

# What (else) should CS educators know? -Revisited



JUDITH GAL-EZER  
ELA ZUR

THE OPEN UNIVERSITY OF ISRAEL

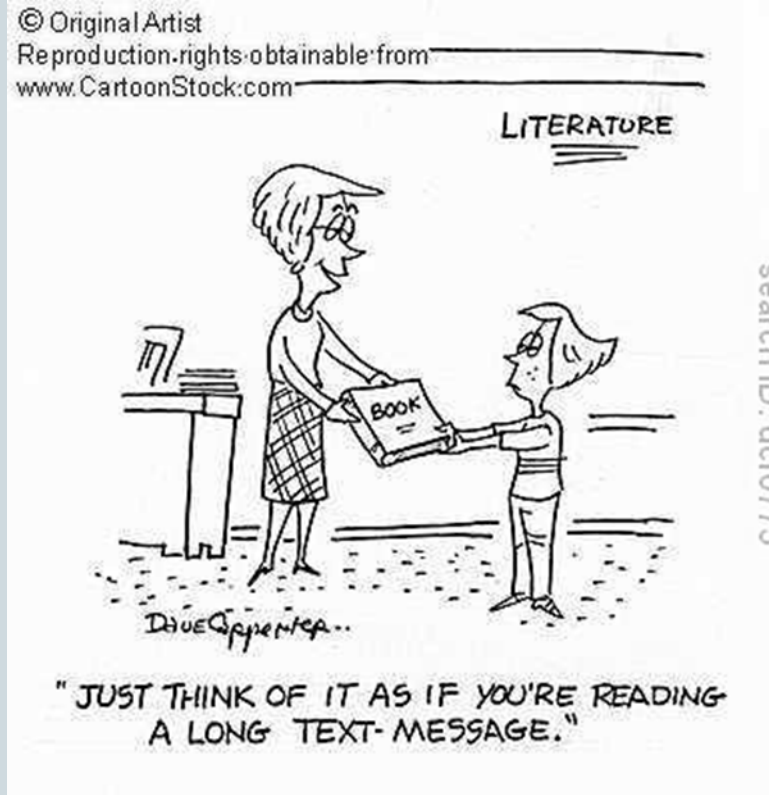
# A Researcher's Apology



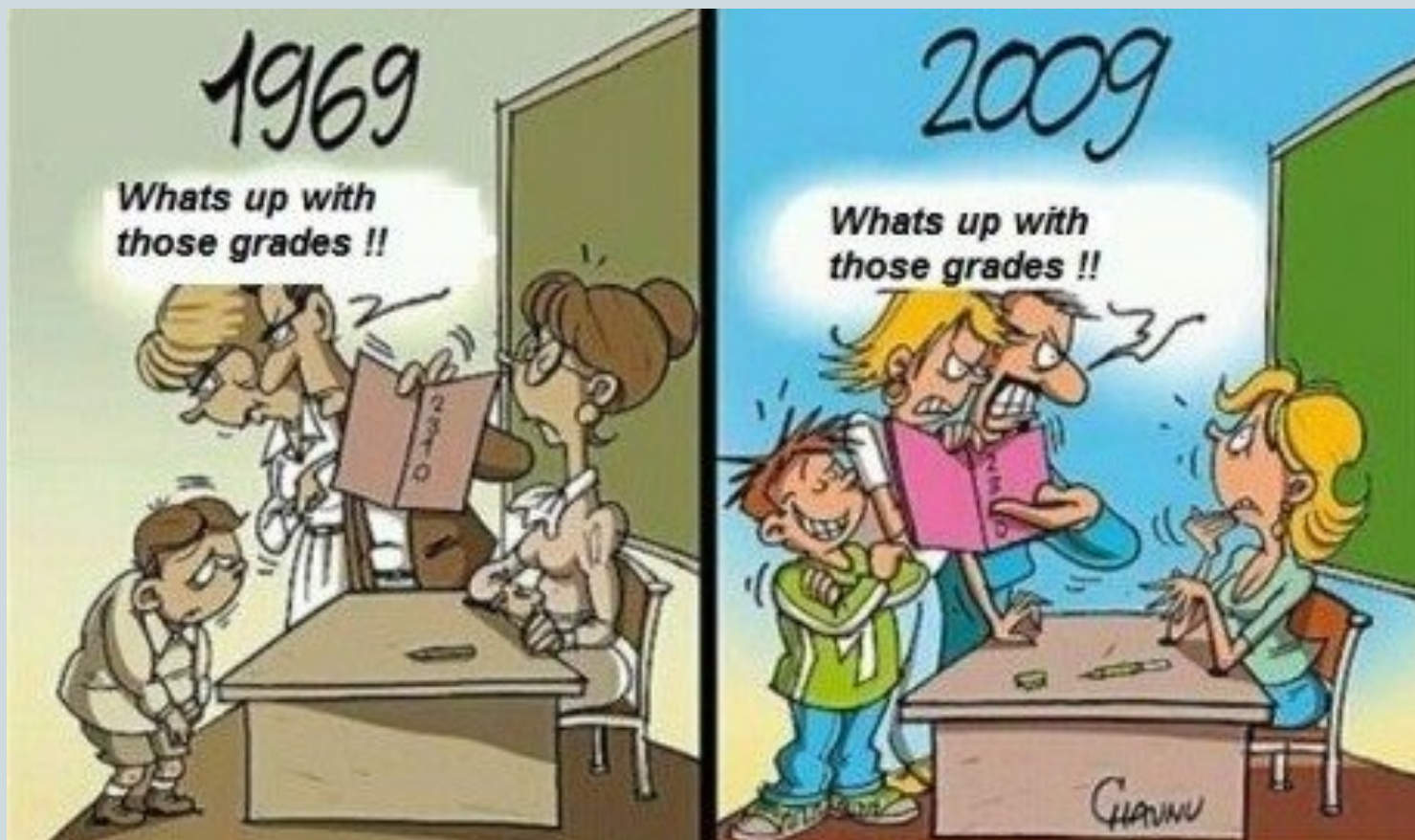
- Not a research paper;
- Why revisit a paper written 15 years ago?
  - Things have changed



# Why revisit?



# Why revisit?



# Why revisit?



Do we know today what (else) should CS educators know?

Algorithmic thinking

Computational thinking?

Problem solving?

Programming languages?

What is PCK?

# However....



Most of the recommendations mentioned in the '98 paper still stand  
with some adaptation.

End of apology.....

# The background required:

## Researchers

- Extensive knowledge in the field itself;
- Research skills and methodologies of the field.

## Educators

- Extensive knowledge in the field itself;
- The ability to convey this knowledge to others correctly and reliably;
- To provide perspective;
- To infuse students with interest, curiosity, and enthusiasm.

# What makes CS teachers so special?



- What is the difference between CS teachers and other sciences?
- Why is it more difficult to become a CS educator?

We don't mean this...







Why science teachers  
should not be given  
playground duty.

# CS teachers face more challenges



- Trouble in defining computer science;
- Continuously change or development of the field;
- Change of the technology;
- The "generation gap";
- In some countries isolation: the lack of a CS teachers community;
- The lack of professional literature;

The lack of PCK????

# Trouble in defining computer science



**Is CS a Science?**

# What is Computer Science?



Applications?

Software  
Engineering?

Programming?

Technology?

# Still confusion



Among policy makers, parents, engineers, scientists...

My best friends:

Electrical engineer: if I can help with a technical problem with his Android;

Physicist:

This is Math what you are teaching, problem solving....

# What is Computer Science?



*Peter Denning suggests CS is a mathematical discipline, a scientific discipline and an engineering discipline:*

- *Mathematics*, the origins of Computer Science, provides reason and logic.
- *Science* provides the methodology for learning and refinement.
- *Engineering* provides the techniques for building hardware and software.



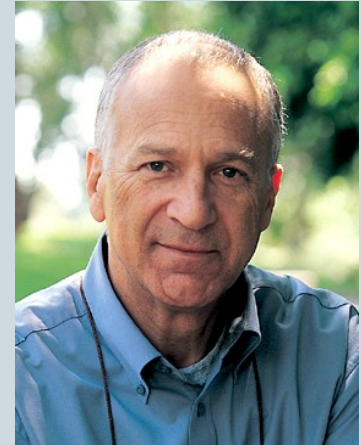
# David Harel

15

## "The Spirit of Computing"

Three complexities:

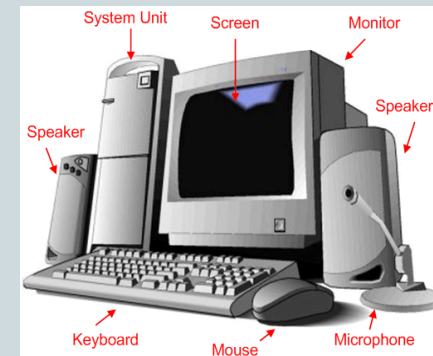
- Computational complexity;
- Behavioral complexity;
- Cognitive complexity.



# CSTA K-12 Standards

16

"Computer science (CS) is the study of computers and algorithmic processes, including their principles, their hardware and software designs, their applications, and their impact on society."







**More Challenges**

# Continuously development of the field



- Change of programming paradigms/languages;
  - Procedural, OO, logical.....
- Emerging fields:
  - Cryptography;
  - Distributed computation;
  - Parallel computation;
  - "Cyber"

# Continuously change of technology



# The generation gap





Computer Science teachers have to  
face many challenges!  
Much more than their colleagues.


We recommend exposing CS educators  
to the following:

# Unique/special issues for CS educators



- History of CS: theory as well as the machines themselves;
- The name and nature of the discipline;
- The relationship of the field to other disciplines;
- Curricula and study programs on both the school and university levels;

# Issues relevant also to other disciplines



- A variety of issues concerning problems in teaching theoretical and practical concepts;
- equity and gender issues;
- Methodological and pedagogical issues, including web-based and technology-based learning.


Also, skills to which teachers should be exposed:



- *self-study* of professional scientific literature;
- *scientific research skills*;
- *presentation skills* ;
- *skills required for preparing and delivering a lesson.*



# How is it done in our CS teacher certification program?



In addition to a bachelor degree in computer science, two components: courses and practical training which is accompanied by a workshop.

## Courses:

1. A seminar course (based on the '98 paper);
2. A method course.

# The Seminar Course



*To acquire:*

- *self-study of professional scientific literature;*
- *scientific research skills;*

*A reader of articles is provided, and students have to search for articles in the digital library, covering the subjects mentioned before.*

*To acquire*

- *presentation skills ;*

*Teacher students (in-service and pre-service) are required to present seminar papers;*

# Examples of Seminar papers:



Topic	Examples
The history of CS	The development of programming languages; of computers, of operating systems
CS curricula	The development of CS curricula in the school system, in colleges and universities in different countries; gender and equity issues in CS programs worldwide
CS teaching issues	The first programming language and its influence; problems in teaching the CS1 introductory course; problems in teaching programming; teaching different programming paradigms; difficulties in teaching recursion and ways to assist teaching and learning; challenges in teaching efficiency and how to prevent them; misconceptions in CS;
Methodology and pedagogy	Visual tools to assist teaching and learning; games and aids in teaching CS topics such as programming, data structures and algorithms, Turing machines and complexity; project based learning; lab-based teaching; internet based learning

# The Method Course



Rewritten based on the

Hazzan, O., Lapidot, T. & Ragonis, N. 2011. *Guide to teaching computer science*. London: Springer-Verlag.

*To acquire skills required for preparing and delivering a lesson.*

Teacher students are required to prepare classes and deliver them to their peers and instructors.

# Bottom Line



It is hard work  
to become a computer science teacher!

Thank you 😊