**Computational Thinking**

Computational thinking refers to the way of thinking and the approach that we have given in solving problems in a similar way to the computer scientist. This implies that in computational thinking hum, and have to understand what the problems are about, formulate a way to reach the solution. In particular, the aspect of computational thinking involves using logic patterns, automation assessments, and generalization approaches to solve the problem at hand (Curzon et al., 2014).

**Computational thinking** involves many activities that are conducted in the daily life of human beings. Computational thinking can be used in the simulation of the transport systems. These factors face everyday commuters who have to decide on the best route to take in terms of cost and efficiency. The public transports systems face daily computational metrics, which may seem bizarre but can be observed from the field. On observing the transports systems, one can develop the way an environment and other semiotics are used to develop the transport information. Signaling systems can be developed by simulating the art of computer science, which can create an unplugged number of activities that are used in public transport systems

**To make smart decisions, an individual has to and the mind of a computational thinker, which requires a lot of practice but useful. This is why the decision-making process does not only require knowledge from a formal filed but also from an informal setting, which requires computational thinking (**Ioannidou et al., 2011**).**

**Computational thinking in deciding the travel route can be done in the following stages;**

**Abstraction.**  This includes doing away with unnecessary information and focusing on finer details of the matter. One has to choose the mode of transport from the travel route and do away from the many options available. For instance, in a train station, one has to disregard buses' information and focus solely on the train. A commuter has to focus on the street that the train will the train pass which is the nearest, as well as examine the closes exit from his/her destinations

**Decomposition.** This process comprises of the activities that bare broken down into small portions. For instance, there are metro lines in some train stations that have two bi-directional destinations for the passengers it carries. This requires the commuters to examine the metro signs and decide on the trains' destiny they will go for. In this aspect, the commuter asks himself/herself on the line to take.

**Pattern recognition.** In the aspects of pattern recognition, an individual has to observe the daily ort the usual behavior of something how and when it usually occurs. This implies observation of the patterns from which the trains pass or usually approaches. There are blinking-light patterns in a metro train station that are used in the indicant which line of the train is soon approaching the terminus. However, the users can be far away and not be able to tell the number of remaining times that will be used for the t trying to arrive, but the blinking light indicates the line of a train that bis soon approaching   
**Algorithm.** This step requires the development of chronological steps on how to solve the problem. This includes the first initial steps, the number of steps, and the order in which they will be executed to reach the best options. The map is confusing from the review of Li,(2015) on the Parisian railway **compared to other railway systems in developed nations. The commuters are required to make optimal decisions on the path to take from point Y to Z, which requires them to identify a series of steps to enable them to reach their point of destinations (i.e., Take line #, arrive/stop at metro stations A, then take line b). As illustrated below the commuter can have ways to travel from point y to z**

|  |  |  |  |
| --- | --- | --- | --- |
| **Point Y** | **Terminal A** | **Terminal B** | **Point Z** |
| **Start** | **$10** | **$20** | **Stop** |
| **Time** | **1hour** | **2 hours** |  |

**$50**

**(3hours)**

**Thus, computational thinking has a lot of benefits, which is done in outdoor learning. Educational policies should develop this aspect of learning in schools as it will help students have reflective and interactional thinking.**

**References**

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