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## Computer Science Education Advisory Commission Meeting

October 27, 2022

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# Agenda

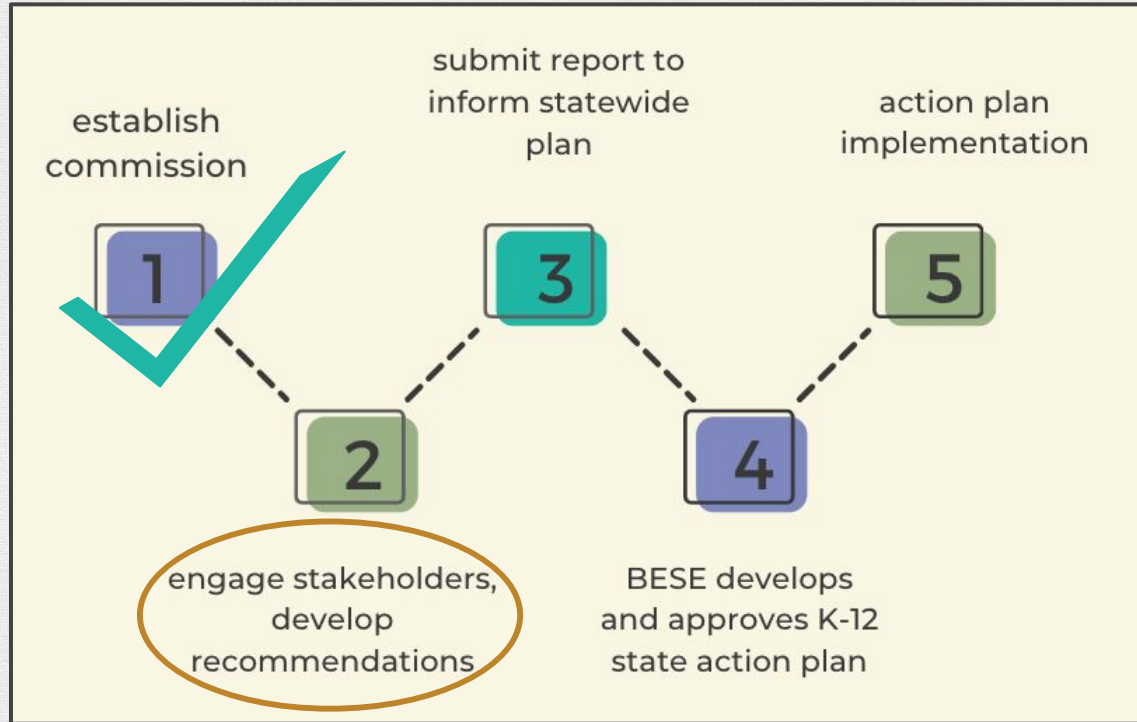
- I. Call to order
- II. Roll Call
- III. Approval of Minutes from August 3, 2022
- IV. Consideration of Status Report from Stakeholder Feedback on Current Computer Science Landscape
- V. Consideration of K-12 Computer Science Framework

**Approval of Minutes  
from August 3, 2022**





# CS Education Advisory Commission Roadmap



**Consideration of Status Report from  
Stakeholder Feedback on Current  
Computer Science Landscape**

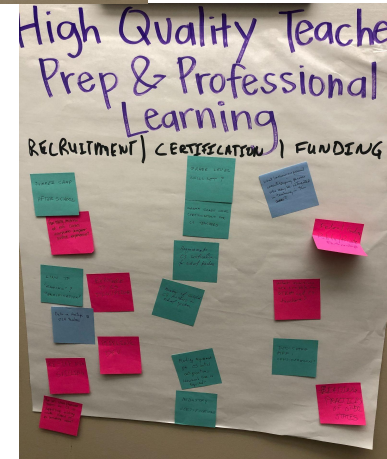
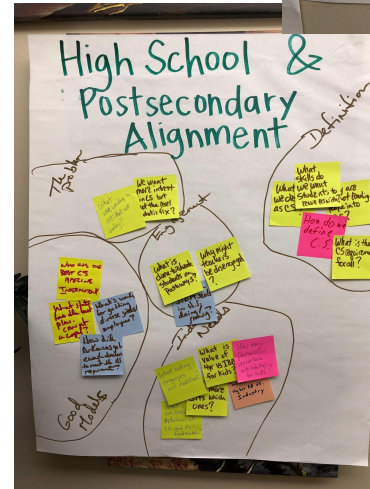
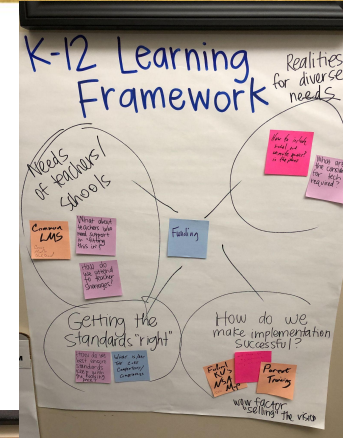




# Commission Feedback August 3, 2022

The first meeting's data demonstrated a need to:

- examine ways to establish core CS competencies that align vertically K-12;
- grow and sustain CS teachers; and
- explore peer states' CS successes.



# September CS Feedback Collection

Using the first Computer Science Education Advisory Commission meeting as guidance, the Department's staff began:

- A. conducting four open-invitation statewide Zoom feedback sessions and a statewide K-12 teacher survey;
- B. meeting with representatives and reviewing other states' CS education plans; and
- C. analyzing commonalities in concepts and topics amongst state plans.

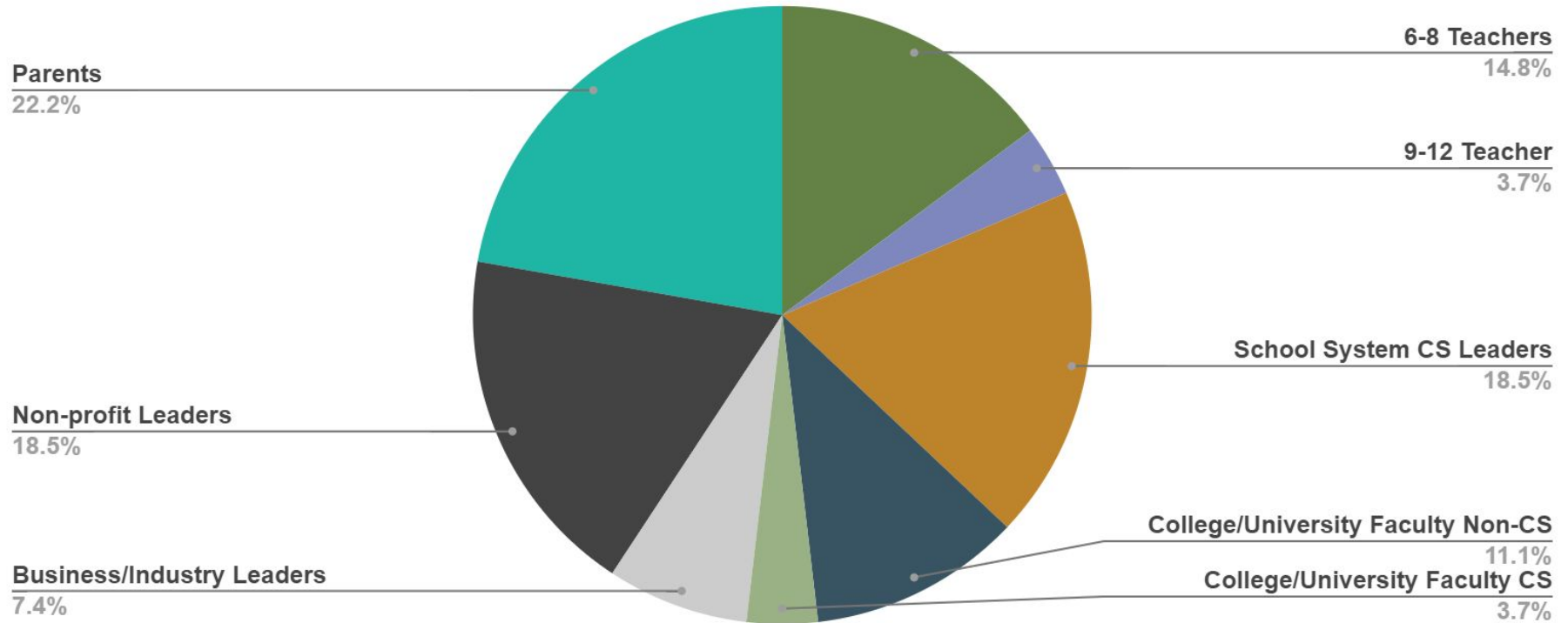
# September Feedback Groups

The sessions collected responses to four question prompts:

1. What are the topics that you think students need to learn in Computer Science K-12?
2. What do you perceive as a barrier(s) or implementation issue to Computer Science Education?
3. When you think about Computer Science, what skills or techniques do employers and colleges currently look for in students post high school?
4. What questions on Computer Science do you have? Any thoughts you'd like to share that may not have been captured so far?



# Feedback Group Participants



# September Feedback Group Key Takeaways

1. K-12 Computer Science Student Learning Needs
2. Post Graduation Computer Science Learning Needs of Students
3. Computer Science Implementation Barriers
4. K-12 Computer Science Educator Needs





# K-12 CS Student Learning Needs

K-12 CS students need:

- **basic fundamental** CS skills;
- mathematics and algorithms **incorporated** into CS;
- **real world** CS tasks and challenges;
- increased **growth mindsets**;
- learning **anchored in data** and its analysis and/or manipulation;
- connection to all **careers** and **everyday life**; and
- **safe** and **ethical** computer hardware and software knowledge.

# The Post Graduation CS Needs of Students

Post graduation CS students need:

- Industry Based Certifications (IBCs) **relevant to Louisiana**;
- **critical thinking** skills;
- technical **reading** and **writing skills**;
- **strong foundation** in mathematics;
- the ability to **communicate, collaborate, and problem solve** with a team;
- **creativity, curiosity, and problem identification** skills;
- **internships** and **real world** project **experiences**; and
- familiarity with **hardware, software, data analysis, a coding language, and networking**.



# CS Education Implementation Barriers

The current barriers to CS education are:

- inadequate **time to teach** CS;
- lack of skills **vertical alignment** from K-College/Career;
- misunderstanding of **what CS is**;
- insufficient corequisite **math foundational skills**;
- limited or lacking teacher **training** and teacher **certification requirements**;
- CS **stereotypes**; and
- inadequate **equipment**.

# K-12 CS Educator Needs

K-12 CS educators need:

- **professional learning** and support with **funding** to offer annual trainings in new technologies;
- funding for **equipment and resources** to update technology;
- **incentives** to help keep CS certified teachers in education;
- recognition of CS as a **cross curriculum discipline** that impacts many other disciplines;
- **professional support networks** to build and sustain best practices; and
- more options to **earn certification** and **build content knowledge**.



# CS Education Continuous Feedback System

Commission  
Actions and  
Recommendations

Commission  
Meeting  
Presentation and  
Public Comment



Stakeholder  
Feedback Groups  
and Surveys

The Department's  
STEM Team Data  
Synthesis

# Peer State Computer Science Education Plan Review



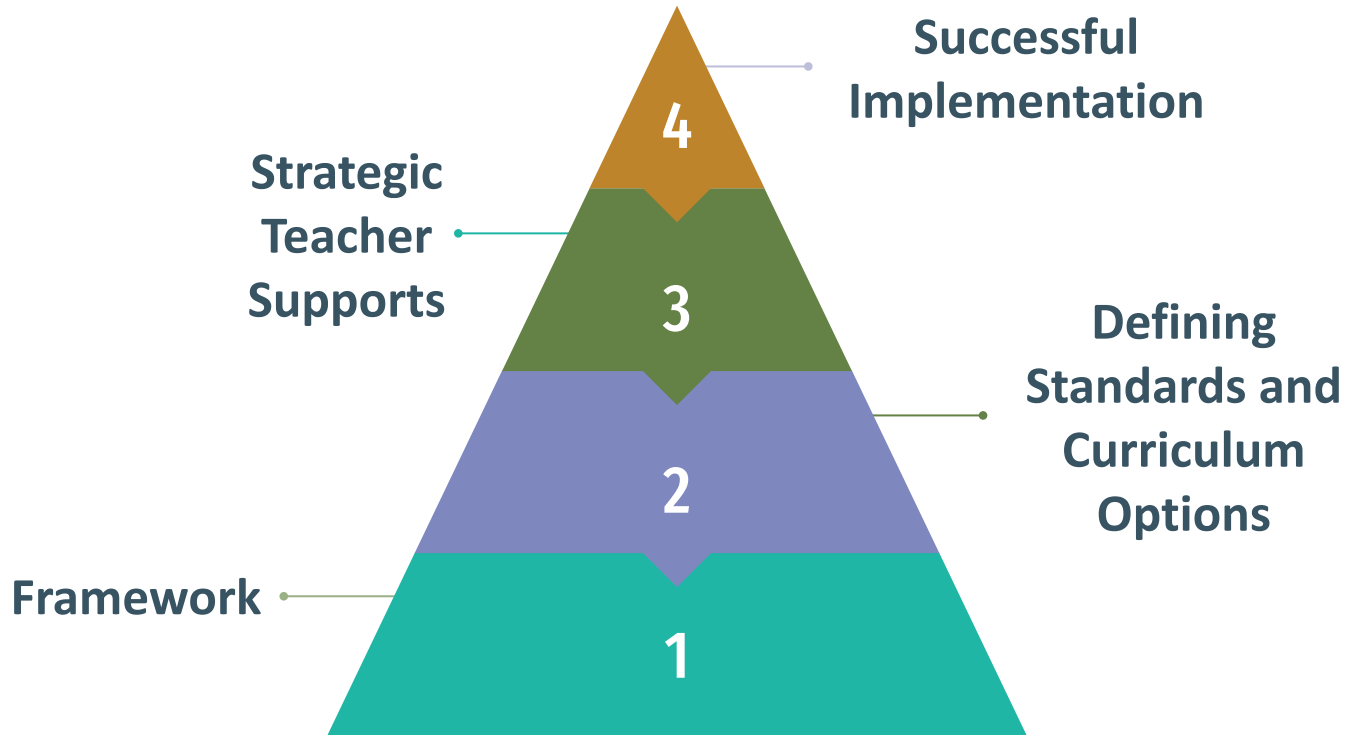


# CS State Plan Review Process

While analyzing each state's CS education plan, the following criteria were noted:

- 1) CS Framework Utilized
- 2) The CS Landscape
  - a) Goals noted for stakeholders with timelines
  - b) Strategies annotated with articulated timelines
- 3) CS Teacher Certification Processes
- 4) Funding Costs and Mechanisms

# The Most Common CS Ed Plan Structure



# CS In-person Collaborations



The Commission Chair and members of the Department's Staff attended CSEdCon 2022. They collaborated with state, national, and international leaders in Computer Science Education and engaged in rich conversations on best practices, CS education plan creation tips, funding, and policy establishment.

- [CSEdCon 2022: State of CS Report](#)
- [CSEdCon 2022: What students and parents think about CS](#)
- [CSEdCon 2022: State Education Chiefs Panel](#)



# CS In-person Collaborations Take-aways

1. Start with a framework to anchor your state vision and standards.
2. Examine the teacher needs, supports, and resources to expand the teacher workforce.
3. Leverage the intellectual capital of staff and professionals to build accessible ongoing professional learning.
4. Create a network of support that includes non-profits, industry, technical programs, colleges, universities, and families.
5. Make your state plan sustainable with purposeful planning on next steps and dedicated funding.



# Consideration of K-12 Computer Science Framework





# What is a Computer Science Framework?

The proposed Computer Science Framework will be our structure to provide cohesive guidance to the various components that will comprise Louisiana's Computer Science Education Plan. It is adaptable to work with varying teaching styles, specific content topics or areas, and to meet diverse student needs, while maintaining the core framework structures.





# CS Education Plan Comparisons

In the examination of the top 40% of U.S. States, as ranked by the 2021 State of CS Report, three peer states' plans were examined in detail. These states were selected based upon their progress, performance ratings, and similarity of student populations.

- #1 Arkansas
- #2 South Carolina
- #21 Georgia



# Examining 3 States' Framework Landscape Selection

All three of the selected states utilized the National K-12 Computer Science Framework. This framework was selected because of the time and expertise that was put into its creation.

Framework Writers:

- 14 of the top ranked states for CS Education Implementation
- Members of Association for Computing Machinery (ACM)
- Computer Science Teachers of America (CSTA)
- Code.org
- Cyber Innovation Center now Cyber.org
- National Math + Science Initiative (NMSI)

# Framework Commonality

“The K–12 Computer Science Framework illuminates the big ideas of computer science through a lens of concepts (i.e., what students should know) and practices (i.e., what students should do). The core concepts of the framework represent major content areas in the field of computer science. The core practices represent the behaviors that computationally literate students use to fully engage with the core concepts of computer science. The framework’s learning progressions describe how students’ conceptual understanding and practice of computer science grow more sophisticated over time. The concepts and practices are designed to be integrated to provide authentic, meaningful experiences for students engaging in computer science” ([National K-12 Computer Science Framework](#), 2016, p. 3).



# National K-12 Computer Science Framework

## The Concepts and Practices of the K–12 Computer Science Framework

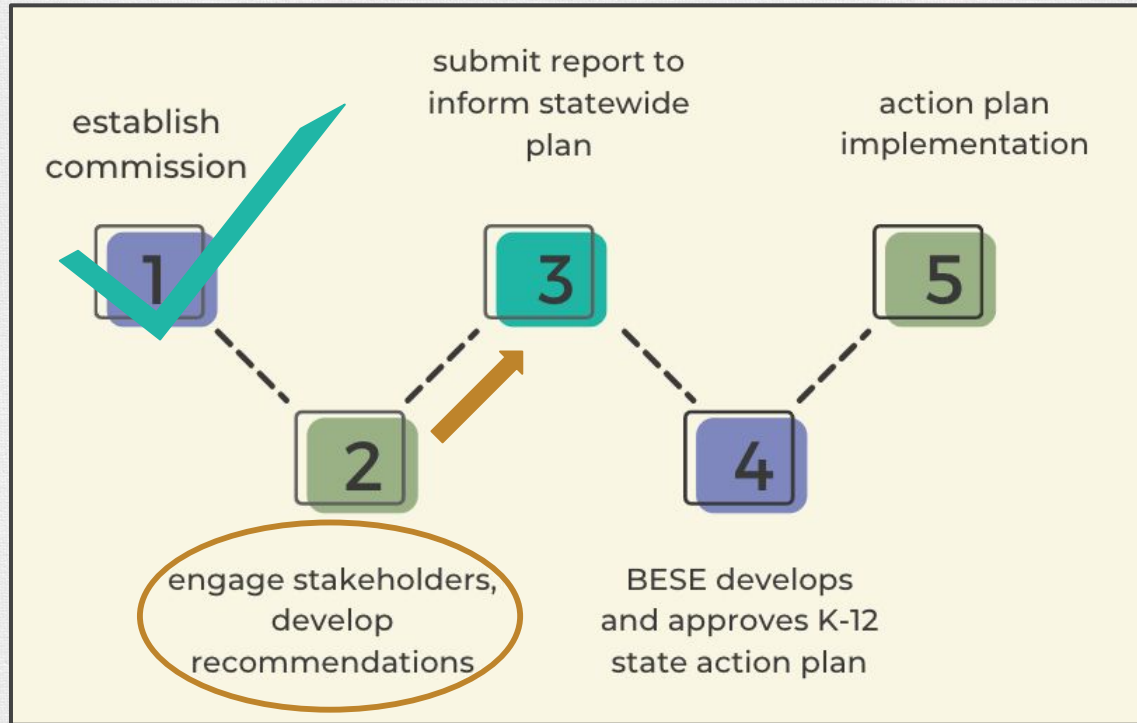
### Core Concepts

1. Computing Systems
2. Networks and the Internet
3. Data and Analysis
4. Algorithms and Programming
5. Impacts of Computing

### Core Practices

1. Fostering an Inclusive Computing Culture
2. Collaborating Around Computing
3. Recognizing and Defining Computational Problems
4. Developing and Using Abstractions
5. Creating Computational Artifacts
6. Testing and Refining Computational Artifacts
7. Communicating About Computing

# Importance of CS Framework



# Work Group Activity

1. Individually, use your CS Framework thought catcher to make any suggestions, clarifications, and/or substitutions to the core concepts and practices. (10 minutes)
2. Once in your group, designate a spokesperson/recorder for the group who will capture the feedback your group agrees upon.
3. As the group discuss their thoughts have your recorder capture them on one thought catcher to share with the commission. (20 minutes)

## The Concepts and Practices of the K–12 Computer Science Framework

### Core Concepts

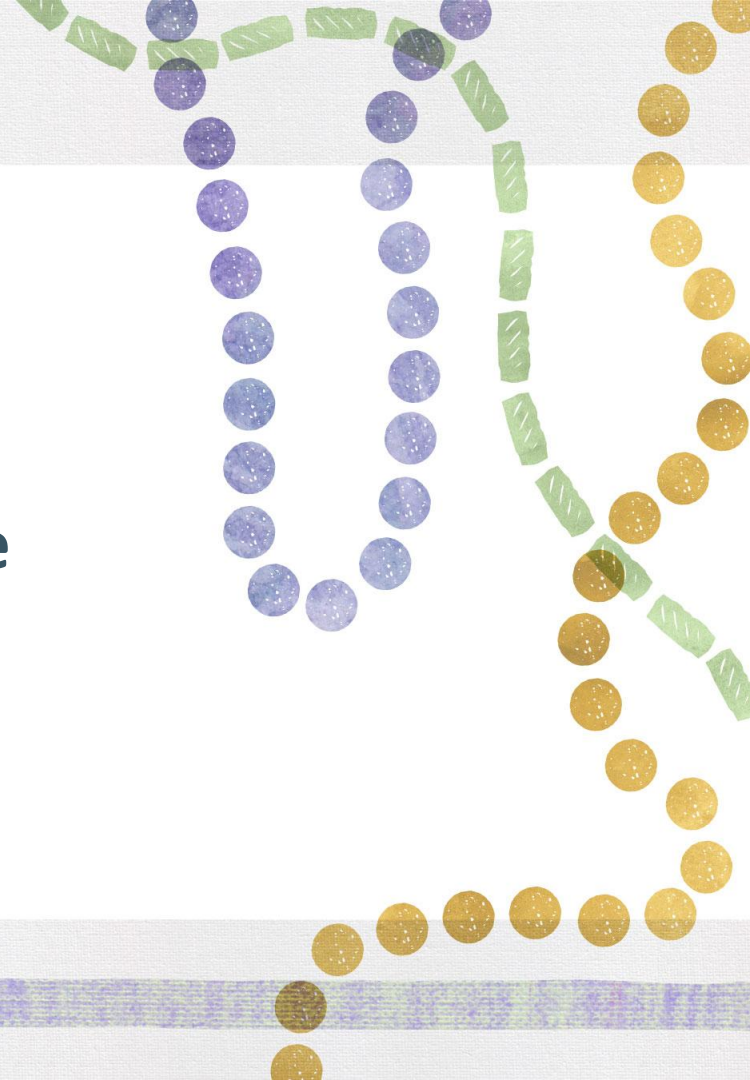
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**30 Minutes of Group Work Time**



# Commission Breakout Workgroups Share-outs







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# Revisiting Our Meeting Timeline

August 3, 2022	October 27, 2022	February 8, 2023	May 3, 2023	August 2, 2023	October 4, 2023
Alignment	Framework	Teacher PD	Post 12 & Funding	Report Draft	Finalize Report
research		analyze findings			
		draft recommendations		finalize report	BESE receives December 13, 2023
ongoing stakeholder engagement					

# Meeting Schedule

Date and Time	Meeting and Location
August 3 1:30 p.m.	Meeting 1 Claiborne Building, Baton Rouge
October 27 1:30 p.m.	Meeting 2 Claiborne Building, Baton Rouge
February 8, 2023 1:30 p.m.	Meeting 3 Claiborne Building, Baton Rouge
May 3, 2023 1:30 p.m.	Meeting 4 Claiborne Building, Baton Rouge
August 2, 2023 1:30 p.m.	Meeting 5 Claiborne Building, Baton Rouge
October 4, 2023 1:30 p.m.	Meeting 6 (Finalize report draft for BESE) Claiborne Building, Baton Rouge
December 13, 2023 TBD	December BESE Meeting Claiborne Building, Baton Rouge





# Adjournment

Email [ashley.townsend@la.gov](mailto:ashley.townsend@la.gov) with questions.