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**BIBLIOGRAPHIC ENTRY:** Siegle, D. (2017). Encouraging Creativity and Problem Solving Through Coding. *Gifted Child Today*, *40*(2), 117–123.

1.    ABSTRACT.

There is an increasing on coding platforms that are available for students such as [code.org](http://code.org/), team treehouse, and others. Those platforms play a vital role in the learning process for kids and professionals. With the advancements in technology, it is important for the student to be able to understand how to code and learn how to break problems into pieces. Coding helps students to understand problems and learn how to manage technology. Through the process, students develop independence as they troubleshoot their coding errors.

2.    BIG IDEAS.

This article describes a new way to learn how to program and manage technology at an early age, given that with the increase of technology and applications it is important to be able to understand it and use it to our advantage. One of the most important points that the author presented in the article "Encouraging Creativity and Problem Solving Through Coding," is the need for current and future generations to learn to address and solve problems using technology.

3.    STRENGTHS.

I believe that regardless of the career that people chose to follow, technology management and programming should be part of their program’s curriculum. Nowadays, we see a big push for innovation in today's world. This translate into generating new technologies that will simplify our jobs. That is why if we get exposed to programming/technology from an early age we would have an advantage over those who do not; this article did a great job at highlighting the issues and the potential solution to this issue (teach kids at a very early age). This article also talks about the initiative that other countries are already taking, such as England in 2013, which became the first nation requiring high school students to take a programming class. That means that their current and future high school students may more competitive than students from The United States.

4.    WEAKNESSES

Programming uses math and logic to solve complex problems in a way that everybody can understand. Thus schools need to focus on the foundations before starting teaching the student how to program. However, many of these students may precisely lack a strong foundation in math, which is an important part of the process. That is one of the weaknesses that I see in this article: the fact that the author did not address the importance of a strong foundation in math.

5.    VALUE ADDED

One of the most valuable lessons presented in this paper is that kids are never too young to start learning problem-solving skills. These programming and technology management skills will make them more competitive and better prepared to be successful in their future careers.

6.     SELF ASSESSMENT

I always had a vision that every student should know basic programming because it helps students to think out of the box. This article confirms that other countries are making an effort integrate programming into their academic curriculum for kids. I am very pleased with this article because it did confirm me that there is a need for students to learn other skills, as in has been expressed before in this class and other classes.