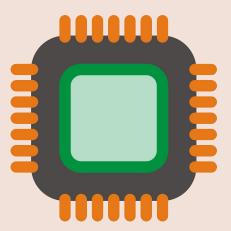
Integrating Critical Analysis of Society and Technology into K-12 Computing Through Teacher Co-Design

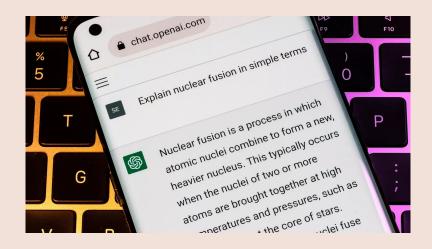
Anne Drew Hu (they/them)
Aman Yadav (he/him)
Michigan State University

Rising influence of computing on society

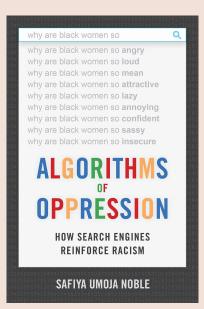


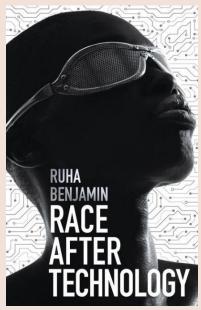


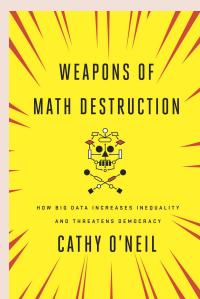




Growing response from critical scholars

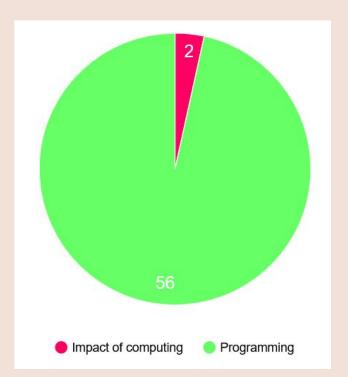








Computing education has ignored social impact



"Curricular requirement, not assessed on the AP Exam"

AP CS A course topics by big idea

Critical computing education



Education

Amy J. Ko et al.

It Is Time for More Critical CS Education

By which 'critical' means an intellectual stance of skepticism, centering the consequences, limitations, and unjust impacts of computing in society.

Racial Justice Amidst the Dangers of Computing Creep: A Dialogue

Niral Shah¹ · Aman Yadav²

Accepted: 1 February 2023 / Published online: 25 February 2023 © Association for Educational Communications & Technology 2023

AERA 1972 AMERICAN EDUCATIONAL RESEARCH ASSOCIATION

Impact Factor: 8.2 / 5-





Review article

First published online September 23, 2021

A Call for a Humanistic Stance Toward K–12 Data Science Education

<u>Victor R. Lee</u> Description Michelle Hoda Wilkerson , and Kathryn Lanouette View all authors and affiliations

Research gap

- K-12 computing education
- In-service teachers
- Developing their...
 - Curriculum
 - Pedagogy
 - Teacher identity

Proposed Study

Co-designing critical computing lessons with in-service computing teachers through a summer workshop

Research questions (WIP)

- 1. In what ways do K-12 computing teachers develop their own critical perspectives on computing?
- 2. How do K-12 computing teachers integrate critical perspectives into their curricula?
- 3. How do K-12 computing teachers integrate critical perspectives into their classroom instruction?

Intervention

- Online summer workshop with in-service teachers
 - Building understanding of critical theory
 - Applying critical theory to computing
- Co-design sessions with participants, one on one
- Teachers will implement lessons the following term

Data collection

- Recordings of group discussions in workshop
- Interviews with participants before and after the workshop
- Recordings of the co-design sessions
- Teacher artifacts from co-design sessions
- Interviews during the implementation phase

Data analysis

- Qualitative analysis
- Thematic analysis (Braun & Clarke)
- Open coding
- Develop a codebook with definitions and examples
- Sense-making with another coder
- Member checking

Recruitment

- In-service K-12 computing teachers in the USA
- Approximately 6 participants
- Purposive sampling to increase diversity in terms of
 - Teaching experience, student demographics, etc
- Compensation ~\$500



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