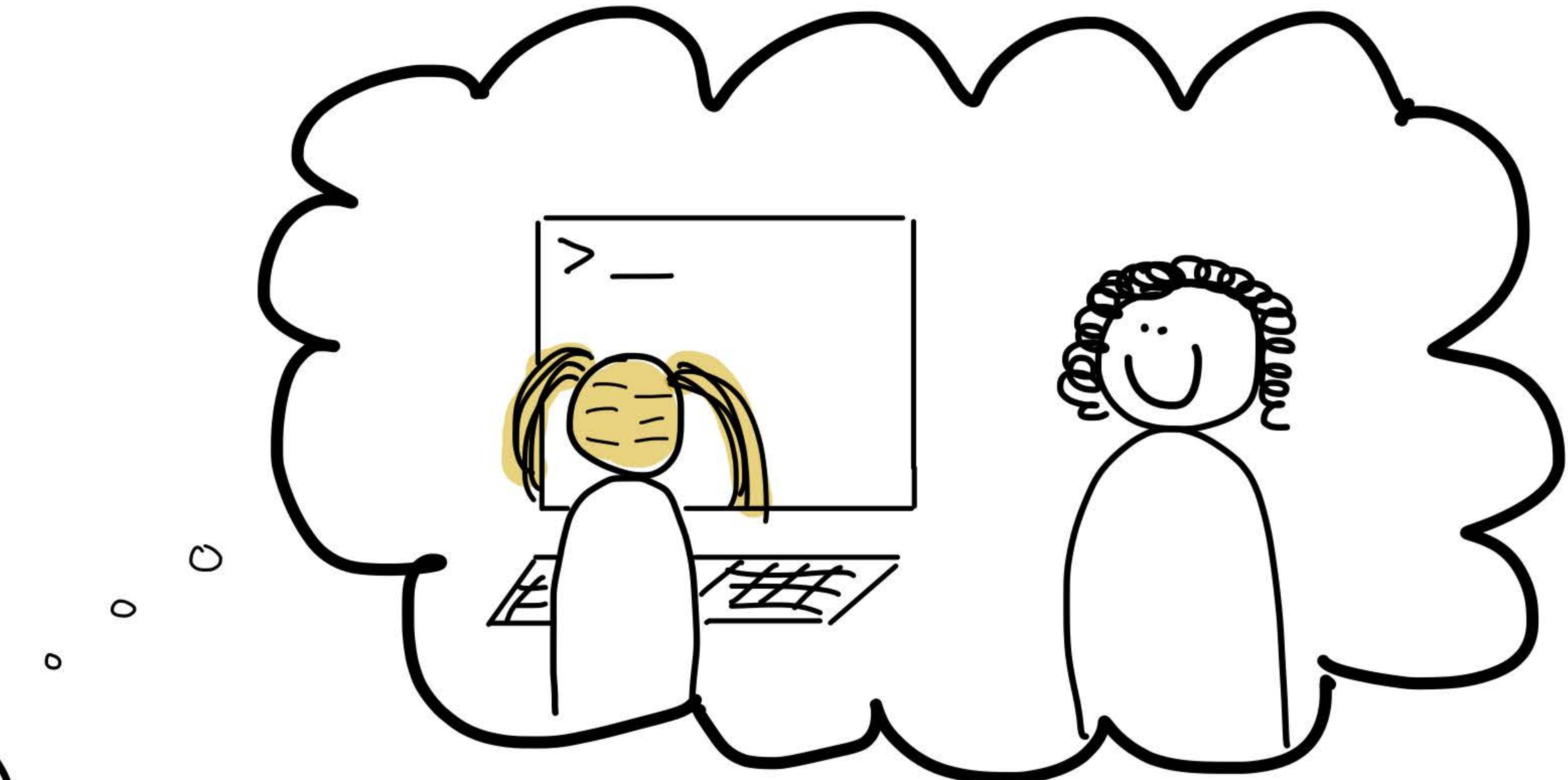
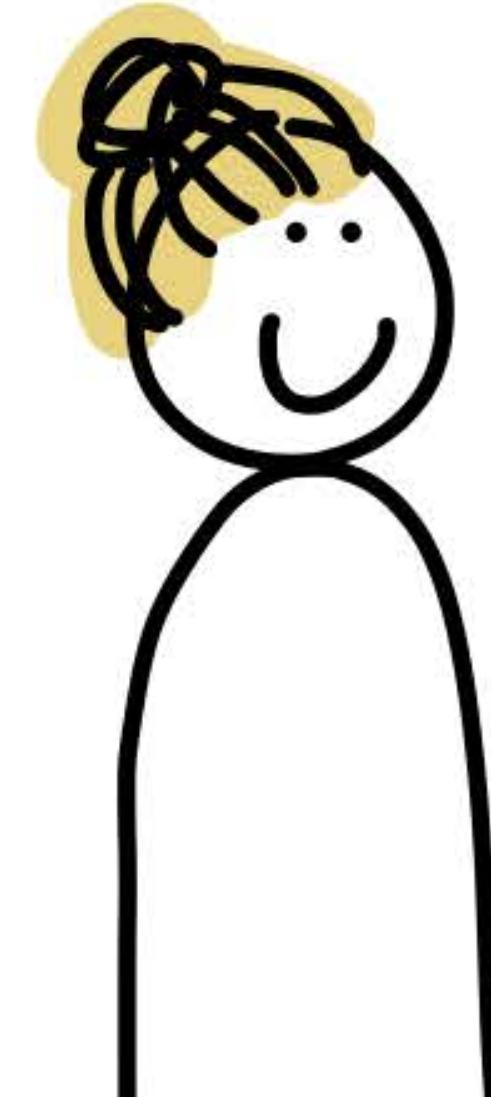


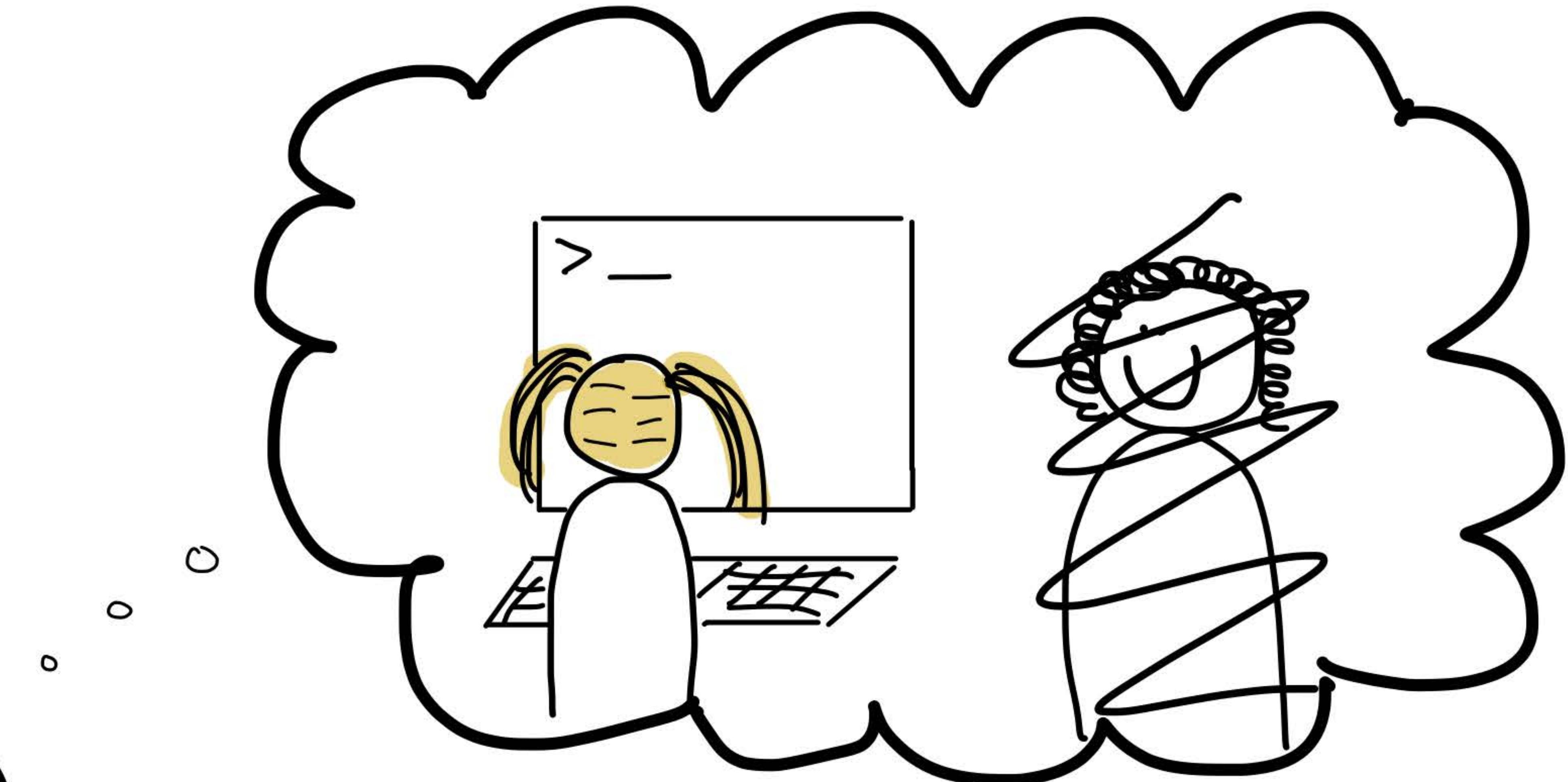
Yeah!

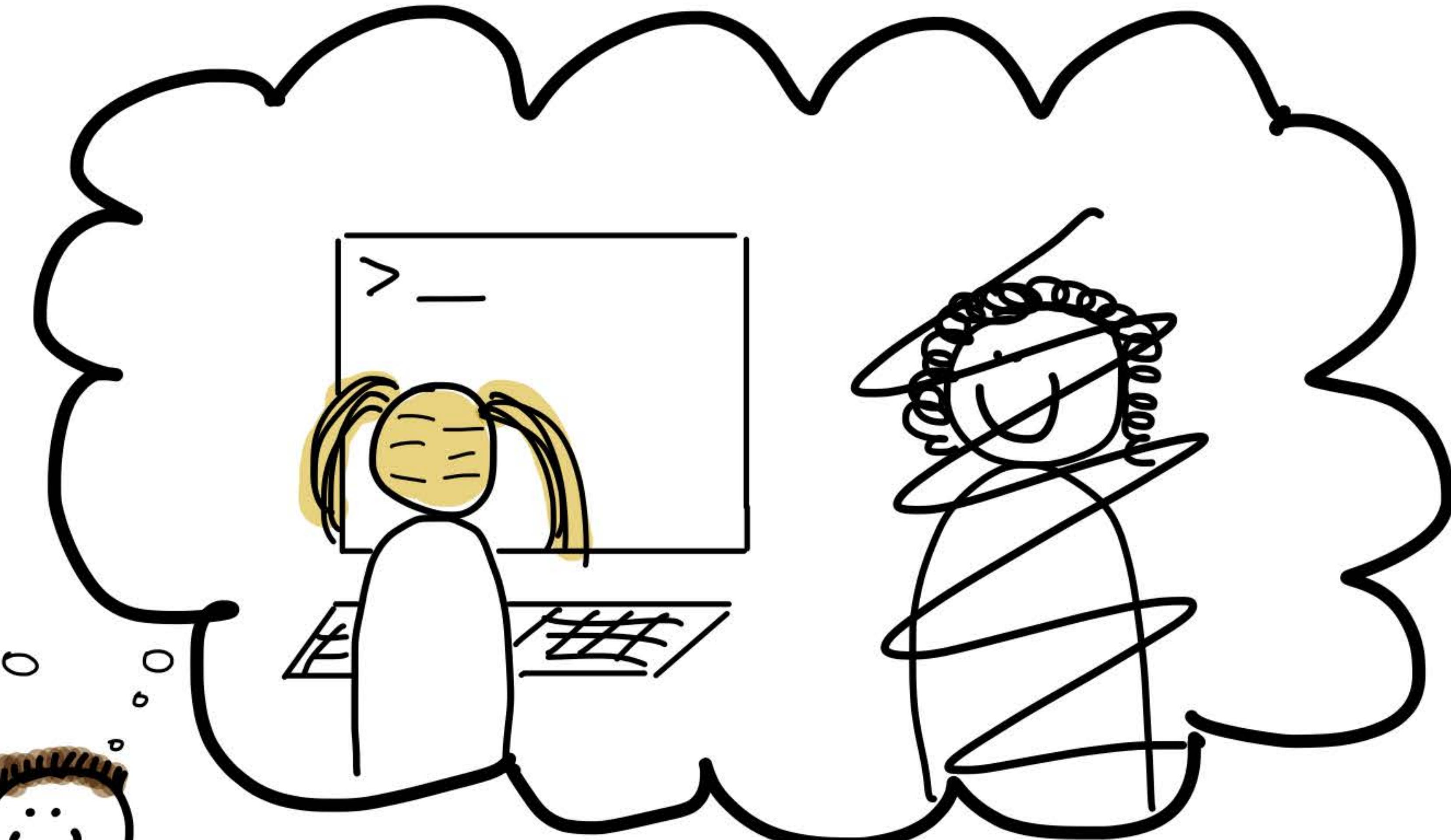
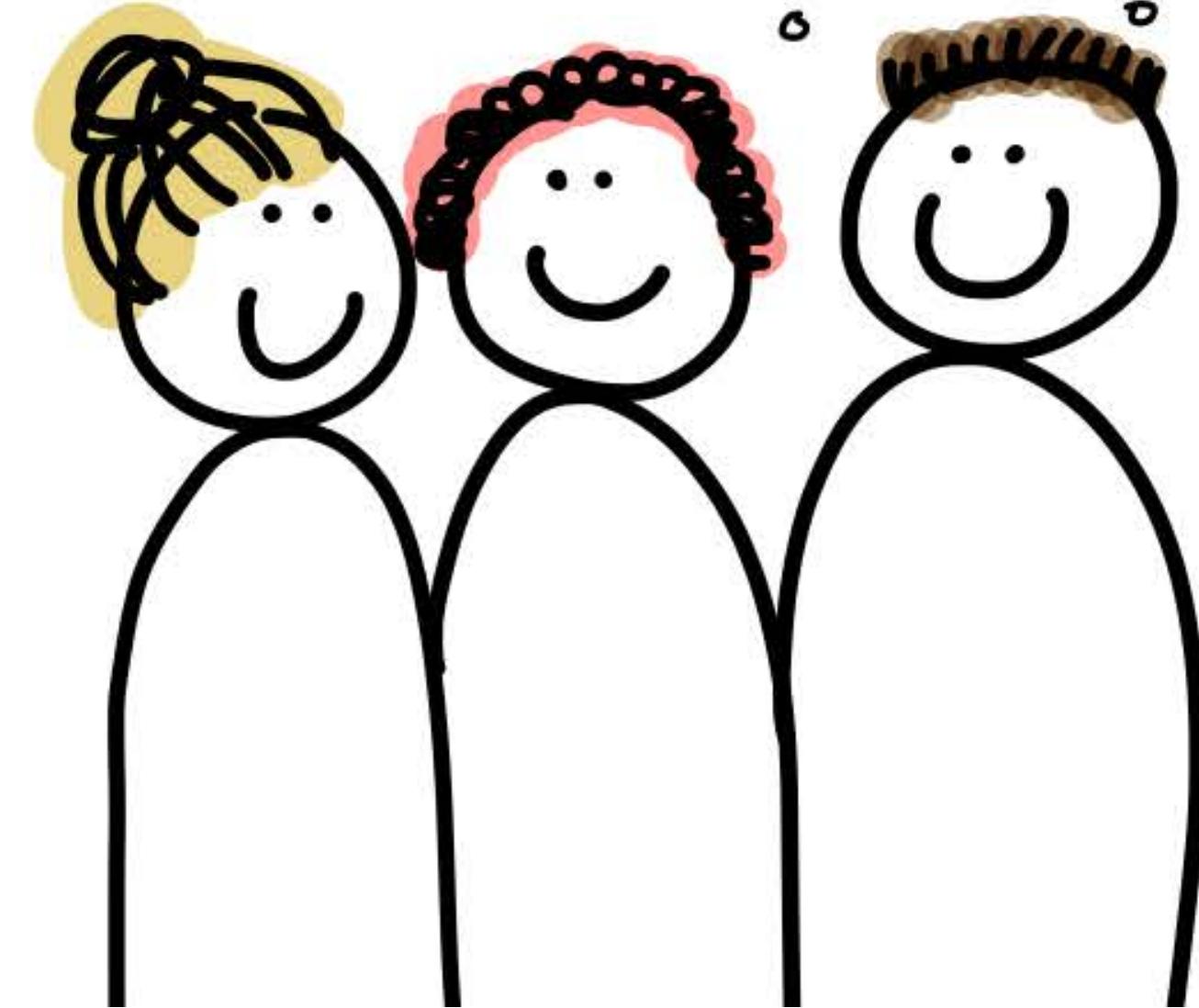


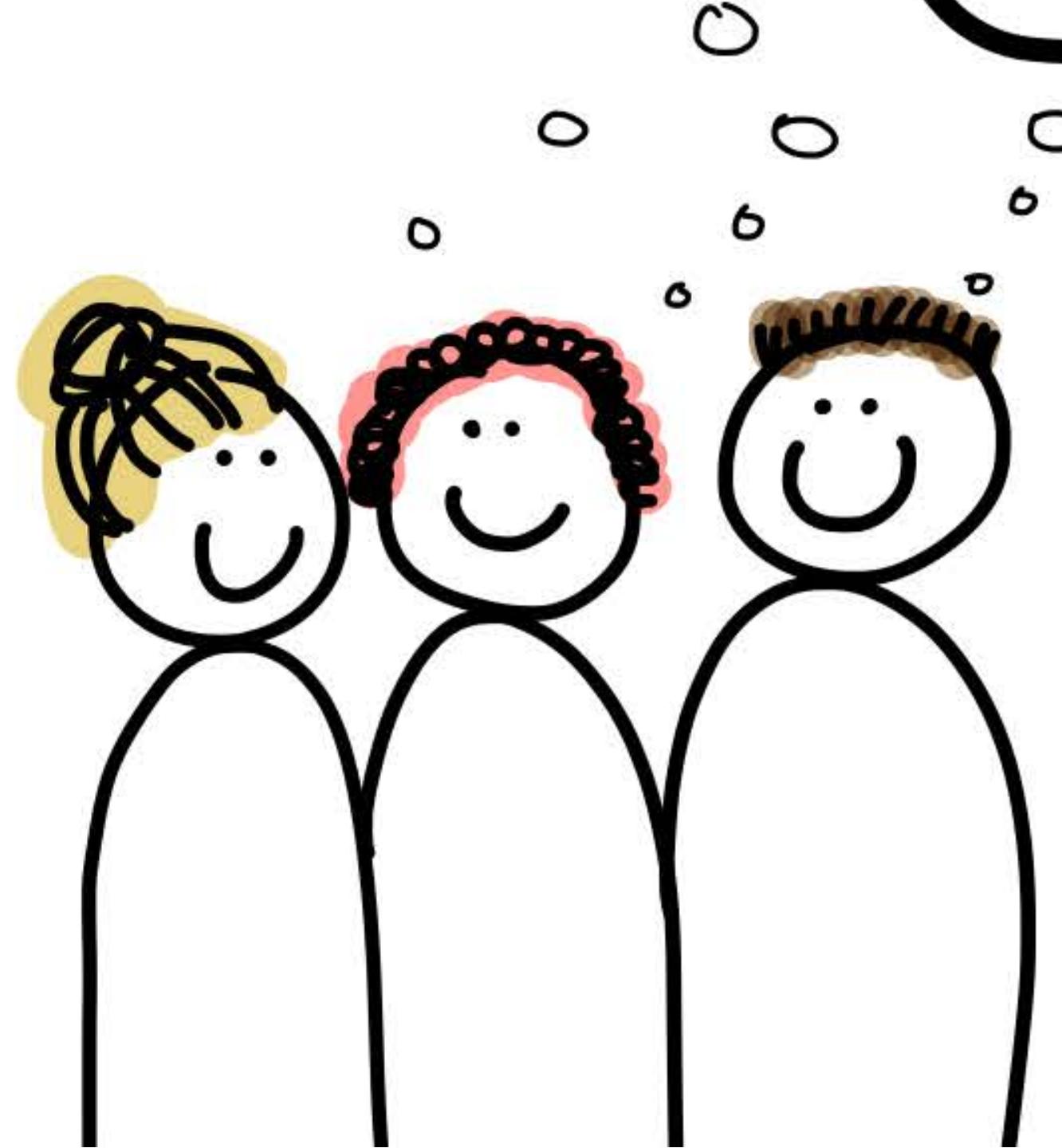
Doesn't know anything
about teaching



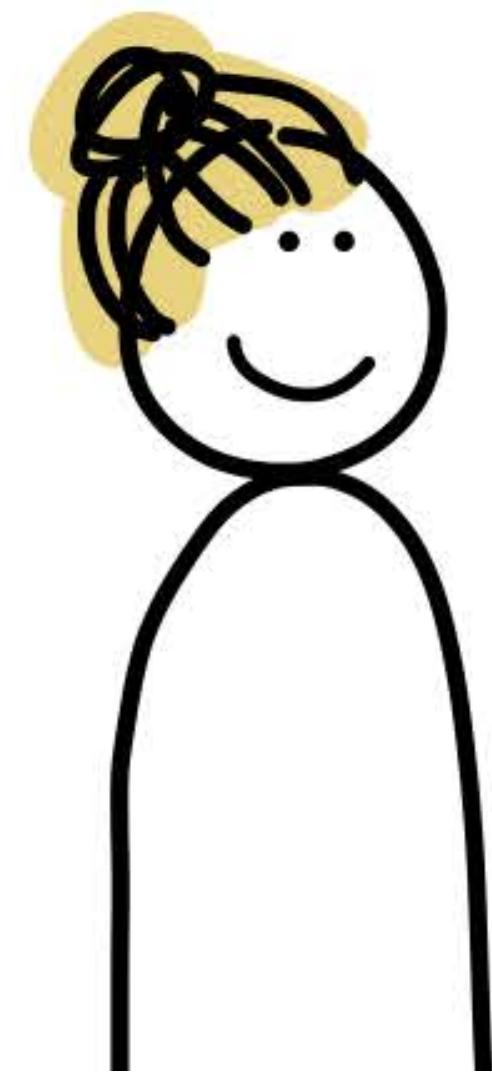


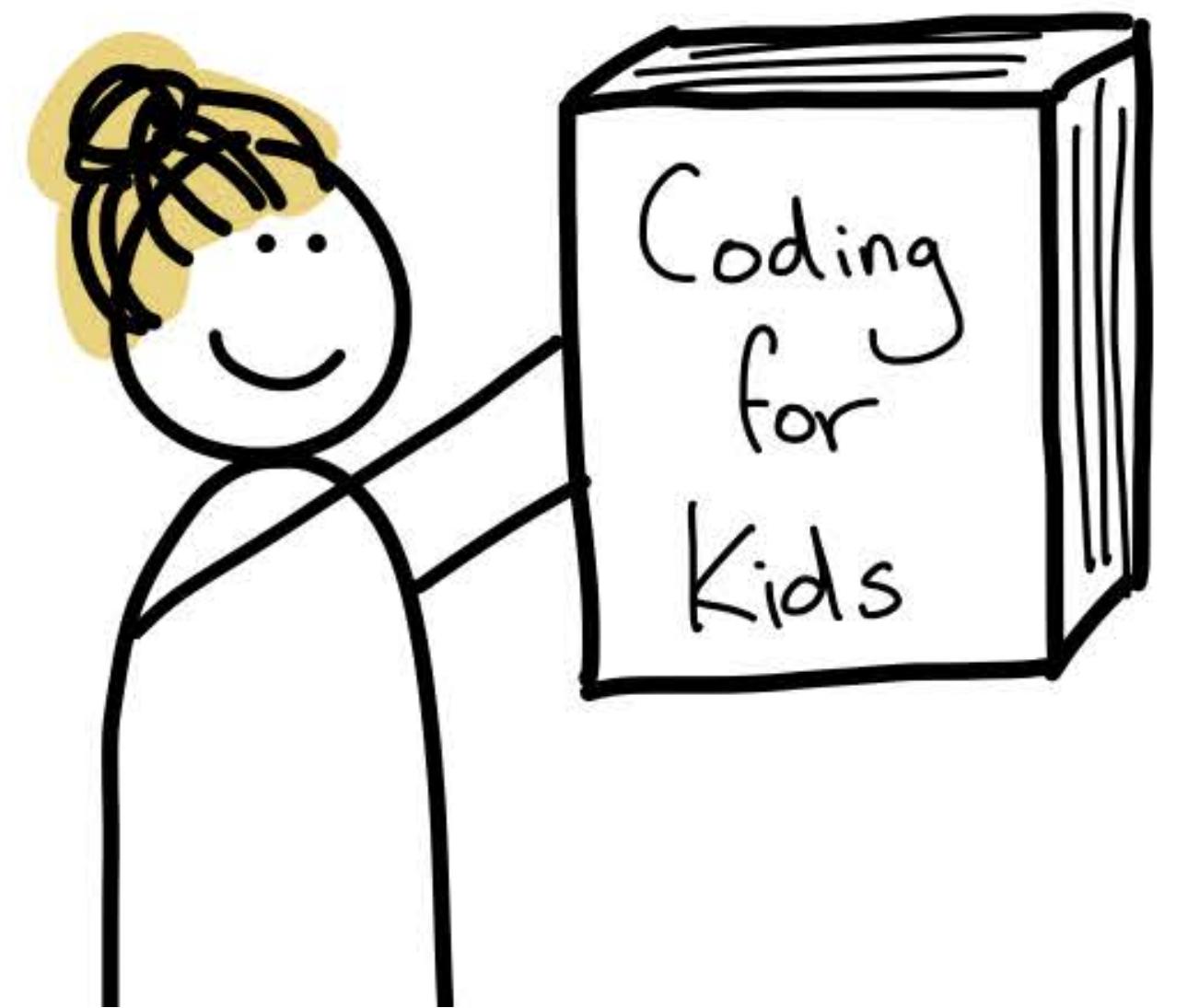






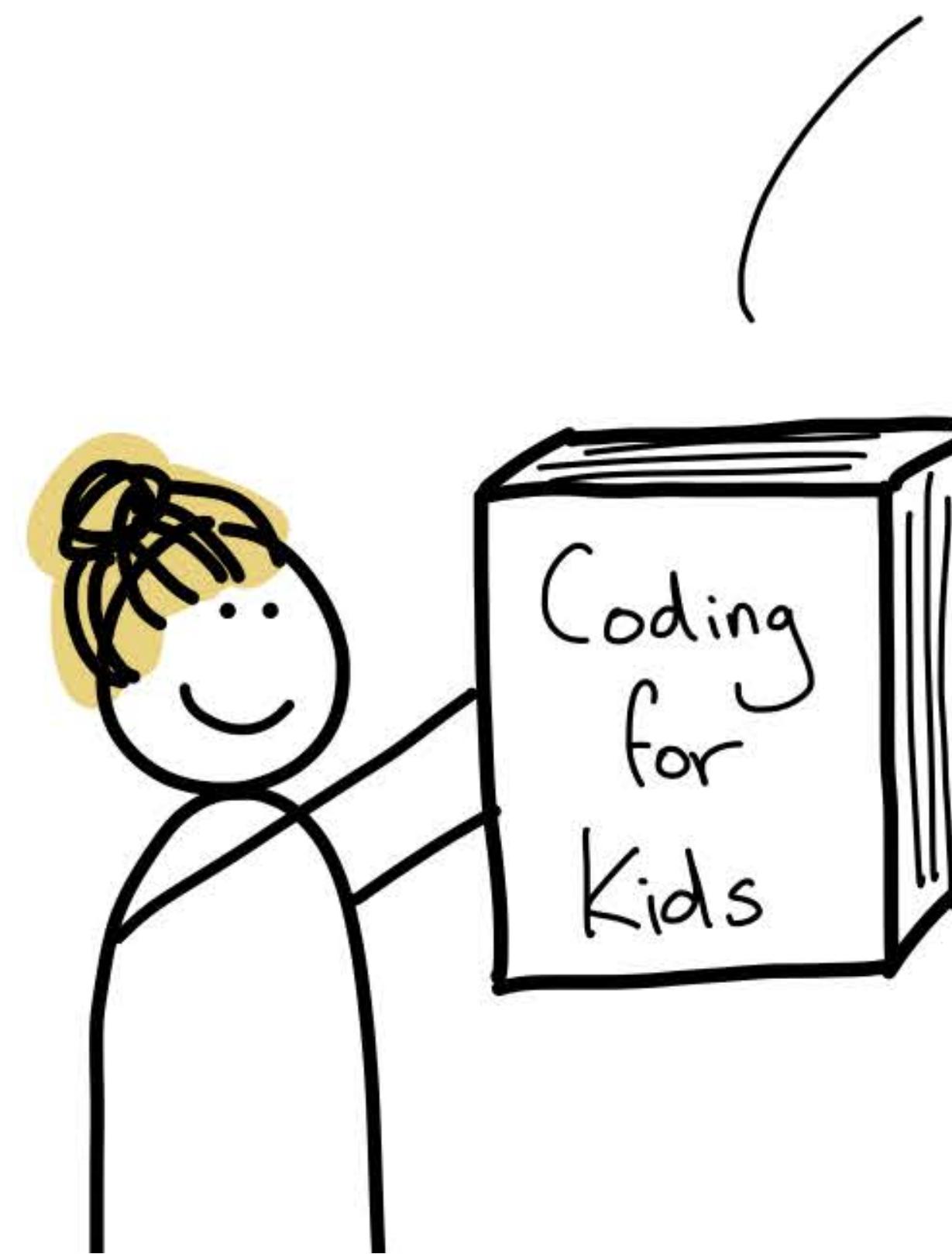
Just let
them explore!



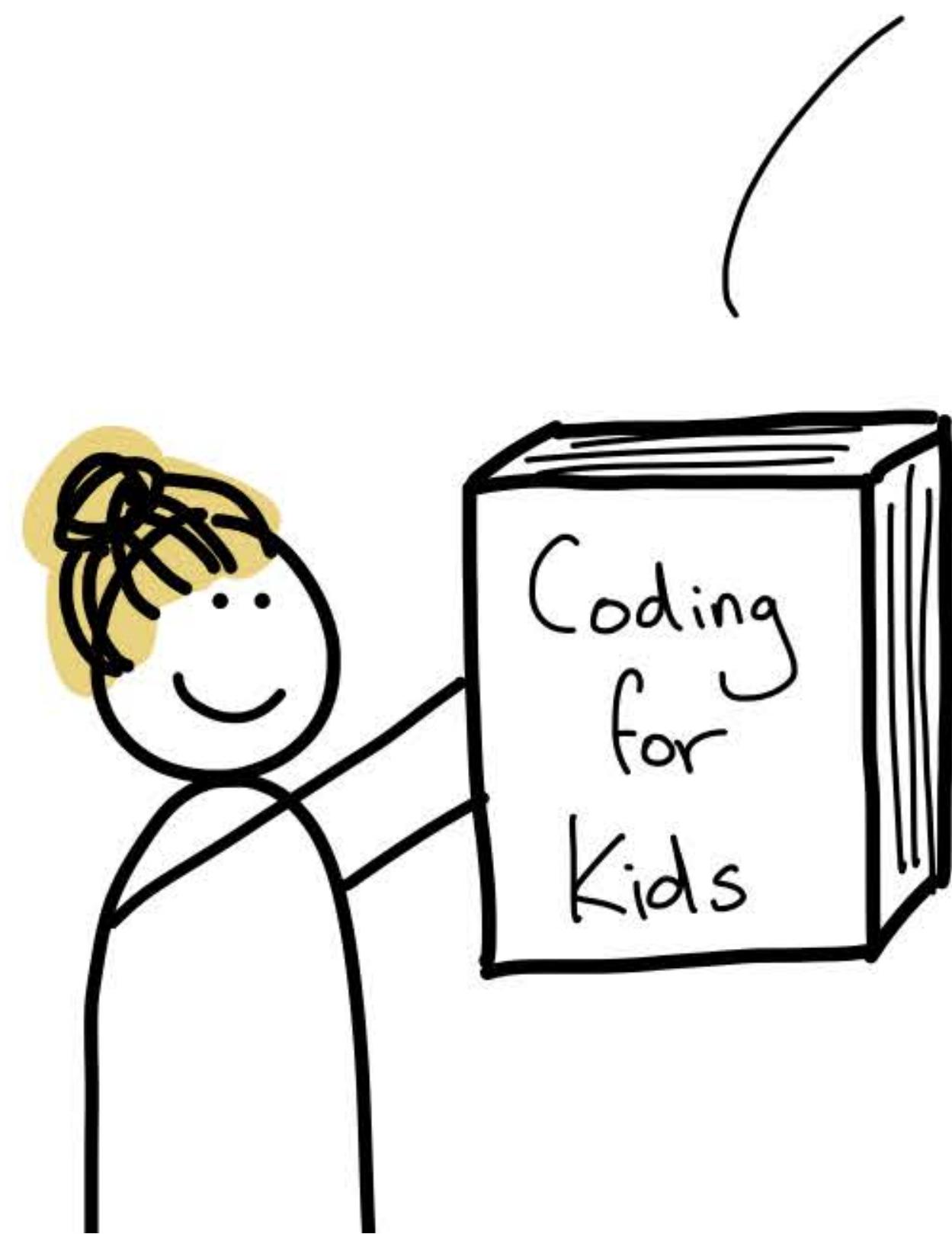


ER OH!
ER ZIT
EEN BUG!

Af en toe kom je een probleem tegen als je je project start. Dit heet een *bug*. Dit is het leukste van programmeren: een fout **ontdekken** in iets dat je gemaakt hebt, en die dan oplossen.



"The best part of
programming is
finding mistakes"

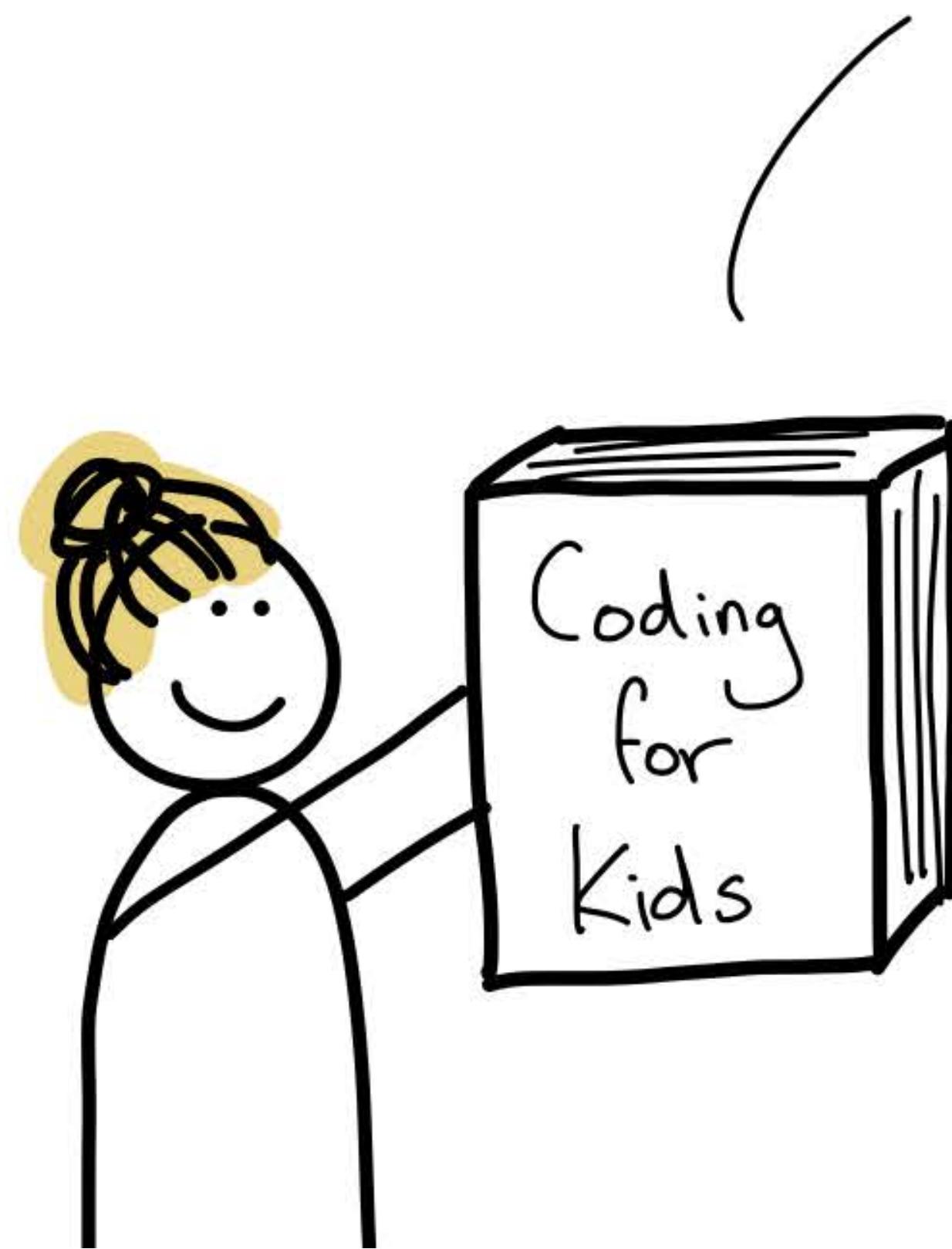


Reken erop dat je veel fouten zult maken en veel van dit soort foutmeldingen te zien krijgt. Denk erom, programmeurs leren alleen maar meer door het maken van fouten en door uit te zoeken waar de fout zit. Zelfs de beste programmeurs ter wereld maken fouten, zoals het vergeten van een " in hun code.

"Programmers only learn from making mistakes"

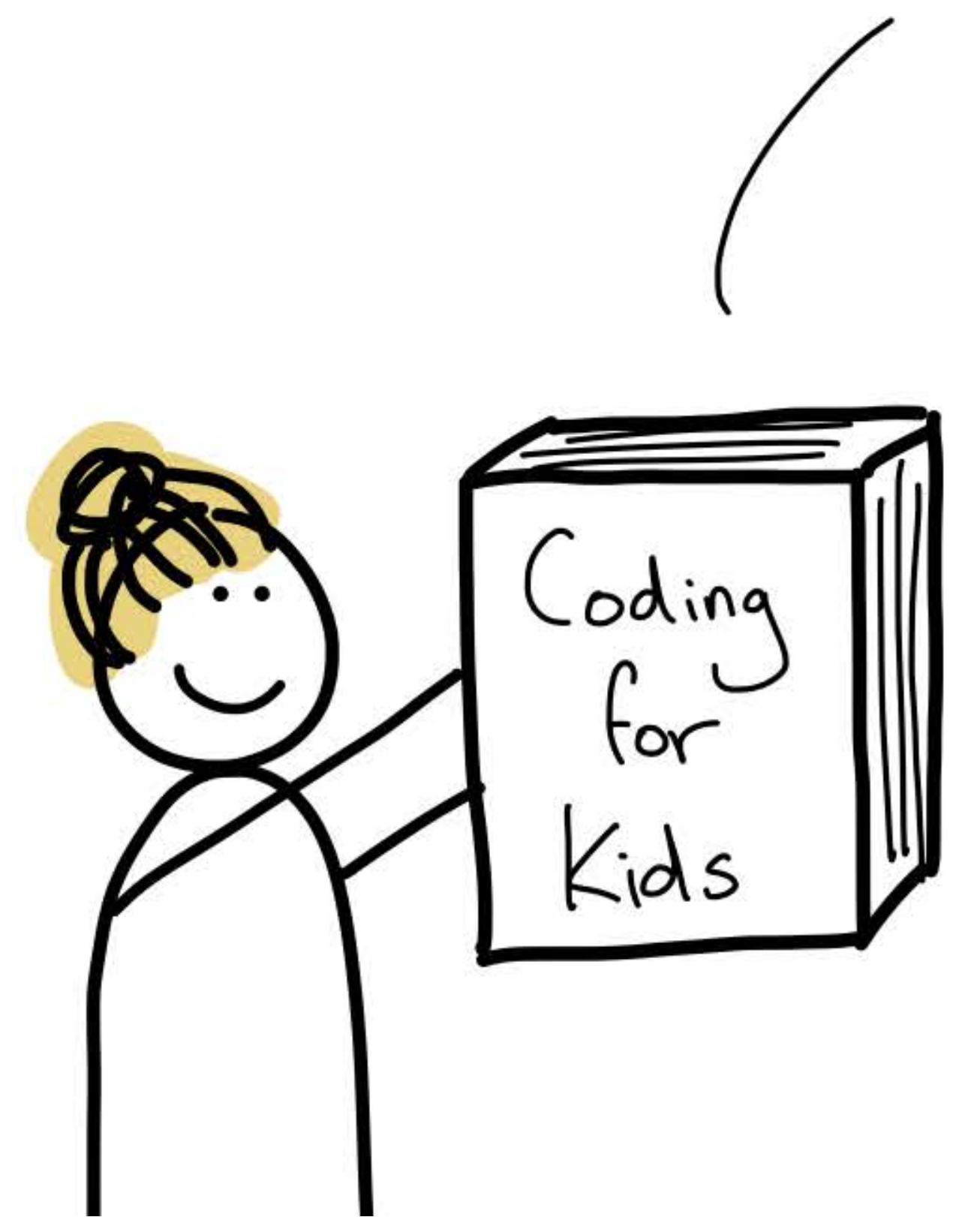
Heb plezier!

Coderen lijkt veel op puzzels oplossen. Het is een uitdaging, vaak lukt het niet, en soms is het frustrerend. Maar je beleeft ook een doorbraak als je een probleem weet op te lossen en het geeft een kick als je codering werkt. Werk op je eigen niveau: als een



"You will fail often,
and it will be frustrating"

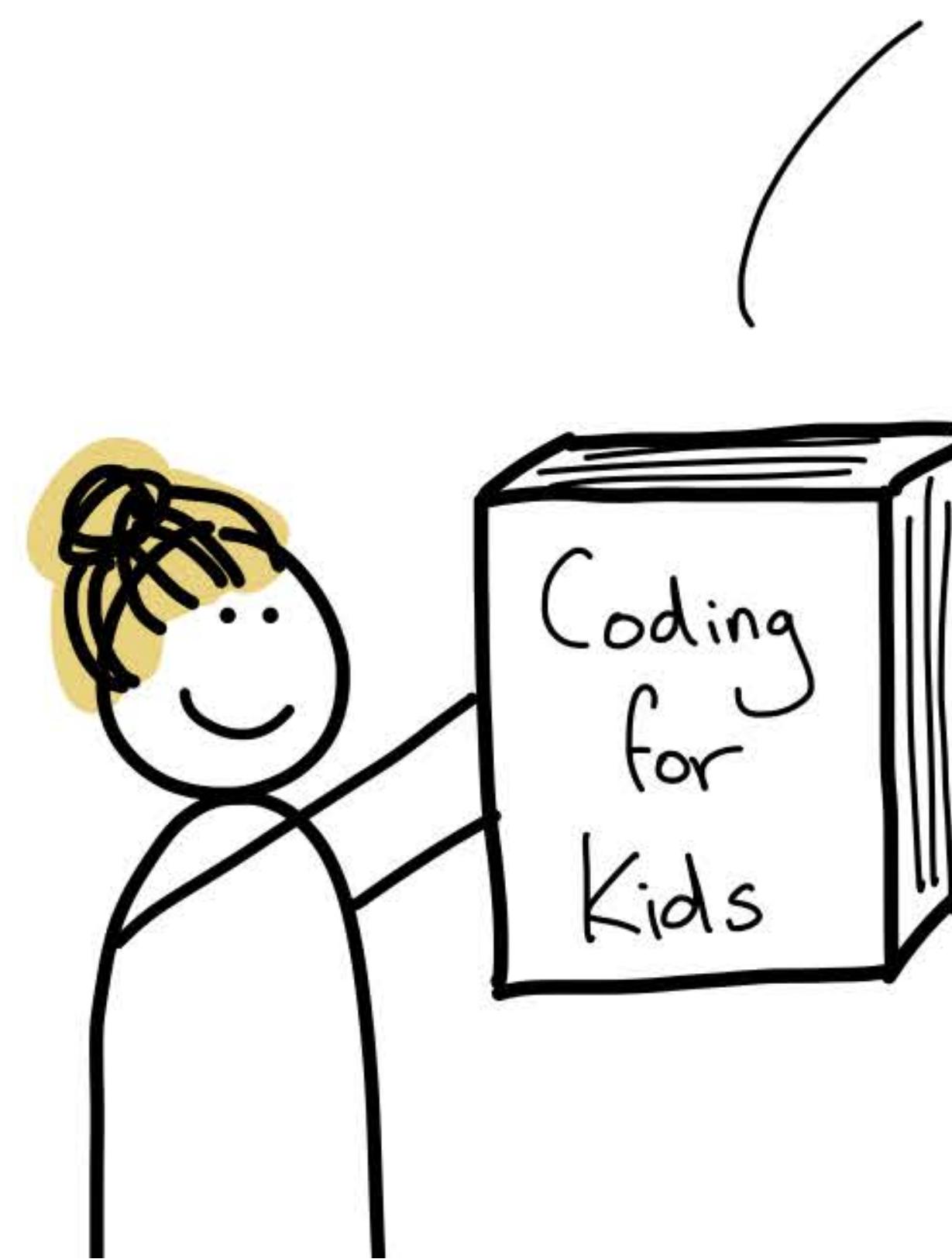
belangstelling. Wees nooit bang om te rotzooien, prutsen en experimenteren en houd je niet aan de regels, maar blijf nieuwsgierig. En het belangrijkst: het is leuk!



"Never be afraid to mess around and experiment"

belangstelling. Wees nooit bang om te rotzooien, prutsen en experimenteren en houd je niet aan de regels, maar blijf nieuwsgierig. En het belangrijkst: het is leuk!

"Break the rules"



Computer Coding for Kids

The first character,
"F", is in position 0

3 "Slicing"

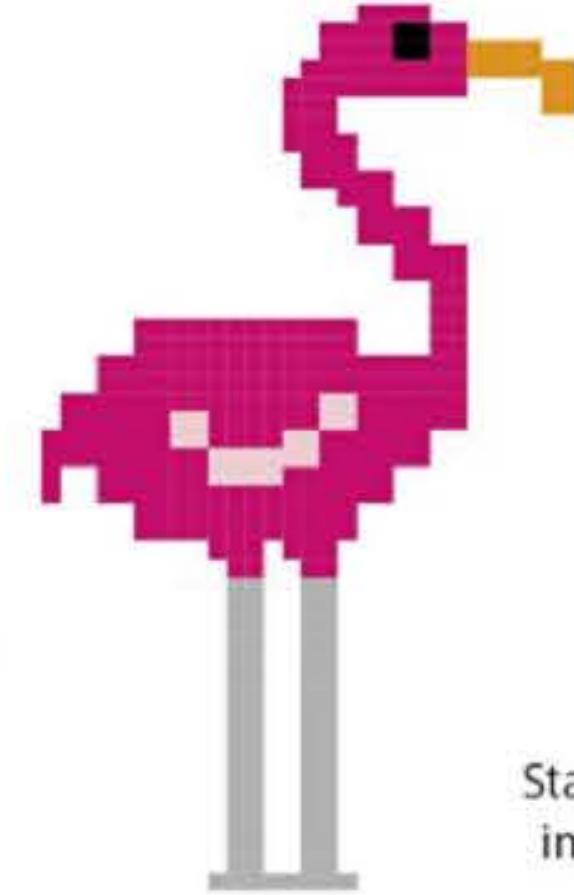
Two indexes can be used to pull out
a part of the string or "slice" it. The letter in
the last position isn't included.

```
>>> a[1:7]
```

'LAMING'

Colon defines the
range of characters

A slice from index 1 to
index 6 of variable "a"



4 From the start or the end

If you leave off the start or end
index, Python will automatically use the
first or the last character of the string.

```
>>> a[:3]
```

'FLA'

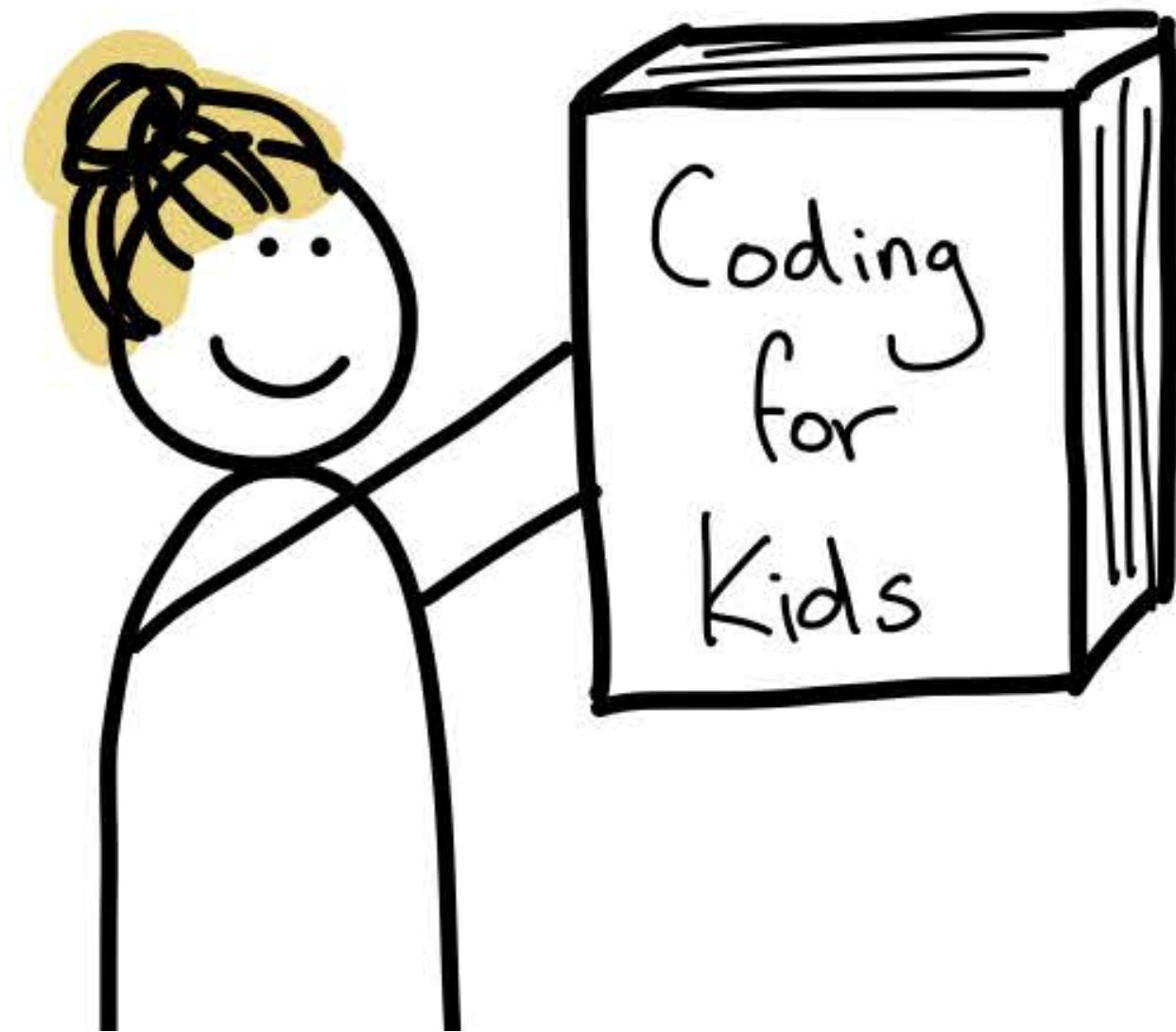
```
>>> a[3:]
```

'MINGO'

Starts at
index 0

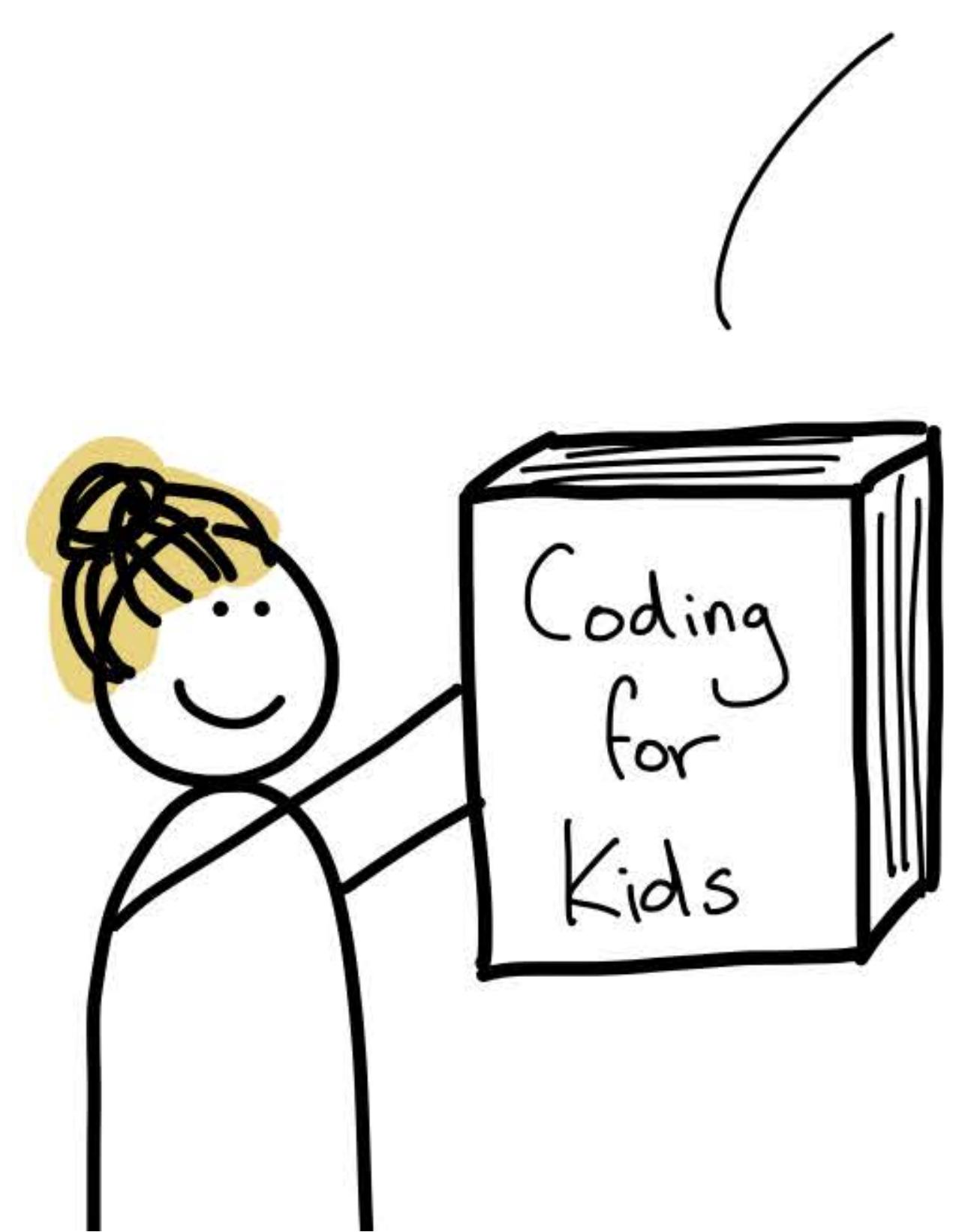
Ends at index 7

"Break the rules"

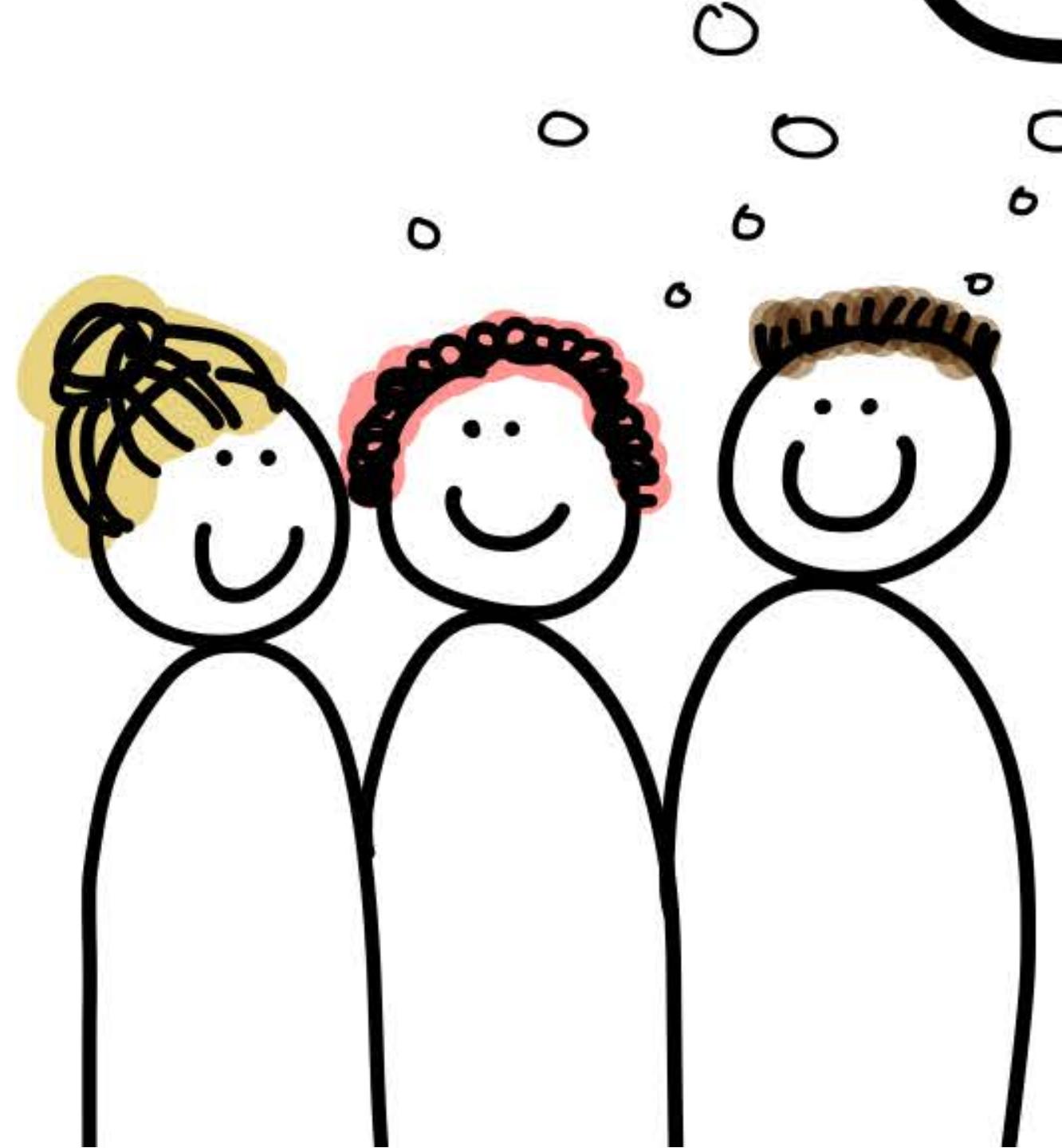


Computer Coding for Kids

belangstelling. Wees nooit bang om te rotzooien, prutsen en experimenteren en houd je niet aan de regels, maar blijf nieuwsgierig. En het belangrijkst: het is leuk!



"And most importantly:
it's fun"

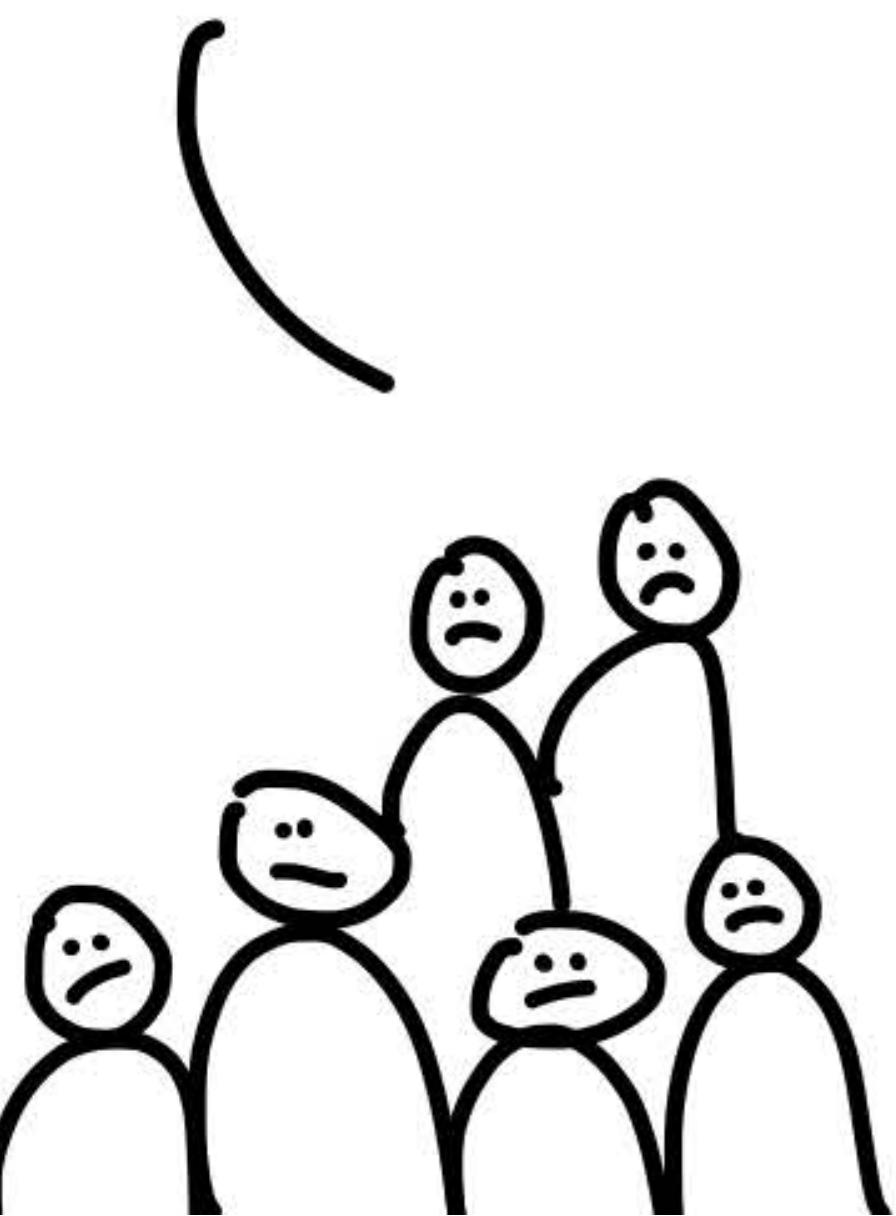


Just let
them explore!

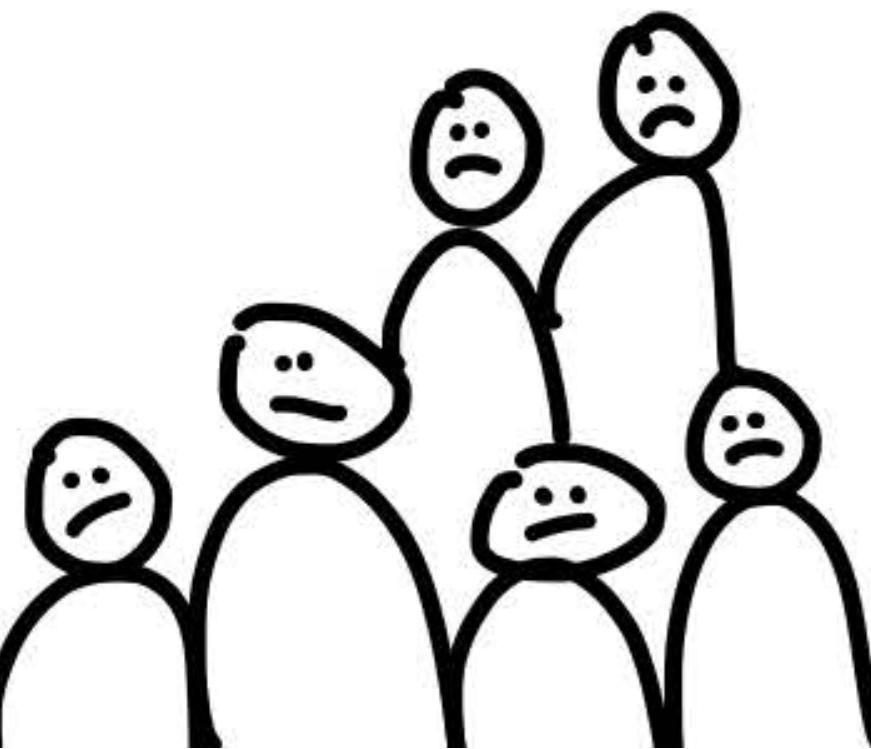


Just let
them explore!

This is hard!

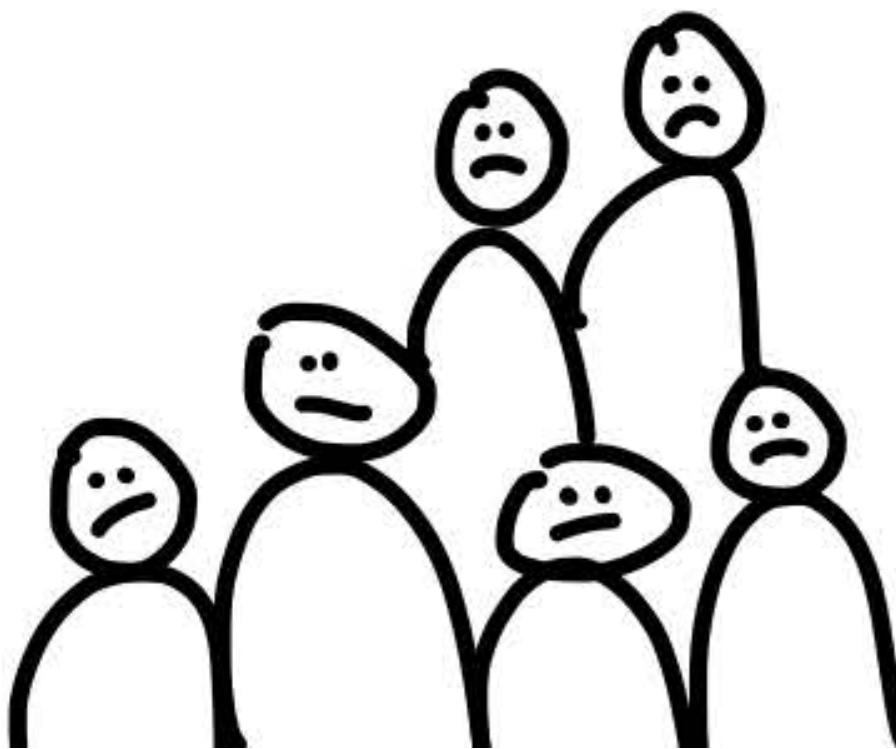
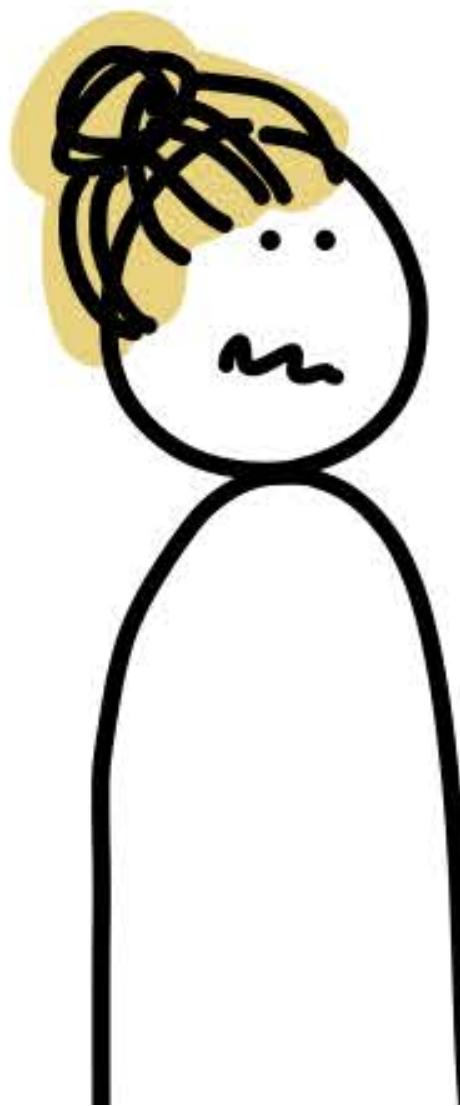


Skill progression
demonstrated by
users in Scratch
Scaffidi&Chambers



— High dropout

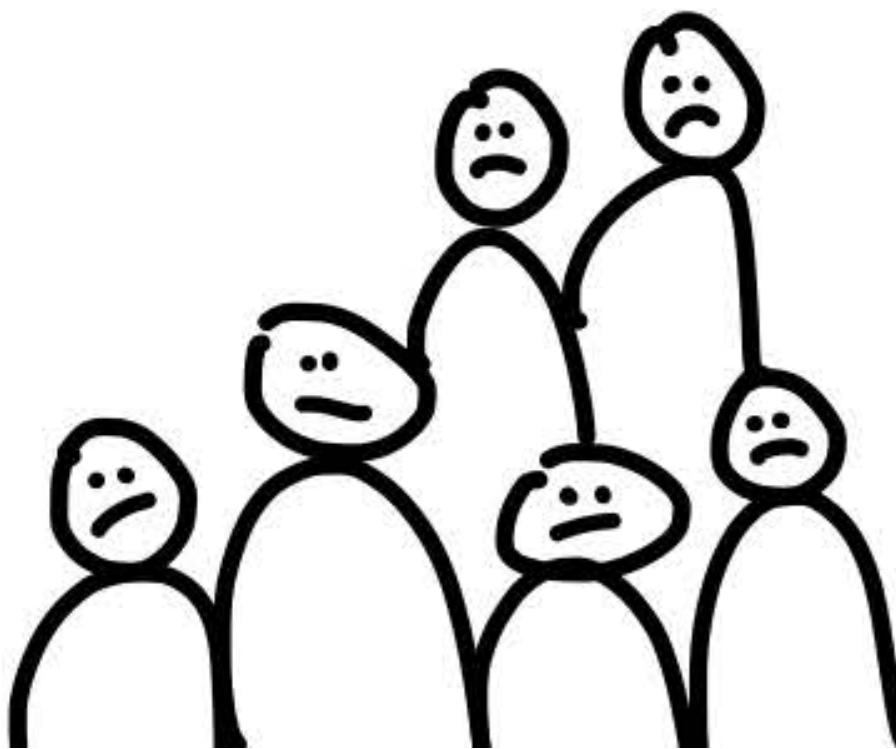
Skill progression
demonstrated by
users in Scratch
Scaffidi & Chambers



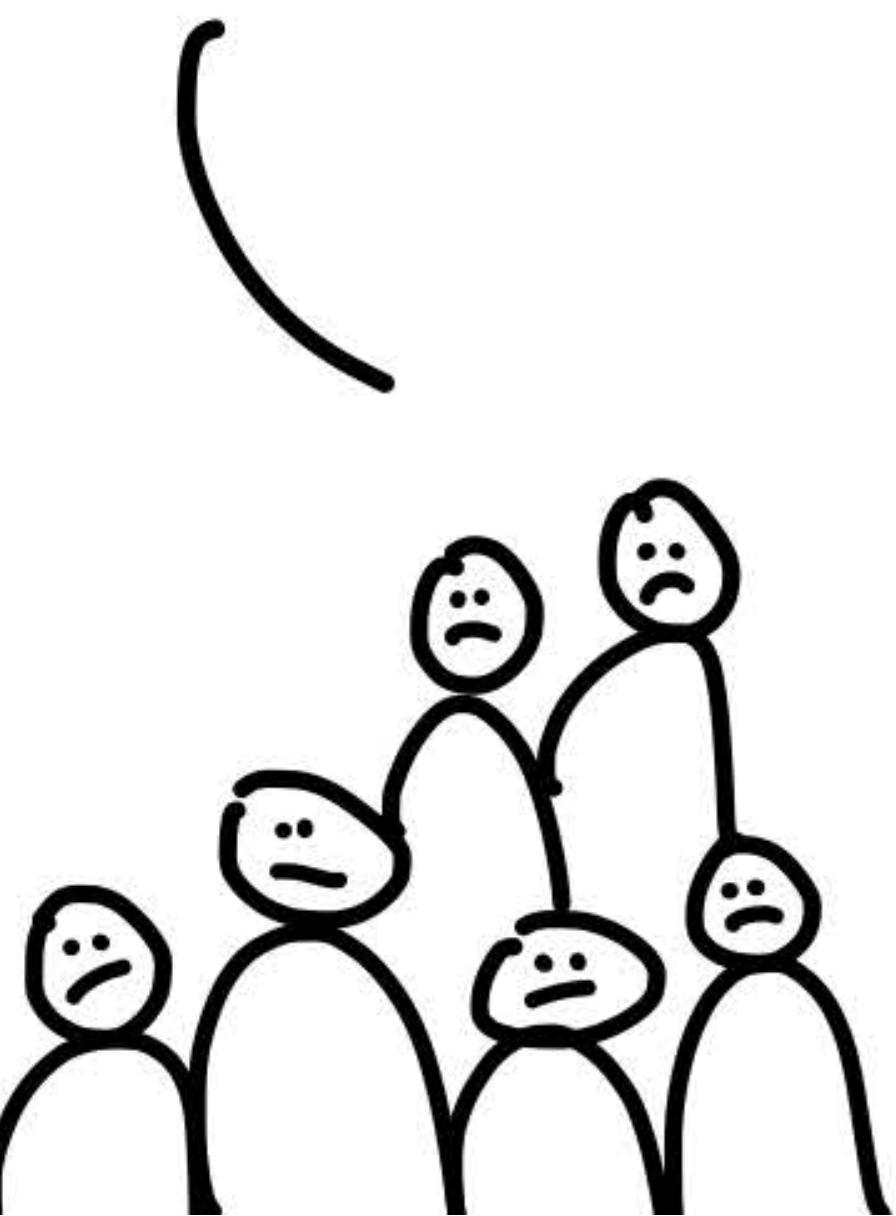
- High dropout
- Flat skill level



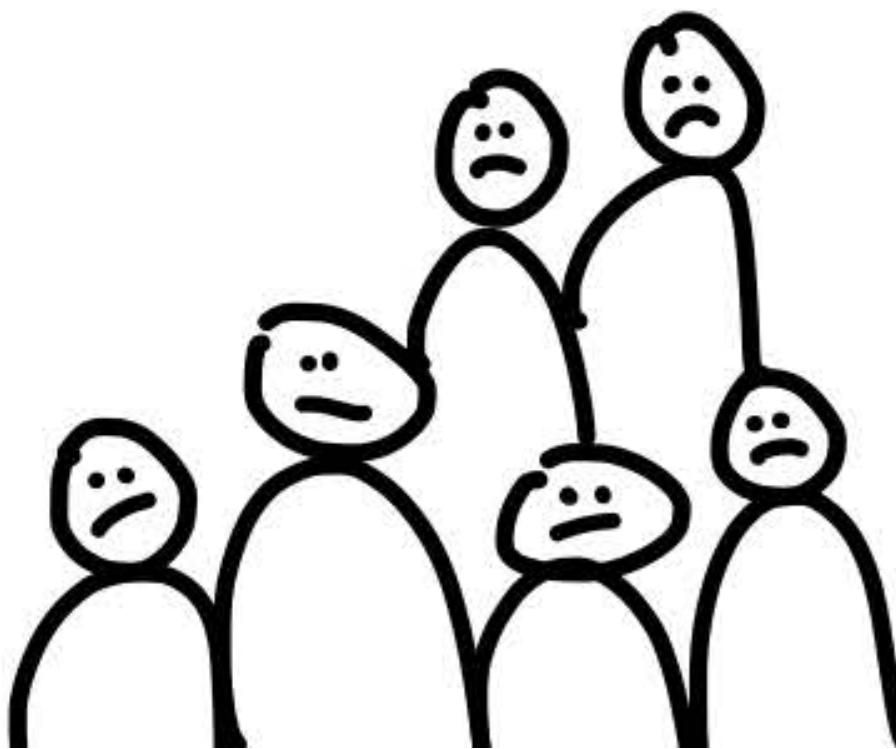
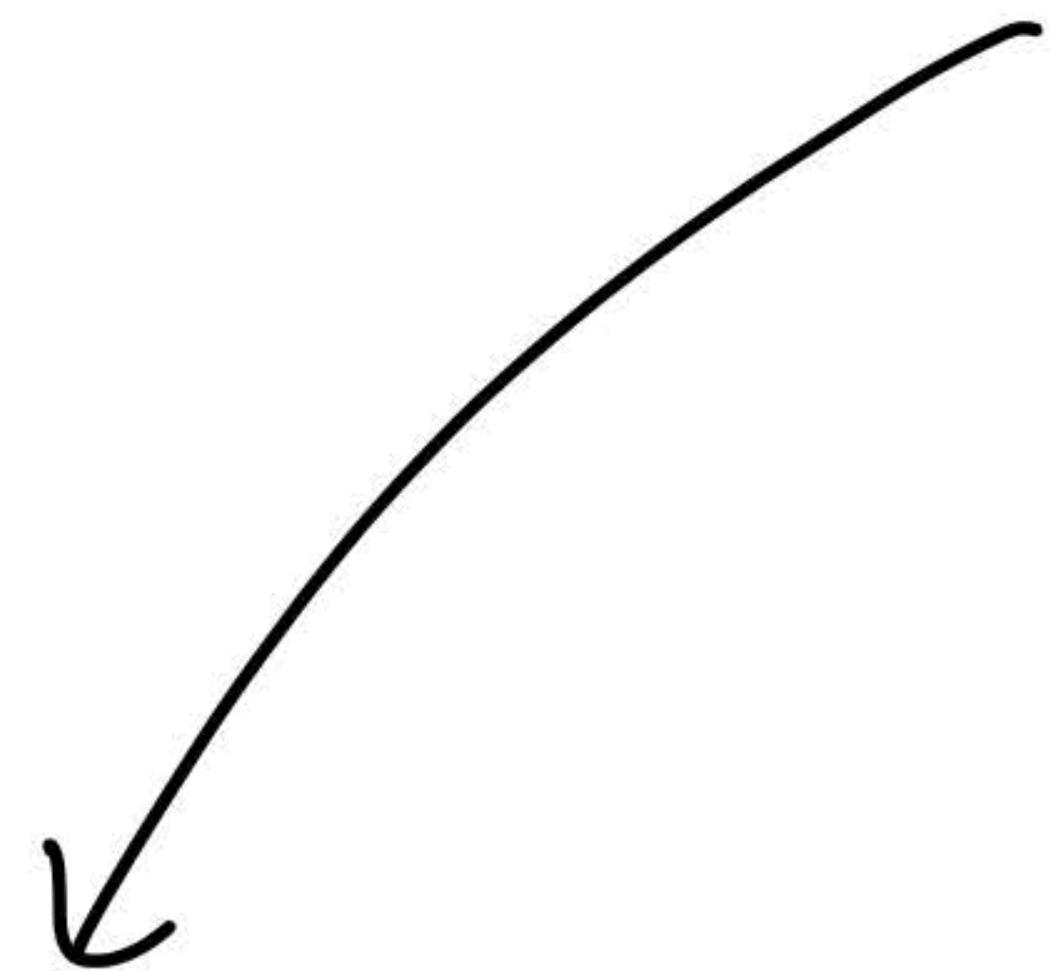
Skill progression
demonstrated by
users in Scratch
Scaffidi&Chambers



This is hard!



Doesn't know anything
about teaching



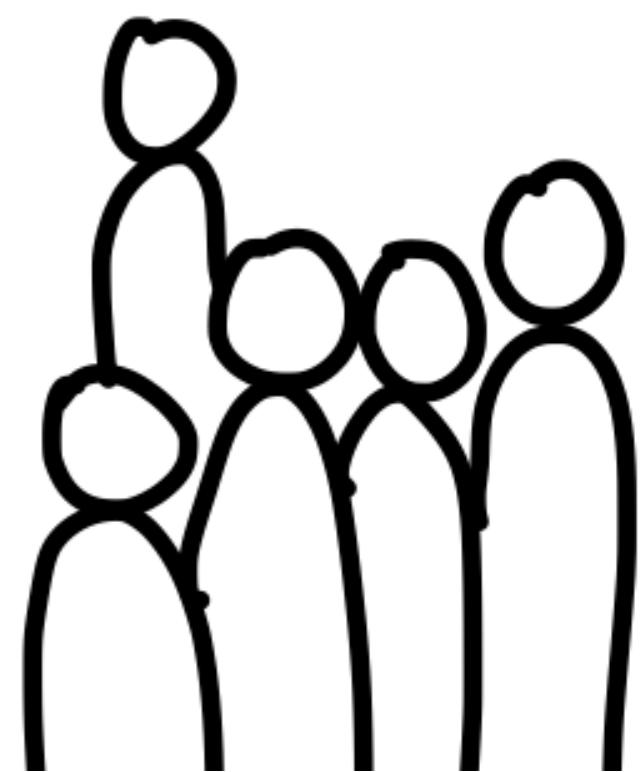
4 years in
School



4 years in
School



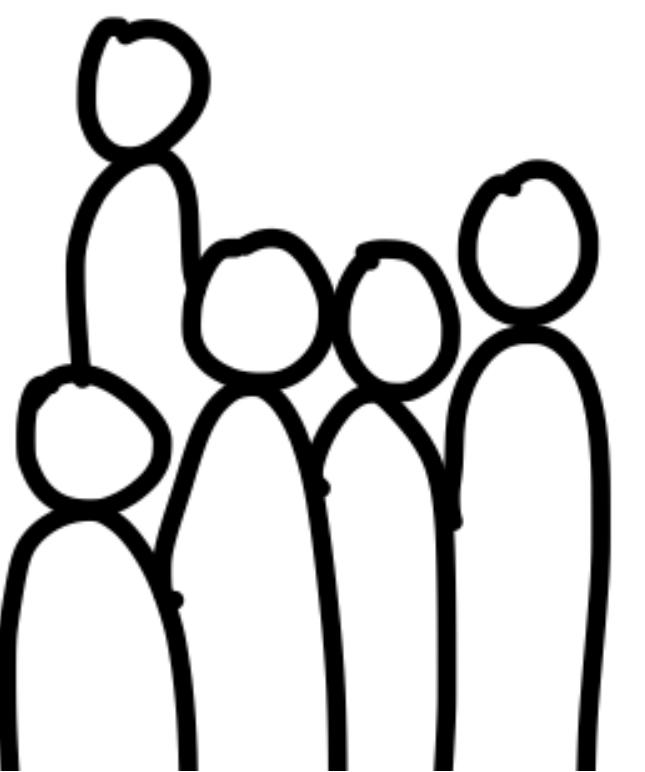
5 years in
School



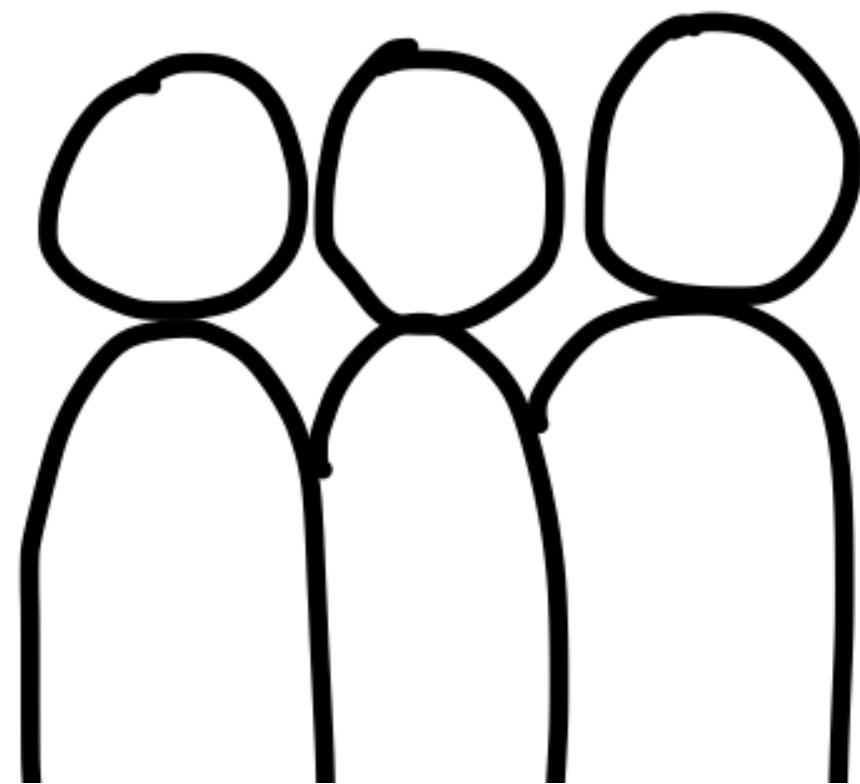
4 years in
School



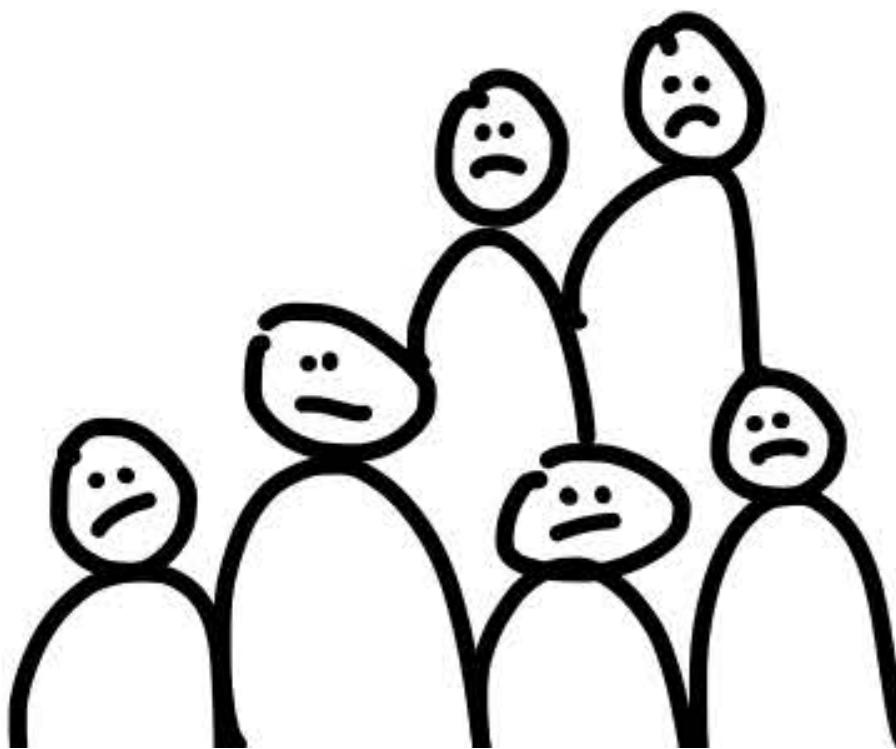
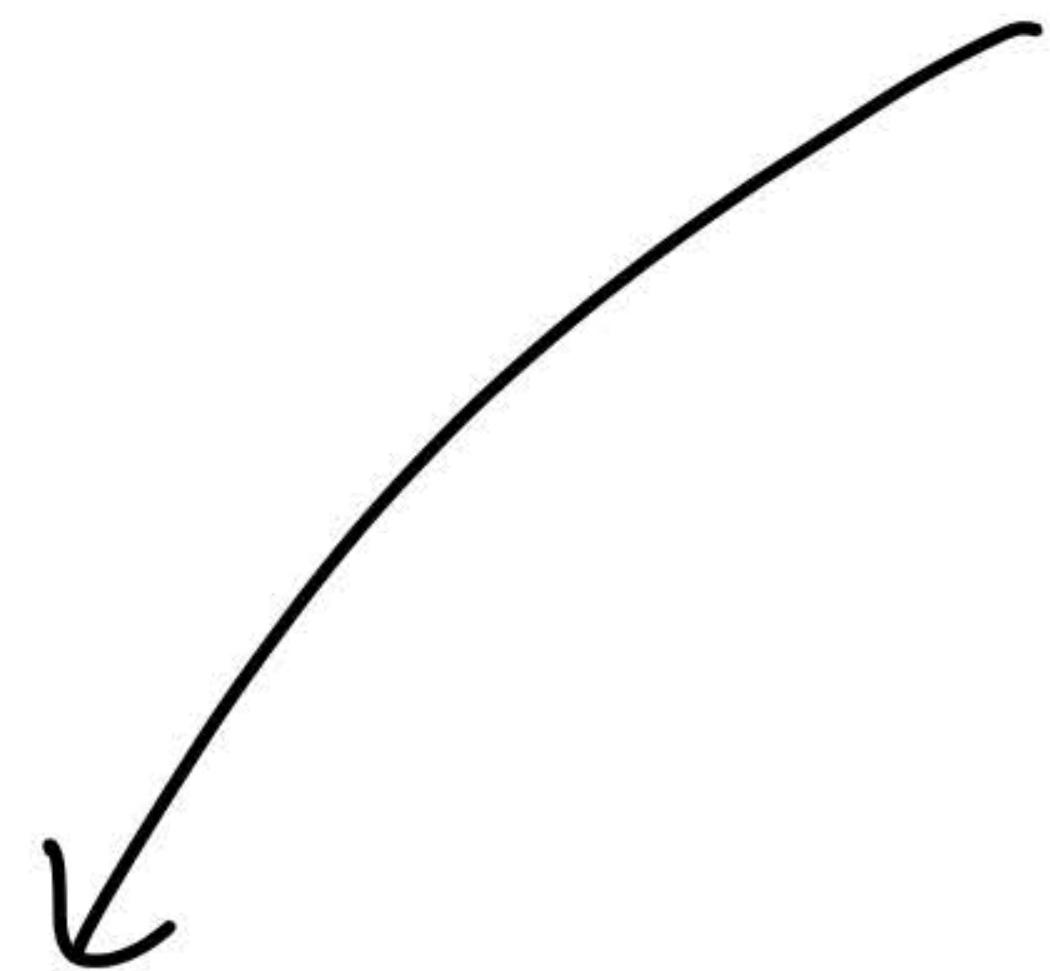
5 years in
School



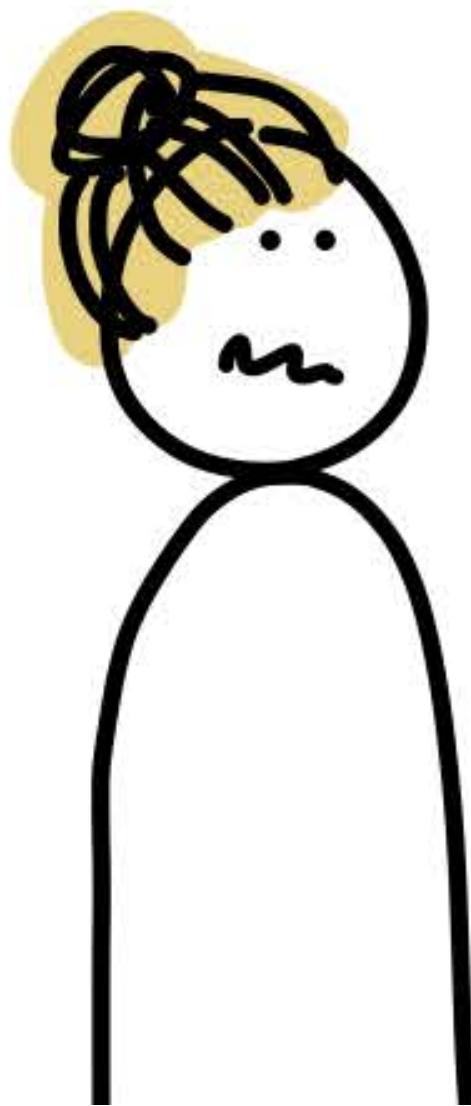
PhD +
12 afternoons
of Bloom

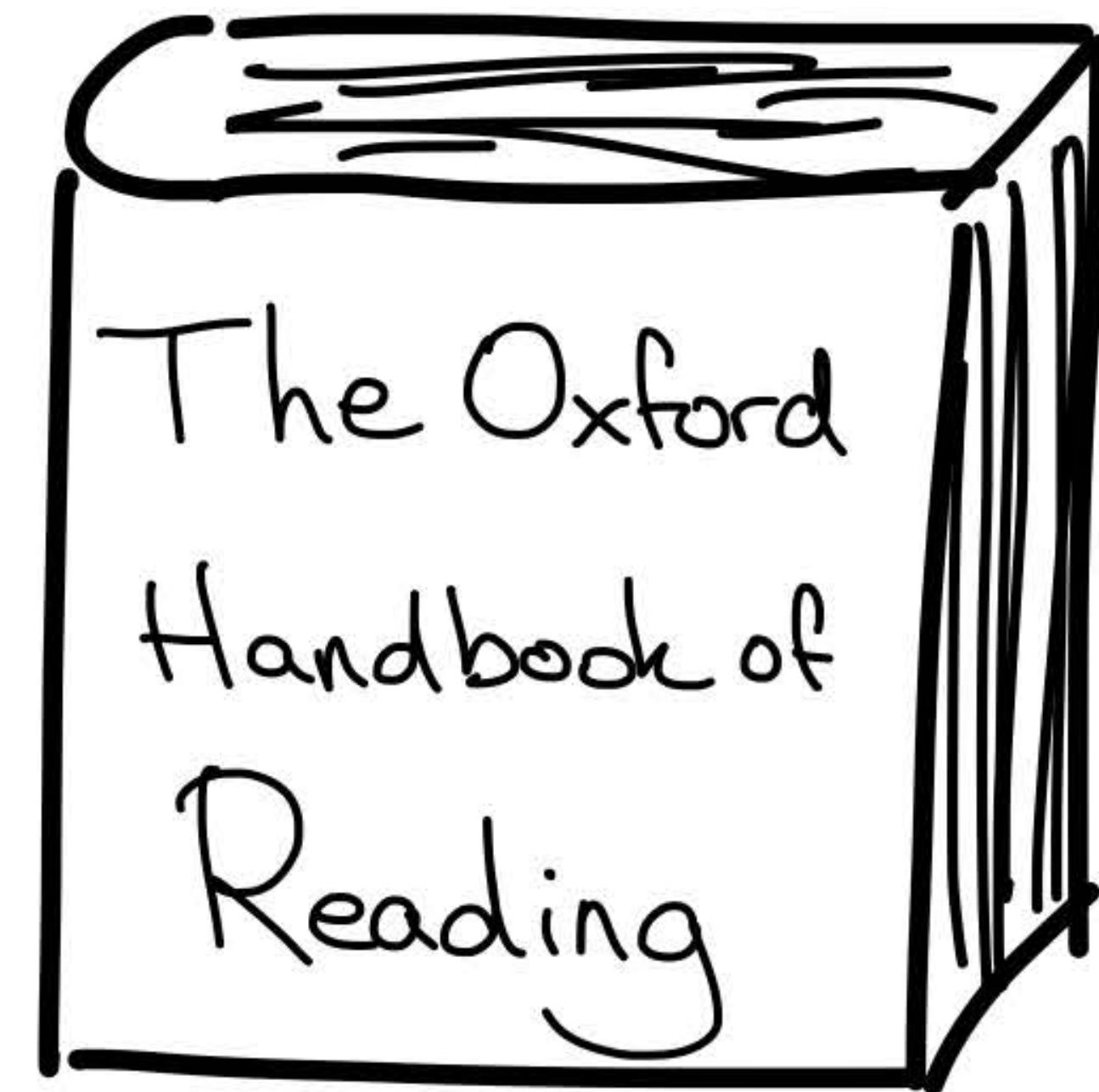


Doesn't know anything
about teaching

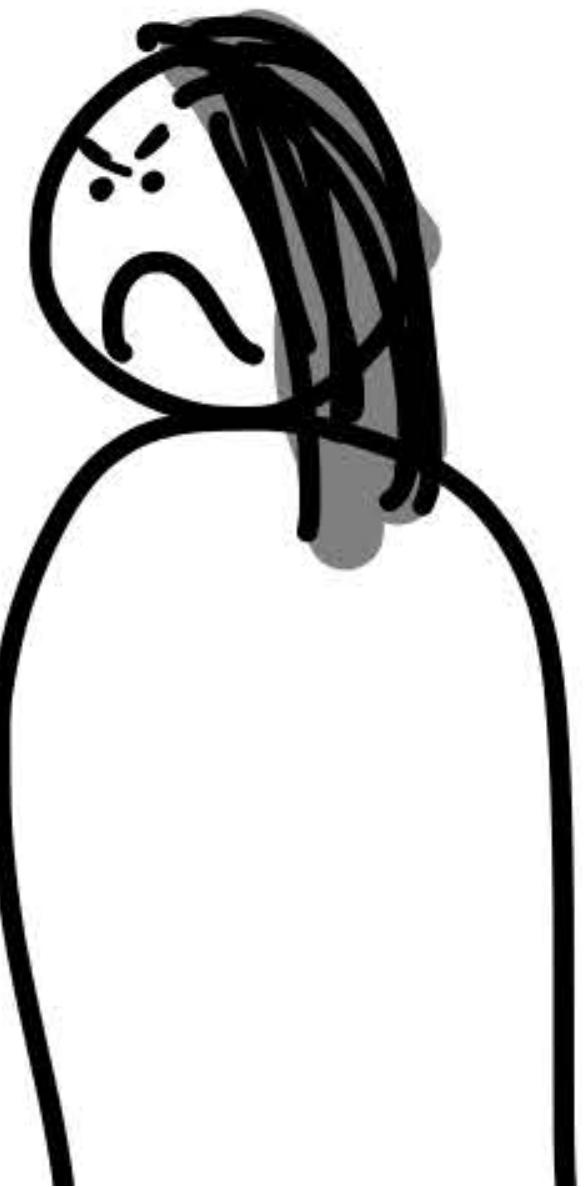
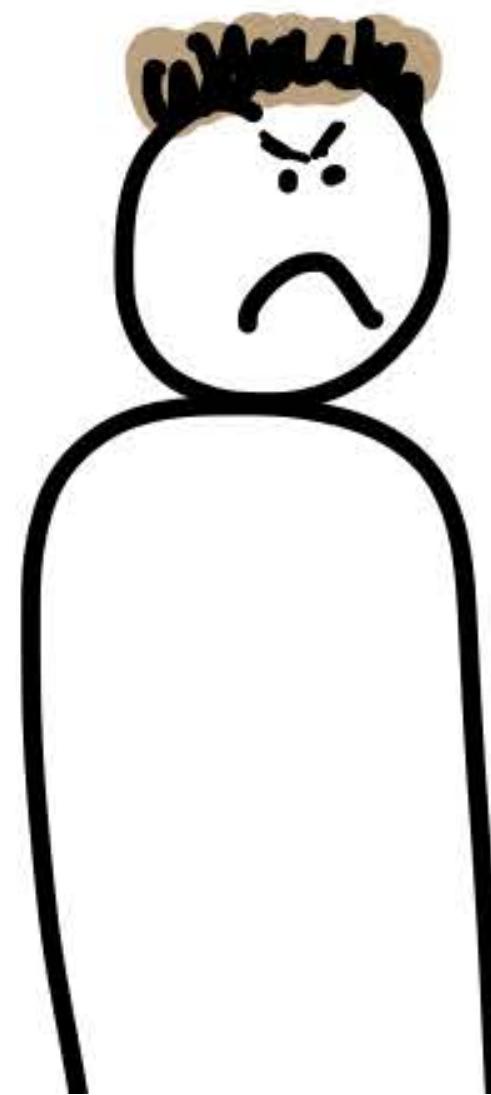


How do we
teach things?

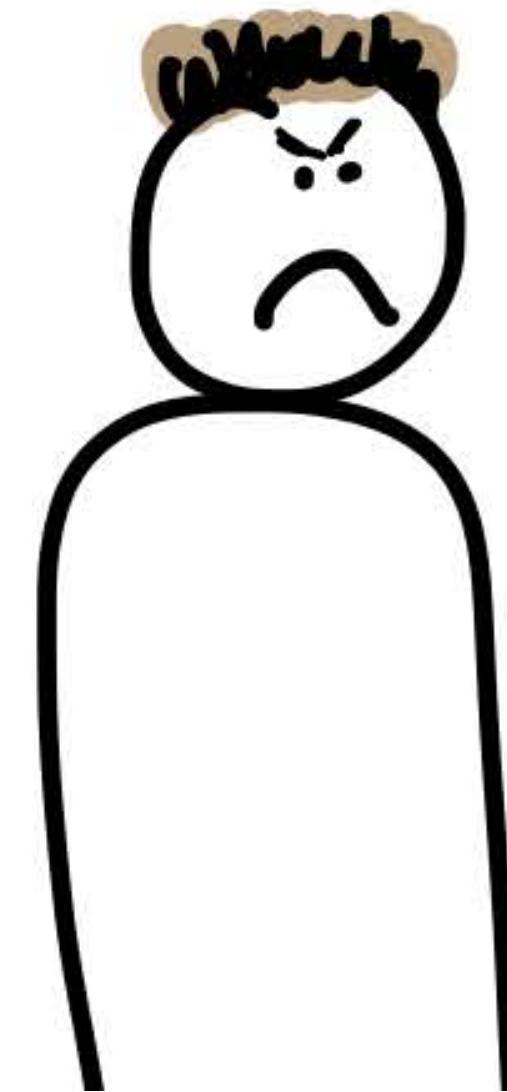




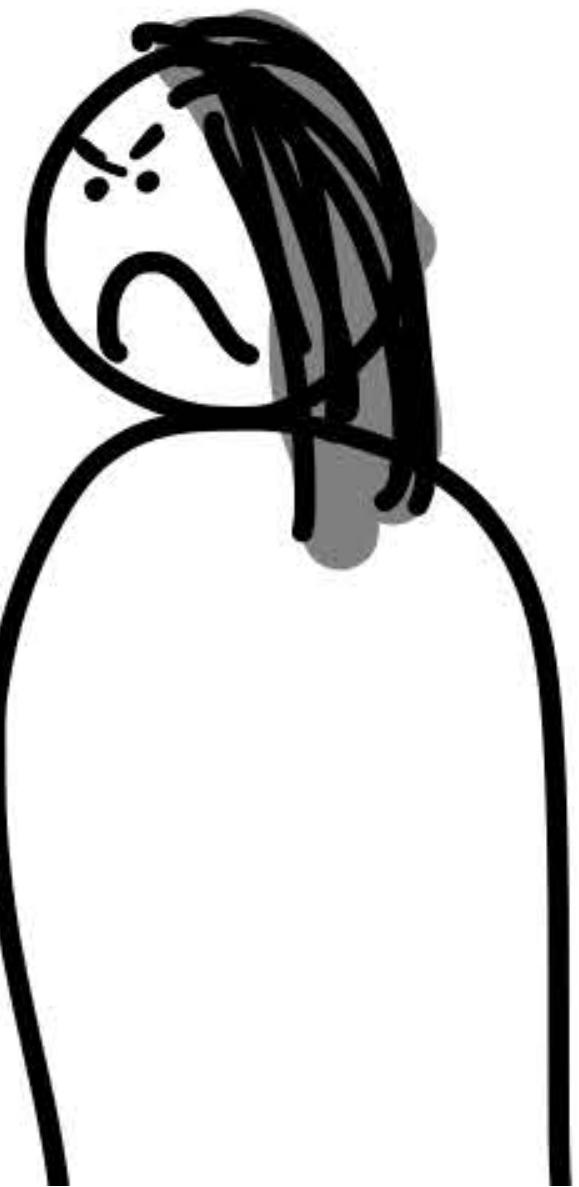
Phonics vs. Whole Language



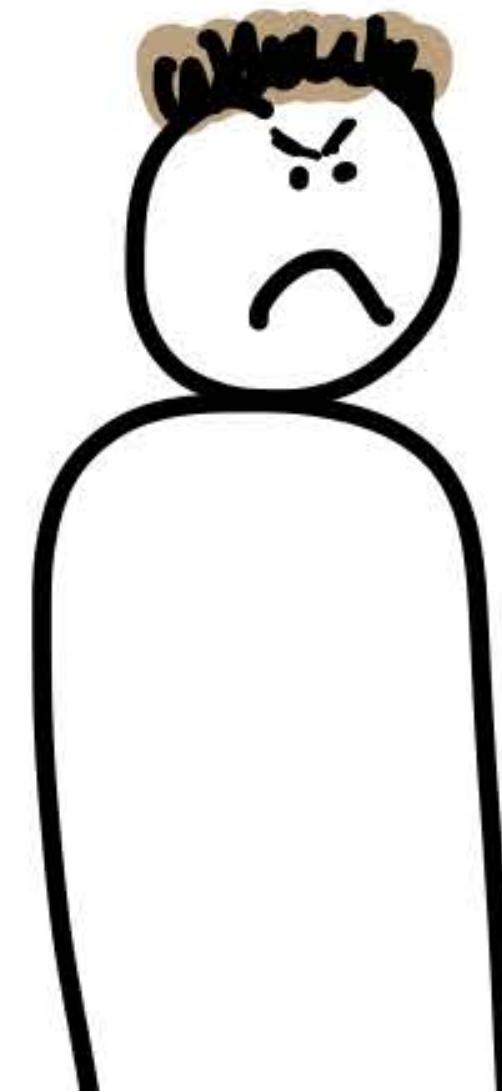
Phonics vs. Whole Language



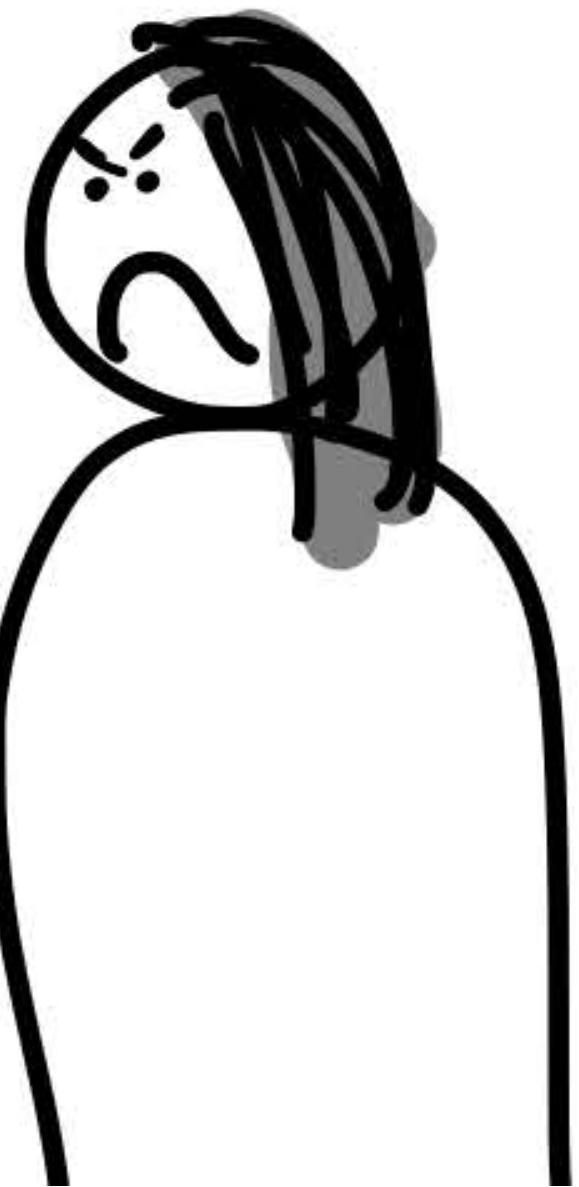
= r · ea · d



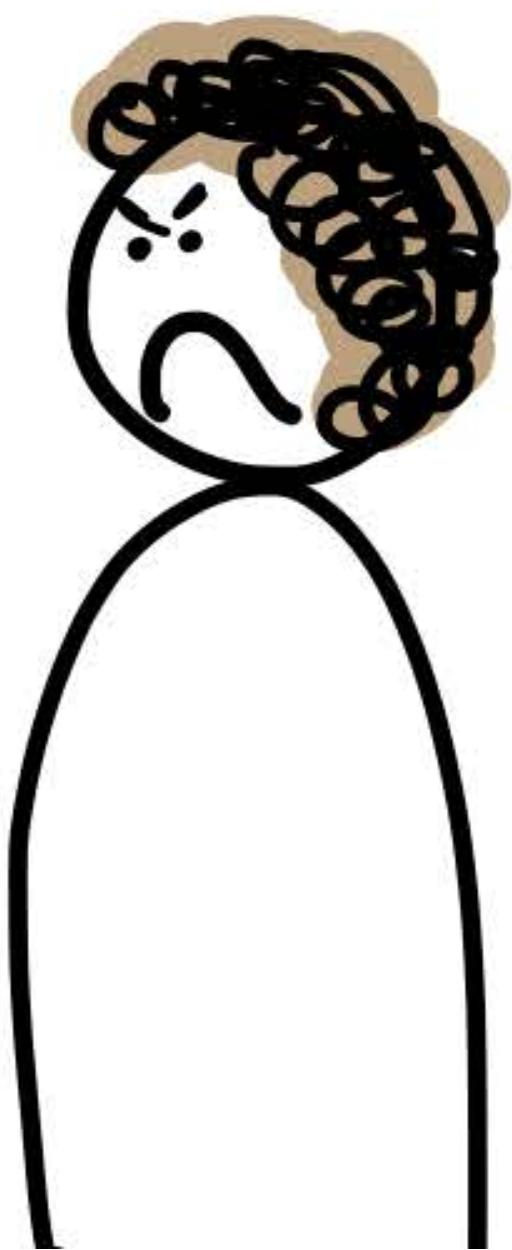
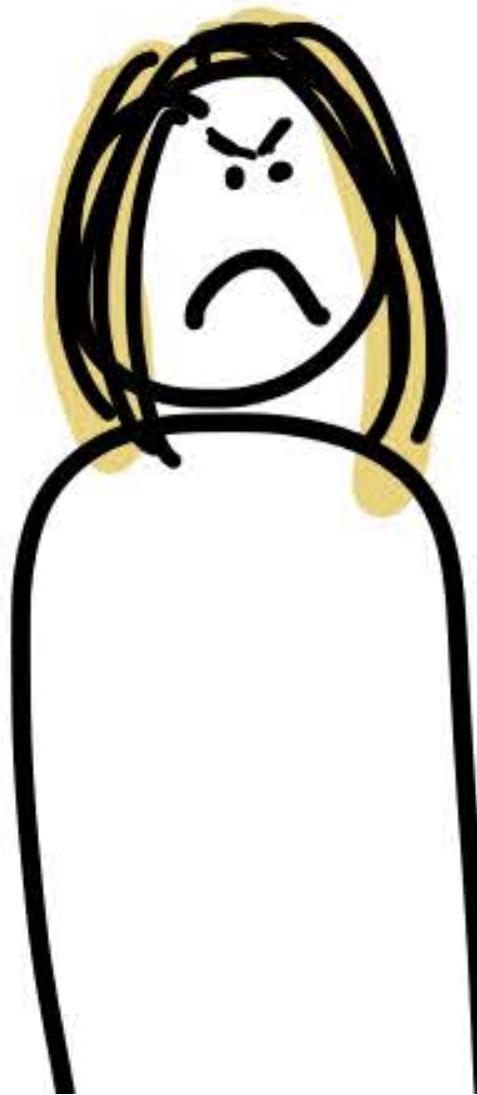
Phonics vs. Whole Language



I love books

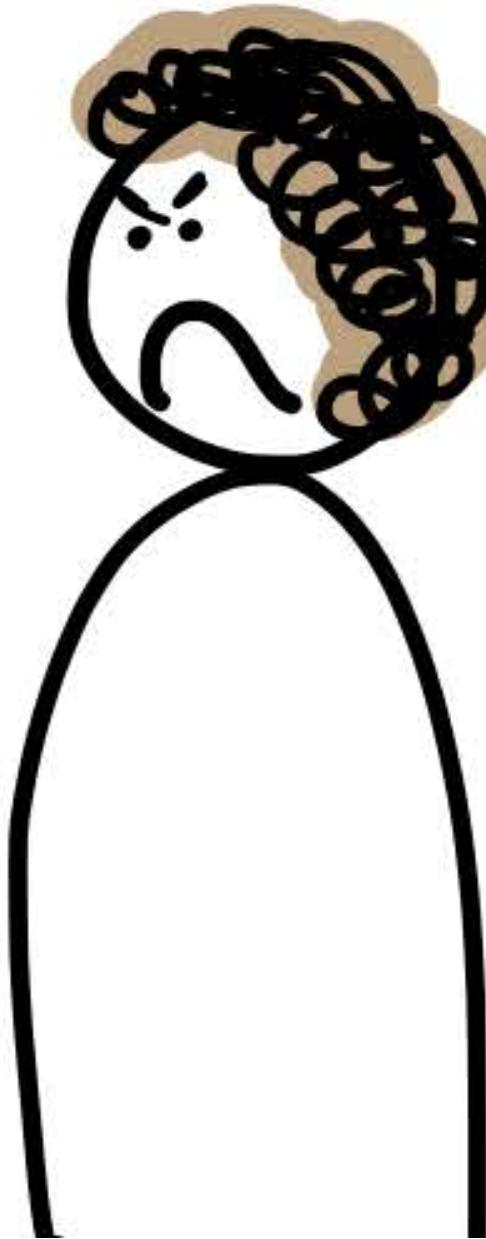
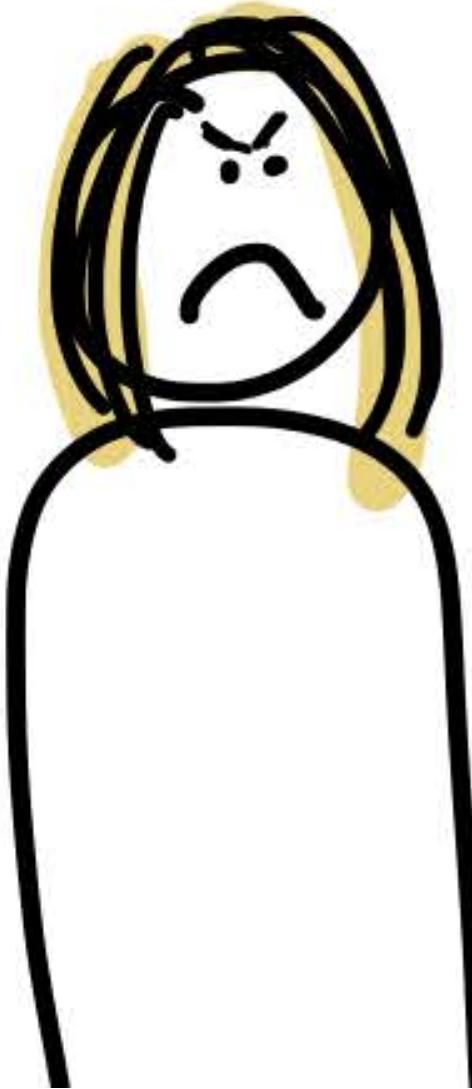


The math wars



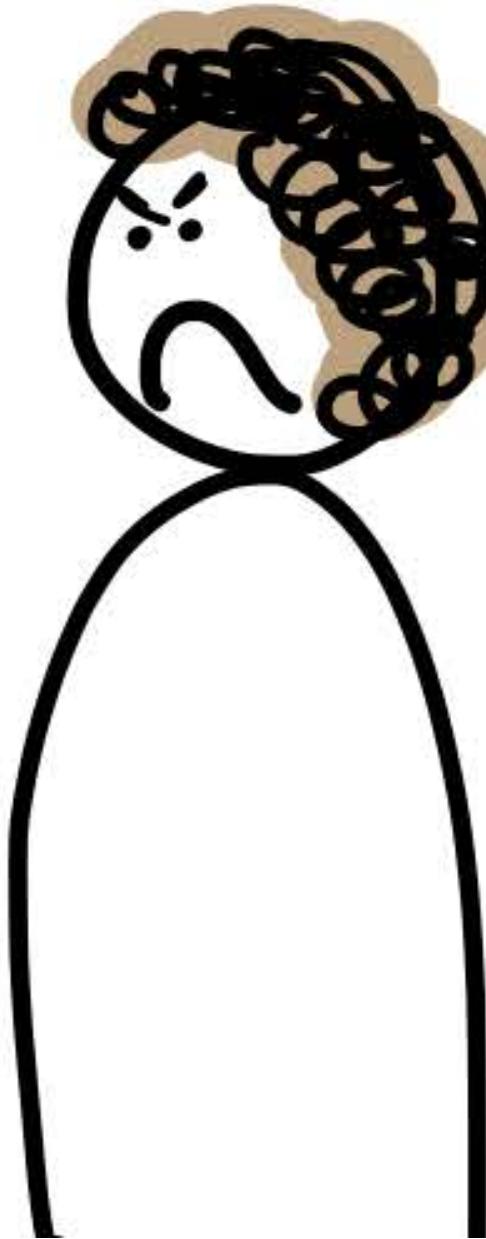
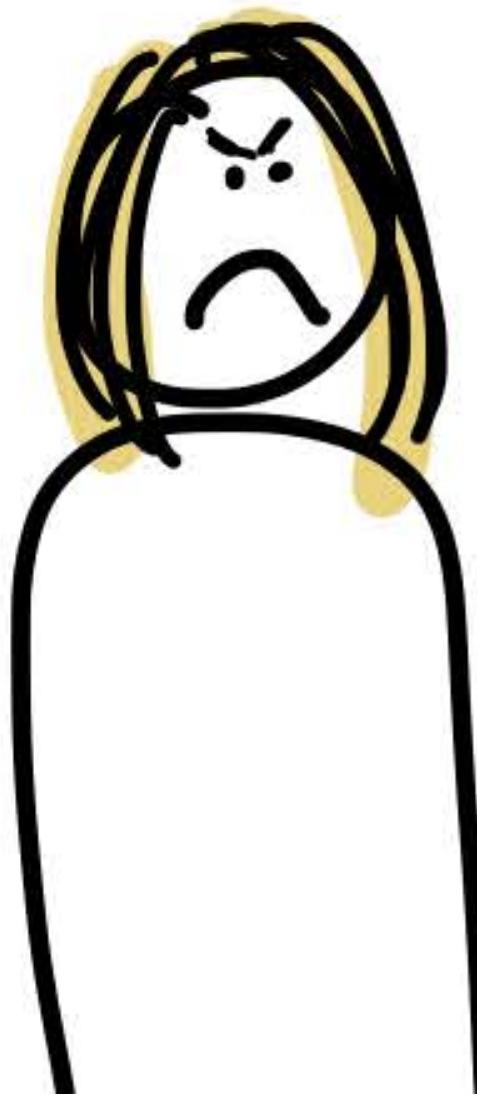
The math wars

Explanation
&
practice

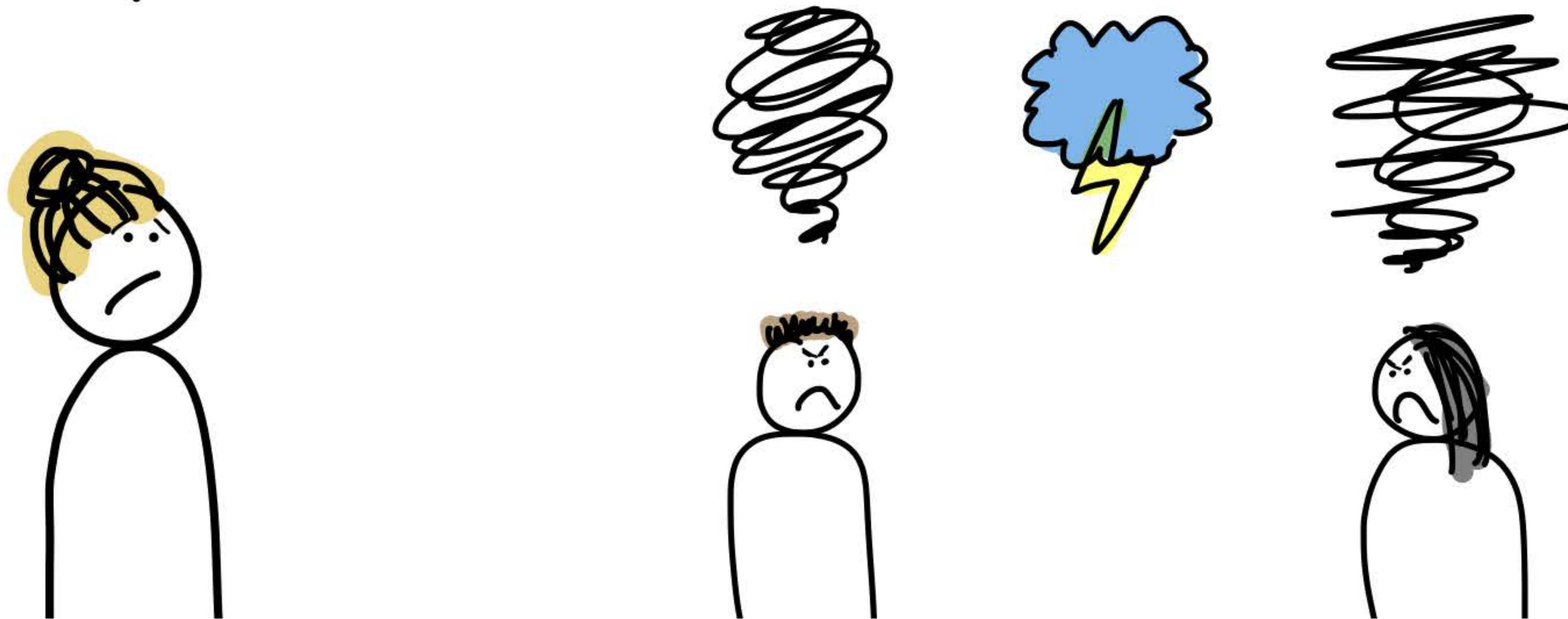


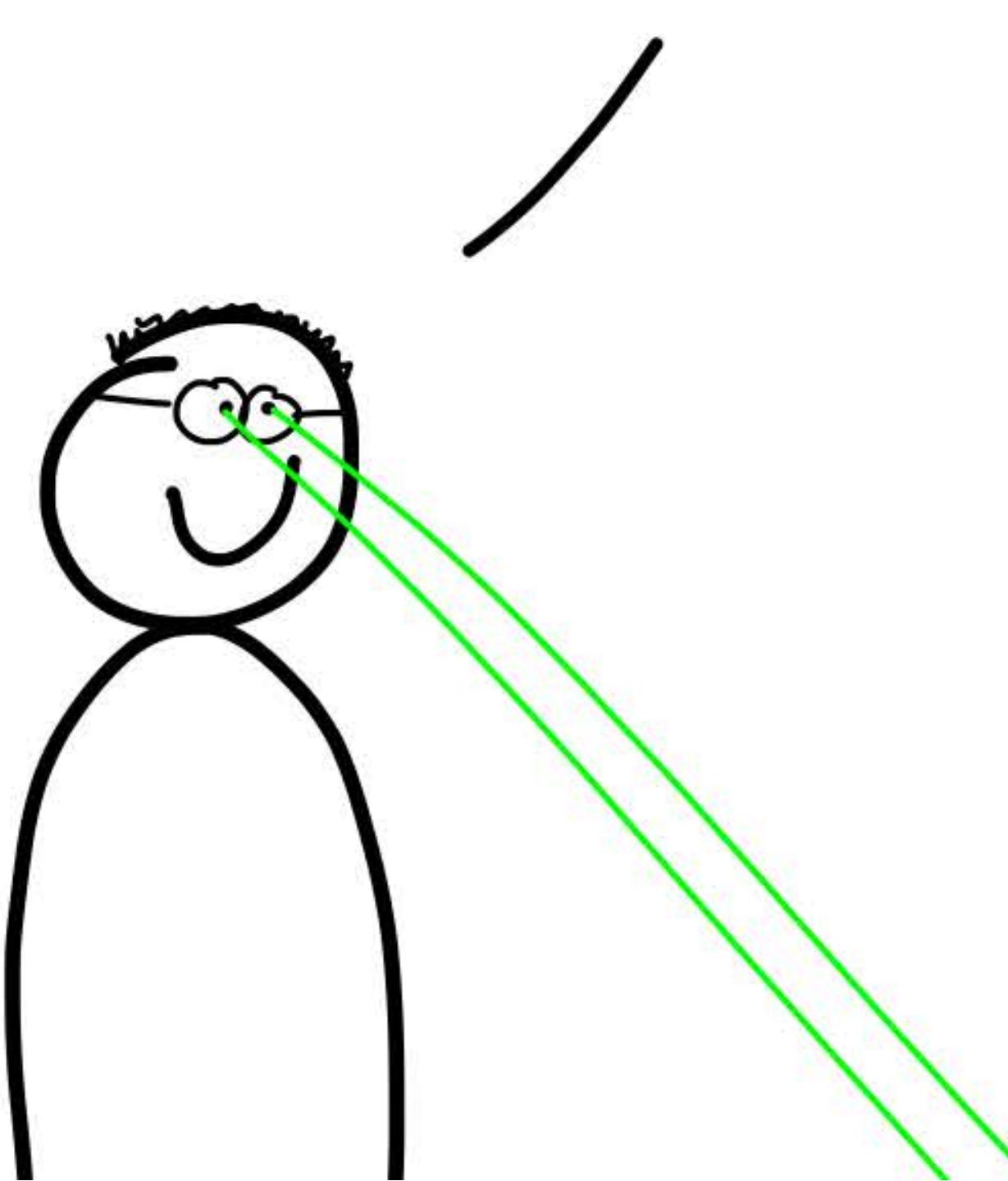
The math wars

Exploration
&
Problem
solving



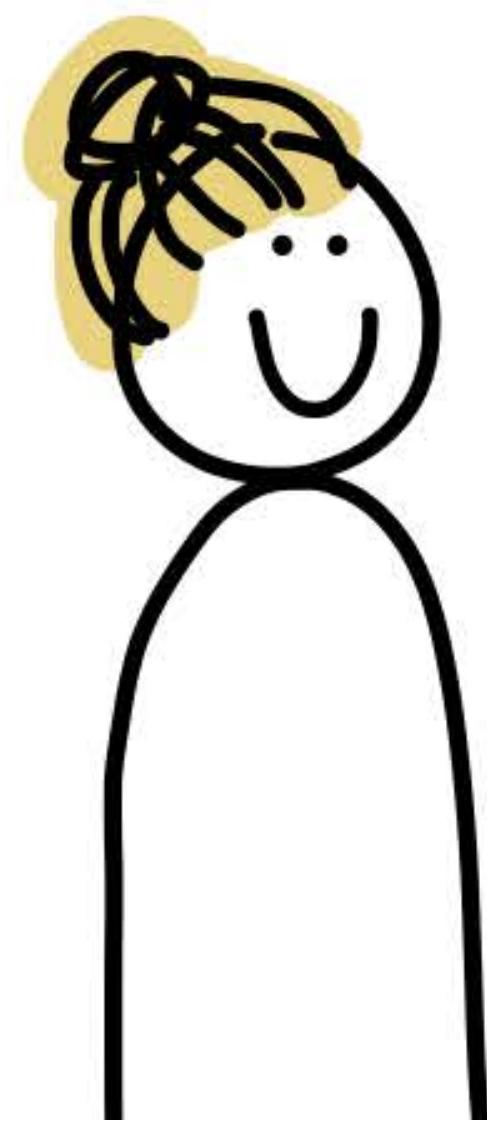
Where is programming's
pedagogical debate?





Technology is
couvert philosophy -
Alan Blackwell

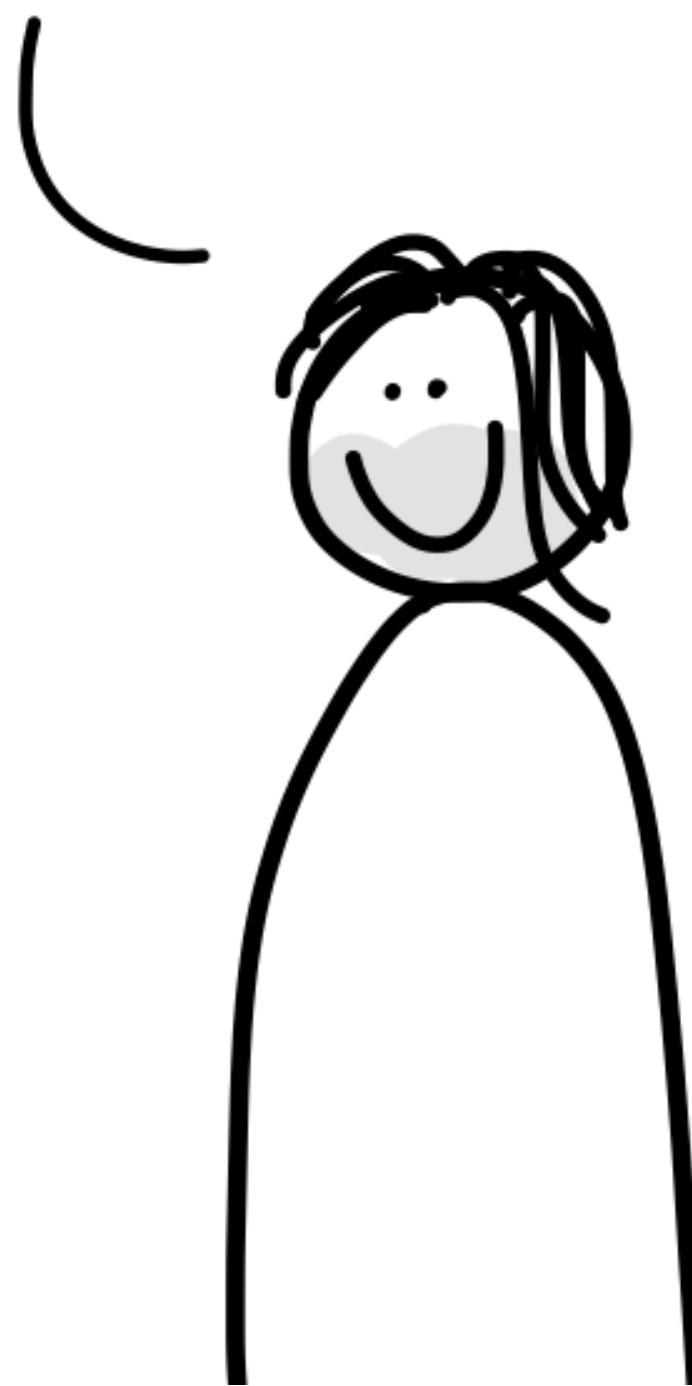
Education is
couert philosophy



How to teach programming?

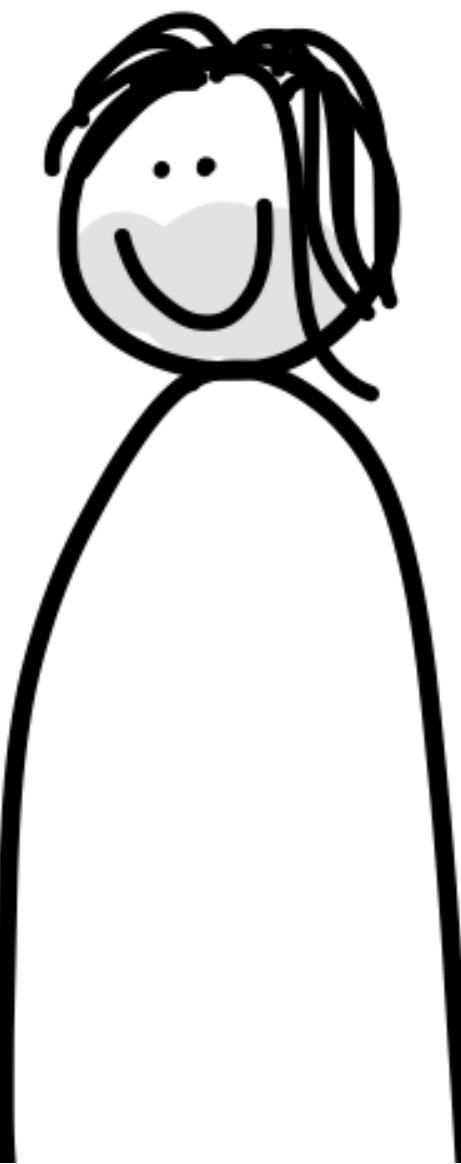
How to teach programming?

I created LOGO



How to teach programming?

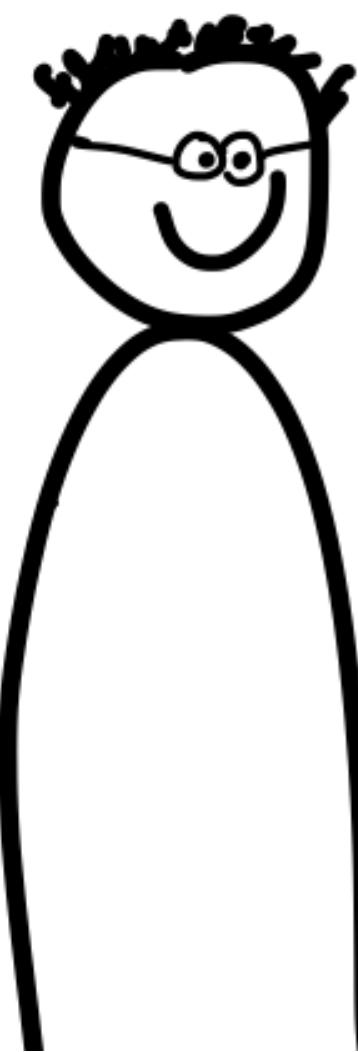
I am Seymour Papert



How to teach programming?

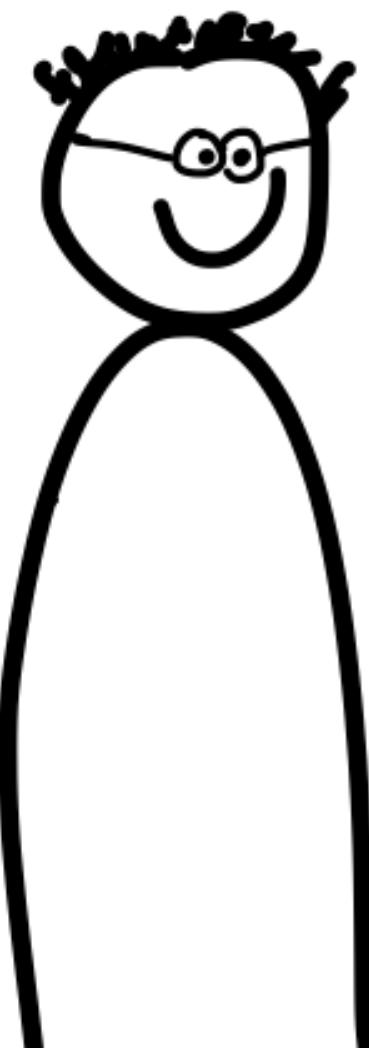
I am Seymour Papert

I am Jean Piaget



How to teach programming?

I am Seymour Papert

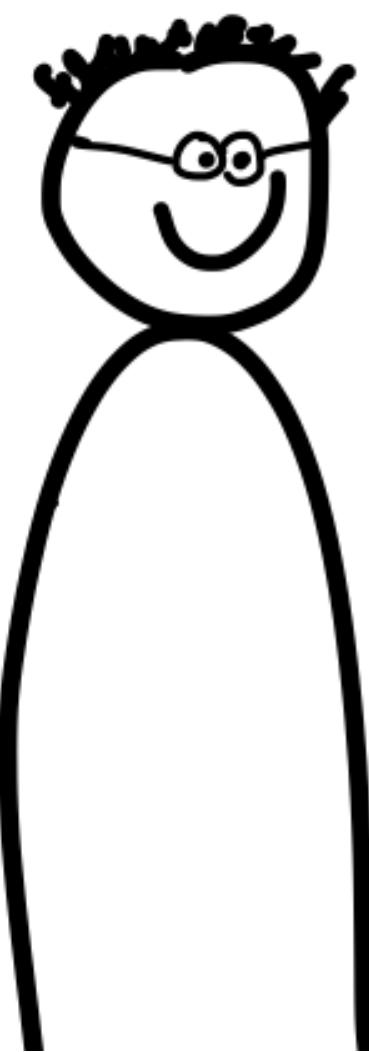


— I founded
constructivism



How to teach programming?

I am Seymour Papert

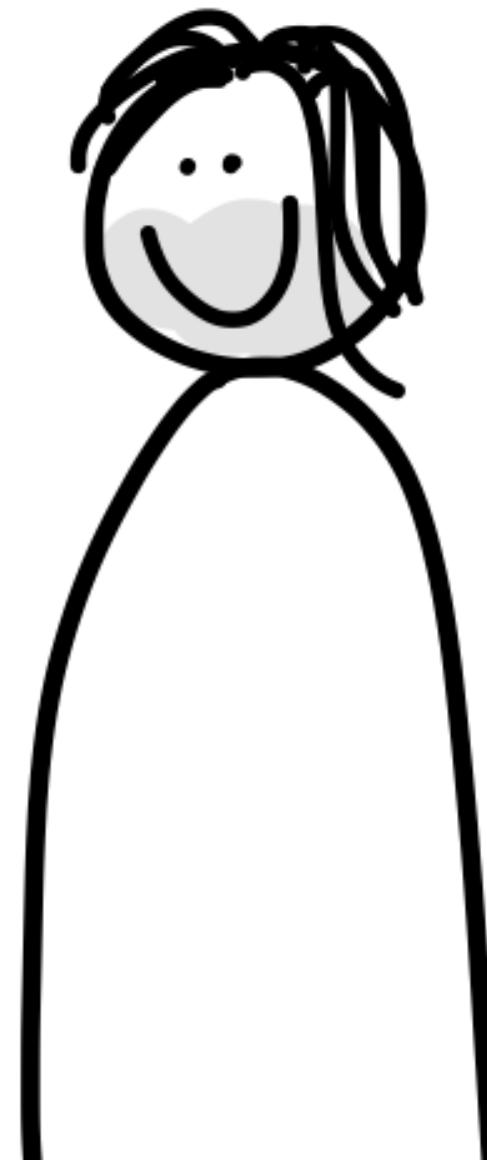


Nobody understands
my work better

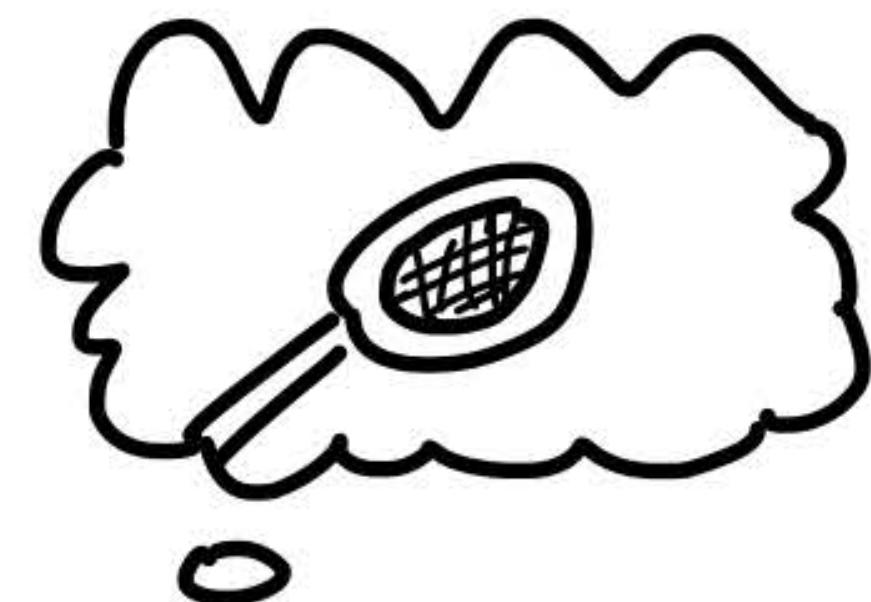
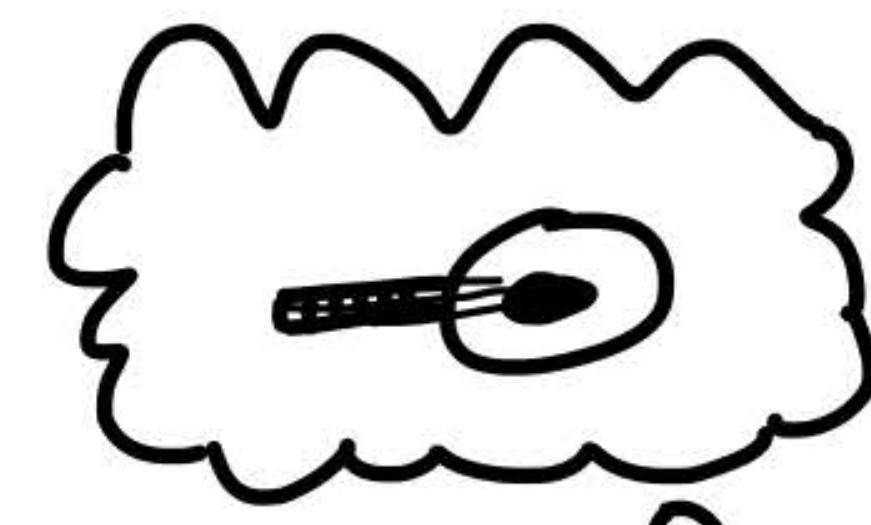


How to teach programming?

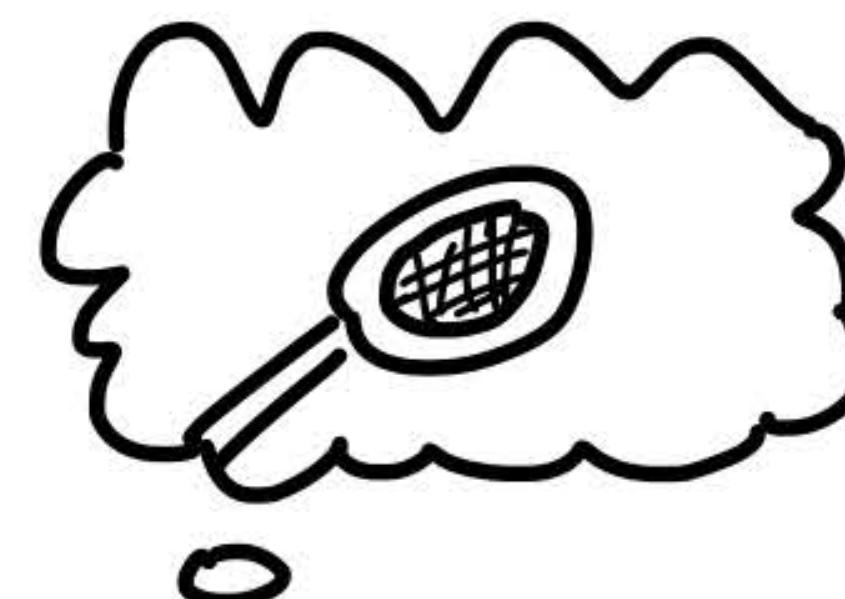
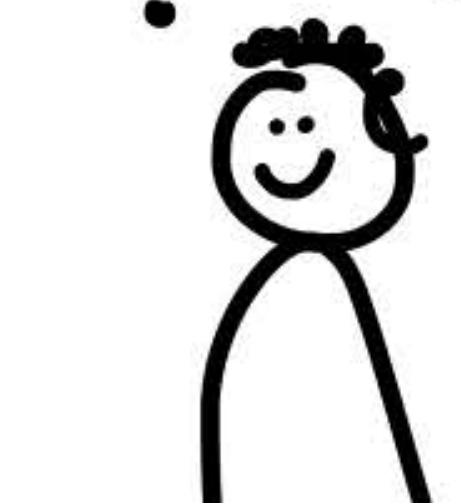
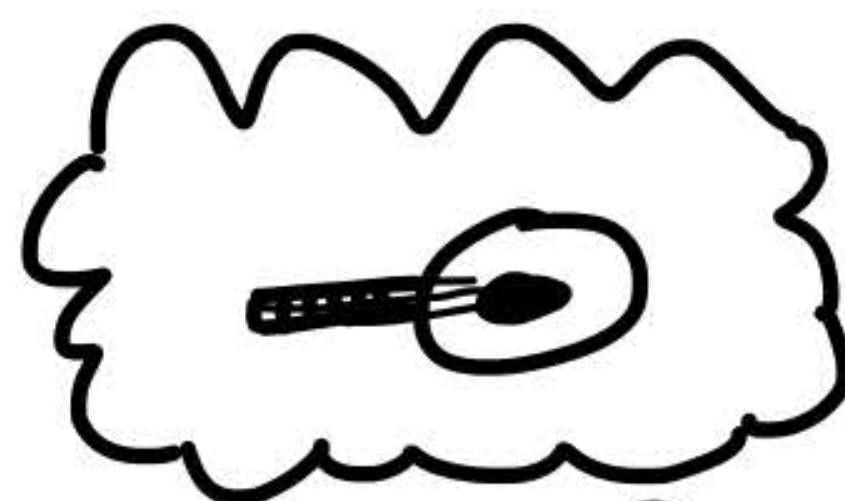
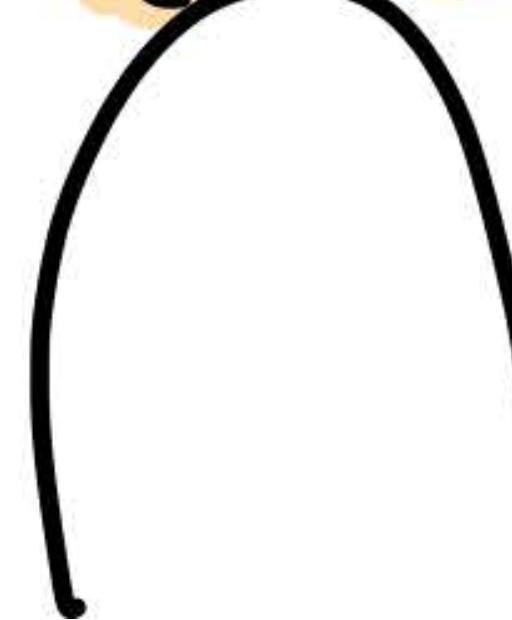
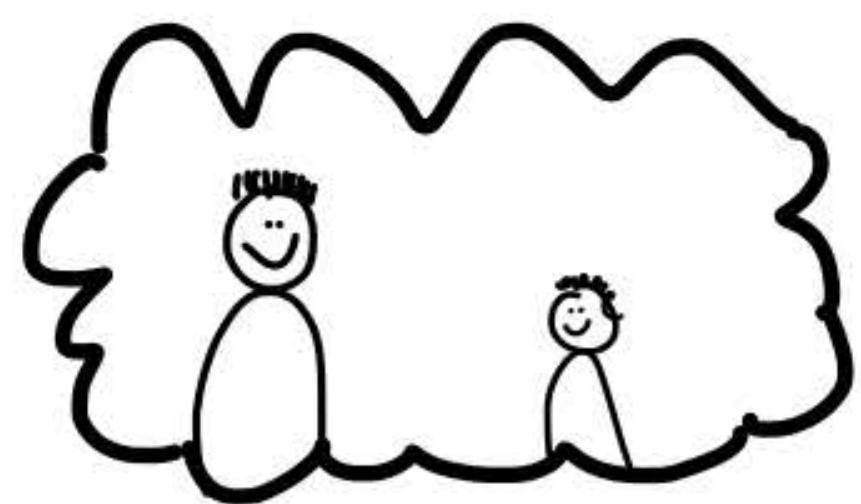
"By explaining something
you take away the
opportunity for a
child to discover it"



How to teach other things?

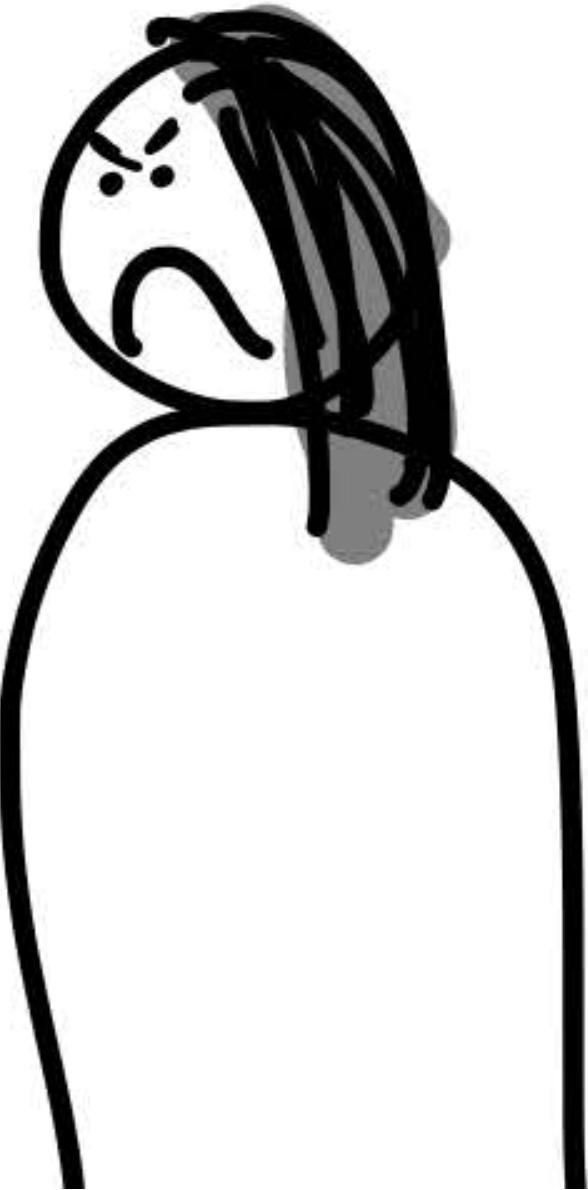
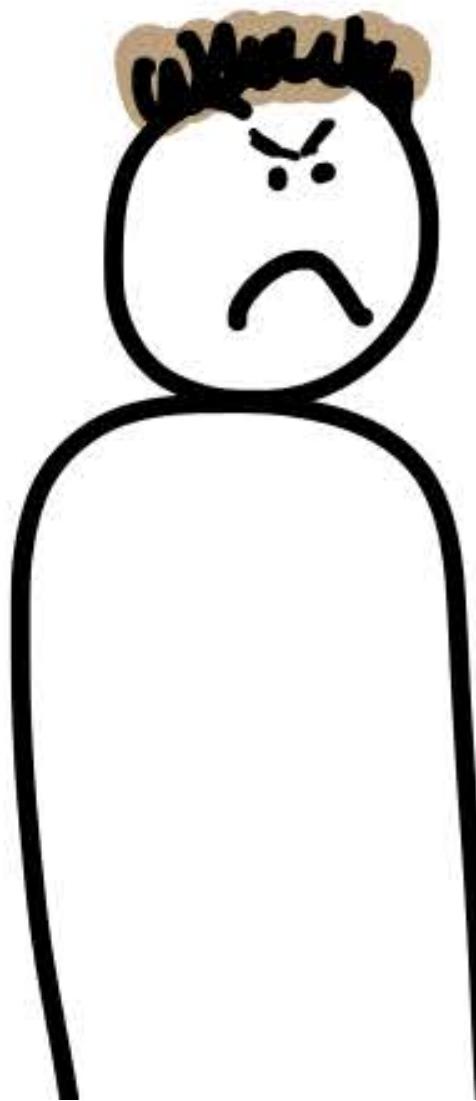


How to teach other things?



How to teach other things?

r · ea · d

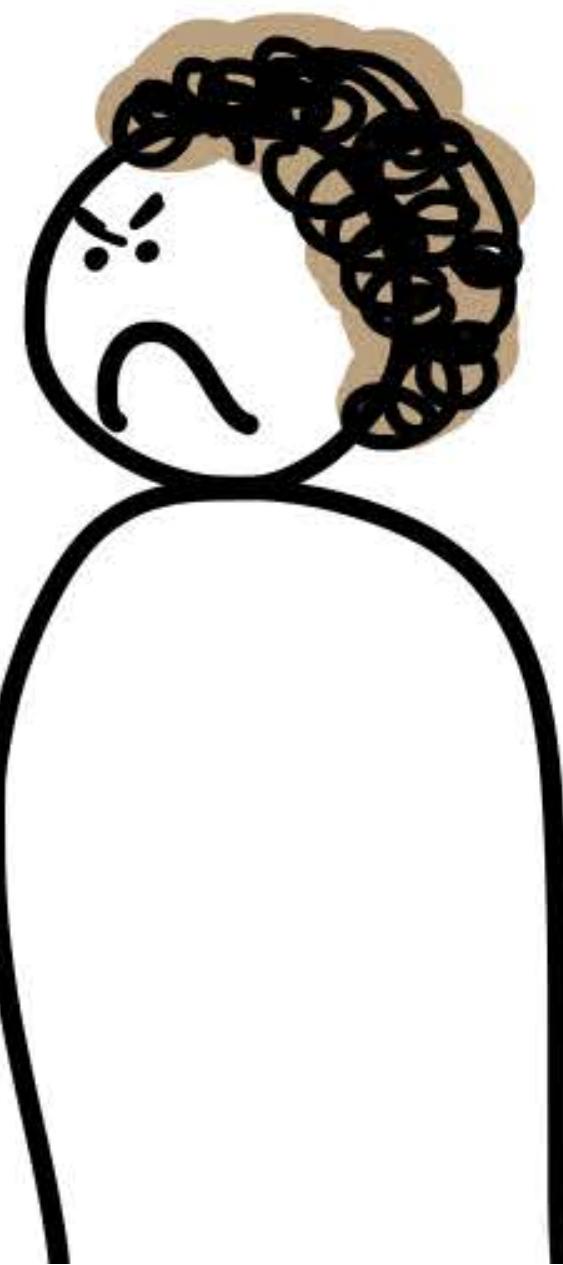
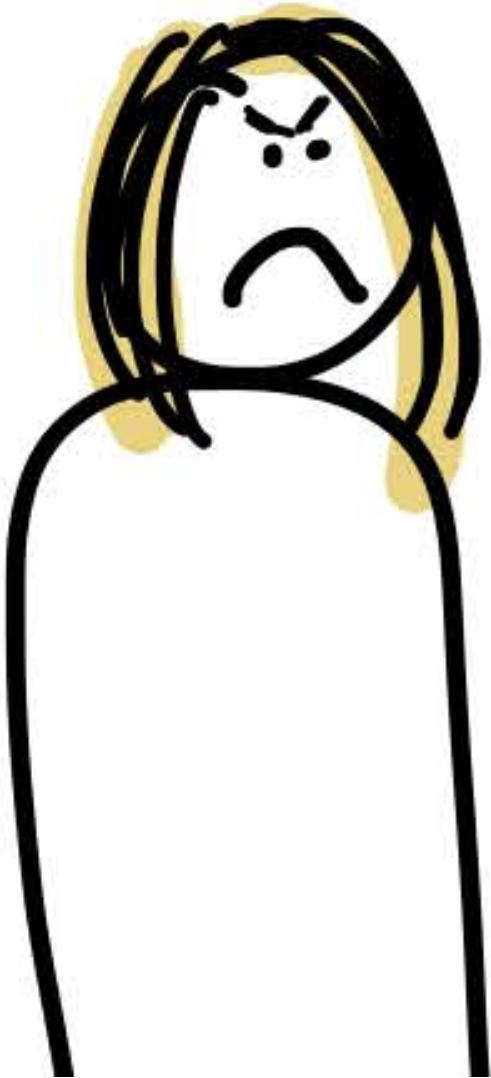


How to teach other things?

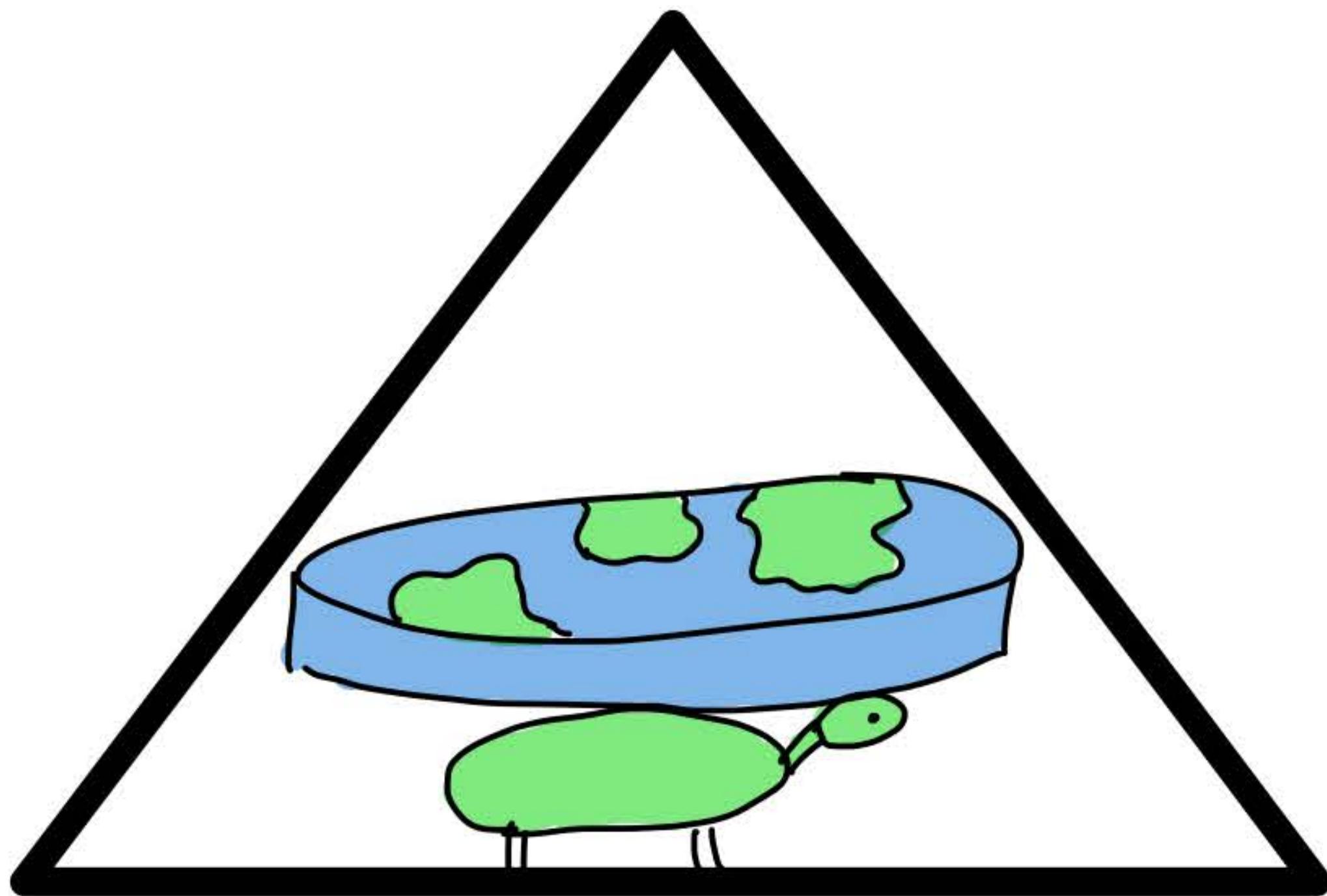
Explanation

&

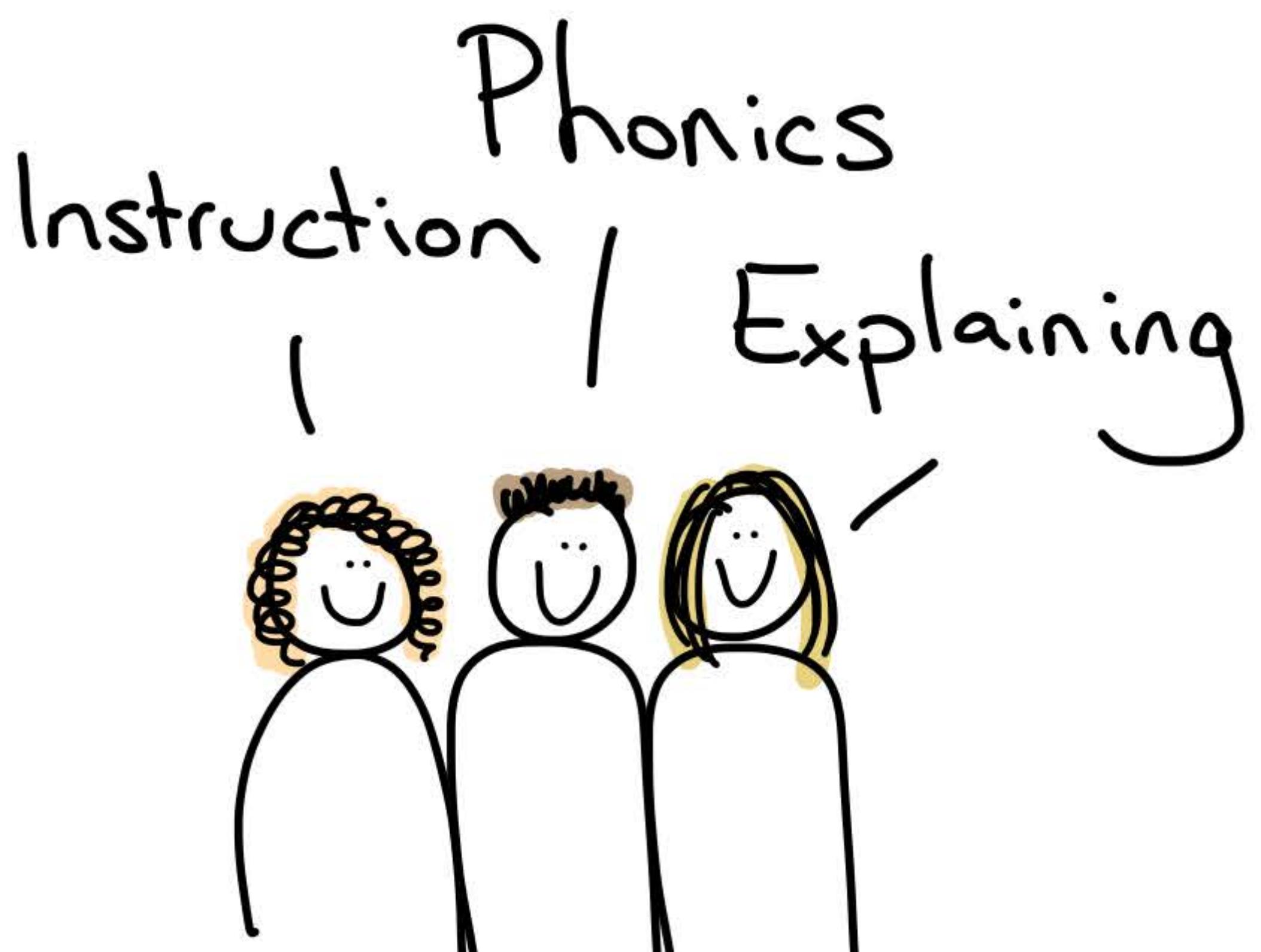
practice



Beware! Controversy ahead



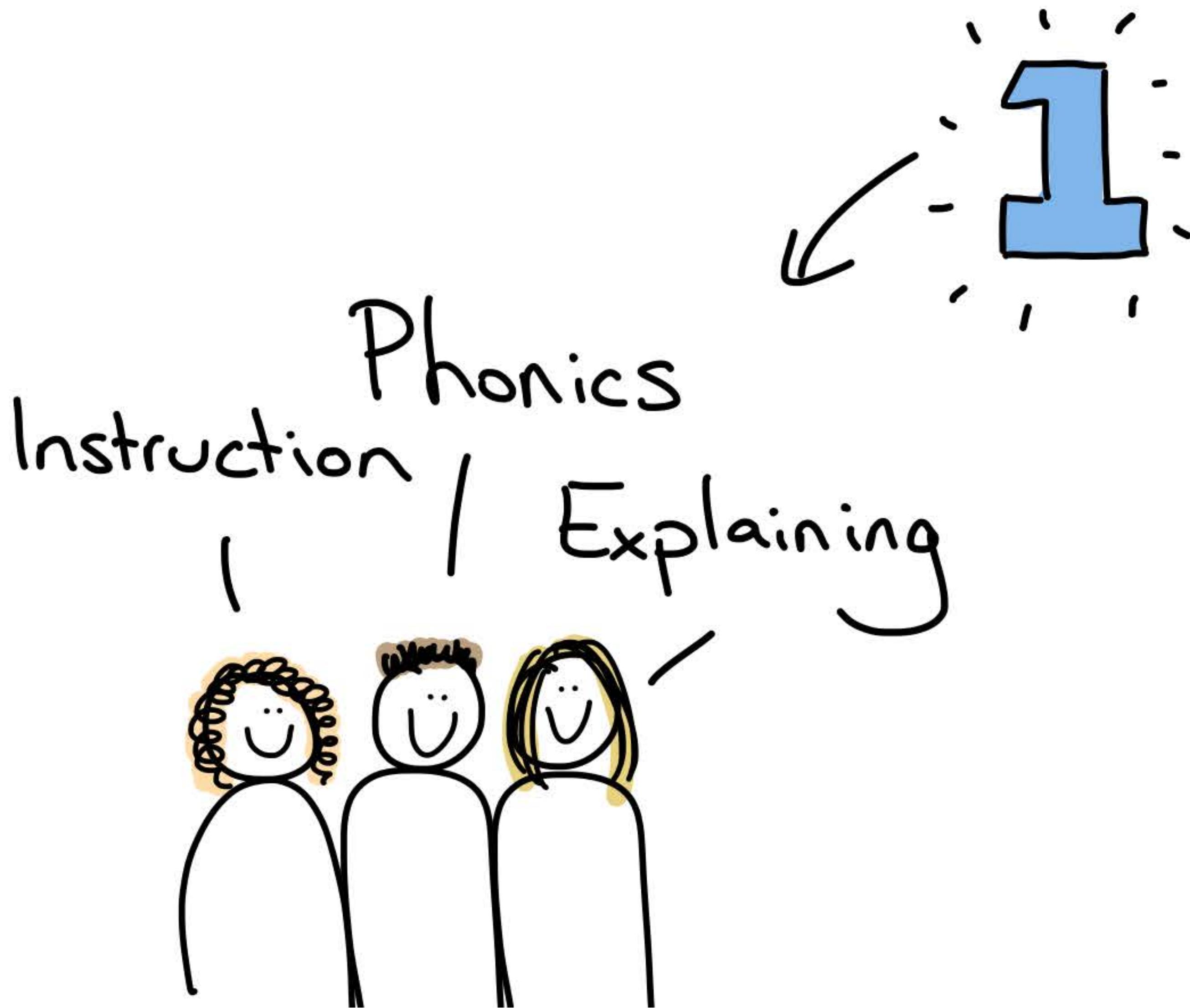
How to teach other things?



How to teach other things?

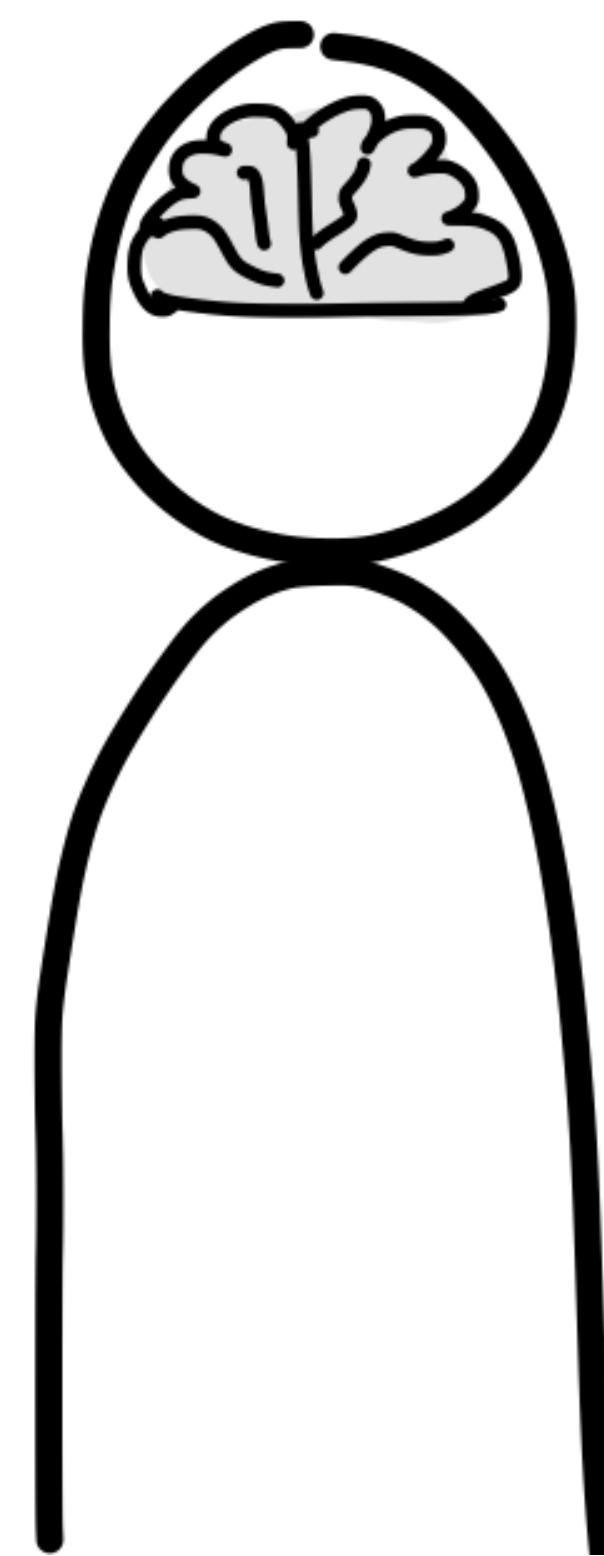


How to teach other things?



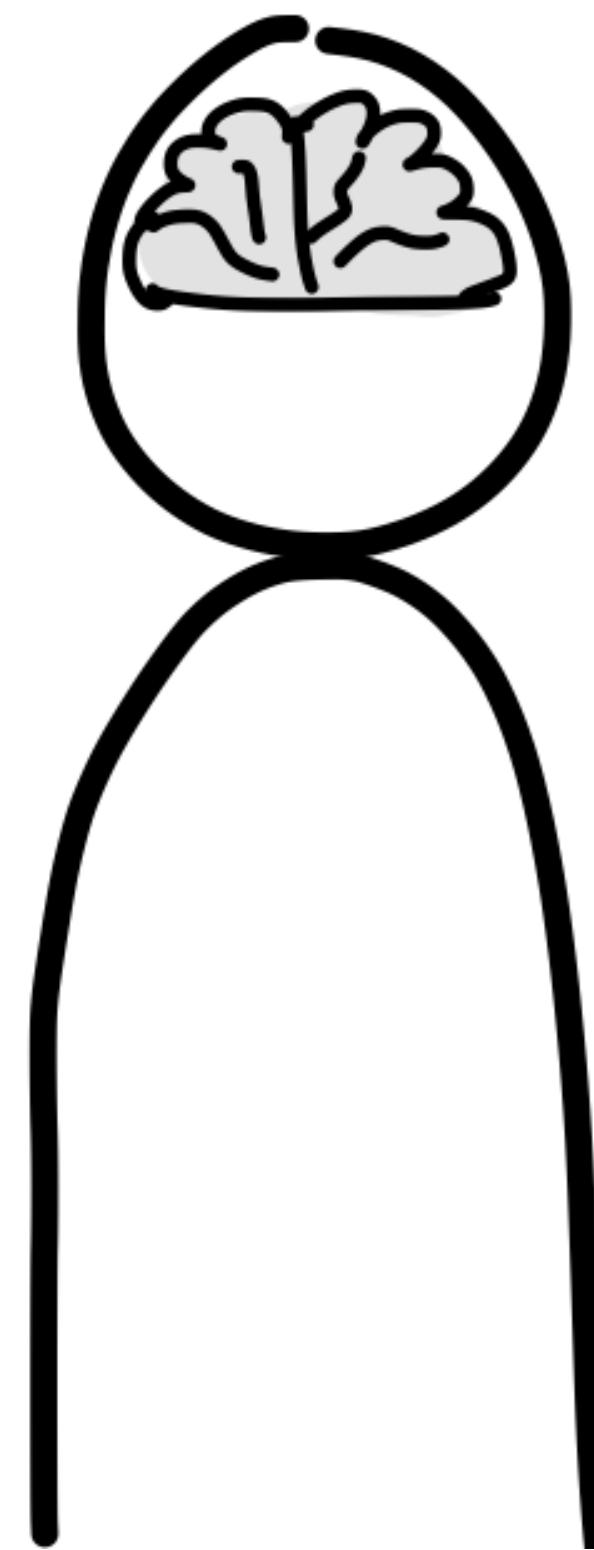
Why minimal guidance
does not work
Kirschner et al.

Short term memory

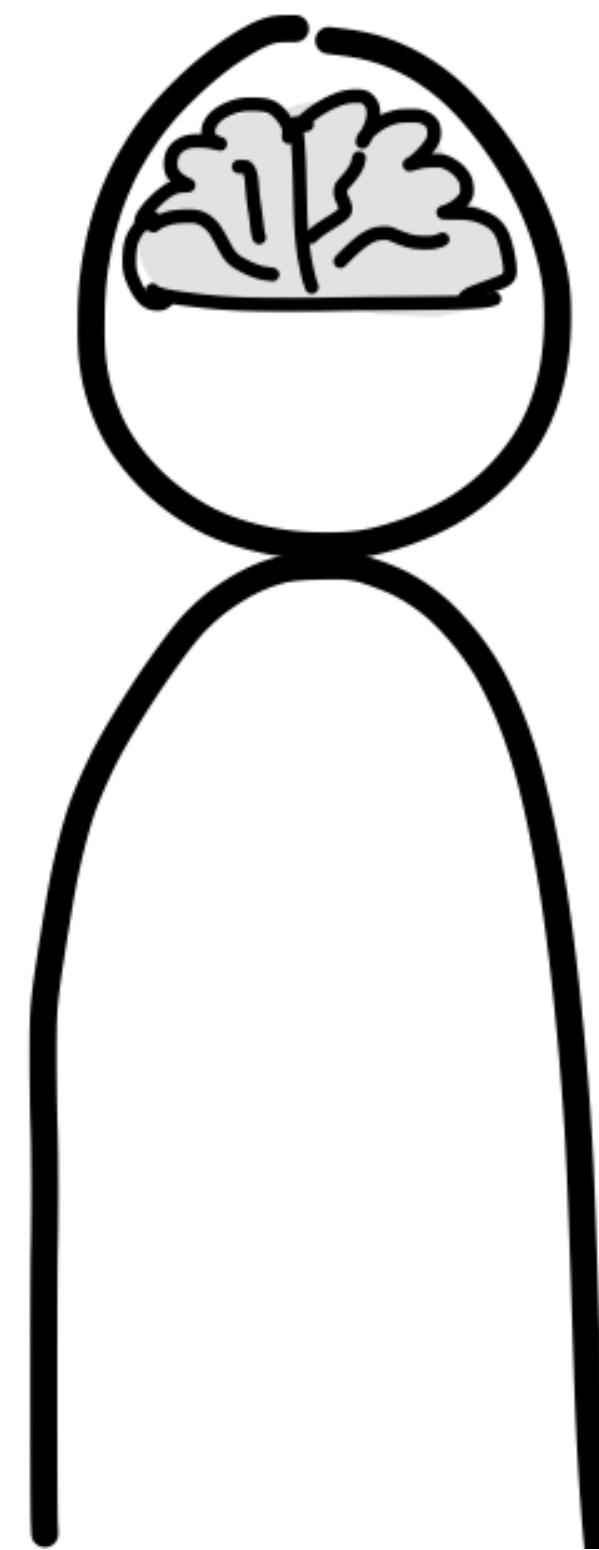


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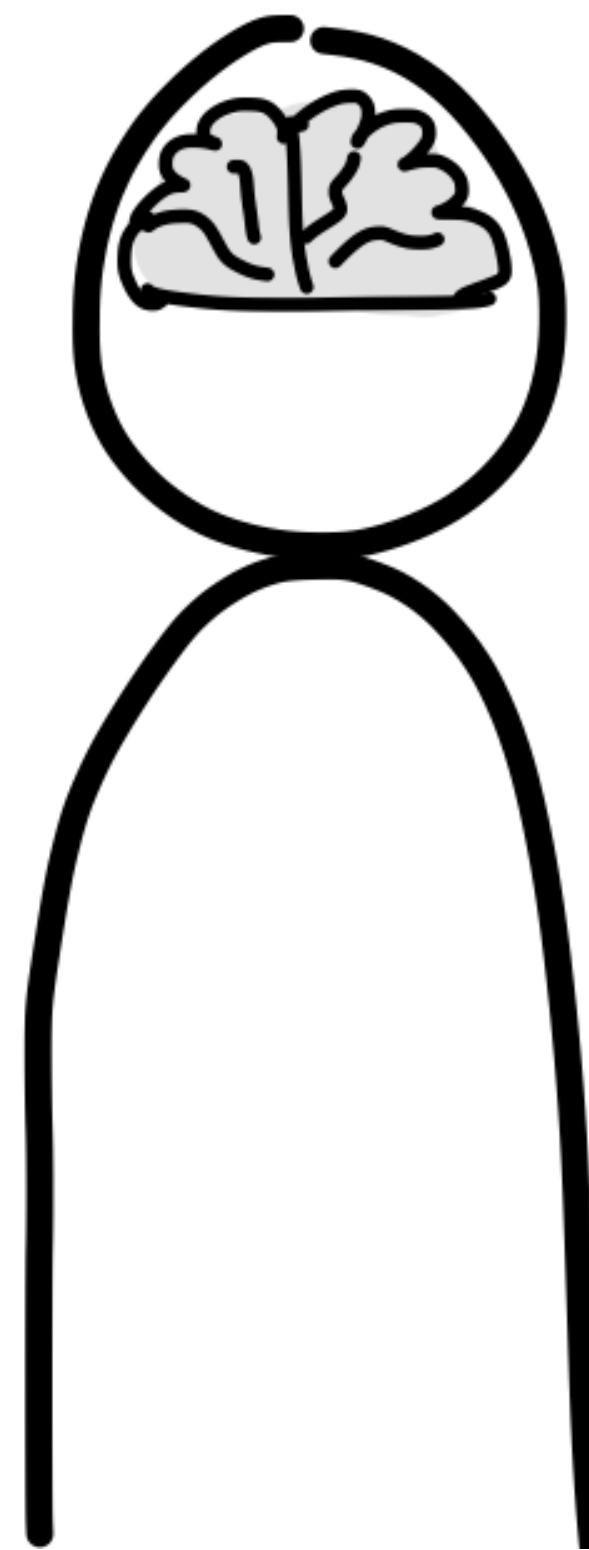
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Short term memory

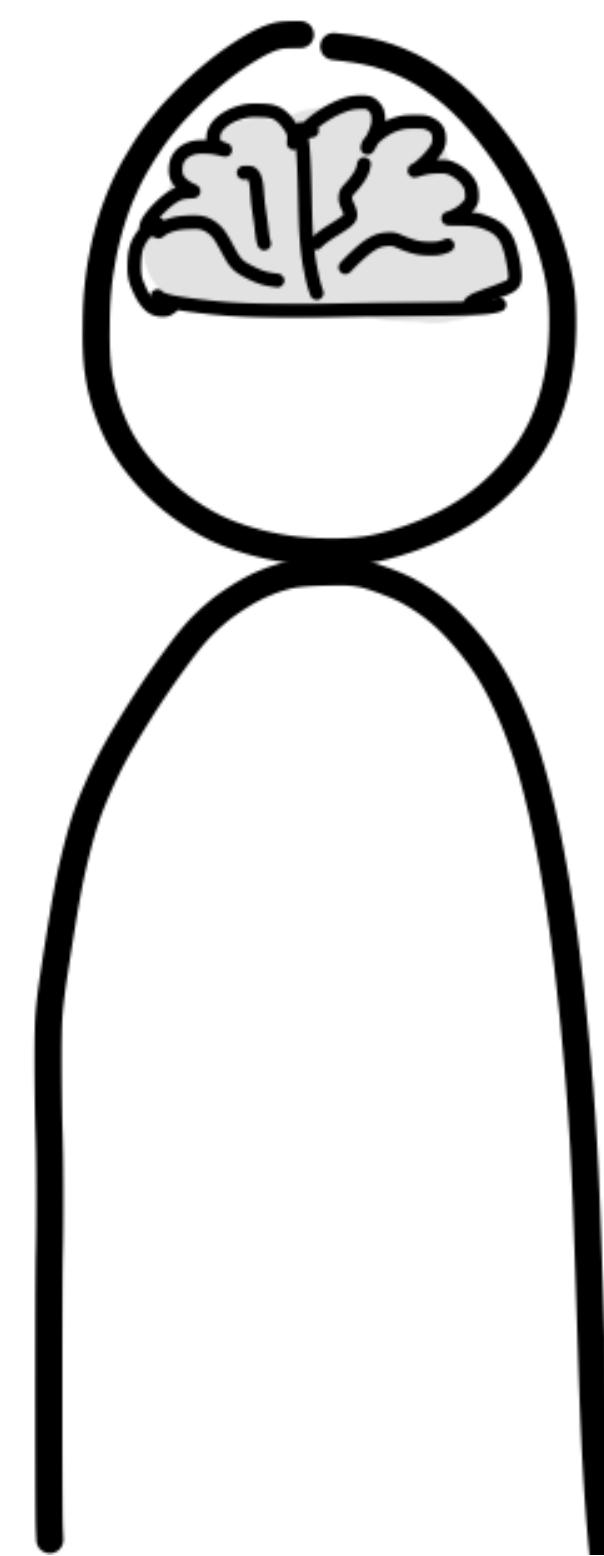


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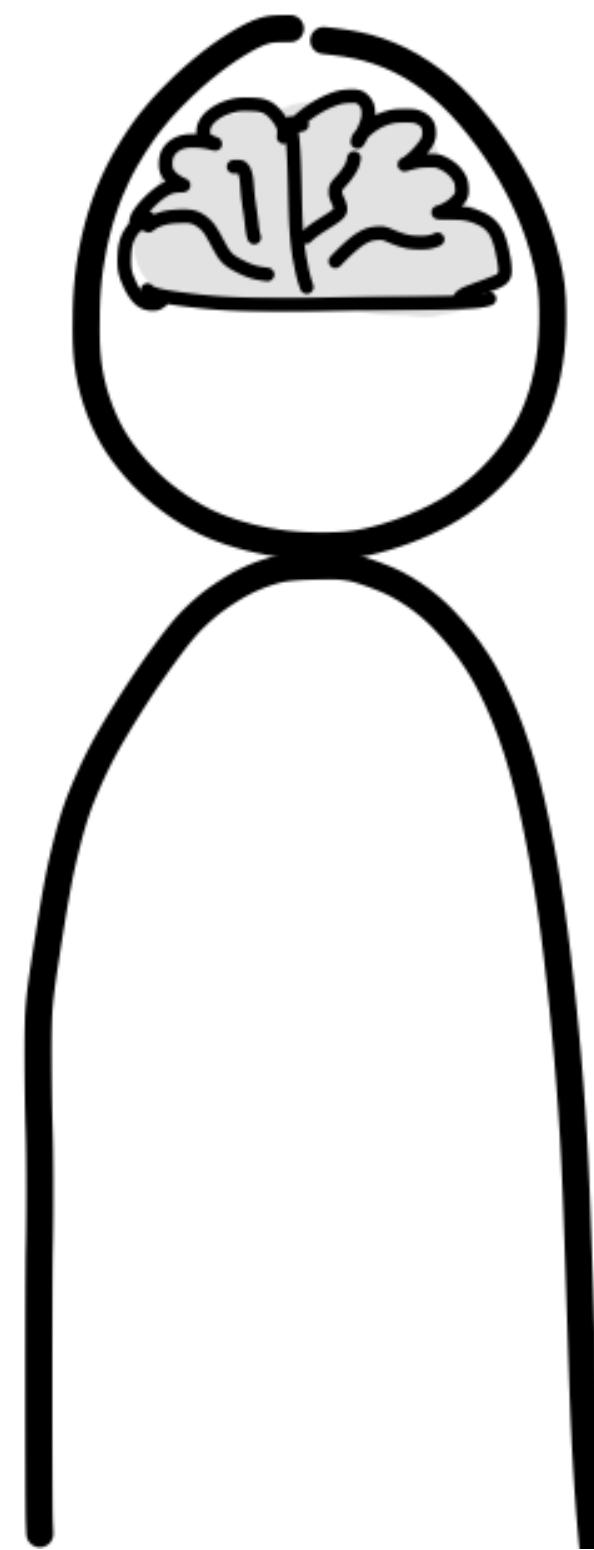


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Short term memory

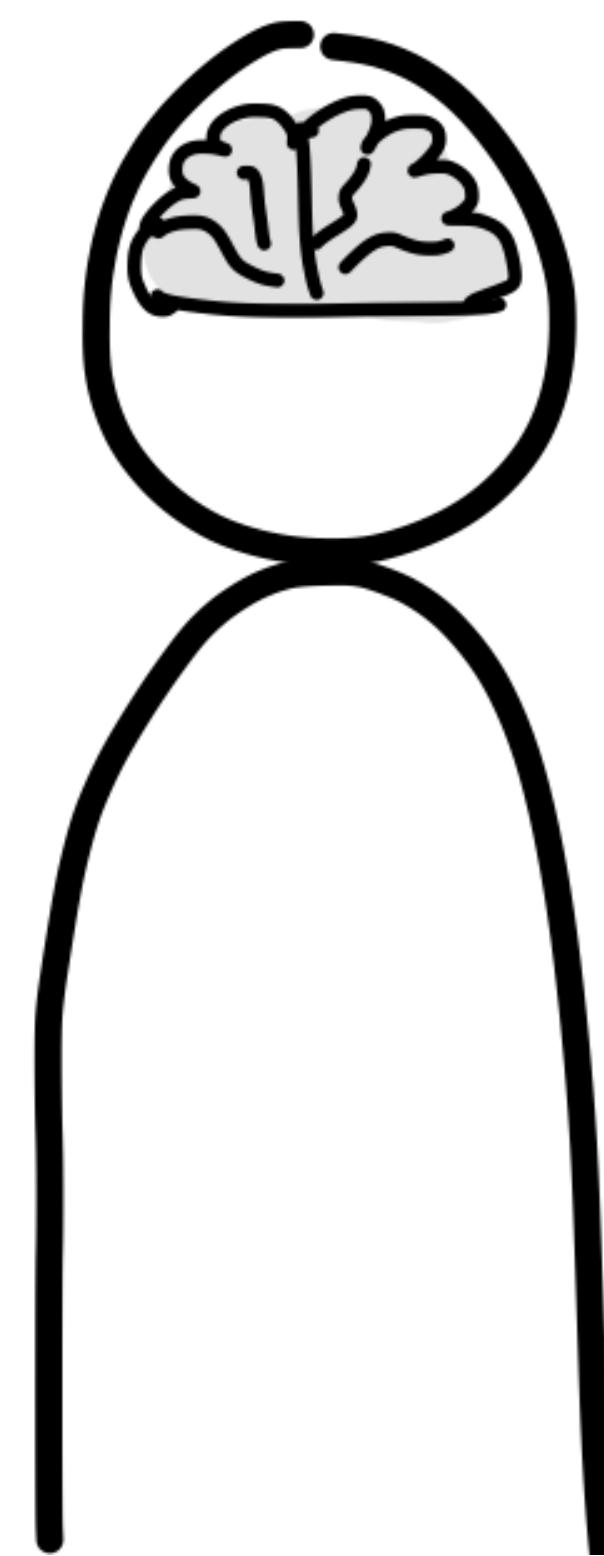


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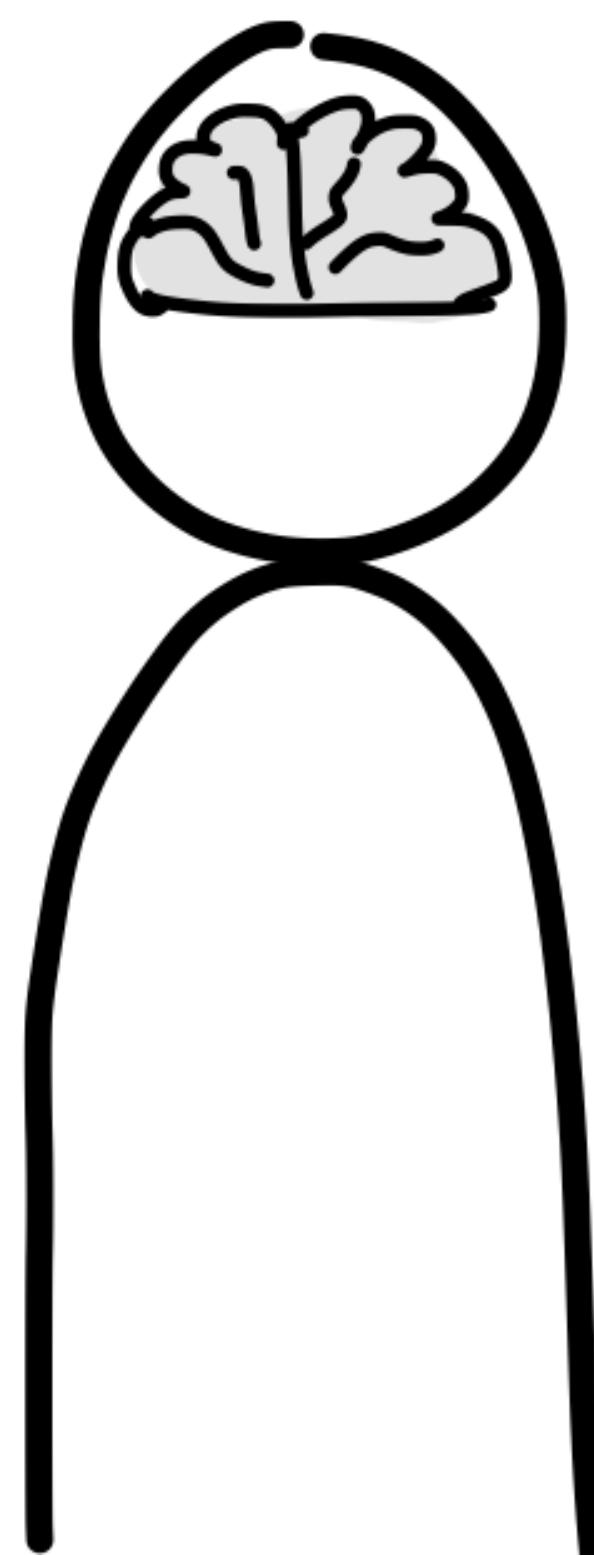


cat | loves cake

Short term memory

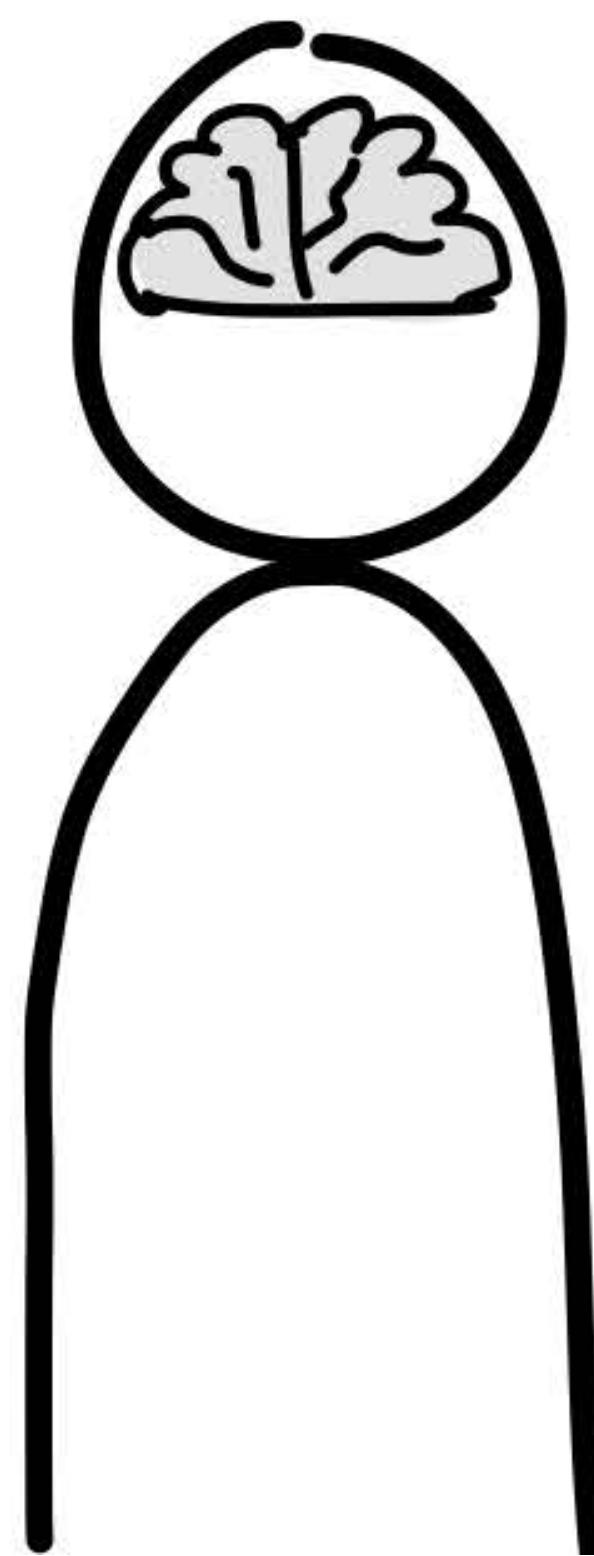


Short term memory



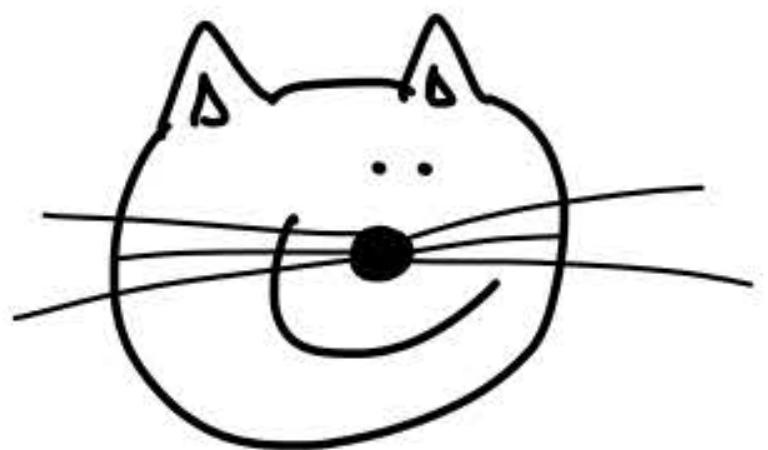
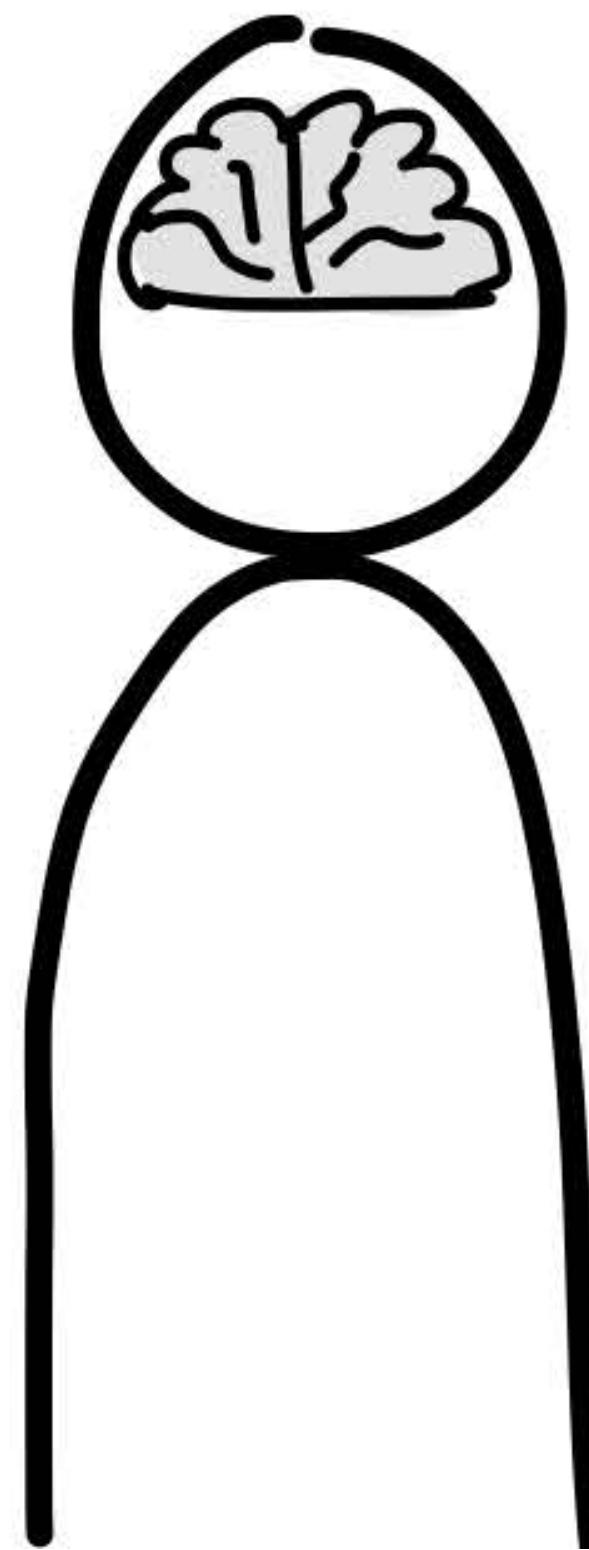
→ Can only hold 7 ± 2 items

Short term memory



— Can only hold ~~7~~⁴ ± 2 items

Short term memory



cat | loves cake



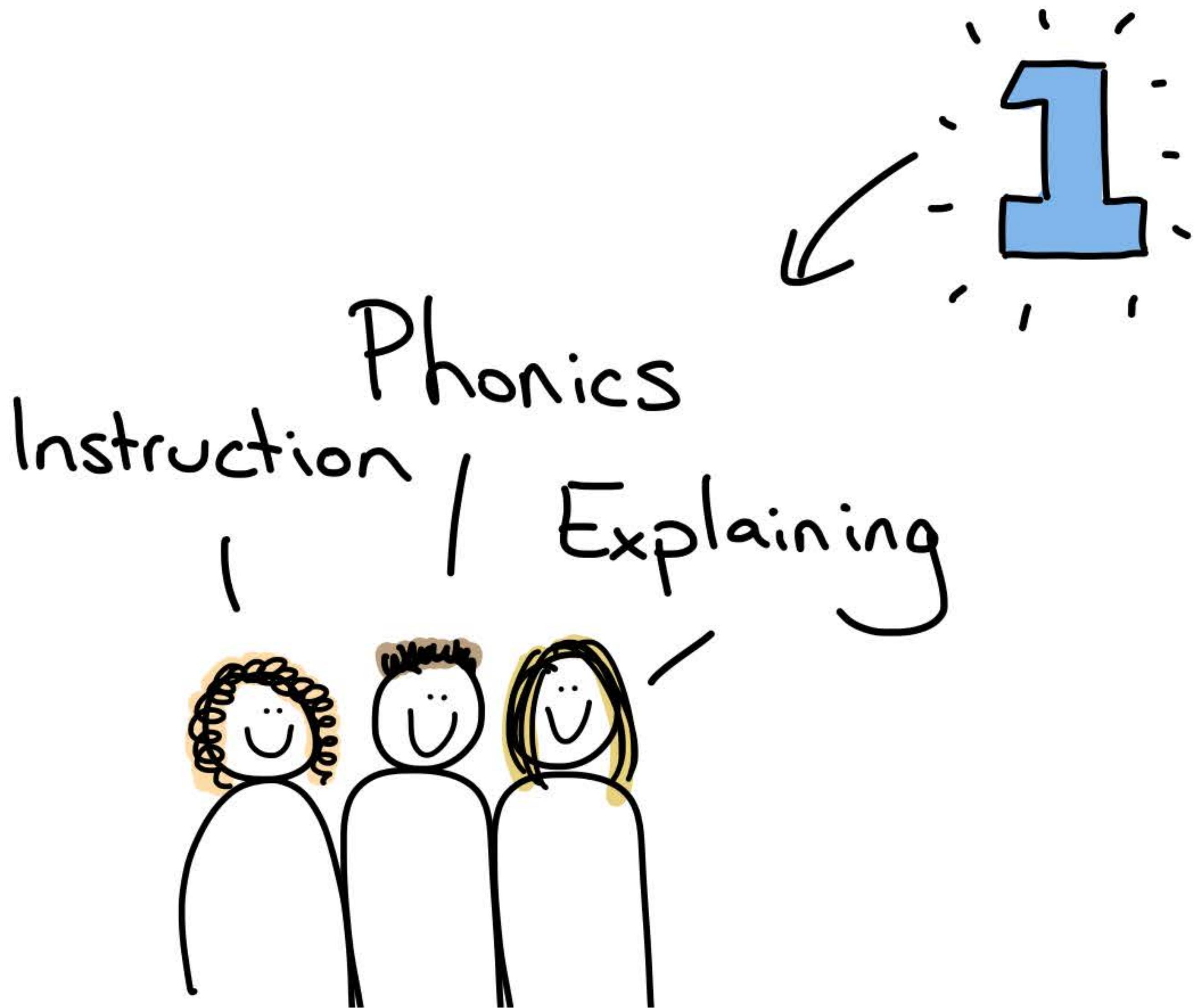
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Cognitive load

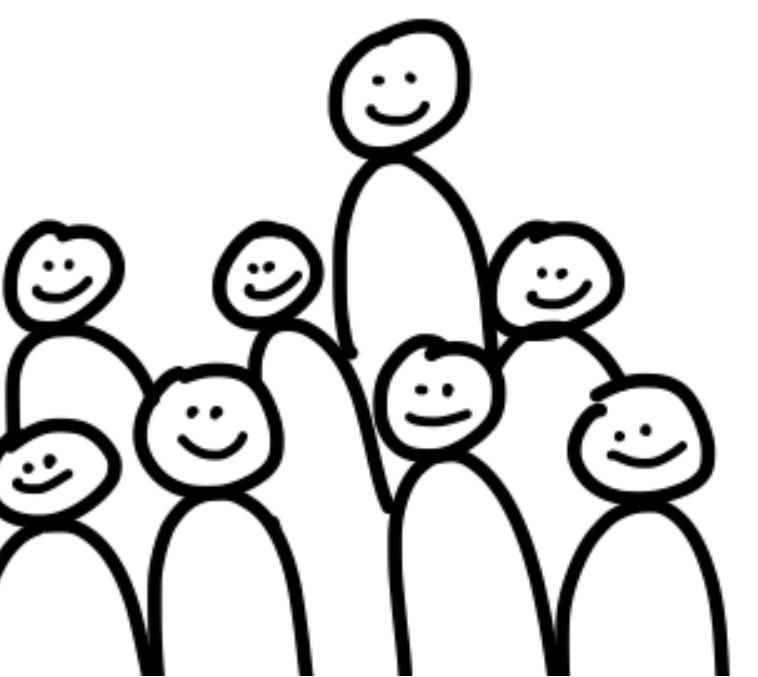
How to teach other things?



Why minimal guidance
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Kirschner et al.

The use of worked
examples for Problem Solving

Sweller & Cooper



The use of worked
examples for Problem Solving

Sweller & Cooper



a = 7 - 4a
what is a?

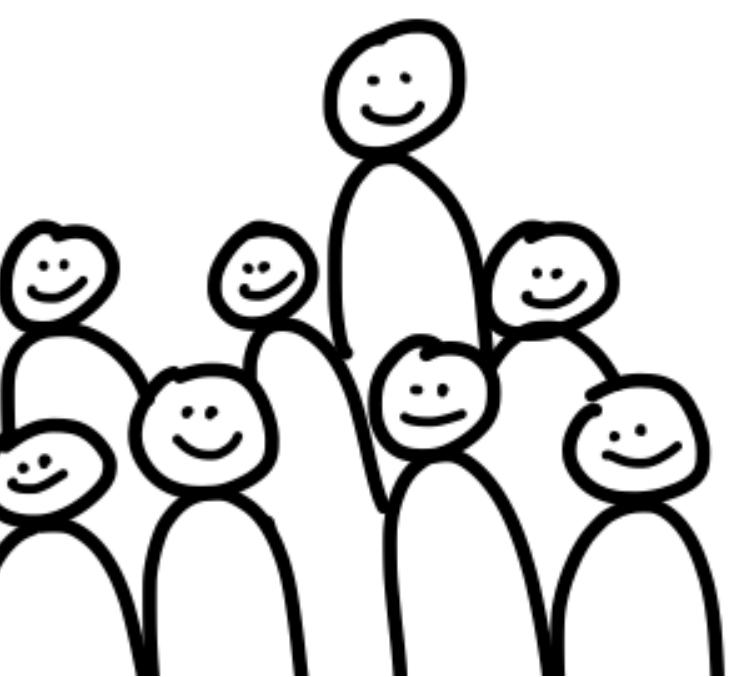
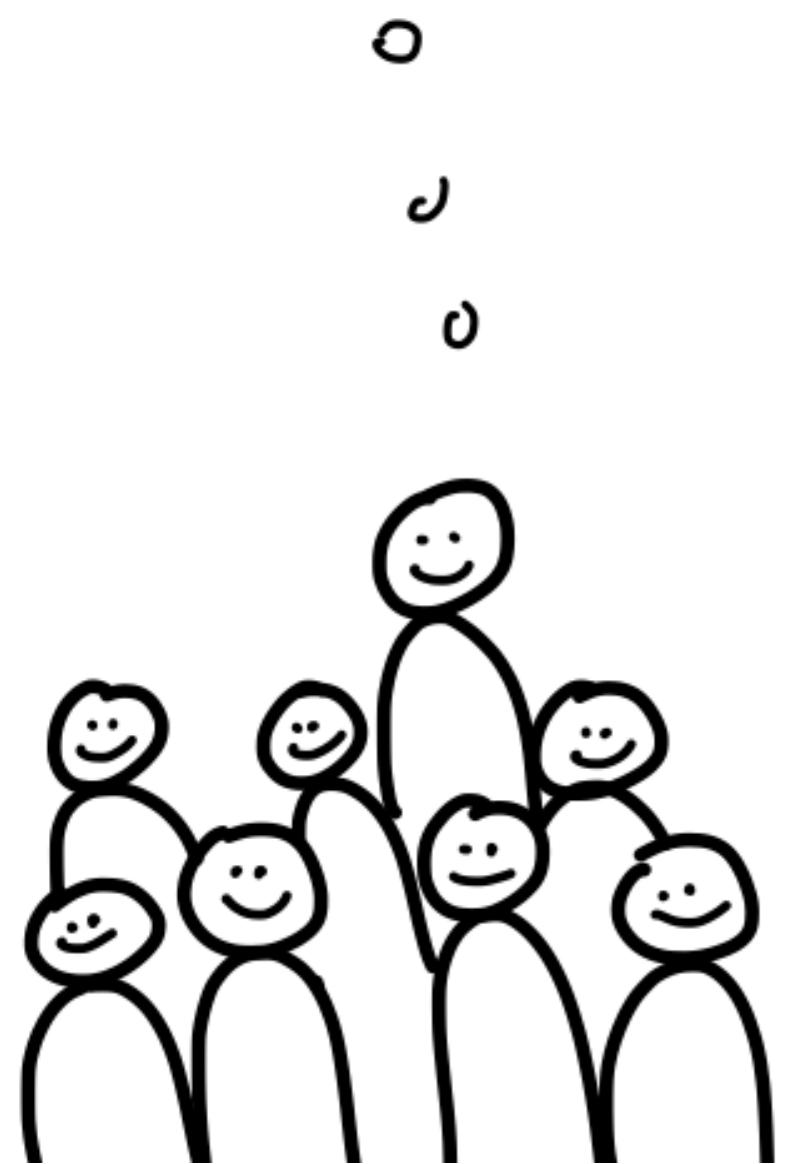
o
o
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The use of worked
examples for Problem Solving

Sweller & Cooper

$$\begin{aligned}
 a &= b - ca \\
 a + ca &= b \\
 a(1+c) &= b \\
 a &= \frac{b}{1+c}
 \end{aligned}$$



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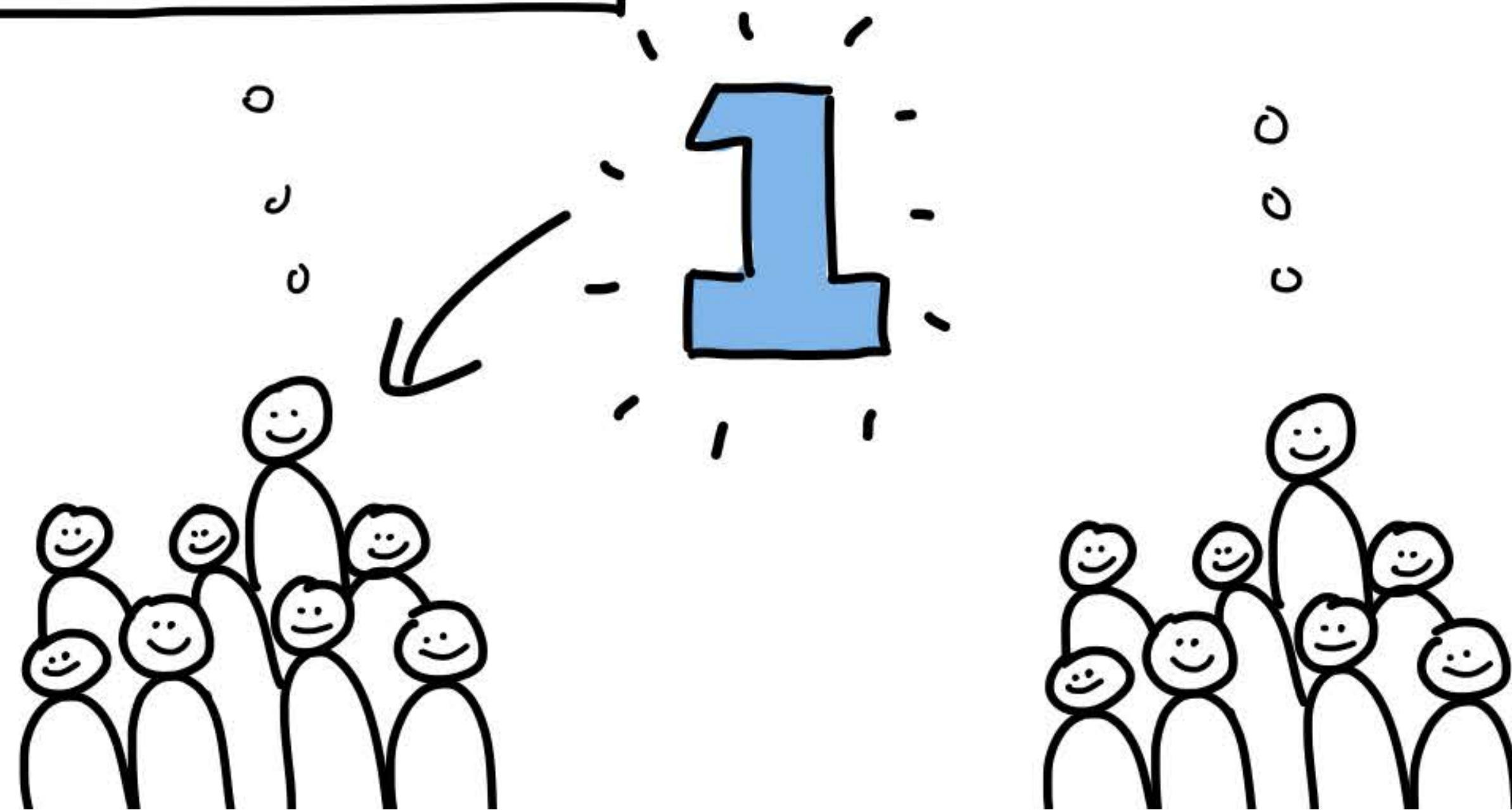


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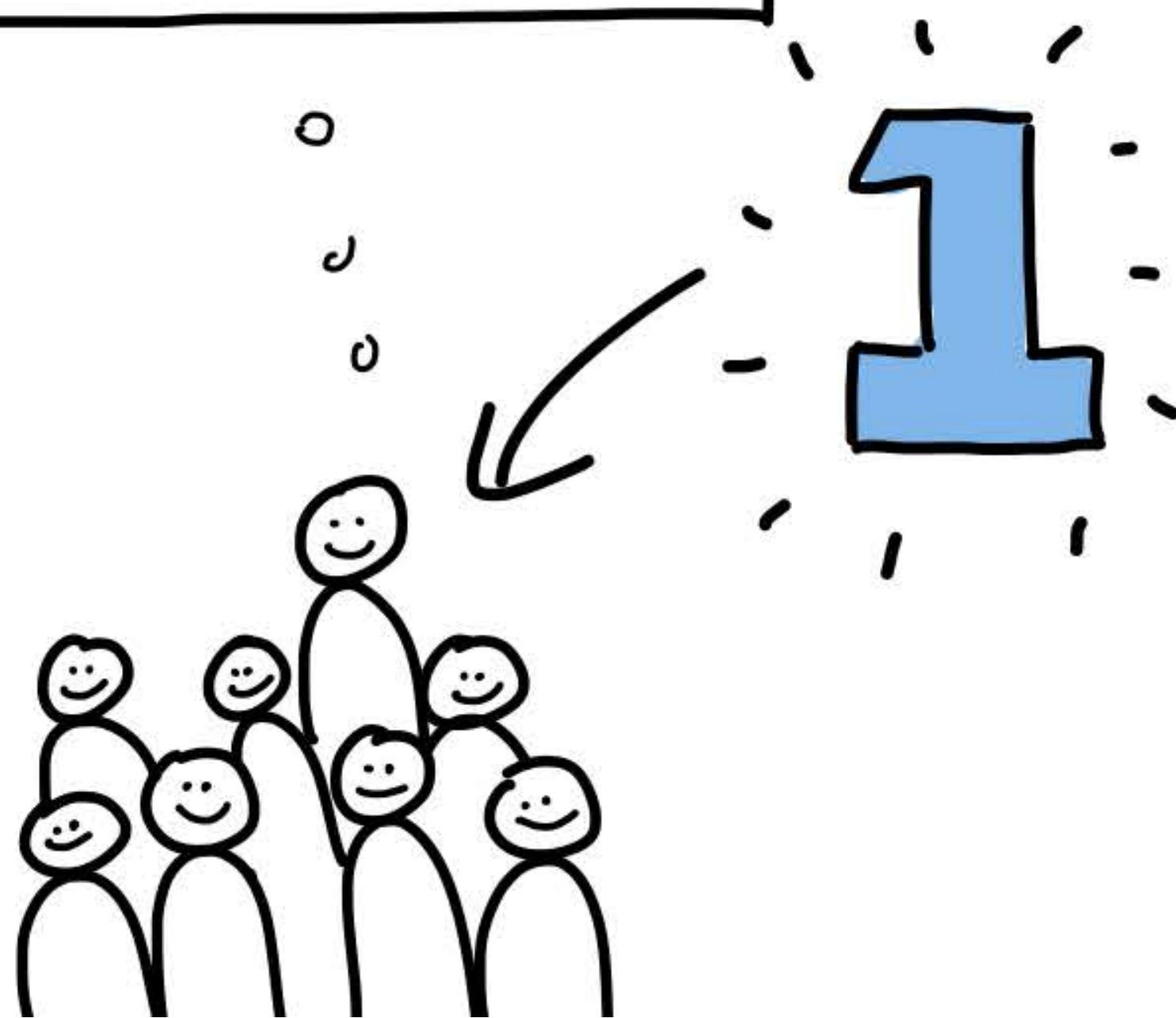
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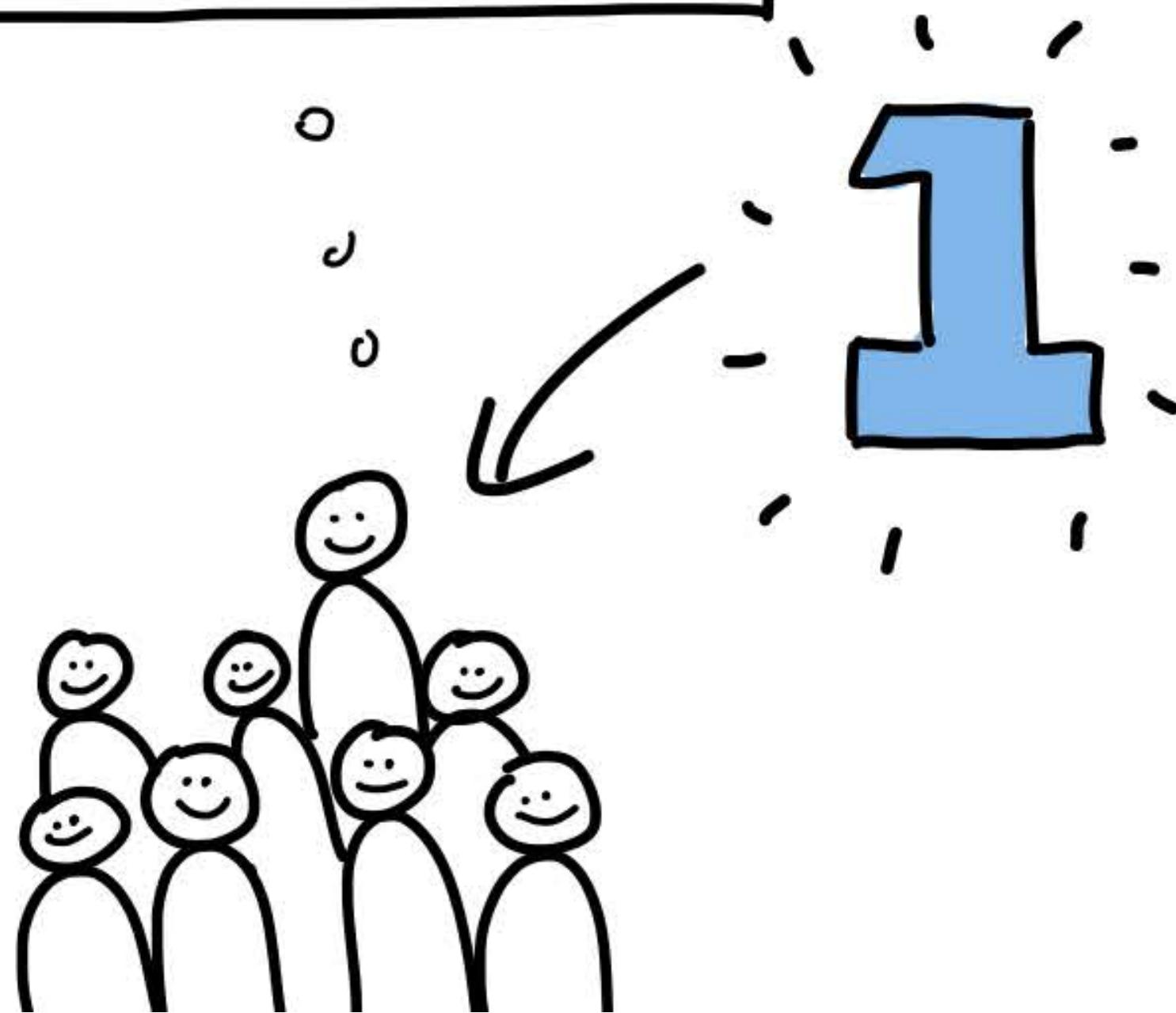


— Also on
different problems

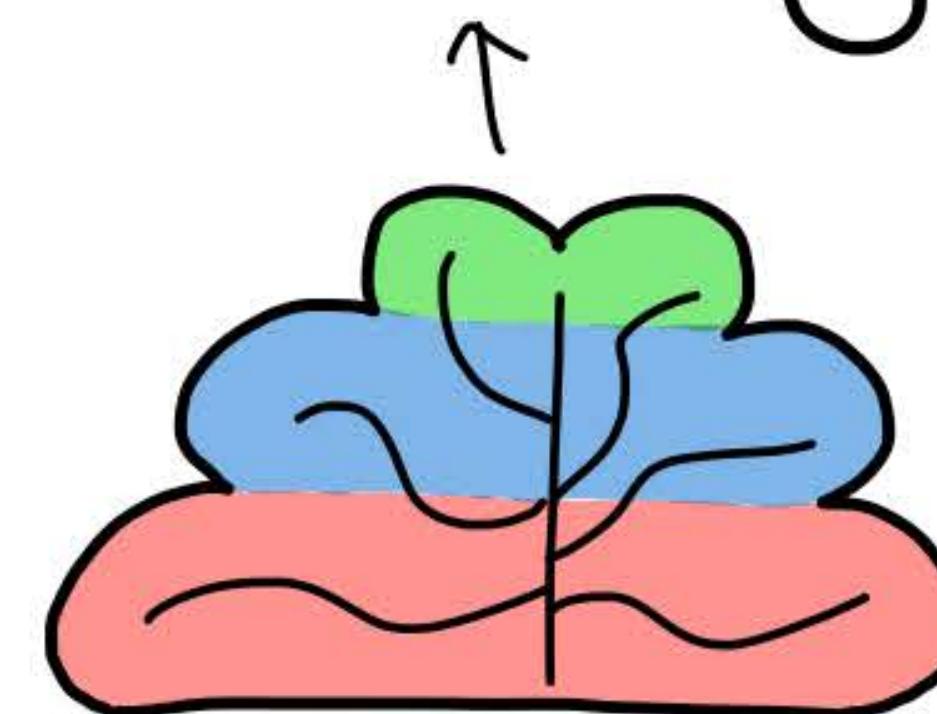
The use of worked examples for Problem Solving

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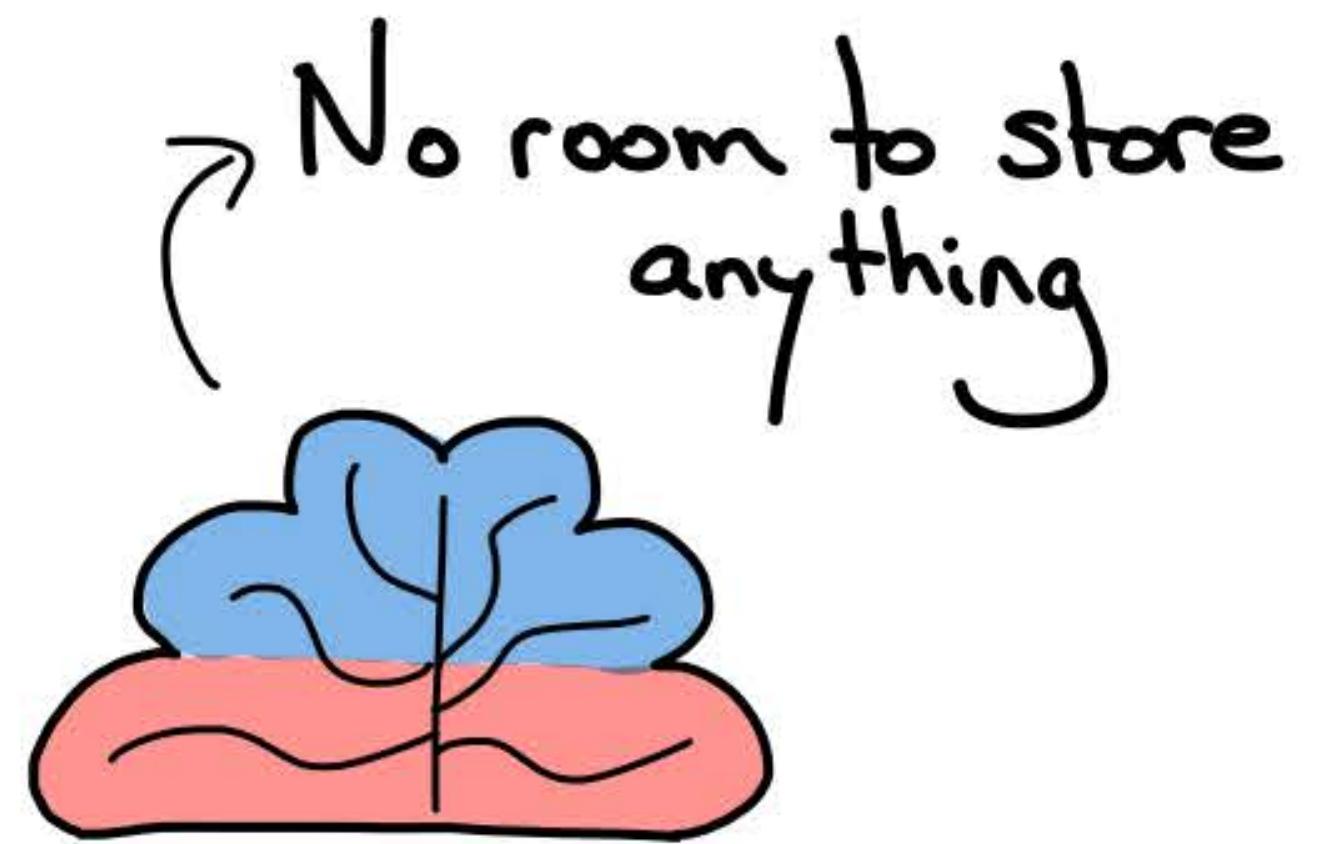


Used to store strategies



The use of worked examples for Problem Solving

Sweller & Cooper



$a = 7 - 4a$
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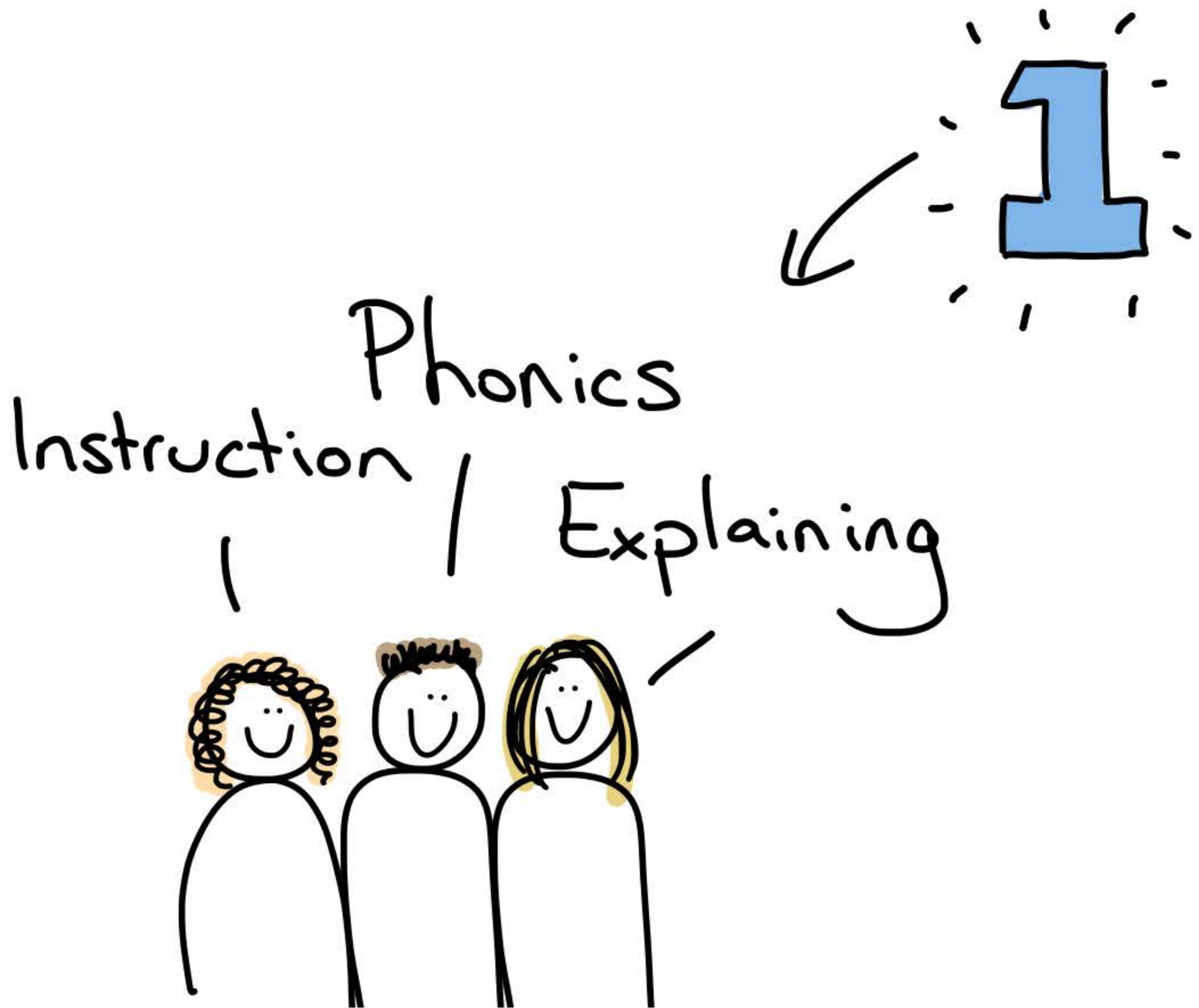
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The use of worked examples for Problem Solving

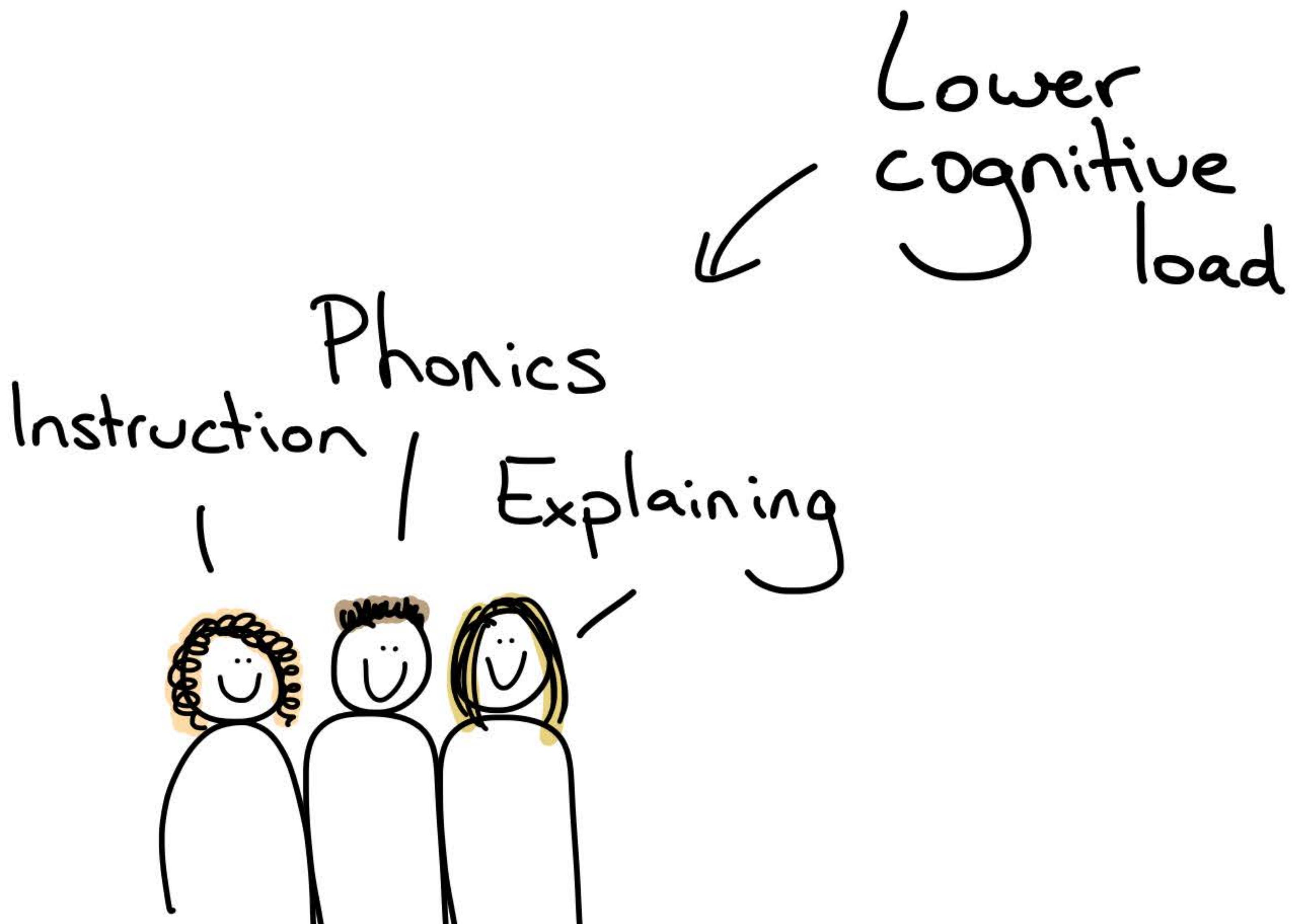
Sweller & Cooper

How to teach other things?

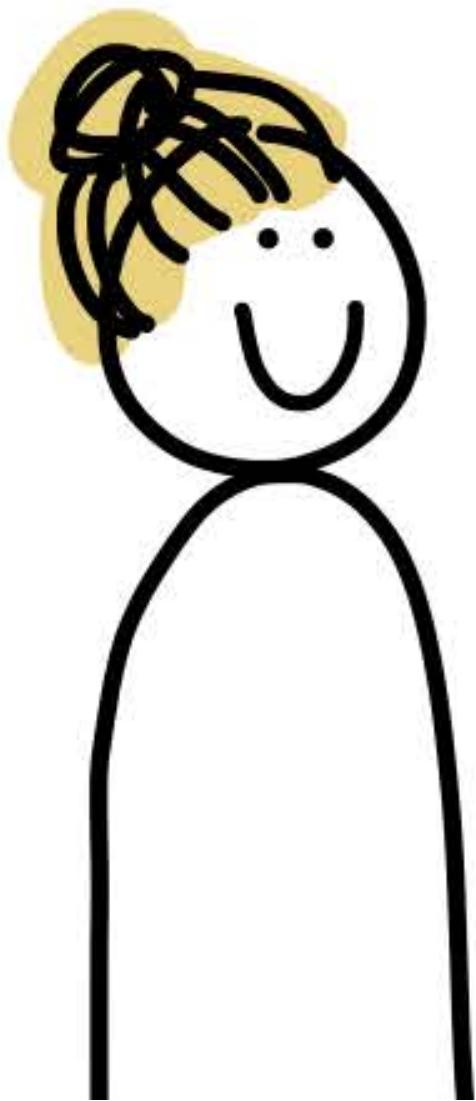


Why minimal guidance
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Kirschner et al.

How to teach other things?

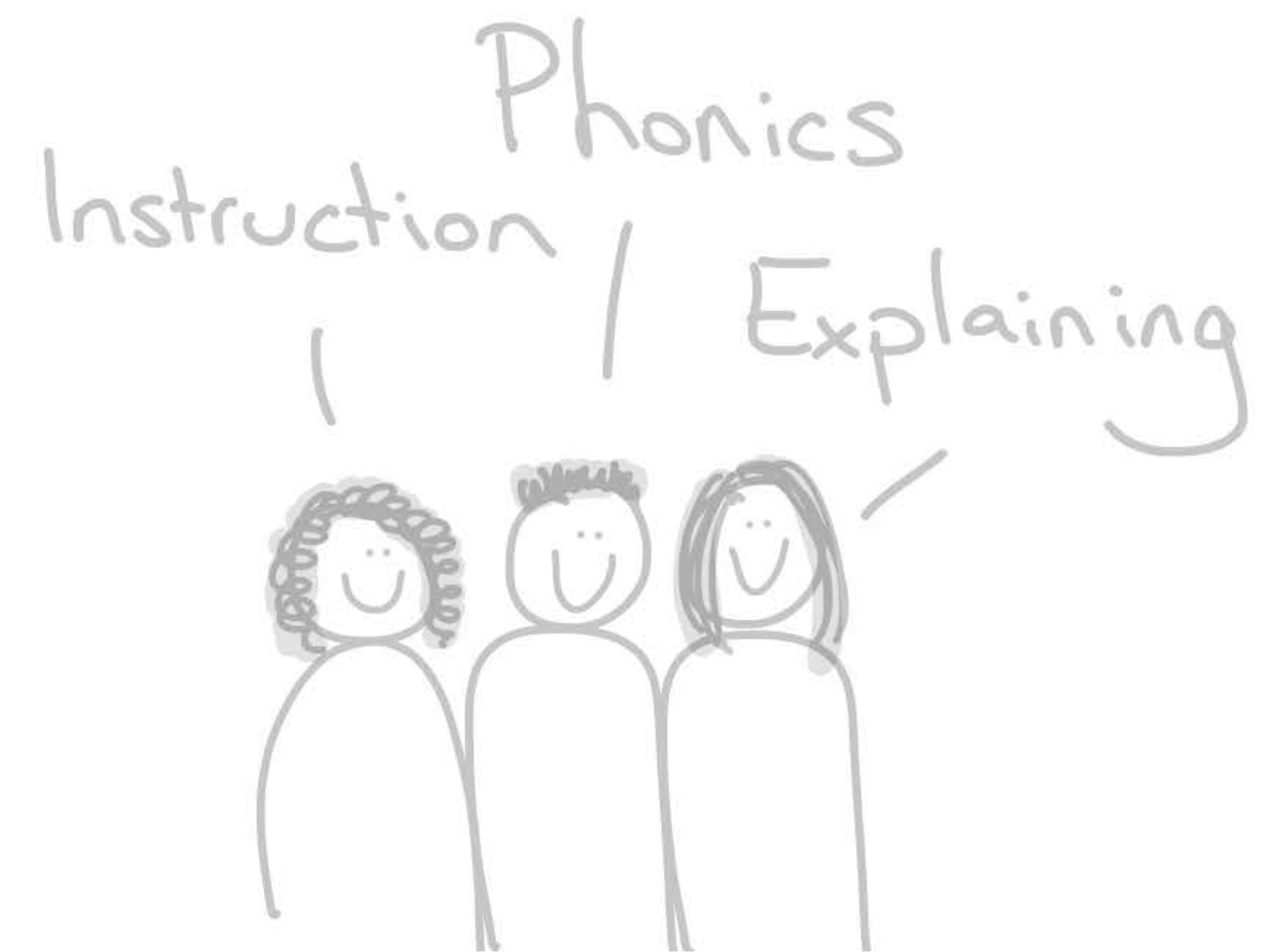


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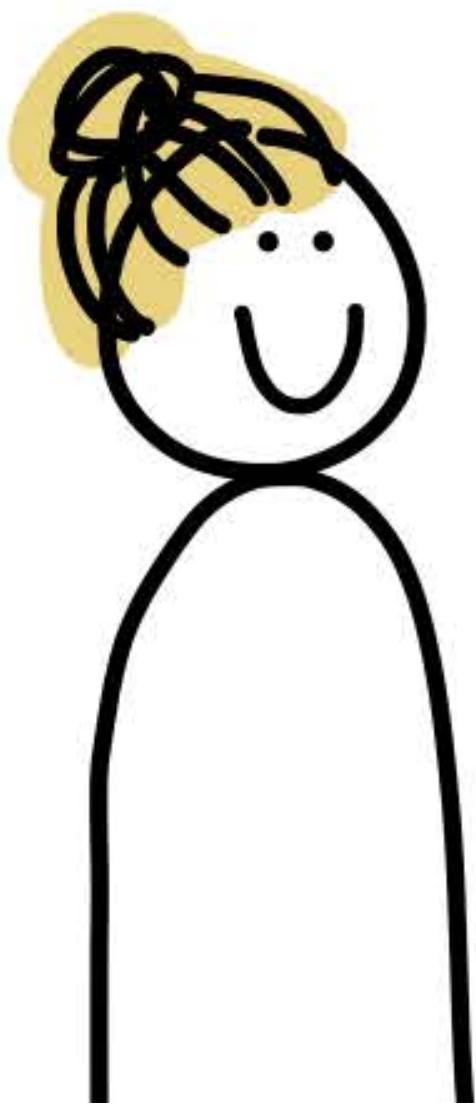
You don't become
an expert by
doing expert things

How to teach programming?



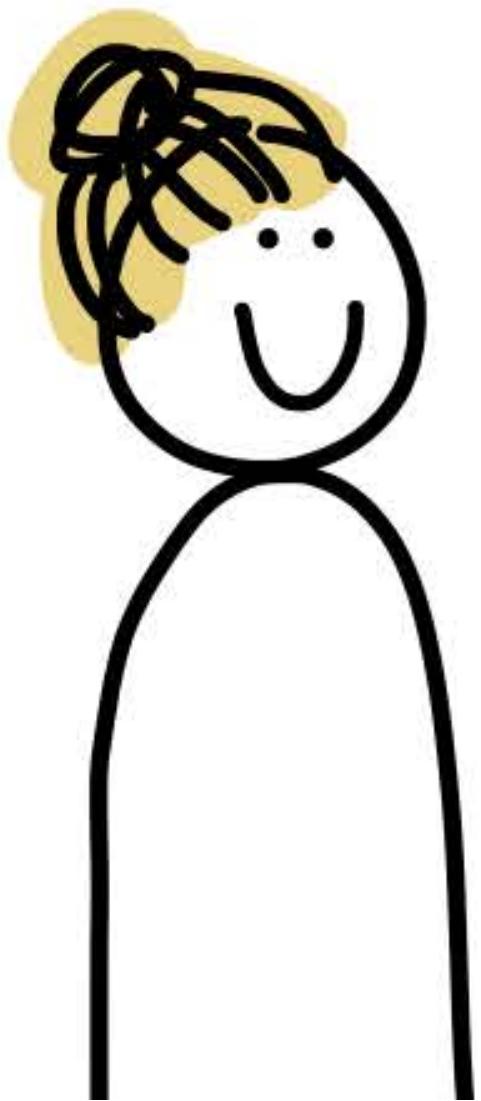
How to teach programming?

What would direct instruction
for programming look like?

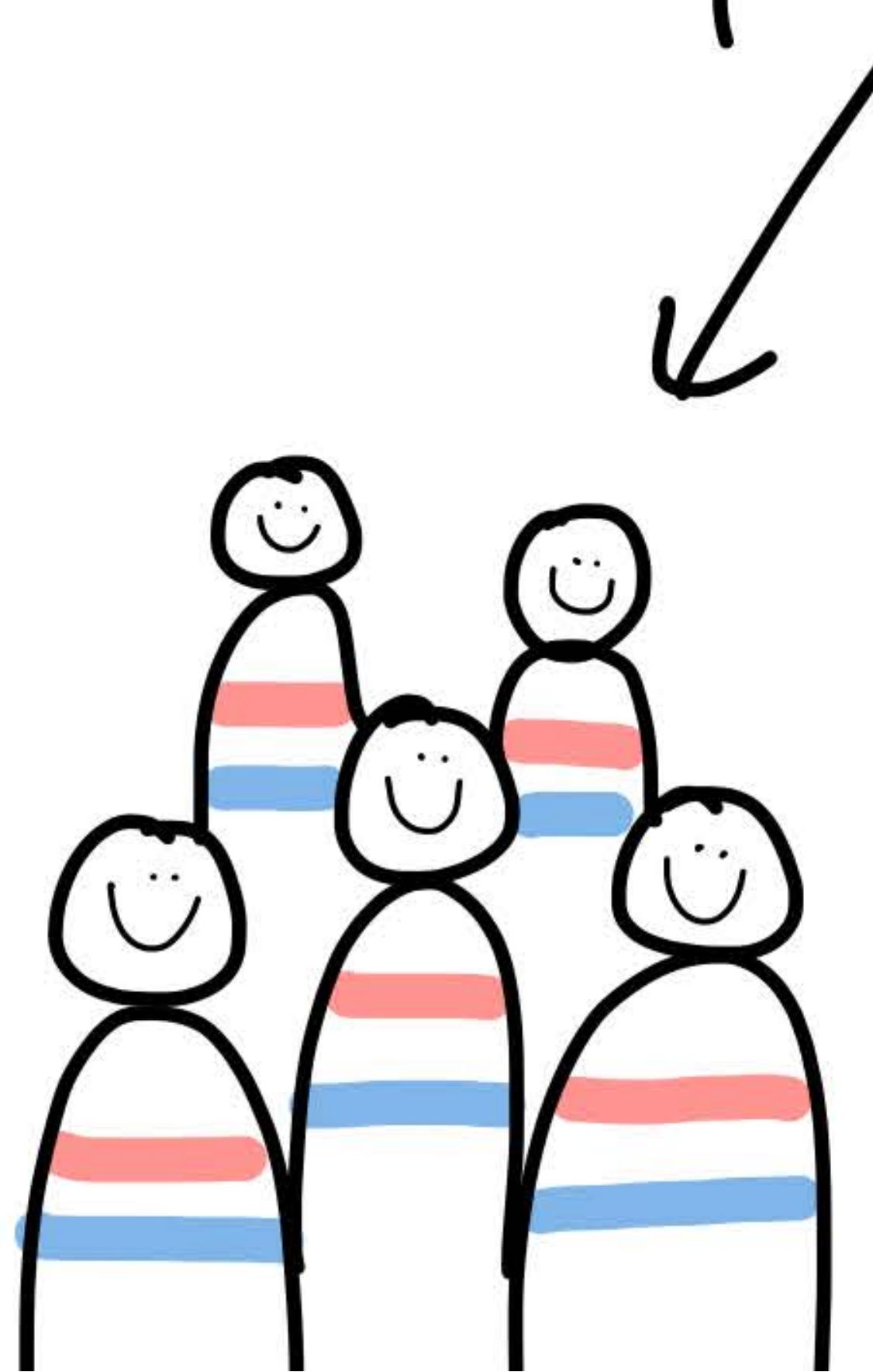


How to teach programming?

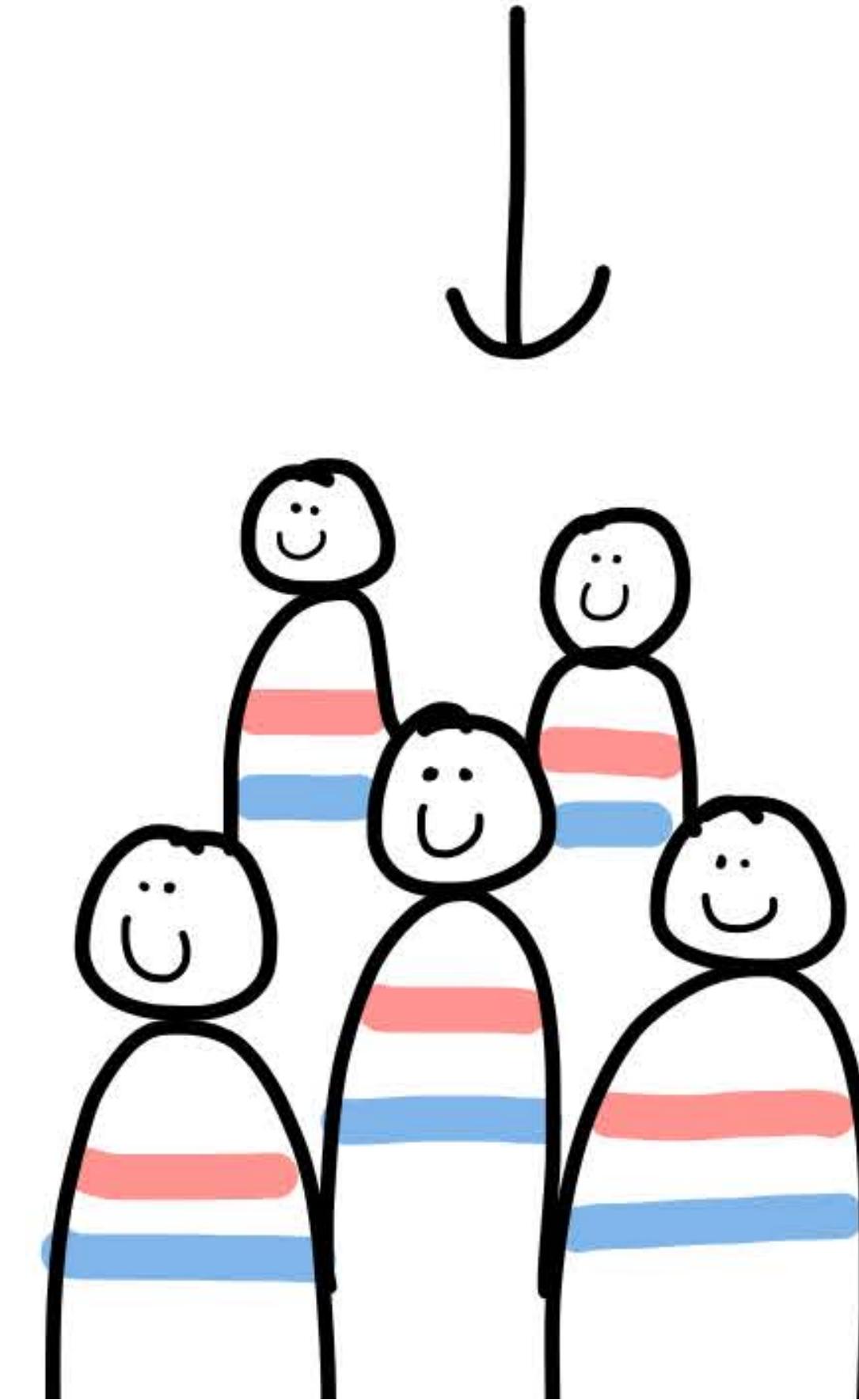
Vocalise syntax

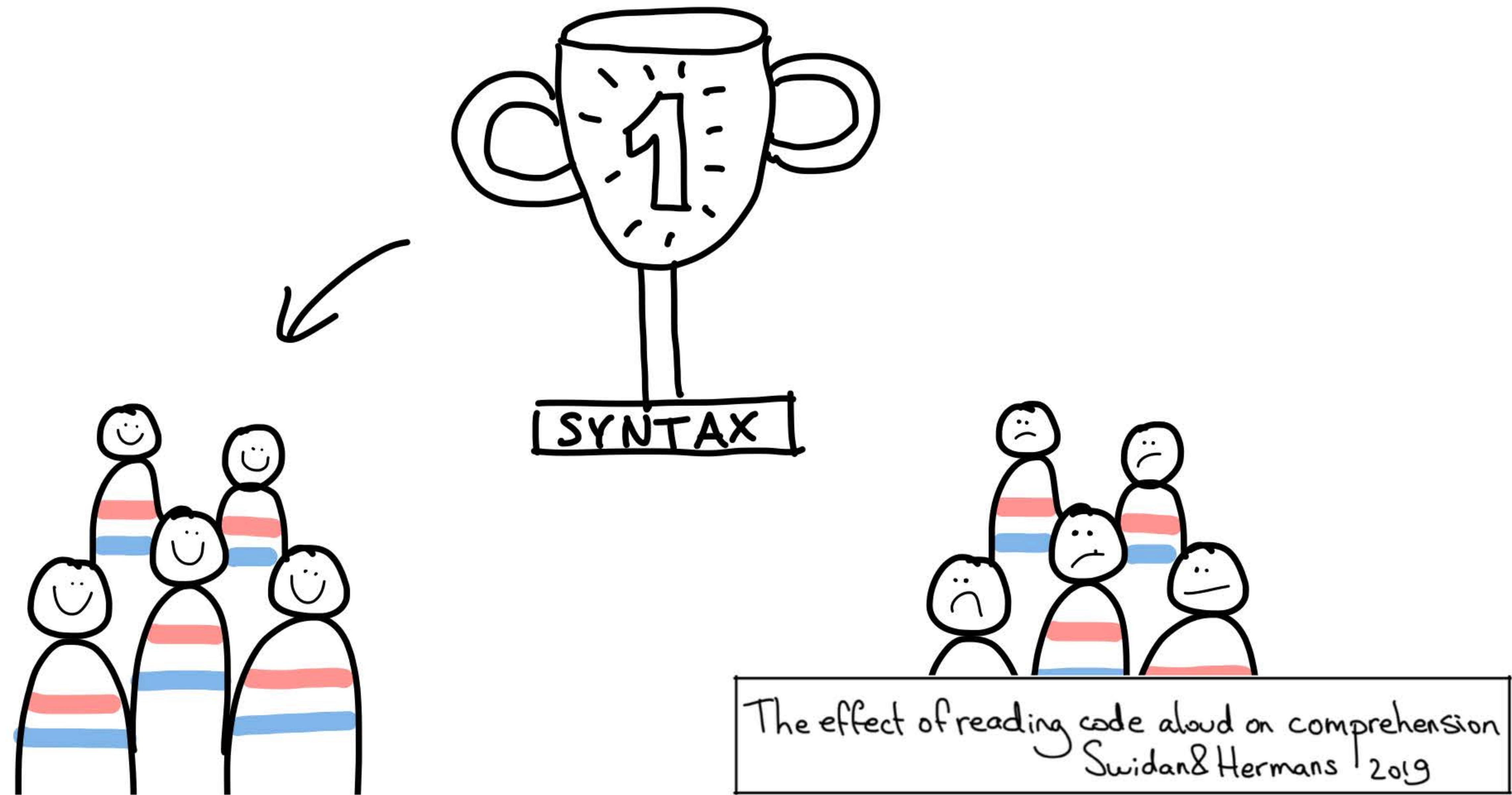


Read code aloud
every week



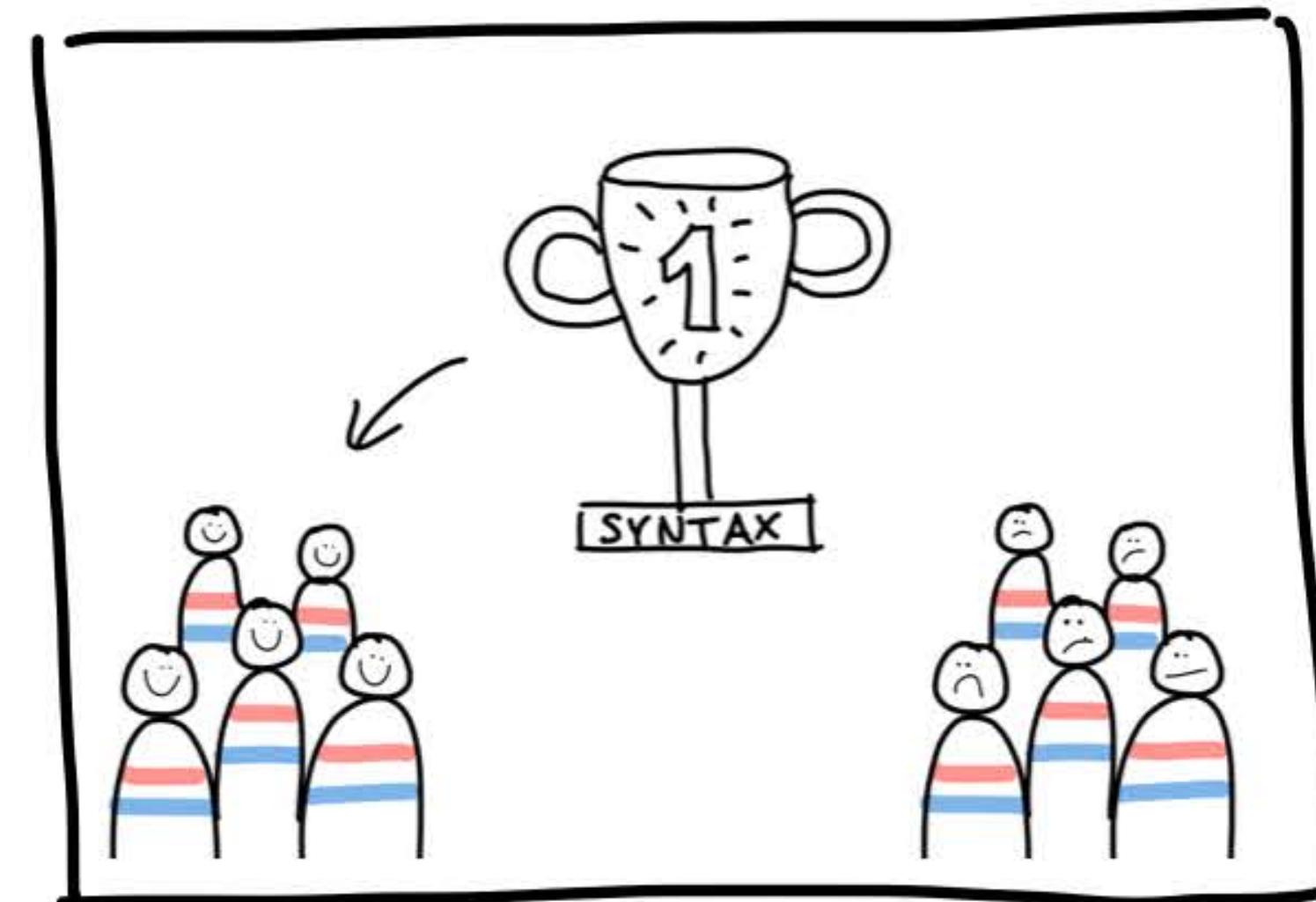
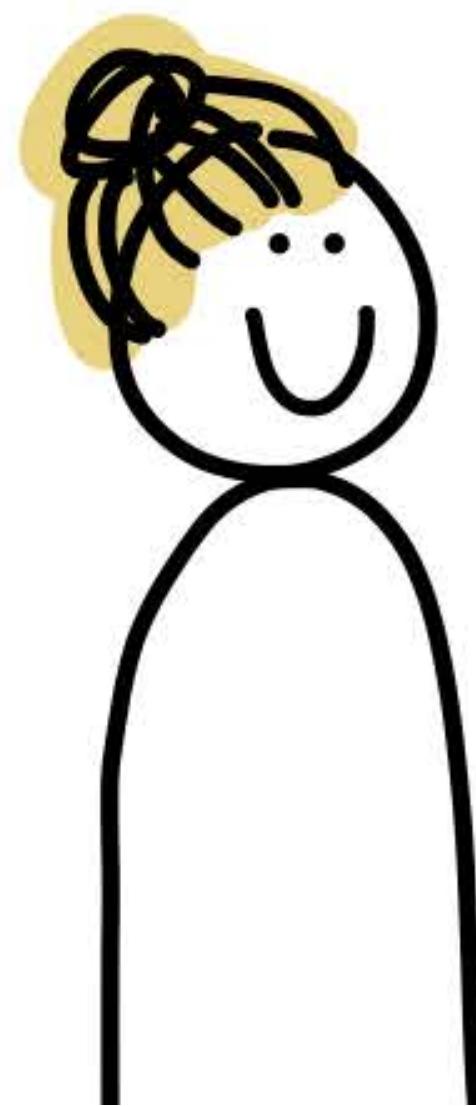
Control group





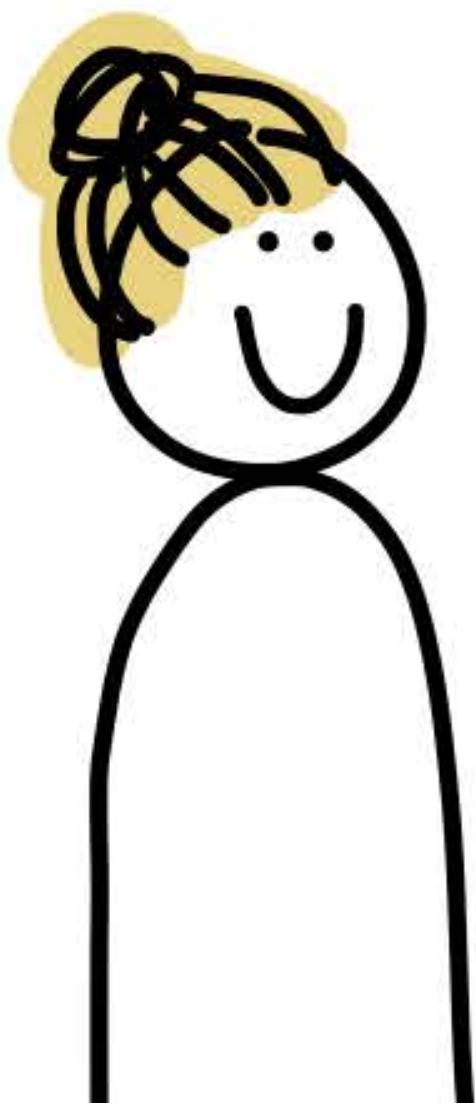
How to teach programming?

Vocalise syntax



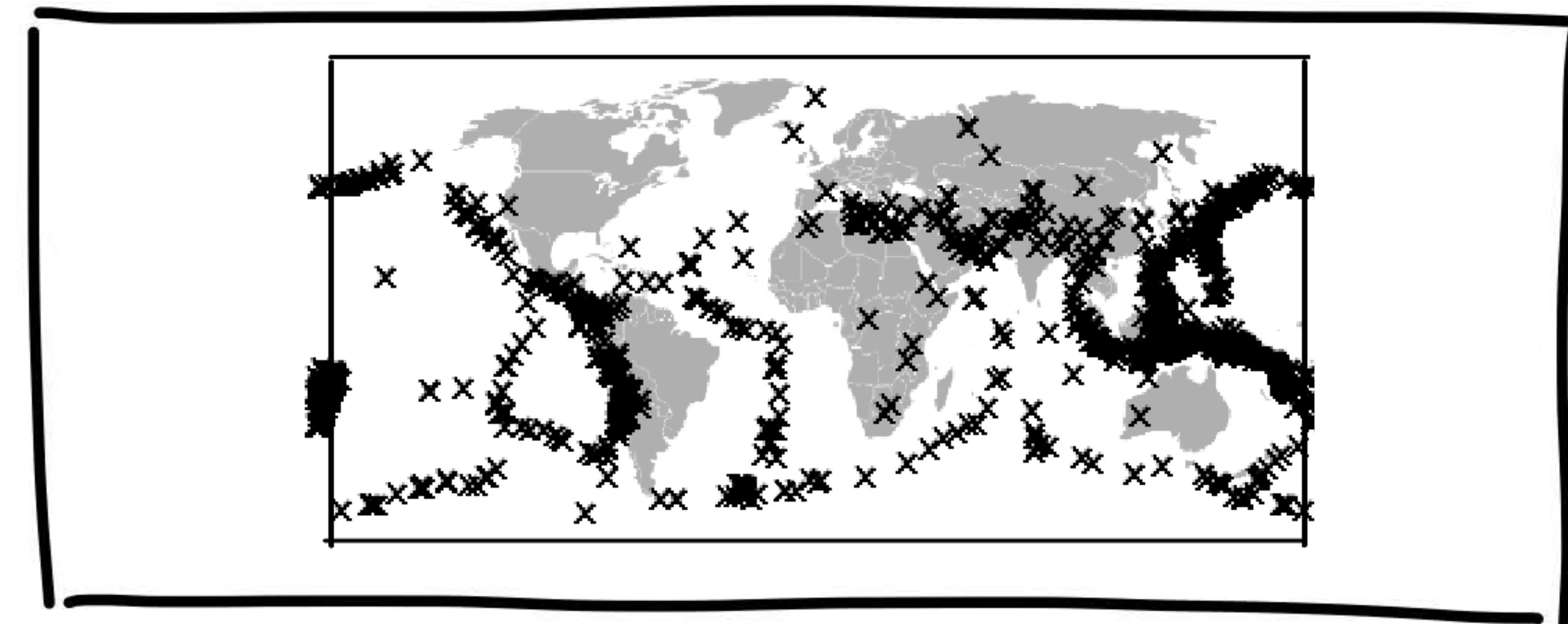
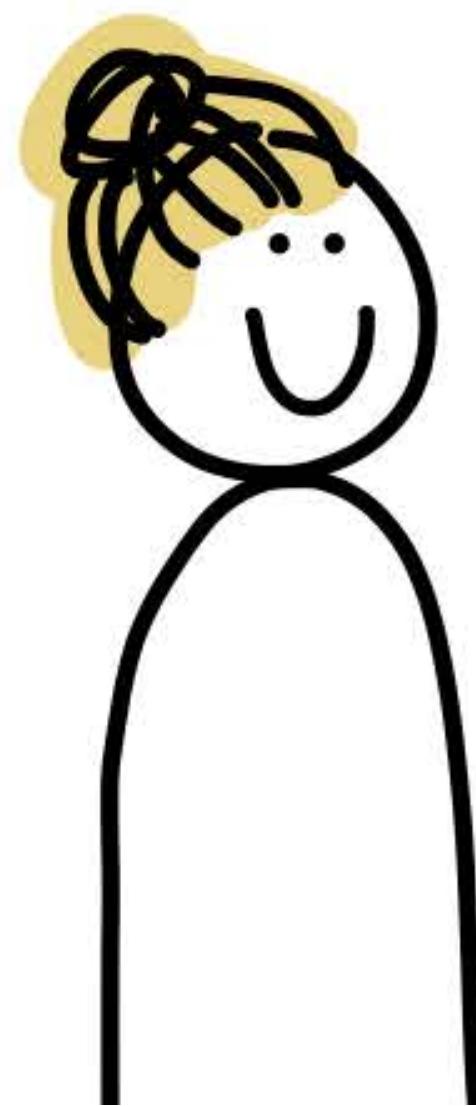
How to teach programming?

/ Course integration



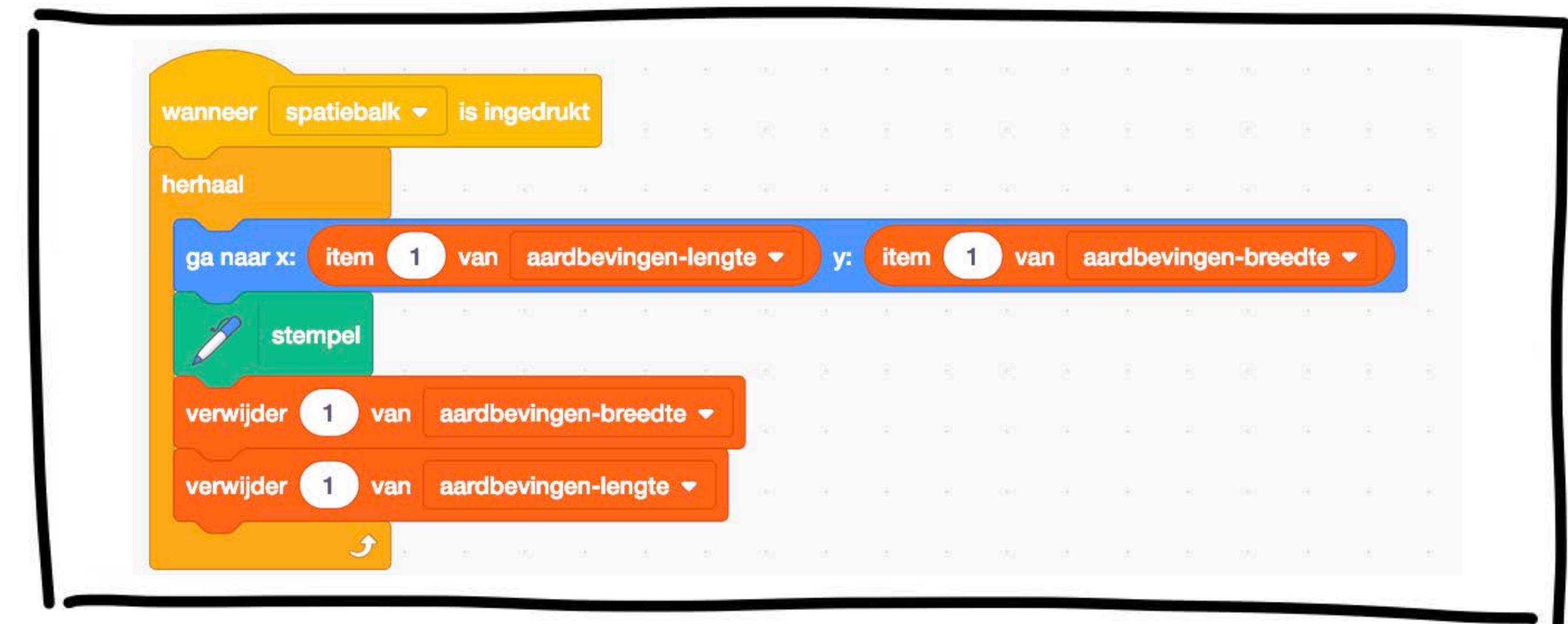
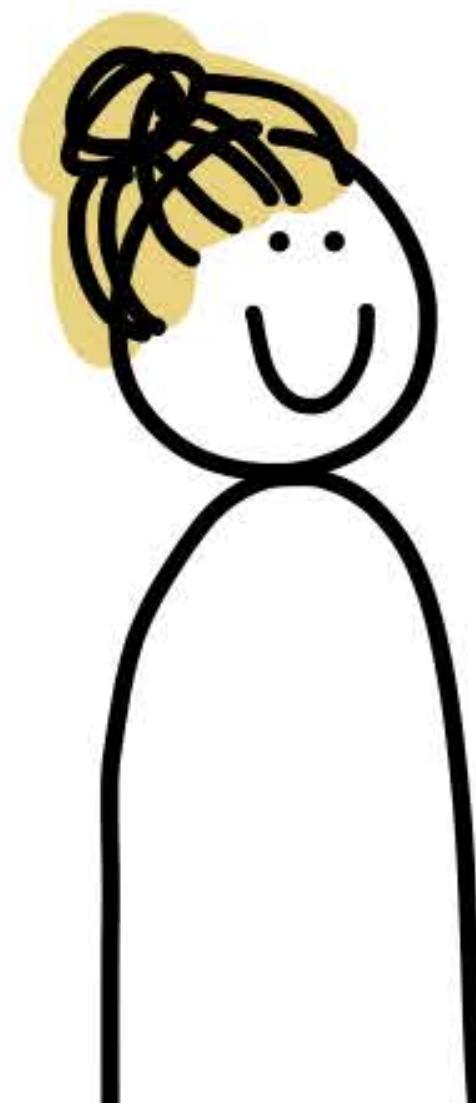
How to teach programming?

Course integration



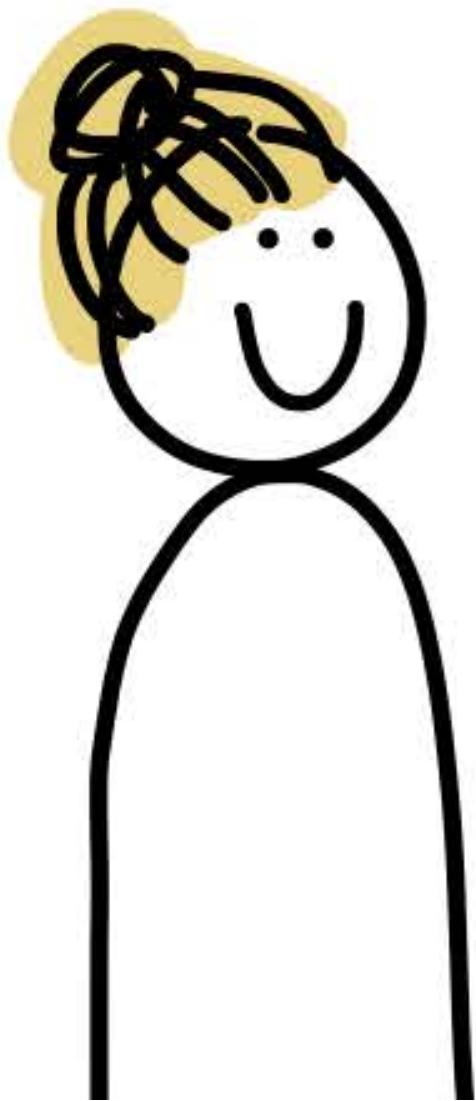
How to teach programming?

Course integration



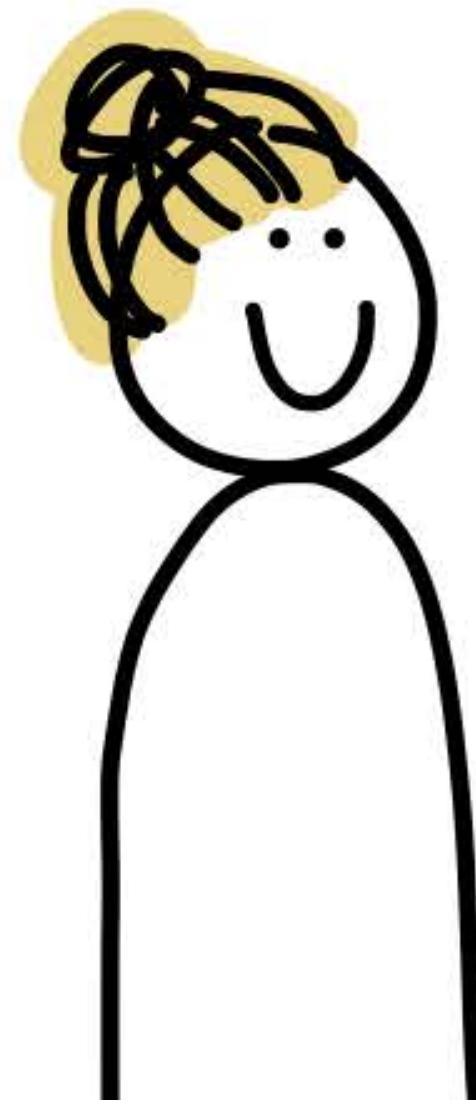
How to teach programming?

Explicit strategies



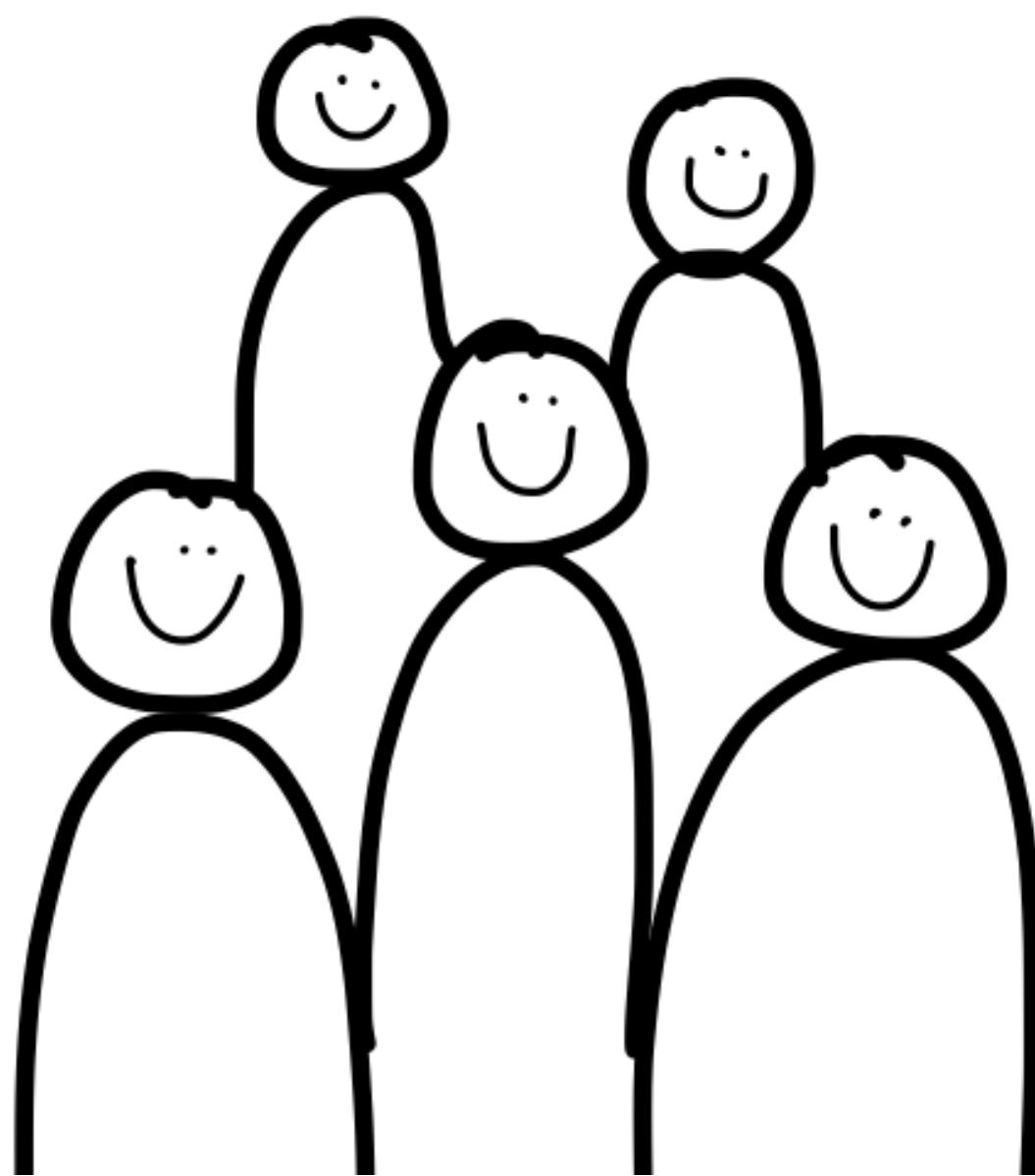
How to teach programming?

Explicit strategies

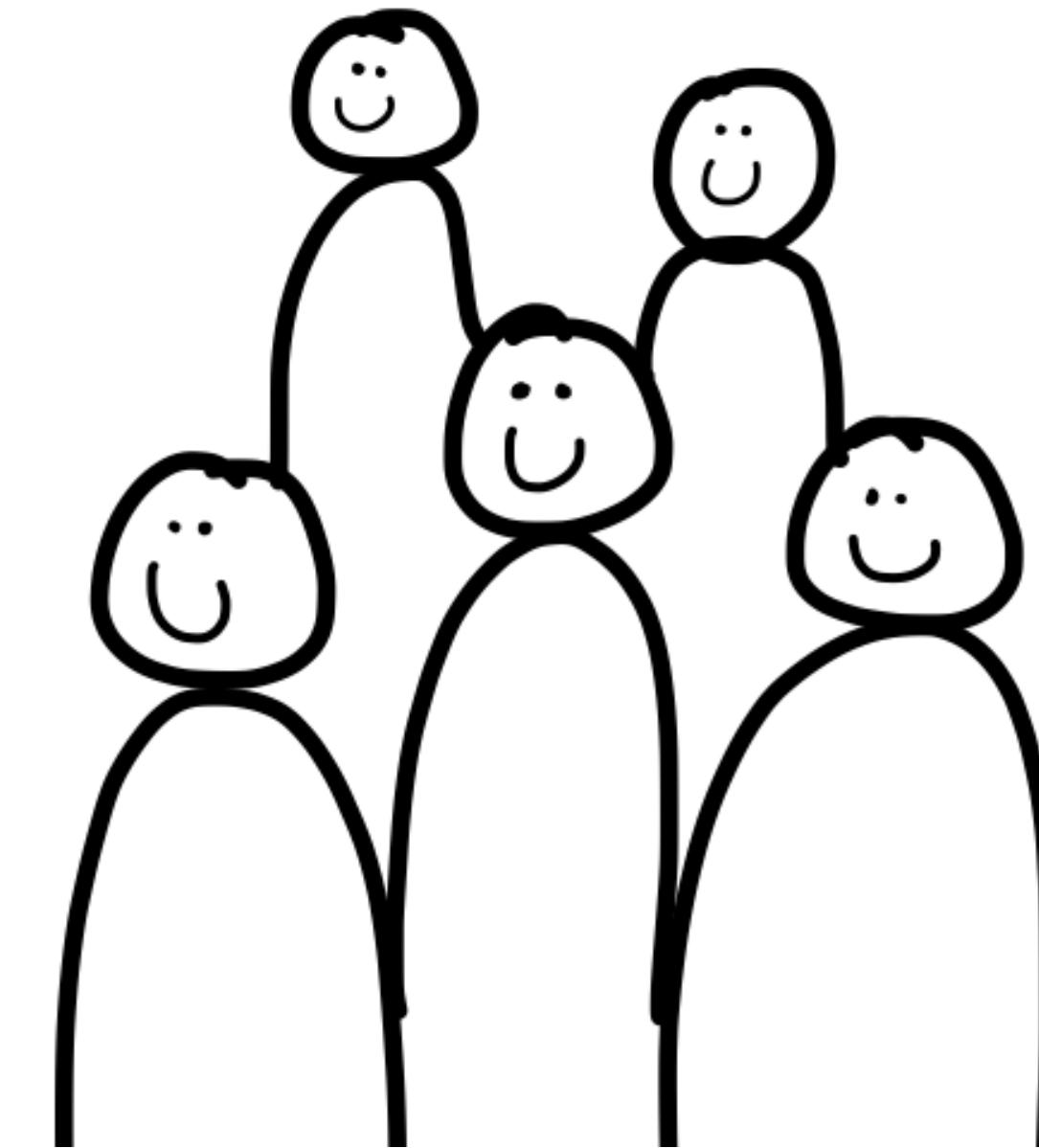


Item	Strategy
GLOB1	Setting a purpose for reading
GLOB3	Using prior knowledge
GLOB4	Previewing text before reading in detail
GLOB7	Evaluating how text contents fits reading purpose
GLOB10	Skimming the text before reading to see length and organisation
GLOB14	Skipping parts of text though unimportant
GLOB17	Using text features, e.g.: tables, figures, and pictures for better understanding
GLOB19	Using context clues to help better understanding

Training in strategies
every week

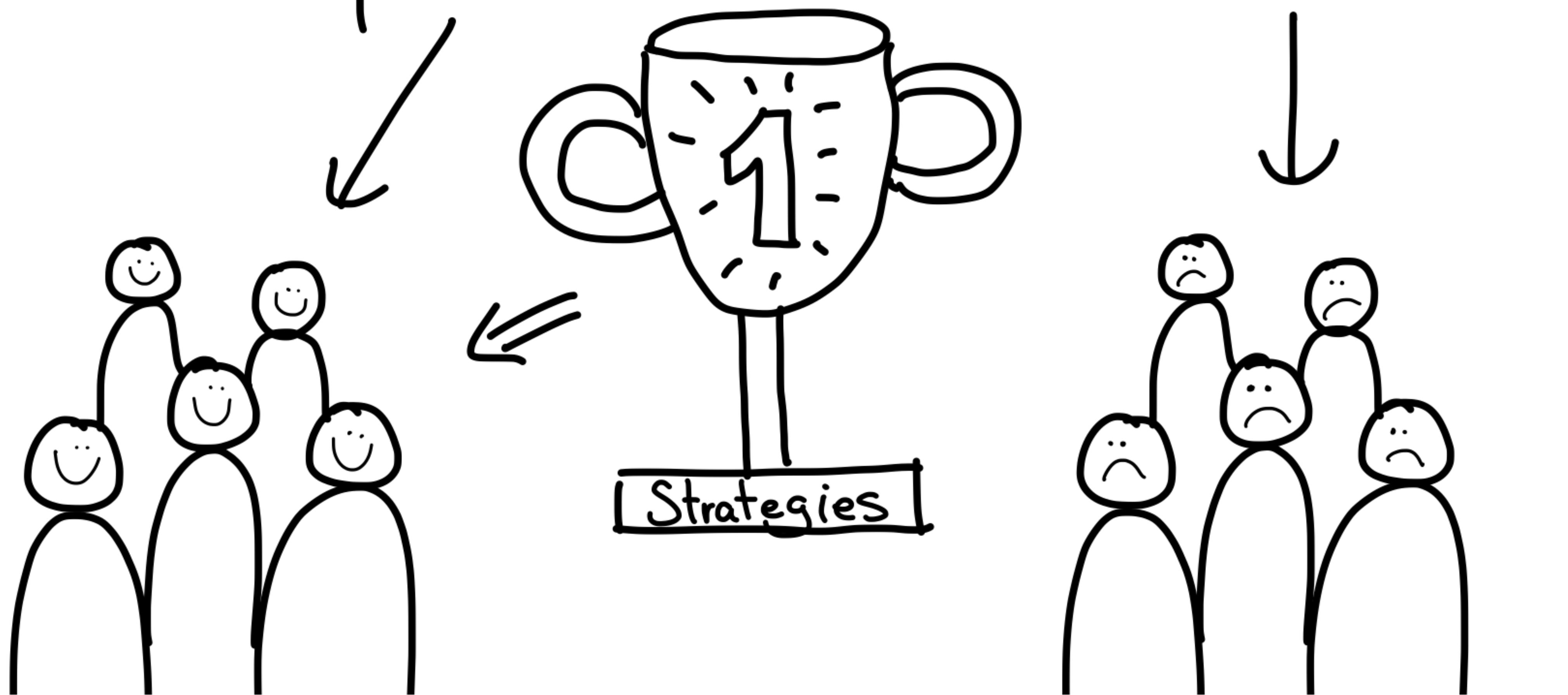


Control group



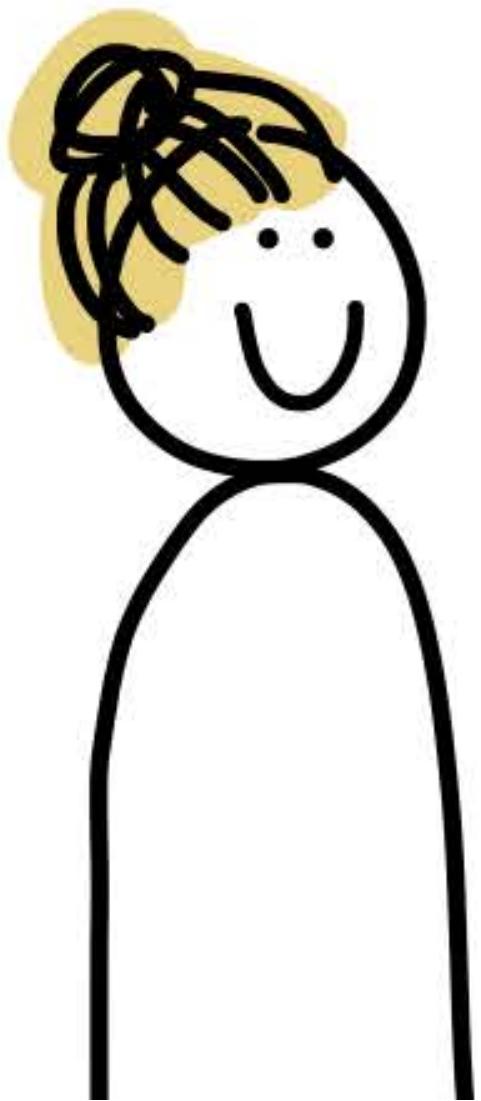
Training in strategies
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Control group



How to teach programming?

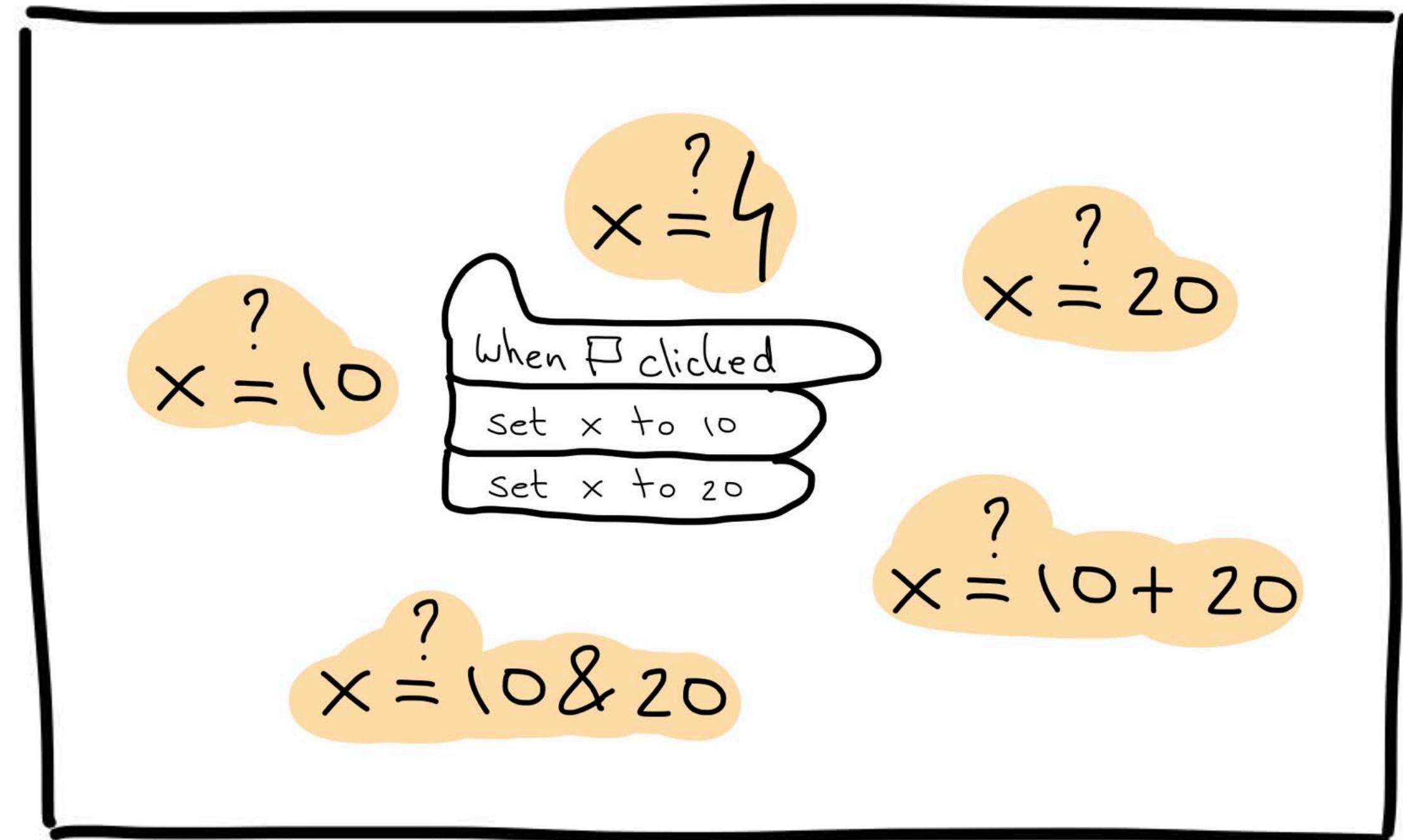
Misconceptions



How to teach programming?

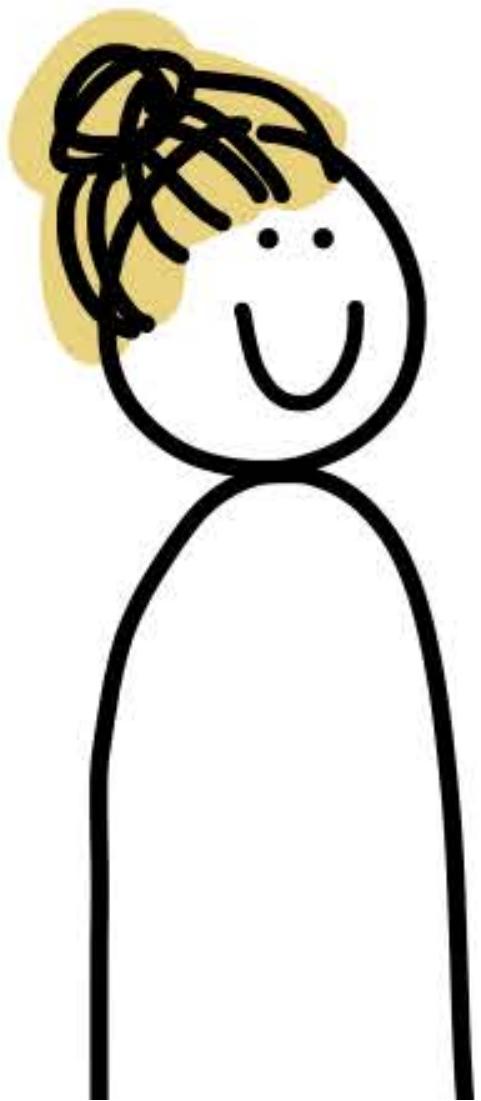


Misconceptions



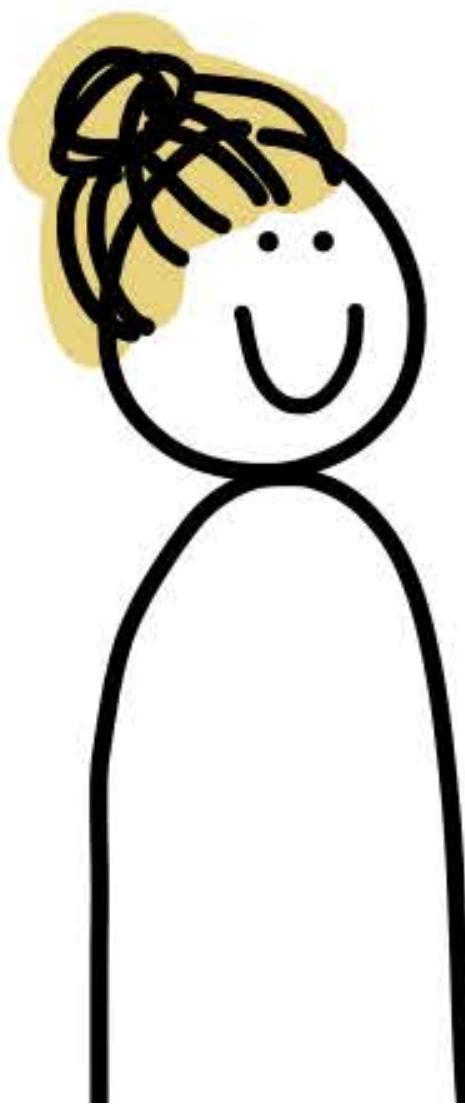
How to teach programming?

Assessment



How to teach programming?

Assessment



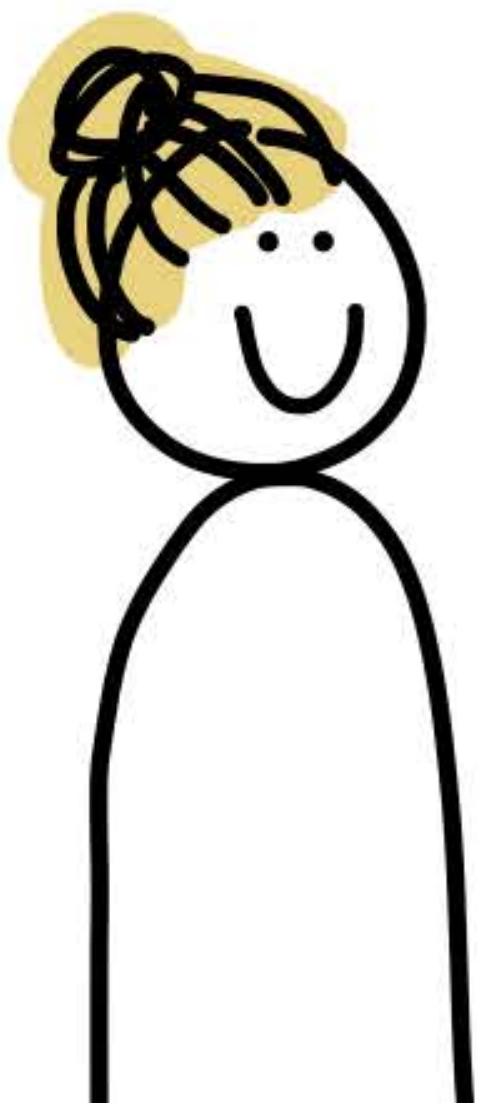
Goed of fout?

1. hobbies = ['dansen', 'voetballen', 'zingen']
print('zullen', 'we', 'gaan', hobbies[1], 'morgen')

2. namen = ['Jan', 'Robin', 'Samir']
print('Mijn', 'beste', 'vriend', 'heet', namen[0])

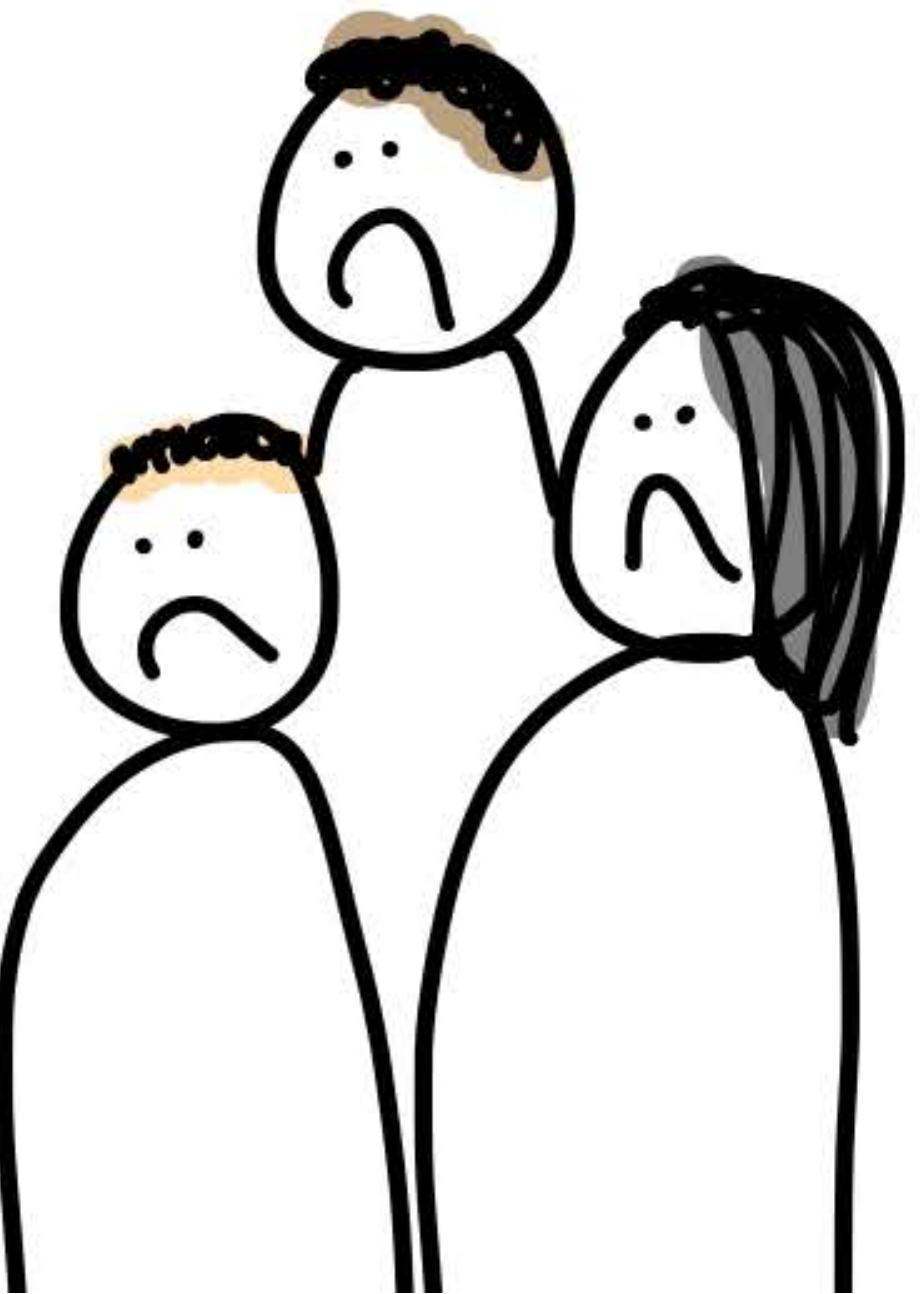
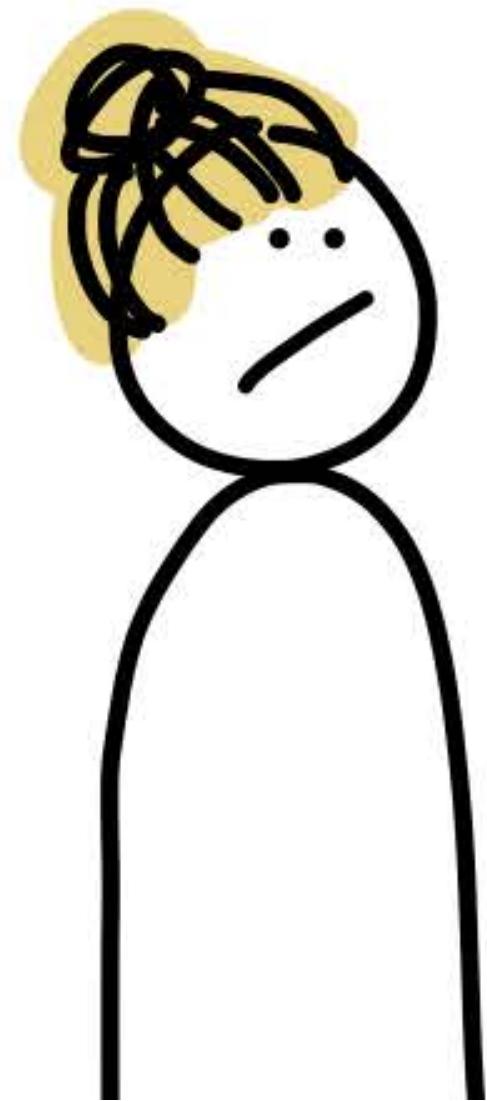
3. talen = ['Python', 'JavaScript', 'HTML']
print('De', 'beste', 'programmeertaal', 'is', taal[1])

How to teach programming?



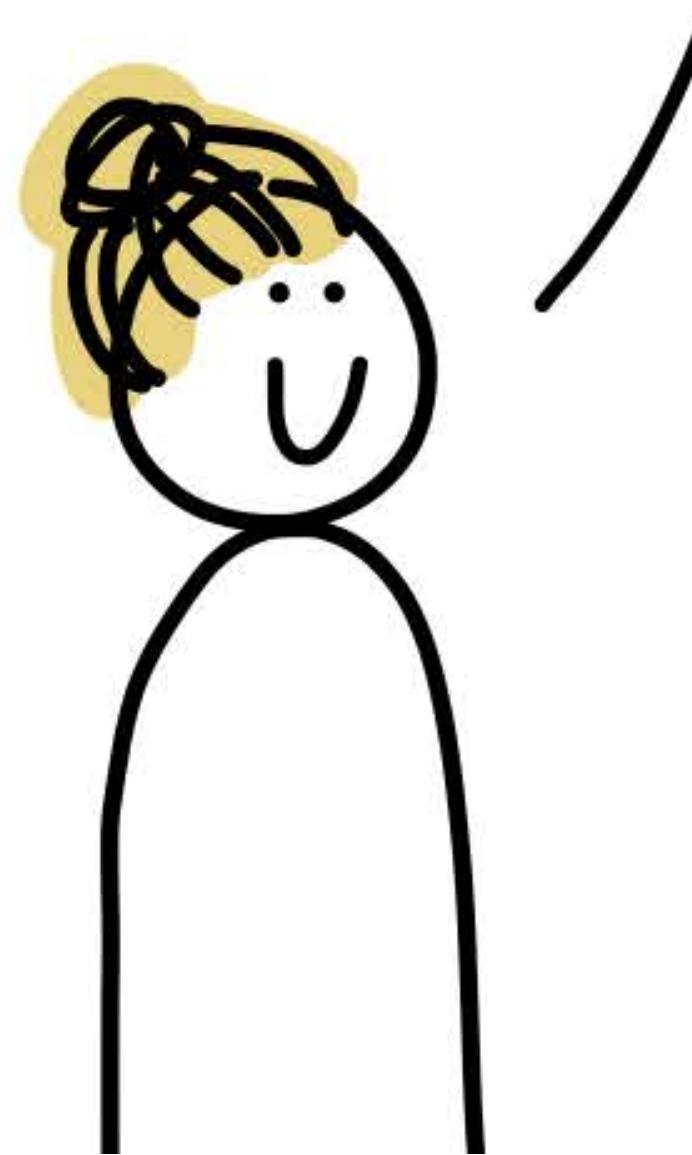
How to teach programming?

That doesn't
seem fun!

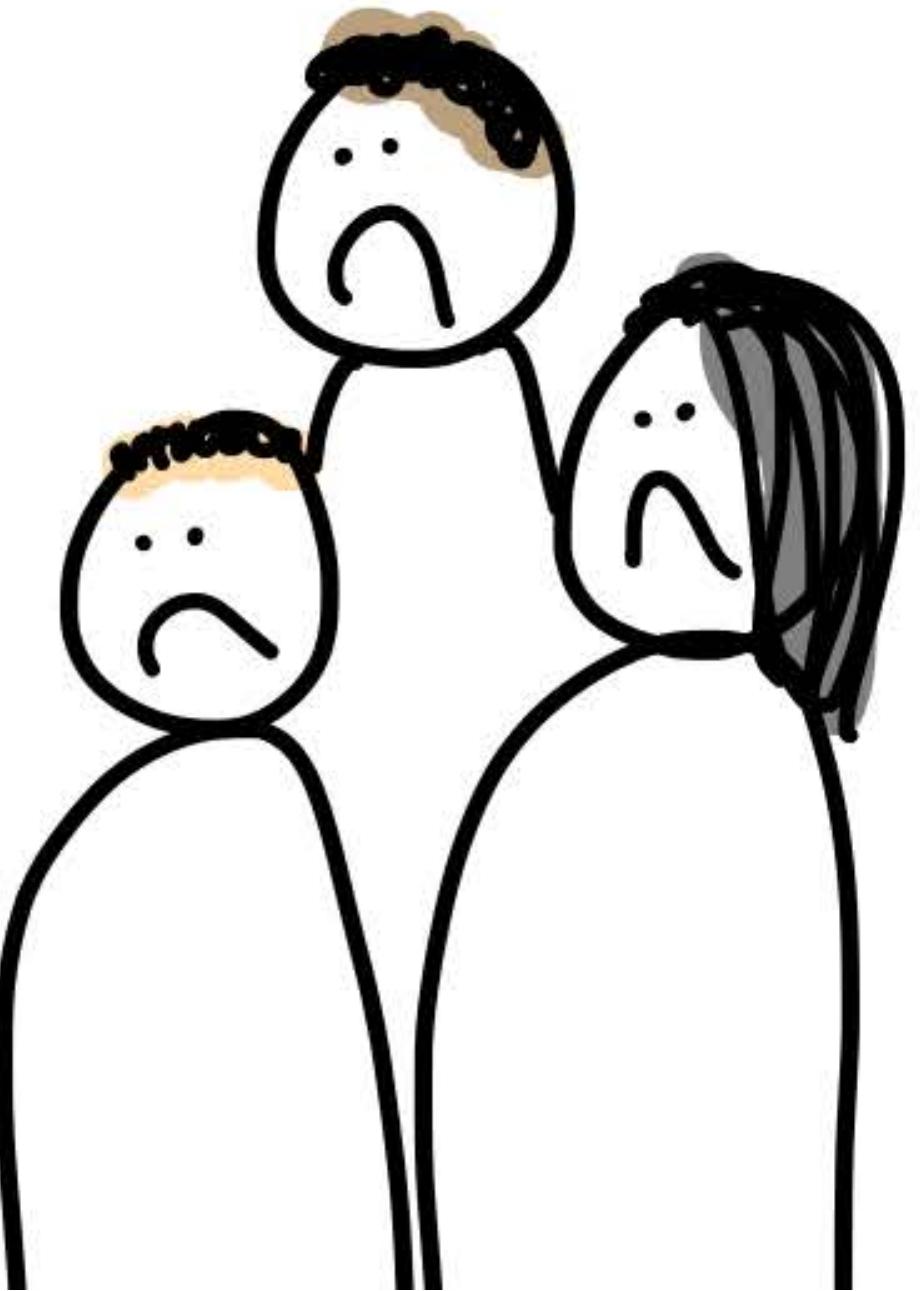


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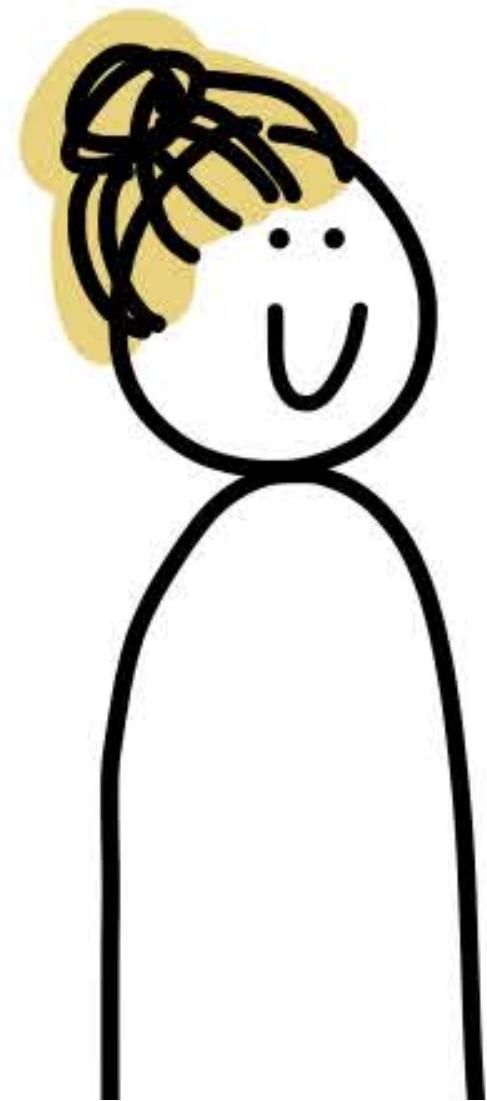
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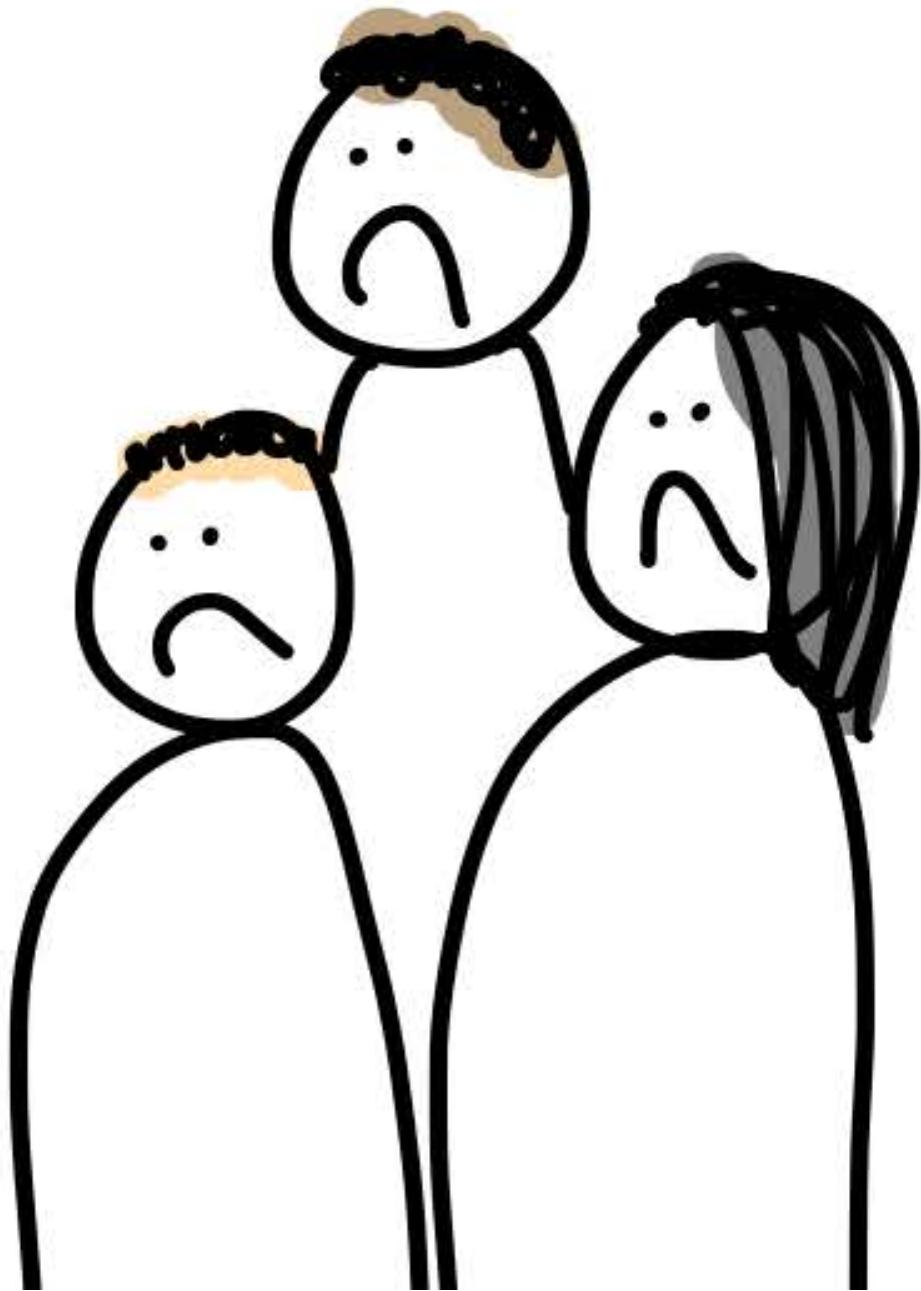
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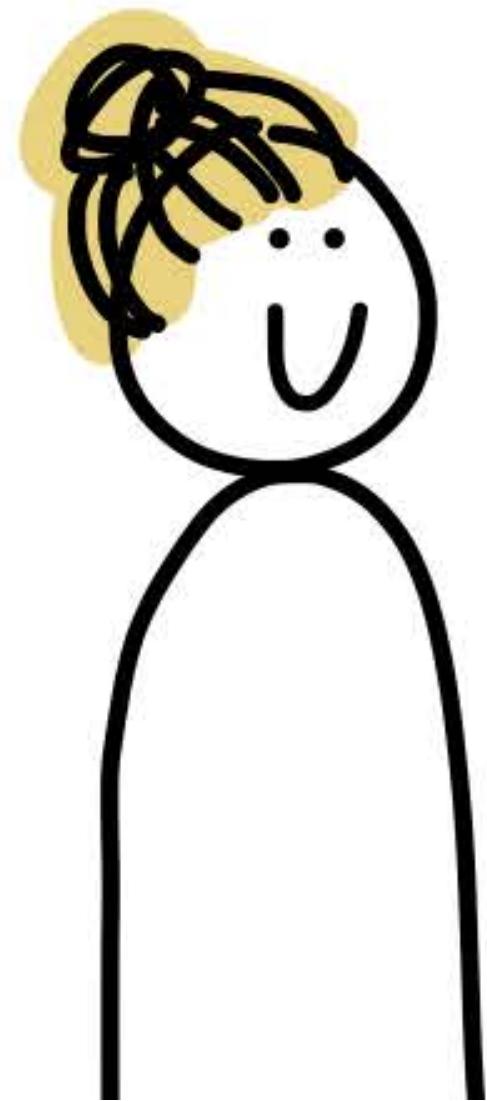
Motivation \Rightarrow skill



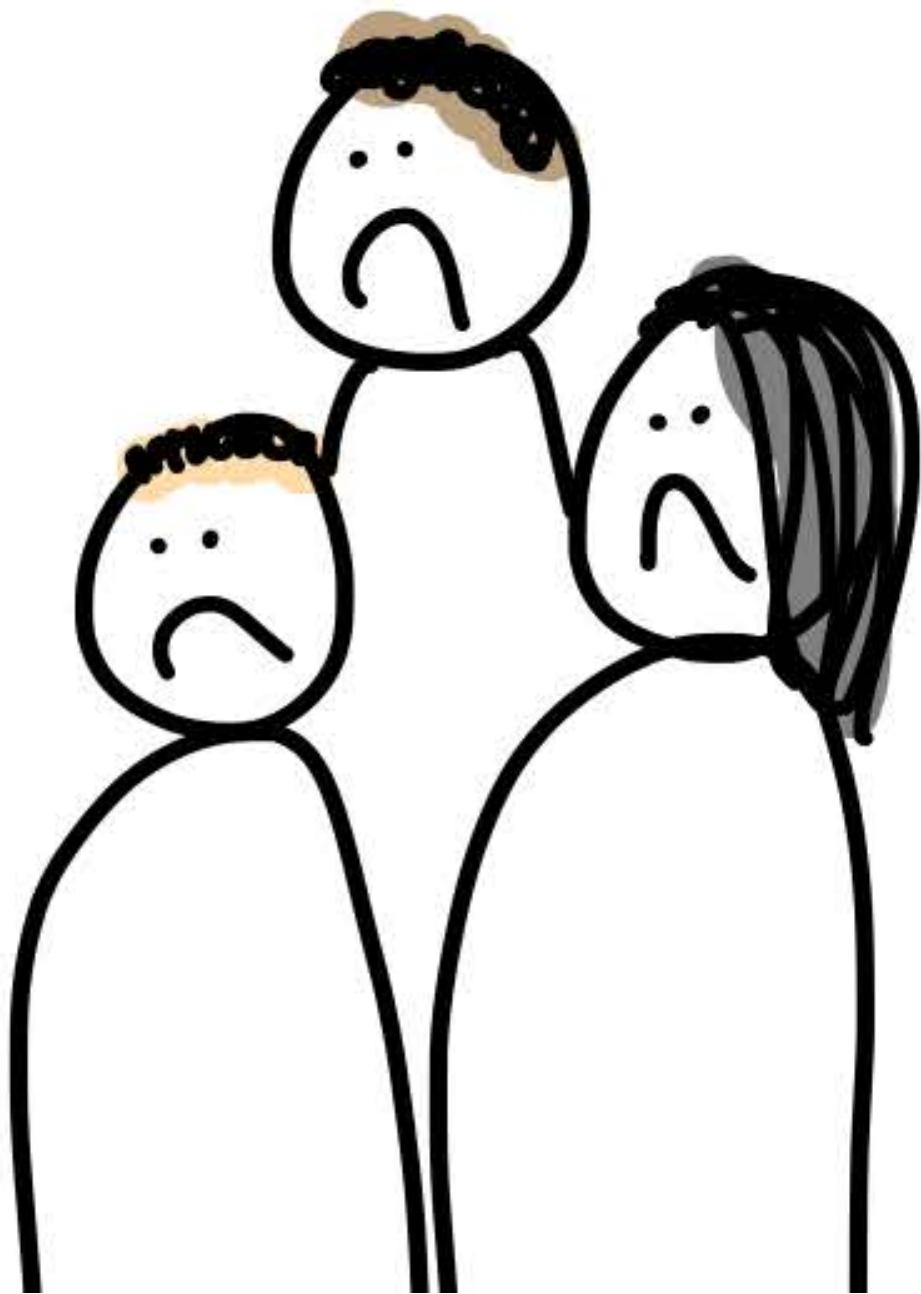
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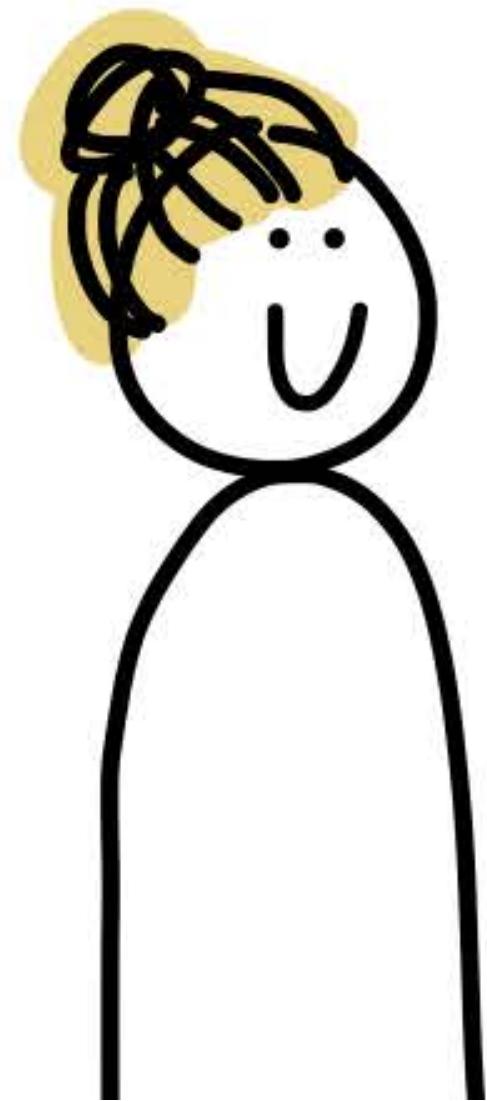
Motivation $\not\Rightarrow$ skill



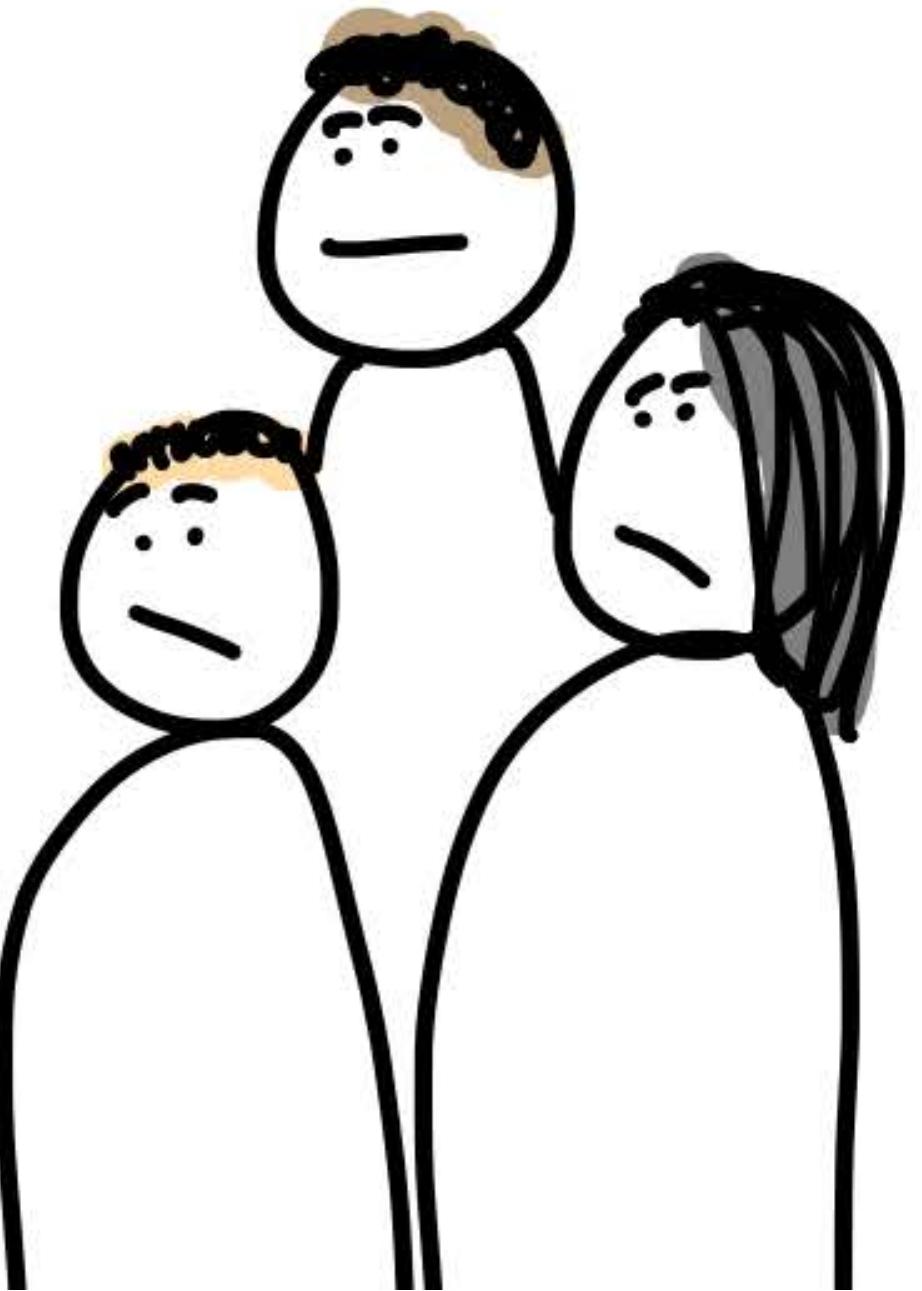
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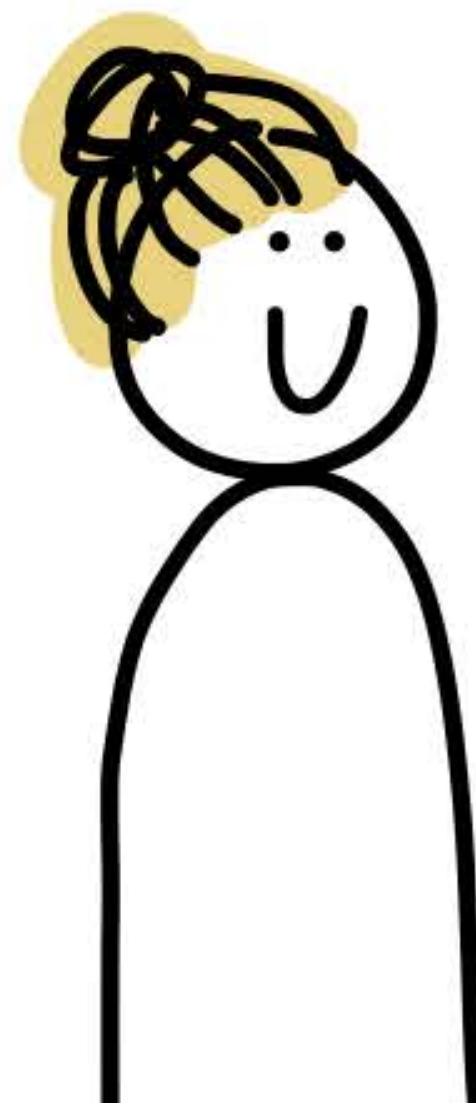
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Motivation \Leftarrow skill



THE END



Explicit Direct Instruction in Programming Education

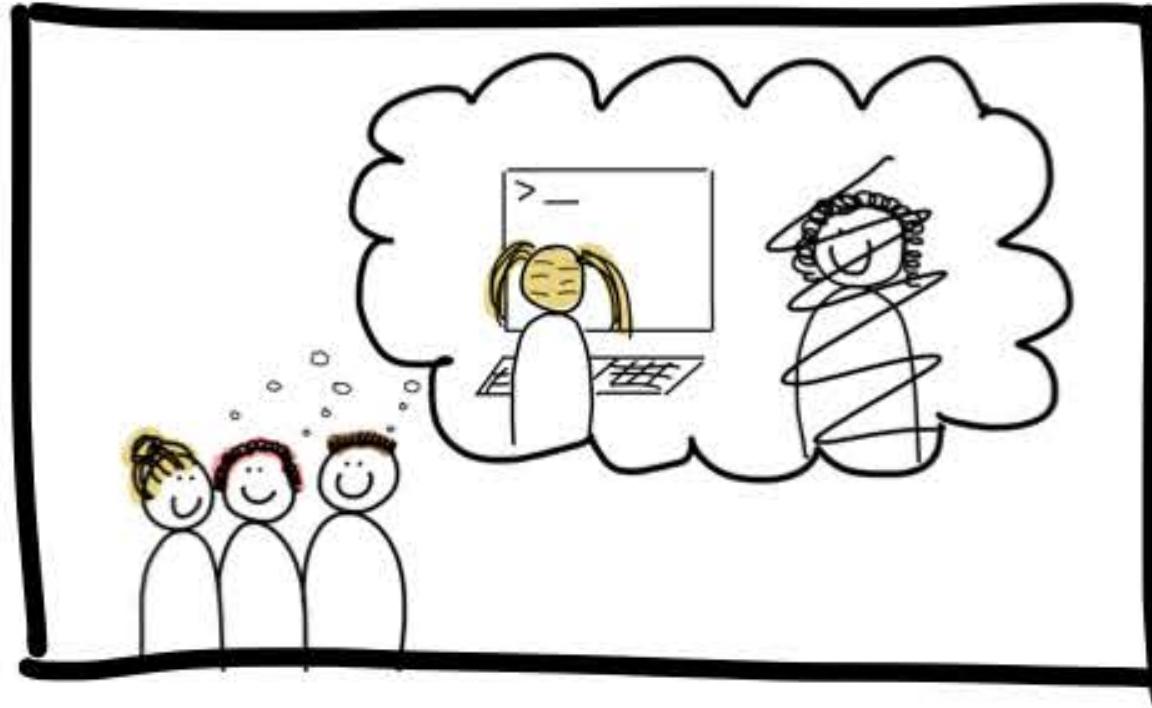


@Felienne

Explicit Direct Instruction in Programming Education



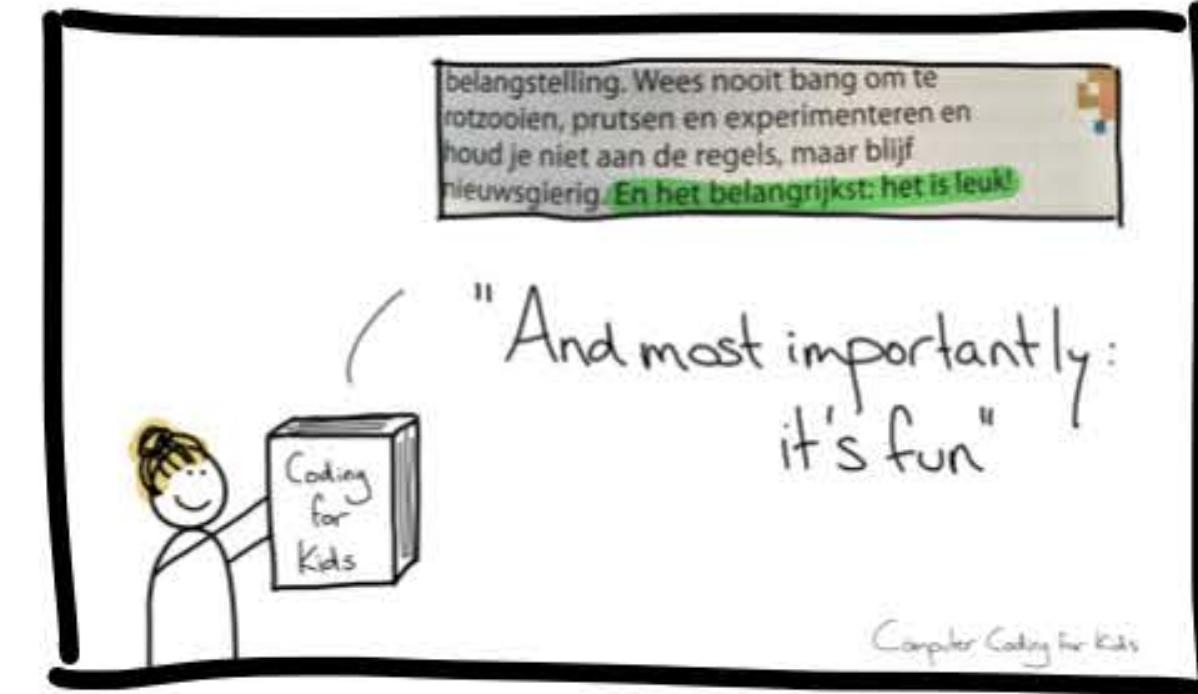
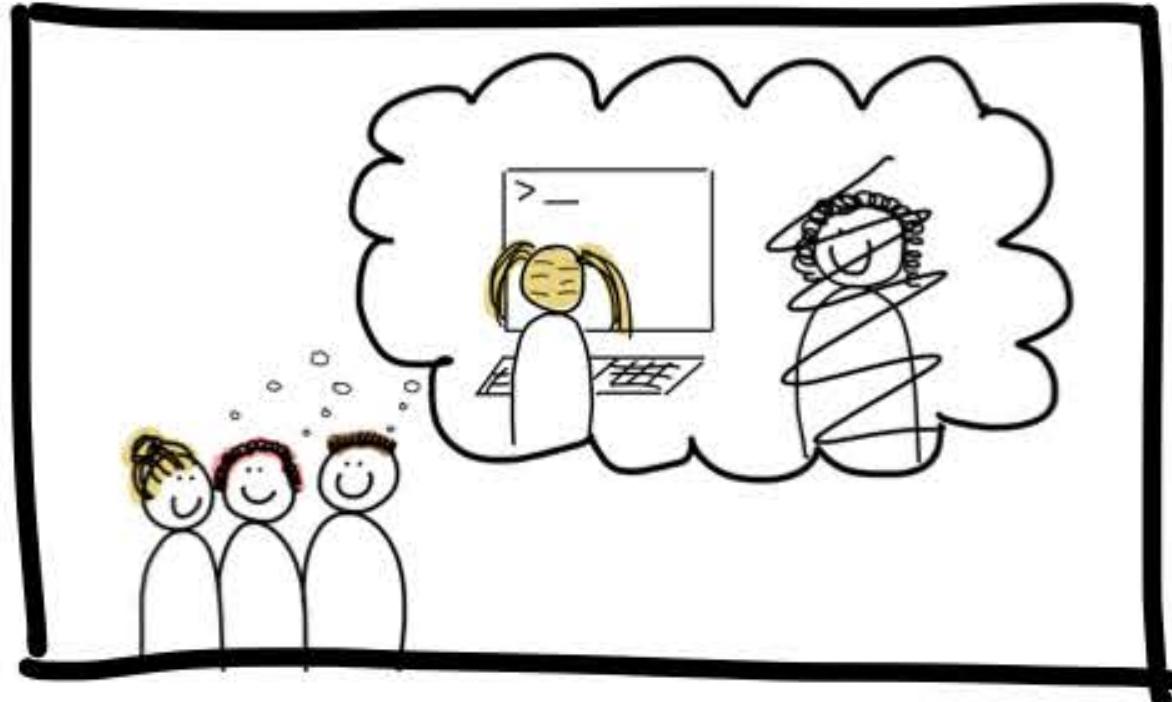
@Felienne



Explicit Direct Instruction in Programming Education



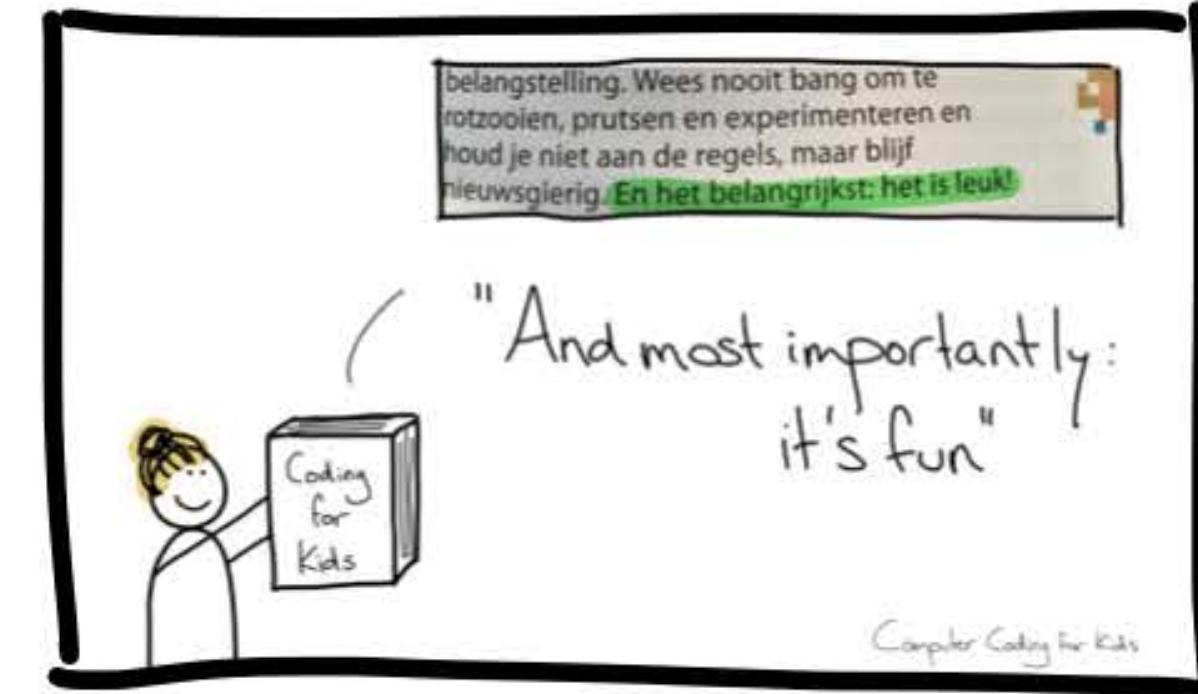
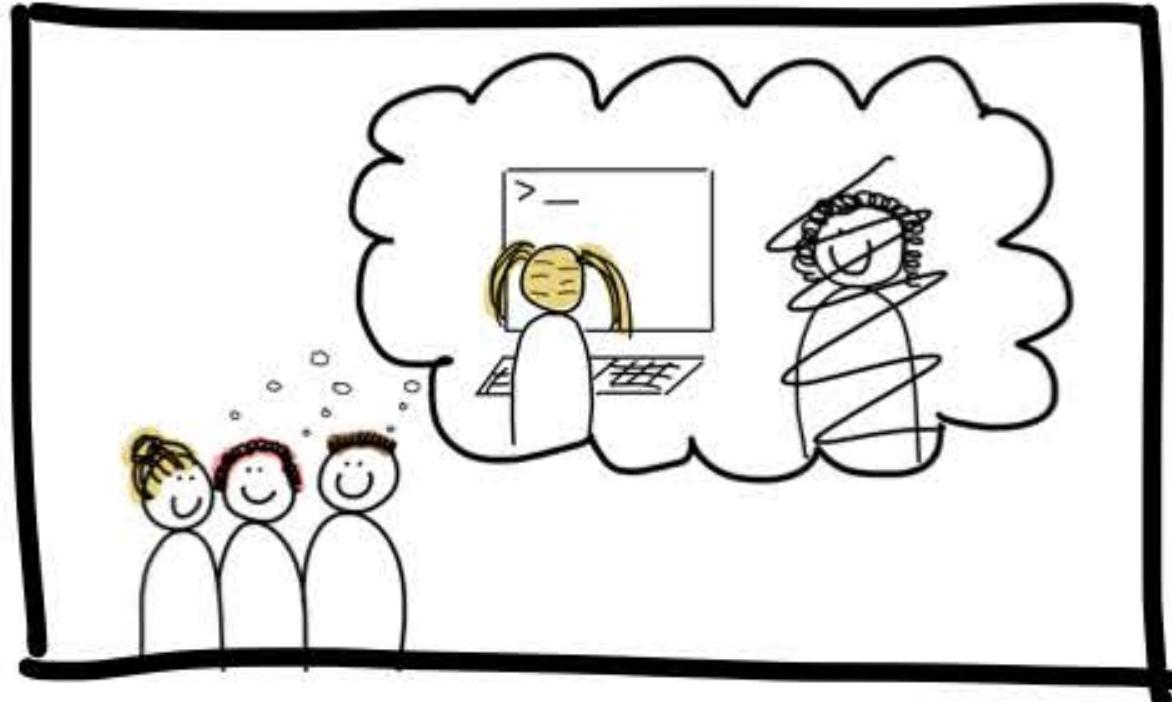
@Felienne



Explicit Direct Instruction in Programming Education



@Felienne



"And most importantly:
it's fun"

Computer Coding for kids

How to teach programming?

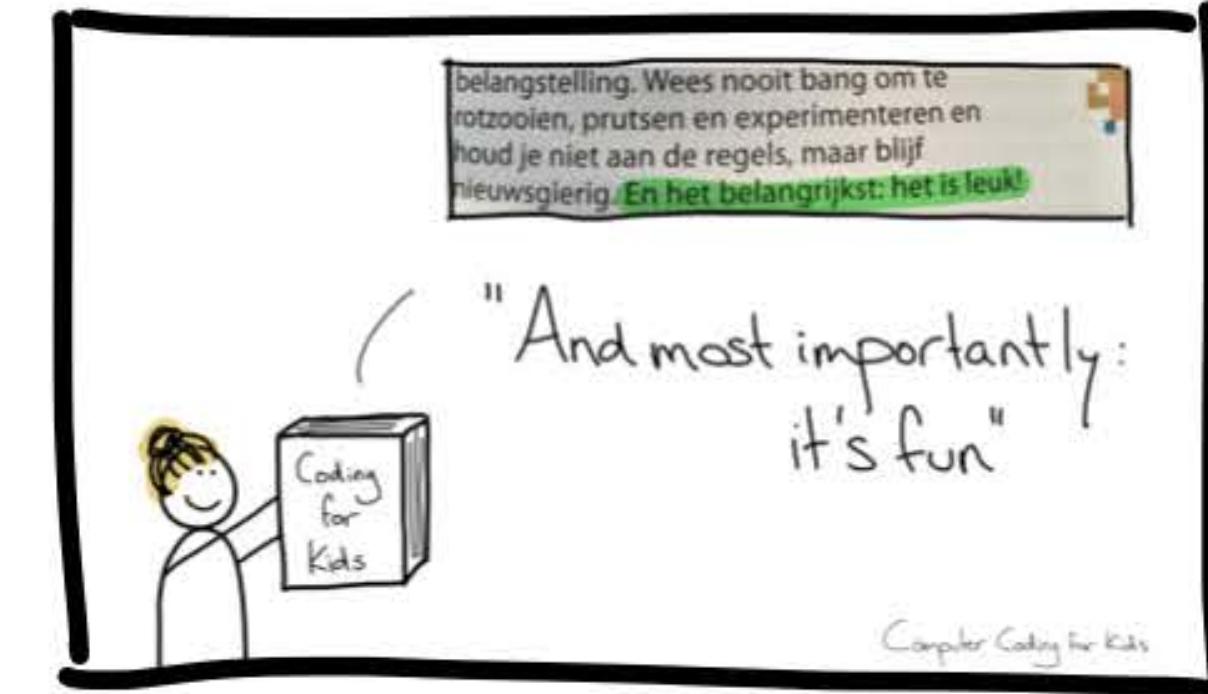
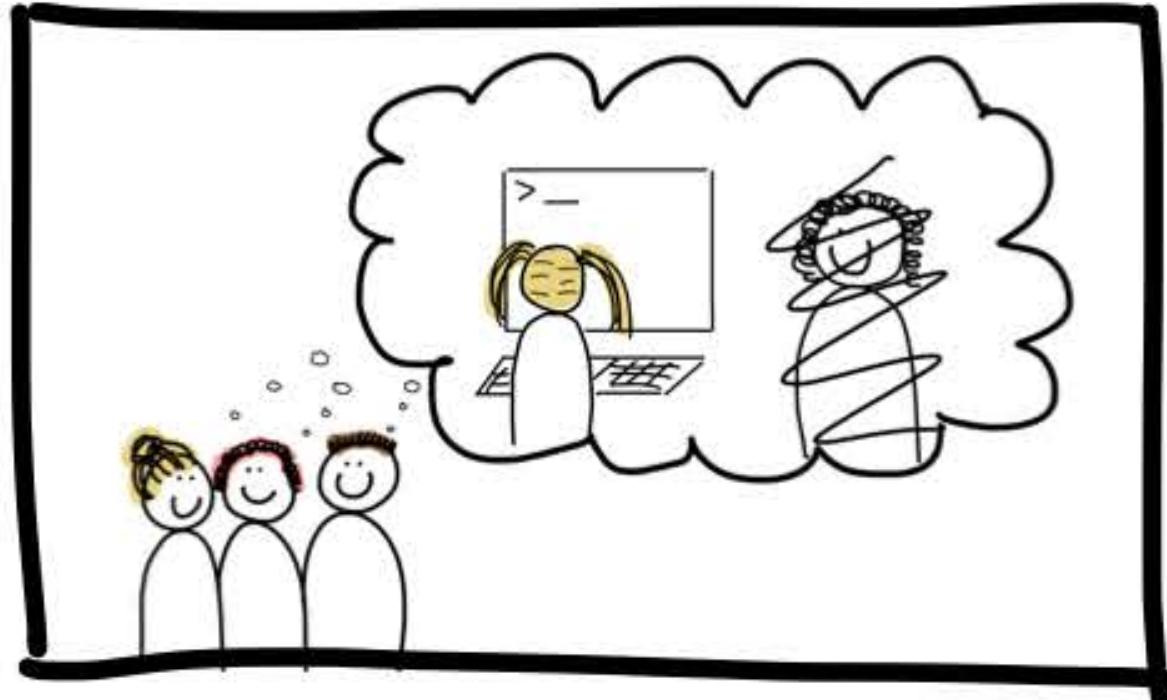
"By explaining something
you take away the
opportunity for a
child to discover it"



Explicit Direct Instruction in Programming Education



@Felienne



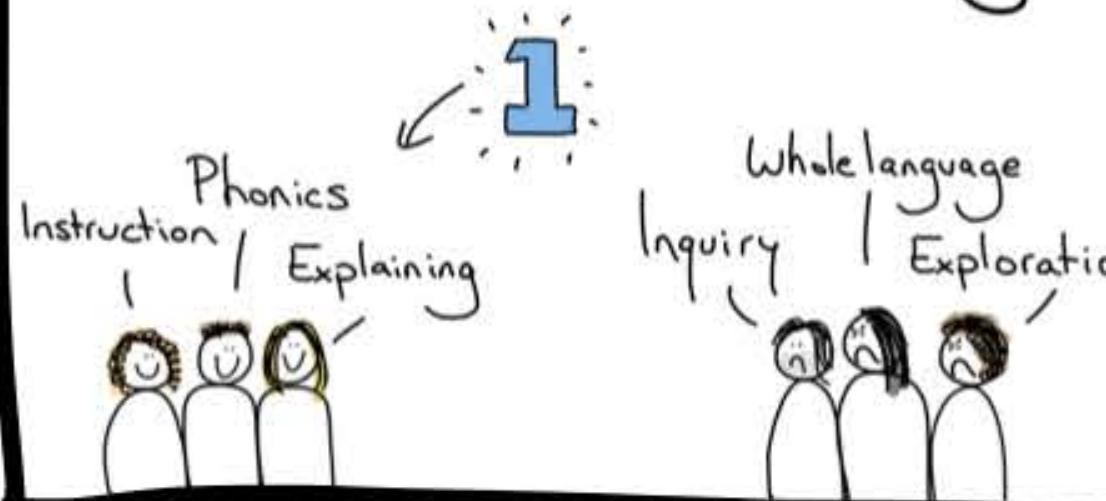
Computer Coding for kids

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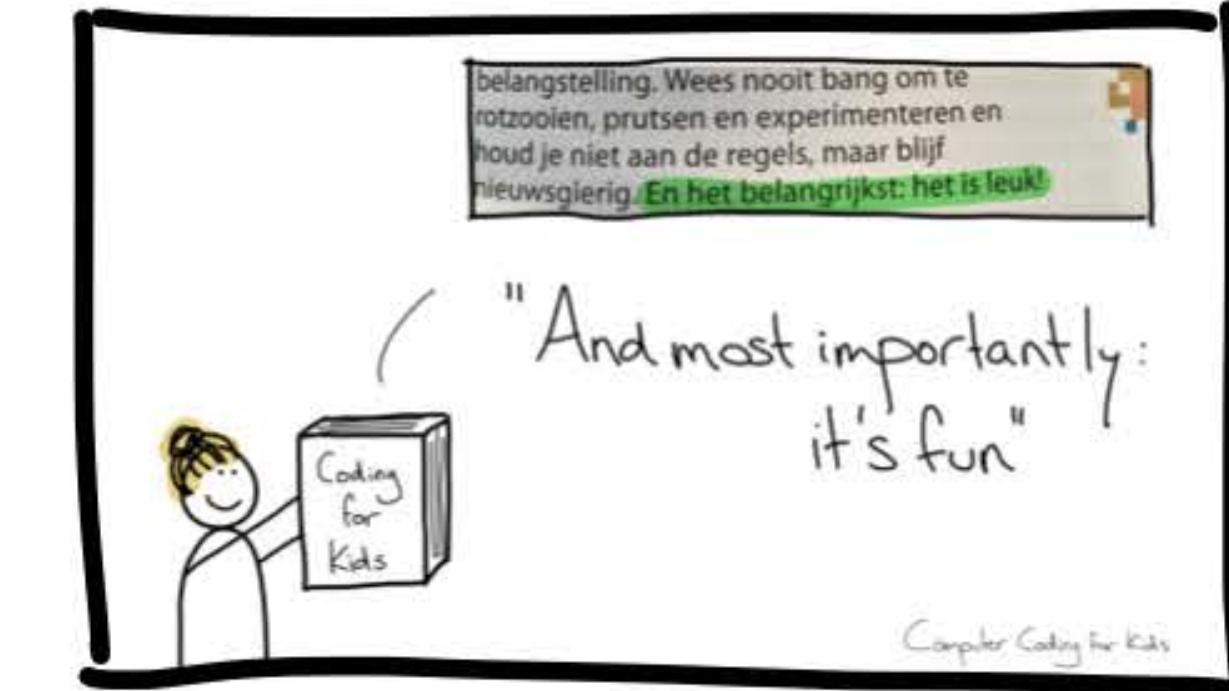
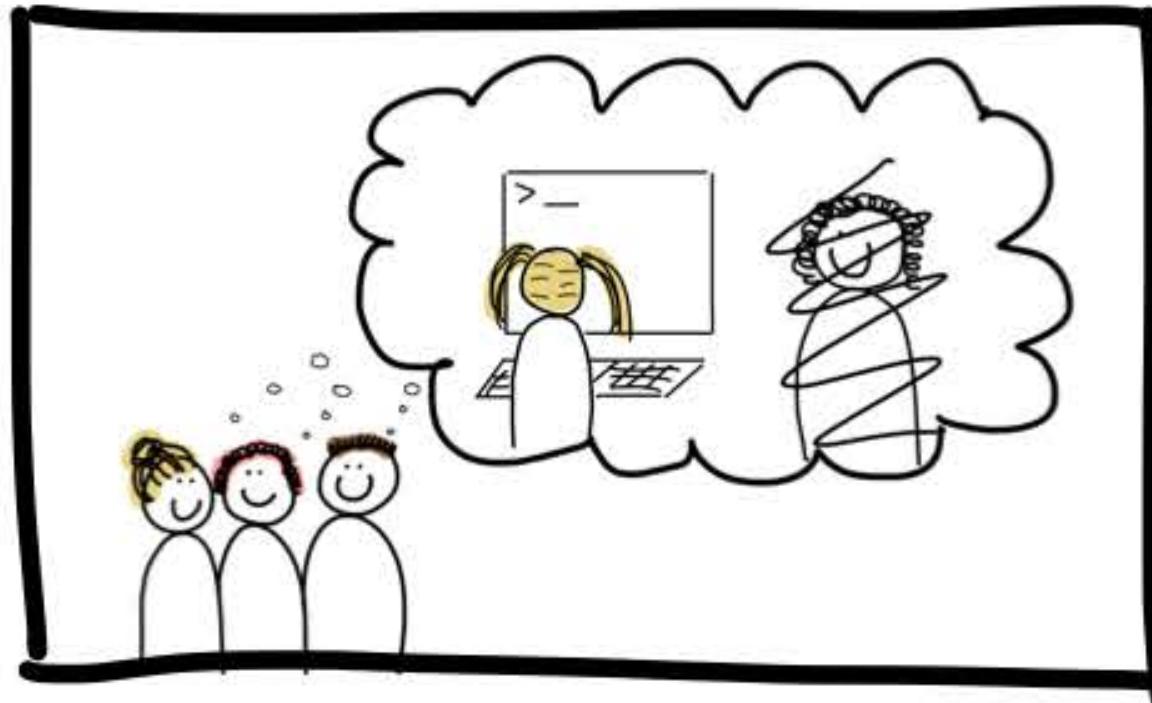
How to teach other things?



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"And most importantly:
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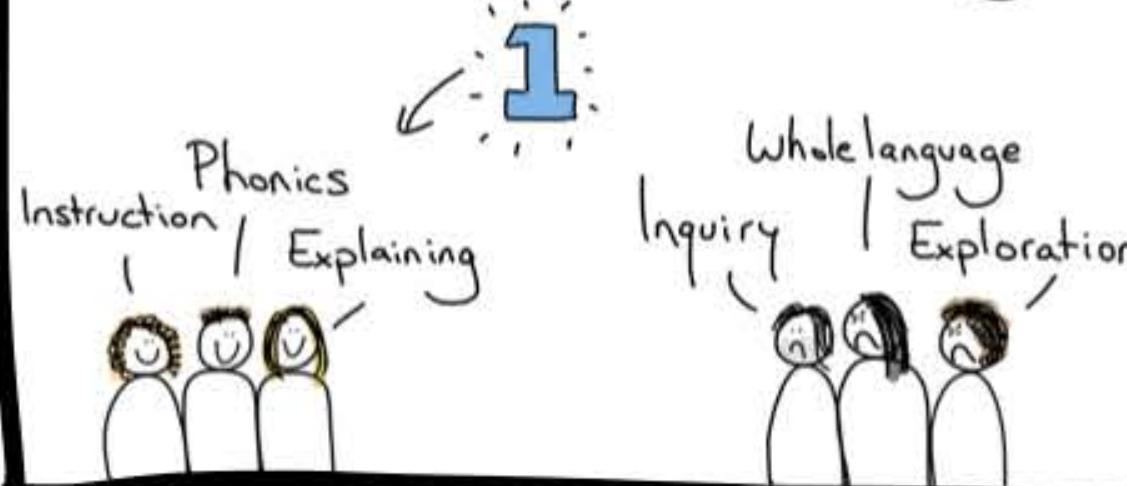
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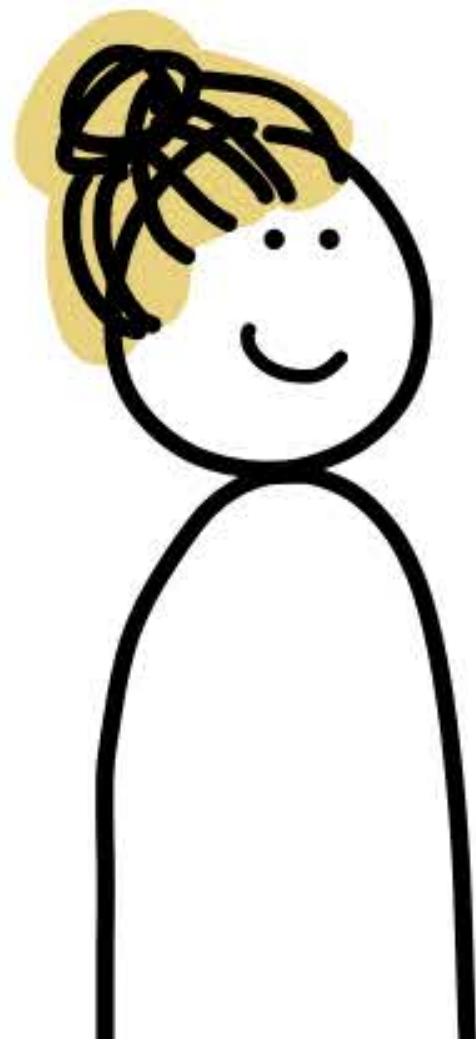
How to teach other things?



How to teach programming?

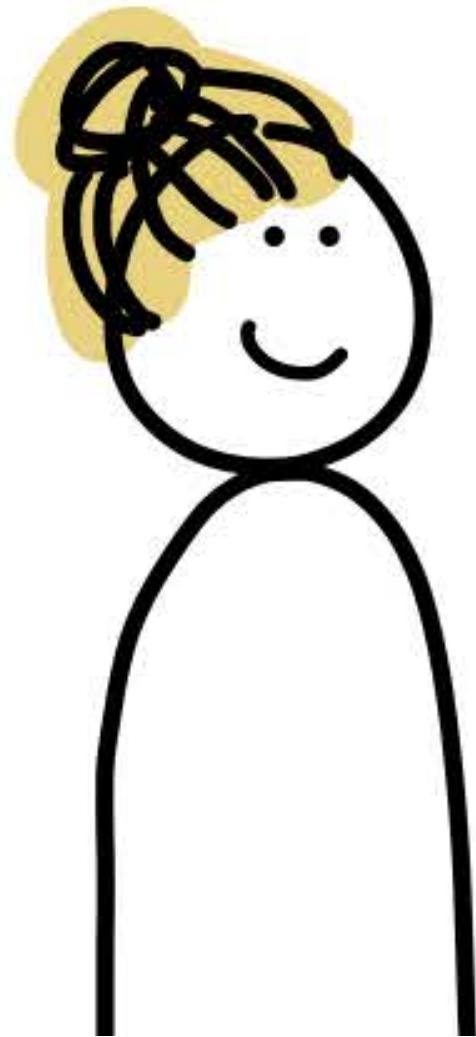
- Vocalise syntax
- Course Integration
- Explicit strategies
- Misconceptions
- Assessment

THE END



THE END

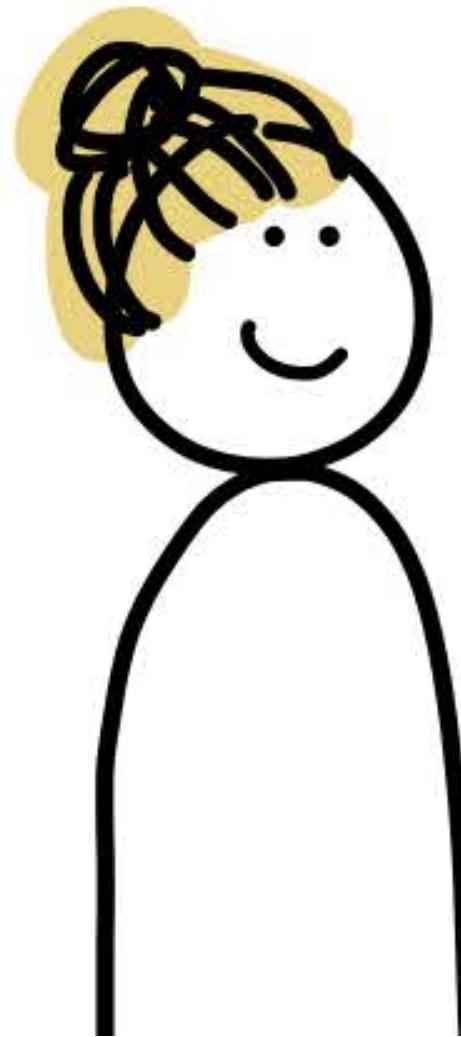
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