# Day 3: Culturally Relevant Design

CMSC 33231 - Diana Franklin

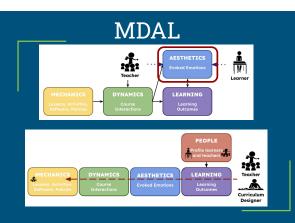
## **Readings for Today**

Visual vs. Textual Programming Languages in CS0.5: Comparing Student Learning with and Student Perception of RAPTOR and Python Piloting an Interactive Ethics and Responsible Computing Learning Environment in Undergraduate CS Courses

But first!!!! Let's learn a little theory

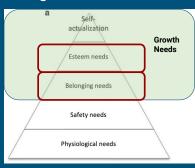
## Goals for today

Move forward with Culturally Relevant Design



## Culturally Relevant Design: Goals

This is related to who I am People like me do this I can do this



## Analyze CRT Elements

https://scratch.mit.edu/projects/322835770/ https://scratch.mit.edu/projects/322239494/

# In what ways may students identify? (In what ways can we add in elements for them?)

The overall setting / topic of project (e.g. Holi)

Background, individual items placed in the background

Sprites: Gender, names, clothing, skin color, abilities (e.g. glasses, wheelchair)

Conversations

### Common CRT approaches

Cultural background

Representations of people (physical features, names)

Hobbies / interests

Letting students choose their own project (Constructionism / Science Fair)

Involving families (math research)

#### Next week's talks

Tuesday

G.W. Diana

Thursday

W.Y.

Diana

Send me papers by Thursday, 5pm

Papers drawn from CHI, SIGCSE, or ICER. If you have another venue, run it by me first.

Presentation: Python vs RAPTOR

### Paper Discussion

Discuss papers

What was their idea?

How did they analyze it?

What do you think about it? Do you think it would have worked for you? (why or why not)

In groups, you answer the following question

In what ways did the paper use CS Ed theory?

What are the limitations in the research design?

What are next research steps?

Presentation: PEaRCE

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