Applying an Interactive Learning Style to Teach Programming Fundamentals Through a Familiar Activity

Joel Garcia - Software Development Daniel Redder - Enterprise Systems Nikki Mehdikhani- Enterprise Systems Patrick Page - Systems and Security Dr. Anca / Dr. Robertson





TAP: Technology Ambassador Program

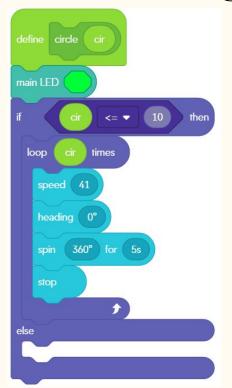


- Students in TAP develop an educational technology demo for students to promote interest in technology, and develop a
 workshop to provide interactive education for programming fundamentals.
- Outreach
 - Super Saturday series
 - Classroom workshops
 - TAP exposition
 - CREATE

Goals

- Developing an easier way to teach programming fundamentals (loops, functions, if-statements)
- Spread interest, and knowledge about Information Technology
- Break down popular culture stigma around programming: (hacking scenes)

Our Technology



Sphero Block Code for Figure 8 activity





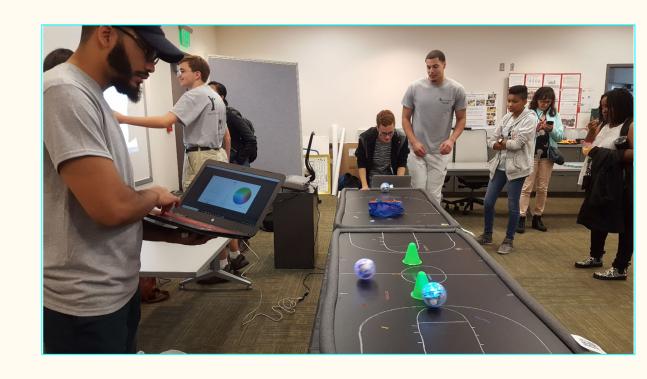
- Simple but can be made complicated
- Has both block based and text based programming capabilities
- Has enough features to create a large variety of different activities

Demonstration

At the **TAP EXPO** we had two activities:

- The Free Throw
- The Figure Eight

In the Free Throw we created a ramp and "hoop" for participants to launch the Sphero into this was received quite well. Our other drill is the Figure Eight where we demonstrated a example program we wrote to make the Sphero move in a figure eight around two cones



Outcomes & Observations

- We received a average satisfaction rating of 4.3 for our demo at the TAP Exposition
- Our "Free Throw Challenge" had the most participation of any activity at the exposition with more than 25 students engaged and interested in it

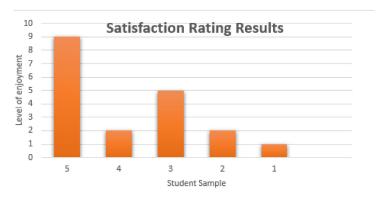


Figure 3: Bar graph for rating on the TAP expo

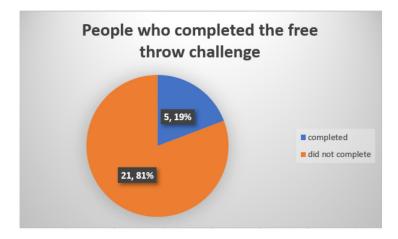


Figure 4 : Pie Chart displaying each rating in Survey

What's Next?

- Super Saturday Series
- CREATE Symposium
- Classroom Workshops

Classroom workshops / Super Saturday Series

- 1 hour long class focused on instruction consisting of college age students
- Break them into groups to perform "drills"
- Each drill will focus on teaching a different programming concept
- Figure eight, sprints, free throw, laps

- A demonstration/instruction session where groups of middle schoolers come to our group for 15 minutes at a time
- Split them into two groups
- One group will participate in a free throw challenge
- The other group will participate in "Sprints" where they will learn about loops



Thank You

References

- Sphero.edu

Acknowledgments

- STARS alliance