**ASSIGNMENT #06(Precis Writing)**

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**The Computing Curriculum: What Every Child Should Know**

People have different point of views on what schools should teach. A parent will give a different answer as compared to what an inspirational teacher of different disciplines will say. Most of them will have something in common but what will an inspirational teacher say about computing which had defined the late 20th century and is still dominating the 21st century? Many questions will arise but the answers would define and inspire the computing curriculum. The first programmable computer “Baby” was made in the “Manchester University” in 1948 and used some very difficult and out of date code to run. Todays programmers need to understand the working of that time and they should have the knowledge to reinterpret that code and use it in modern methods. This requires us to have different skills but the most important is the “method”. This can be achieved by thinking and creativity, which should be encouraged but is not implemented in the current curriculum. After Baby’s first program, computing started to make its way into business. The goal of businesses and academia were quite different. This in turn left a divide between business applications and academia and what they had in common was lost which caused a schism. Eric Schmidt, the executive chairman of google, later took on the responsibility to fill this void by approaching politicians to introduce a new computing curriculum which thankfully they listened to. The new curriculum is effective but still does not emphasize on real world context of today’s computing. The next generation of influential teachers of computing should focus on the three “C’s” of computing “Computational thinking, Creativity, and Computing methods”.

Original word count: 991

Precis word count: 281