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Project Component #2:

One of the big social problems that we face today is poverty. Although there are many factors that contributes to this, one thing that could aide to the fight against poverty is the improvement of computer science education in low-income populations. The problem proposes many different issues leaving low-income communities at a disadvantage in the technology world. The limited exposure to such education leads to a lack of or limited participant for a large part of this demographic.

My project is an implementation that includes computers science education in some of the core subject curriculum. By including computer science in curriculum this will give a chance for all students to get the exposure to the field. It will also serve as a seamless way to incorporate computer science learning into the state mandated regulations on what subjects needs to be taught as one of the biggest problem educators faces is the lack of time to do it in a standalone way.

This project societal impact would be overall better quality of life of these populations that are severely underserved. Moreover, other societal impact factors include economic growth, less crime etc for these communities. More over this would hopefully lead to more black and brown people to the Technical workforce.

computing knowledge/skills/platform needed

* Data collecting
* Research
* Data Management
* User design
* Design implementation
* Program development

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Title: No COMPromise Learning

I am the only person in my group, so I have the pleasure of doing everything in the project. The first task is to find out how to seamlessly include computer science into the already established curriculum. I must do some research that will give me a good general idea of what the required curriculum is and how to include computer science education into it. Another task is to find ways that is acceptable to teach children of the selected grade level computer science education.

I have the role of the researcher, designer, and engineer in this project. I will have to do the required research. I plan on reading many articles on what the basic requirements of children of grades K-5 are. I also will utilize the physical resources I have by speaking to teachers in the Philadelphia School District to understand what is already implemented, the constraints and what they think will prove effect for this type of educational program. Lastly, I will have to take what is learned and or gathered and build a program around it.

My timeline seems simple; Research, Design, Implement (Protype). I have already started doing my research. I have to think of a design after I have enough information to construct the program. Lastly, I will build the Prototype. The design will look similar to the example below.

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| Purpose of the education: |  |
| Conceptual Focus | Key / Related Concepts |
| Enduring Understandings | Essential Questions |
| Content | Skills |
| How student learning will be measured? |  |
| Performance Assessment(s) |  |
| How will students learn? |  |
| Learning Activities |  |
| Resources |  |