

# Positive Technological Development Measurements

From Appendix A in "Druga, Stefania. "Growing up with AI: Cognimates: from coding to teaching machines." PhD diss., Massachusetts Institute of Technology, 2018." [https://scholar.google.com/scholar?cites=3199327343623530479&as\\_sdt=2005&sciodt=0,5&hl=en](https://scholar.google.com/scholar?cites=3199327343623530479&as_sdt=2005&sciodt=0,5&hl=en)

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\*Required

Email \*

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## Prior experience

	5-Always	4-Often	3-Sometimes	2-Almost Never	1-Never	0-Not Observable
Evidence of child fluency of technology	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Child level of experience coding	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>



Communication skills

	5-Always	4-Often	3-Sometimes	2-Almost Never	1-Never	0-Not Observable
Child engages in two-way conversations	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Child is warm and friendly with others	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Collaboration skills

	5-Always	4-Often	3-Sometimes	2-Almost Never	1-Never	0-Not Observable
Child works together with other children on same project	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Child seeks help from peers	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>



**Conduct**

	5-Always	4-Often	3-Sometimes	2-Almost Never	1-Never	0-Not Observable
Child handles tools with care	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Child shows respect to space	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Child shows respect to peers	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

**Presentation and demo skills**

	5-Always	4-Often	3-Sometimes	2-Almost Never	1-Never	0-Not Observable
Child shares work with facilitators, teachers	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Child shares work with peers	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

**Tasks difficulty**

	3-Easy	2-Medium	1-Hard
Perceived difficulty of the task	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>



**Coding time**

3-A lot

2-Medium

0-None

NA-Not  
Observable

How much time  
the child spends  
coding

☐☐☐☐**AI**

1-Yes

0-No

Does the child change his  
opinion about AI

☐☐

**Cognitive scaffolding:** child can identify the variables involved in a domain or task, generate testable hypotheses, design experiments to test their hypotheses and draw the right conclusion from experiments.

"Higher-order cognitive and social skills (the definitions of cognitive and social scaffolding were adapted from Joolingen and Zacharias "(2009) [32])"

Your answer

**Social scaffolding:** child can facilitate collaboration and inquiry for others, map their ideas, visualize/demonstrate their differences etc

"Higher-order cognitive and social skills (the definitions of cognitive and social scaffolding were adapted from Joolingen and Zacharias "(2009) [32])"

Your answer



**Content knowledge:** child has a good grasp on the concepts required in the interaction/task

"Higher-order cognitive and social skills (the definitions of cognitive and social scaffolding were adapted from Joolingen and Zacharias "(2009) [32])"

Your answer

**Process knowledge:** child know how to structure work, break down a task, iterate, ask questions, find information, debug

"Higher-order cognitive and social skills (the definitions of cognitive and social scaffolding were adapted from Joolingen and Zacharias "(2009) [32])"

Your answer

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