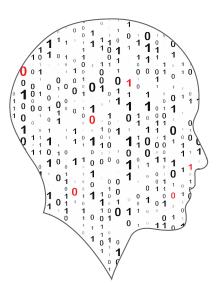






National Workshop 3



LEAVING CERTIFICATE COMPUTER SCIENCE

Key Messages



Leaving Certificate Computer Science aims to develop and foster the learner's creativity and problem solving, along with their ability to work both independently and collaboratively.

Computing technology presents new ways to address problems and computational thinking is an approach to analyse problems, design, develop and evaluate solutions.

The ALTs provide opportunities for students to develop their theoretical and procedural understanding of the course.

The externally assessed coursework will be based on all learning outcomes, with those of strand 3 being particularly relevant.

Digital technologies can be used to enhance collaboration, learning and reflection.



Schedule – Day 2



9.30am - 11.00am	Session 4: Computational Thinking		
	Break		
11.30am - 1.00pm	Session 5: Algorithms 1		
	Lunch		
2.00pm – 4.00pm	Session 6: Computer Systems 1 LCCS Promotion Conclusion and Evaluation		





Learning Intentions

By the end of the session, participants will be enabled to:

- Work in groups on problem solving.
- Develop their understanding and experience in using some of the pillars of Computational Thinking.
- Assess and analyse research in the area of CT.

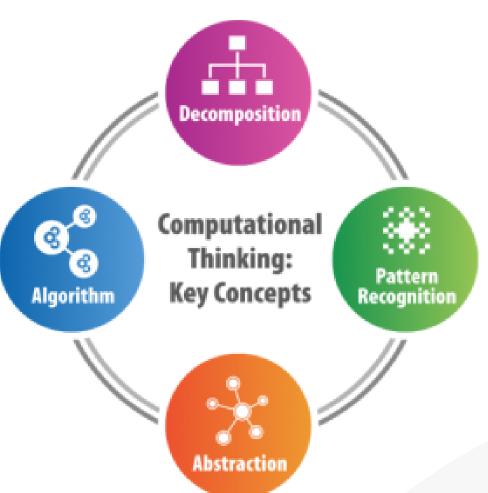


One Model sees Computational Thinking being

made up of four parts:

Decomposition.

- Pattern recognition.
- Abstraction.
- Algorithm design.

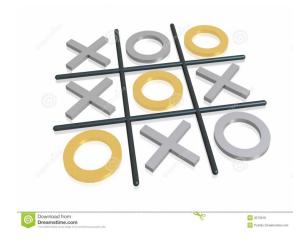




Part 1 Warmup Activities



How do you TC?



Xs and Os



Others:

Music – 3 chord trick

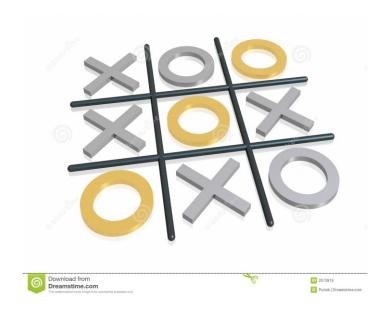
Chalice problem – NCCA Google CT

CT Channel on Slack – start in a thread



Xs and Os -Developing a winning strategy

Which pillars of Computational Thinking are used?
Abstraction? Decomposition? Pattern Recognition? (Monte Carlo?) Algorithm formation?

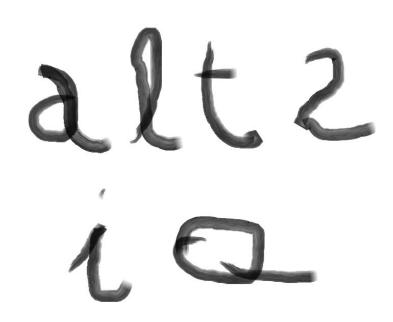


.Interactive online version:

https://www.turtlediary.com/game/tic-tac-toe.html



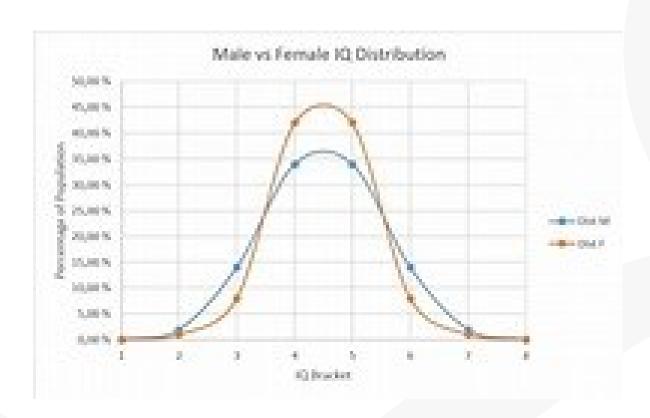
ALT2 – Mean and Median



IQ: Females are more intelligent than males:

Mean, median, mode ...

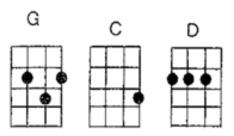
Use abstraction, decomposition, pattern recognition...





Music – 3-chord trick

Robert Zimmerman



G		С	G		С	G	D
How i	many	roads must	a man walk	down, before he is	called a	man?	*
G		С	G		С		D
How i	many	seas must th	ne White Do	ove sail, before she	sleeps in	i the	sand? *
D	G	С	G			С	D
And	how n	nany times	musta car	nonball fly, before	they are	forever	banned?
	D	С	D	G	С		
	The	answer my	friend, is	blowin' in the	wind,		
	С		D	G			
The a		nswer is	blowin' in th	e wind			



Music – 3-chord trick – Changing key

A B C D E F G

3-chord trick – pick a letter (no 1) – choose no 4, 5. So for A, the other two are D, E

What are the other 2 chords for C? And for G?

Unplugged activity – give the general solution to change key.





Part 2

Computational Thinking – Thoughts and Models



Some Thoughts

Way of understanding problems

Empowerment

Licence to act

Helping hand

Not formulaic?

Fixed vs growth mindset (Dweck)



Jeanette Wing



"Computational thinking is the thought processes

involved in formulating problems and their solutions so that

the solutions are represented in a form that can be effectively

carried out by an information-processing agent."



Peter Denning



Computational thinking (CT) is a popular phrase that refers to a collection of computational ideas and habits of mind that people in computing disciplines **acquire through their work** in designing programs, software, simulations, and computations performed by machinery.



Computational Thinking – Tips / Guide

Click here for definitions / tips from Google

Automation, Data Representation, Decomposition, Parallelization, Simulation...

Paul Curzon's <u>Intelligent Piece of Paper</u> has some interesting tasks around Computational Thinking.



Other thoughts: Components of Computational Thinking

- 1. Abstraction, Algorithms, Automation, Problem Decomposition, Parallelization, Simulation Barr & Stephenson (2011)
- 2. Abstraction, Automation, Analysis Lee et al. (2011)
- 3. Abstraction, Algorithmic Thinking, Decomposition, Evaluation, Generalization Selby & Woollard (2013)
- 4. Abstraction, Algorithms, Decomposition, Debugging, Generalization Angeli et al. (2016)
- 5. Abstraction, Algorithms, Automation, Problem Decomposition, Generalization Wing (2006, 2008, 2011)



One Model sees Computational Thinking being made up of four parts:

- Decomposition.
- Pattern recognition*
- Abstraction.
- Algorithm design.

Decomposition Computational Thinking: Pattern **Key Concepts** Algorithm Recognition Abstraction

^{*}plus experiments / trials / 'Monte Carlo'



Part 3 Further CT Activities



Mining Cryptocurrencies – Factors of Semi-Primes



Semi –prime number only has two other factors, apart from itself and 1 (eg 35)

Finding the factors of (really big) semi-primes was one way to harvest cryptocurrencies

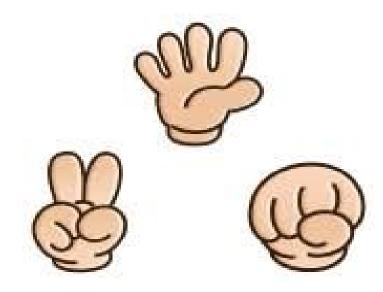
323 is a semi-prime – what are the factors (in Chat)

Develop a general solution (English and/or pseudocode and/or coding) to semi-prime problems

Use Computational Think to enhance your solution (Remember the semi-primes are huge – hundreds of digits so efficiency is important)



RPS



ROCK, PAPER, SCISSORS

- 1. Write code / pseudocode to determine the winner.
- 2. Make the code more efficient.
- 3. Develop a winning strategy