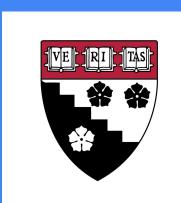
Computing for a Purpose: A K-12 Curriculum for Integrating Civic Engagement into Computer Science

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Expanding young people's civic imagination, developing their civic agency, and increasing their self-efficacy in catalyzing change in their communities.

Why civic engagement?

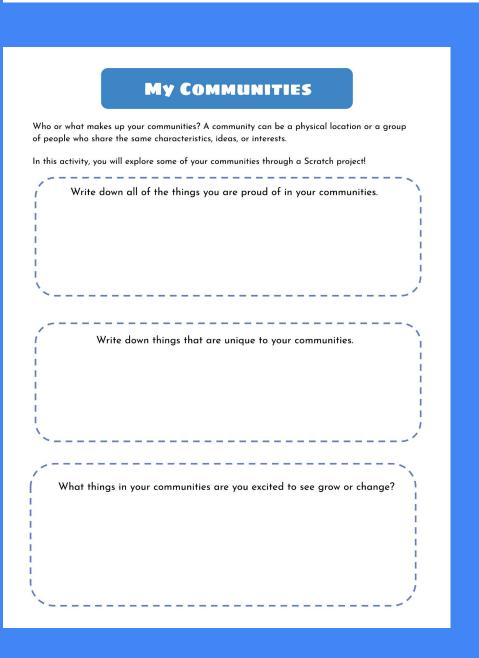
- Shifts the power dynamic for non-dominant youth.
- Makes connections to real-life scenarios.
- Acknowledges positionality, and affirms youth.
- Gives non-dominant youth the opportunity to learn how to use technology as a tool to engage civically, and create positive change in their communities.

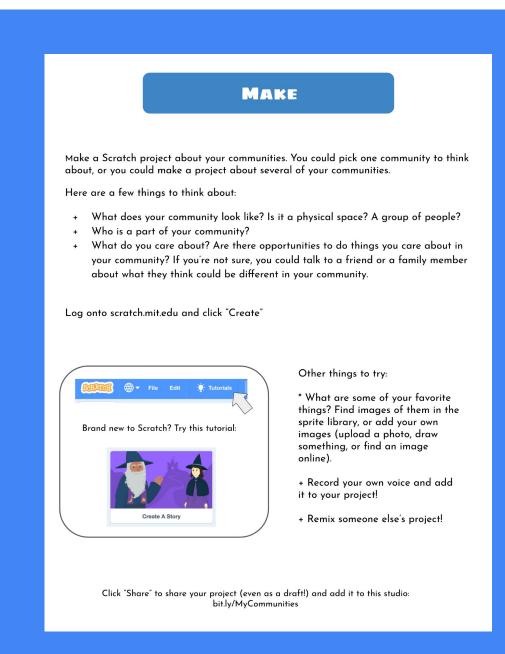
How can computing support civic engagement?

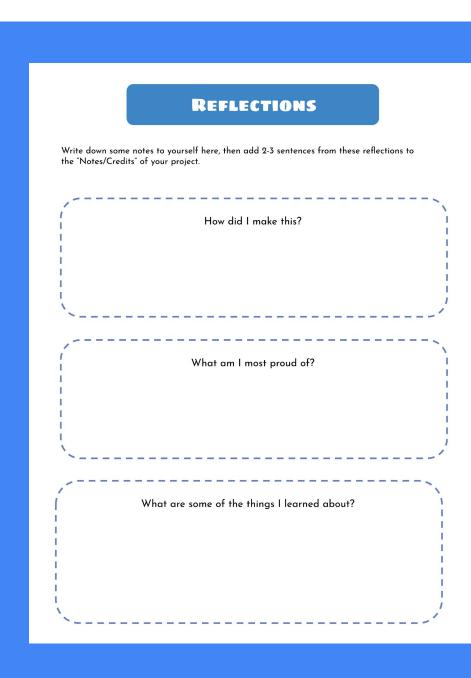
- Accessible (free + browser-based platforms such as Scratch)
- Provides opportunities for student agency and creativity
- Gives youth the opportunity to develop/strengthen coding and computational thinking skills in a relevant and meaningful way

Curriculum Overview

- Inspired by the young people already creating civic-related Scratch projects, this curriculum increases access to opportunities for all young people to explore how computing can support civic participation.
- Activities help learners connect lived experiences to civic possibilities (e.g., "Stories of my name," "My communities").







How do young people use Scratch to engage in activism and advocacy? How do they engage with their community?

