

# Computational Thinking: Unplugged

**Presenters: Claire Ratcliffe, Brooks Mitchell, Tai Hutchinson**

**The webinar will begin at 2:00 p.m. (MT) and will be recorded.**

## **While you're waiting:**

- 1) Find the toolbar – it will either be on the bottom or top of your Zoom window
- 2) Introduce yourself in the chat box (please select “Share with All” *not* “Share with Panelists”)
- 3) Click audio “Join by Computer” – you won’t have microphone access

Tip for viewing: You can resize and move the location of the video and slide screens by clicking and dragging them

# Facilitator Introduction

Claire Ratcliffe (Space Science Institute)

Brooks Mitchell (Space Science Institute)

Beatrice Chavez (Space Science Institute)

Tai Hutchinson (Girls Who Code)

# Today's Agenda

**Welcome**

**Clearinghouse Navigation**

**Discussion: What is Computational Thinking?**

**Hands-on Activities:** *Binary Bead Craft* and *Passion for Pixels*

**Hands-on Activity:** *Something is Different About You*

**Hands-on Activities:** *Robot Mouse* and *Mars Rover*

**Girls Who Code “Unplugged” Resources**

**Q&A**

# STEM ACTIVITY Clearinghouse

The screenshot shows the website header with logos for STARnet, Cornerstones of Science, and STEM Activity Clearinghouse. Below the header is a navigation bar with 'Collections' and 'Universe of Stories' tabs. The main content area is titled 'UNIVERSE OF STORIES' and displays a list of activities. Two activity cards are visible: 'Sorting Games: How Big? How Far? How Hot?' and 'Jump to Jupiter'. Each card includes a thumbnail image, a title, a brief description, a 'Check It Out' button, and a sidebar with details like 'Content Area', 'Age Group', 'Time to Complete Activity', and 'Difficulty Level (by content)'.



Computational Thinking

Like an activity and think other library staff should know how great it is? Didn't like an activity or have modifications to make it better? **Make sure to leave a review!**

# Poll Question

Have you facilitated “computational thinking” activities in your library programs?

- a. Yes
- b. No
- c. I have no idea what “computational thinking” is

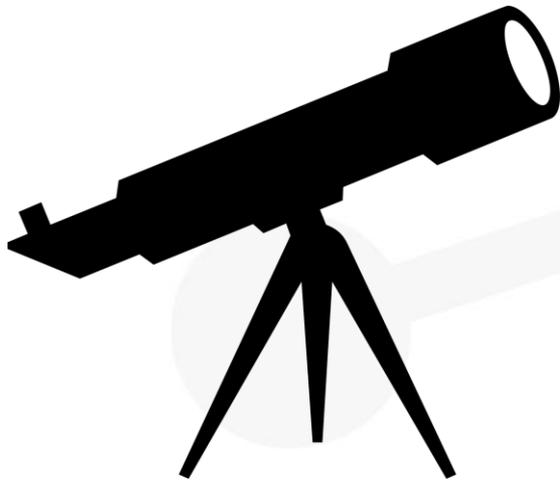
# Poll Question

What answer *best* defines “Computational Thinking?”

- a. Designing and building a computer
- b. Thinking only in “binary code”
- c. Thought processes used to evaluate complex problems and their solutions
- d. Coding computer programs

# What is Computational Thinking?

“Computer Science is no more about computers than astronomy is about telescopes.”



-E.W. Dijkstra

Image credit: Pixabay

# Libraries Ready to Code

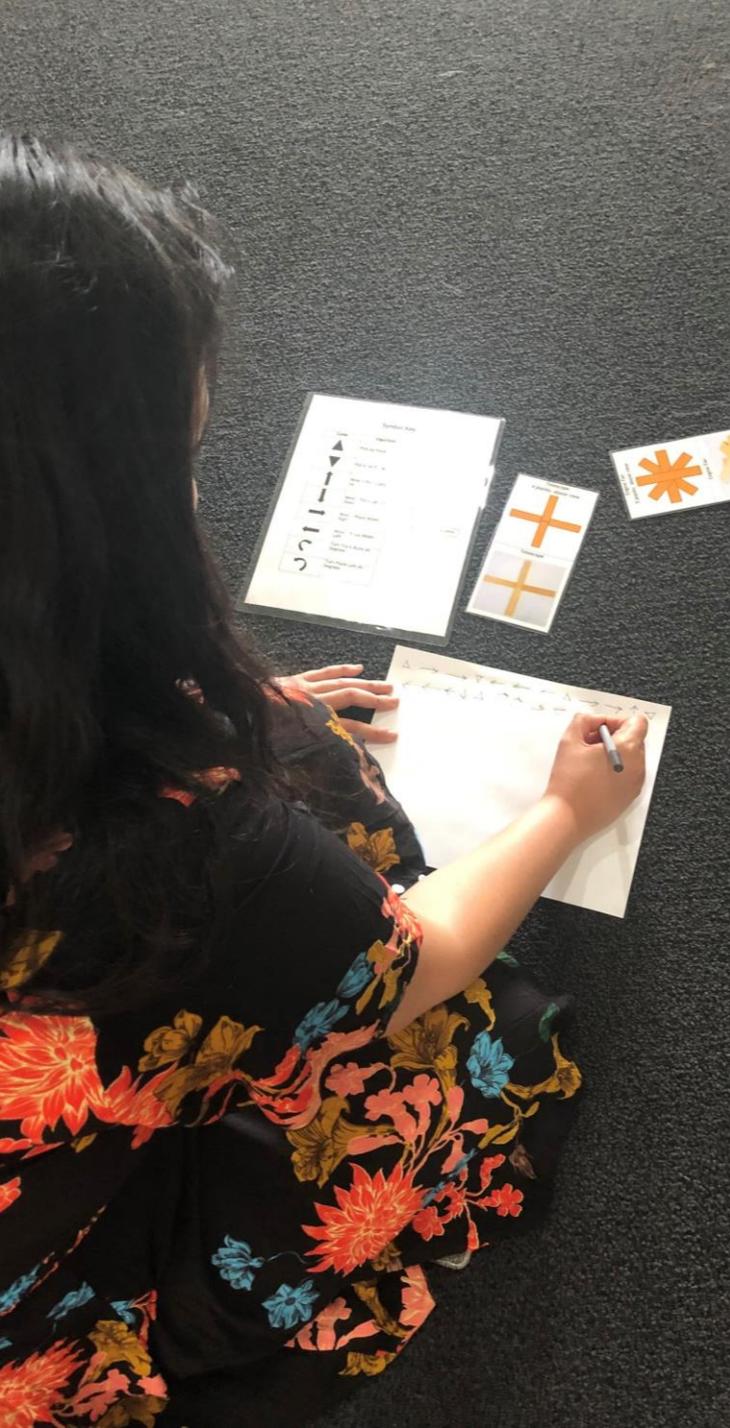
Computational thinking (CT) refers to the thought processes used to formulate problems and their solutions (Wing, 2006). These include breaking down problems into smaller parts, looking for patterns, identifying principles that generate these patterns, and developing instructions that the computers, machines and people, can understand. It is an approach to critical thinking that can be used to solve problems across all disciplines (Google's Exploring Computational Thinking, n.d.).

# So....what?

- Decomposing a problem into smaller pieces to solve: Divide and Conquer!
- Looking for patterns and identifying causes and effects
- Using “Algorithmic Thinking” (creating a series of instructions) to solve problems

**Make explicit things humans do implicitly without realizing**





# How do CT Skills Help our Patrons?

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- Confidence in dealing with complexity
- Persistence in working with difficult problems
- Ability to deal with open-ended problems
- Ability to communicate and work with others to achieve a common goal or solution
- Enables kids to be creators, rather than just consumers, of technology



# Discussion Question

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Please answer in the chat box:

How can libraries help their patrons develop CT skills?

# CS Ed Week

- December 9-15
- Week dedicated to inspiring K-12 students to take interest in computer science
- Held in recognition of the birthday of Admiral Grace Murray Hopper (December 9, 1906)



Image credit: Wikipedia Commons



[www.csedweek.org](http://www.csedweek.org)

Image credit: csedweek.org



Hands-On Activities: Binary Bead  
Craft, Passion for Pixels

# Binary Bead Bracelet

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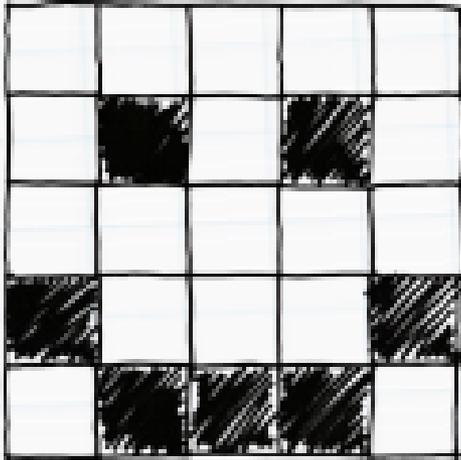
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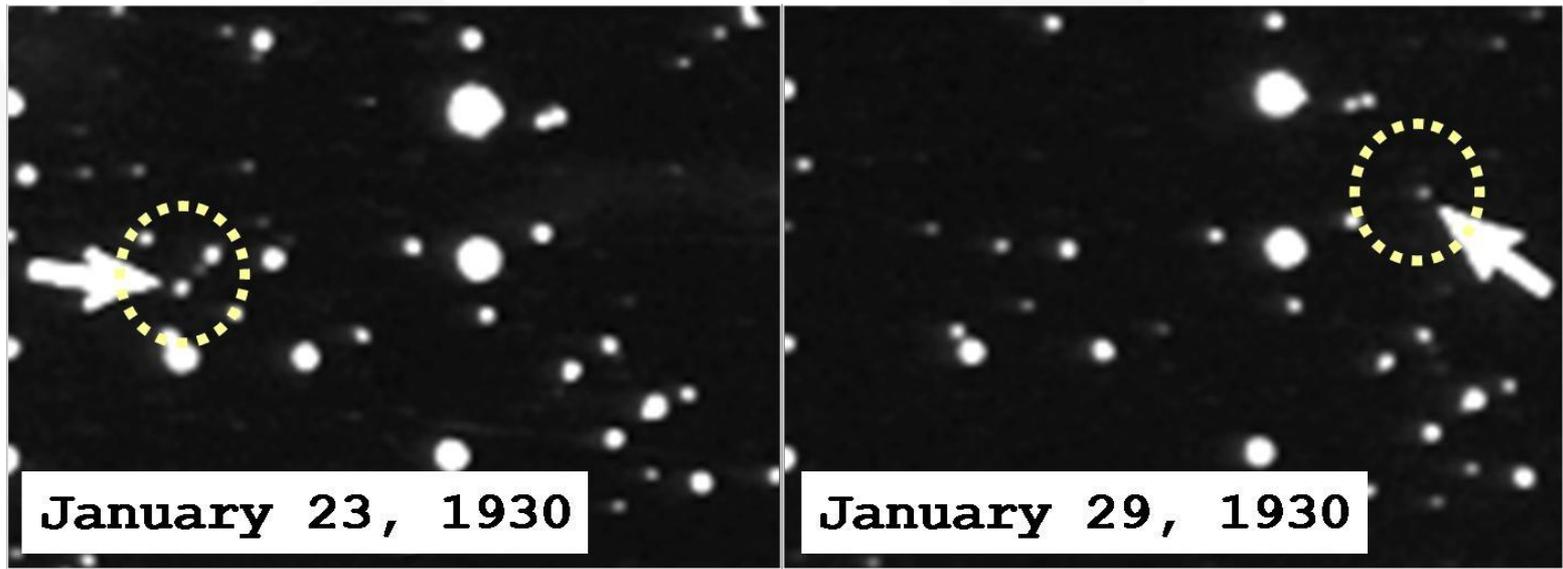
# Passion for Pixels

Challenge: “Transmit” an image digitally to a partner using a code of zeros and ones



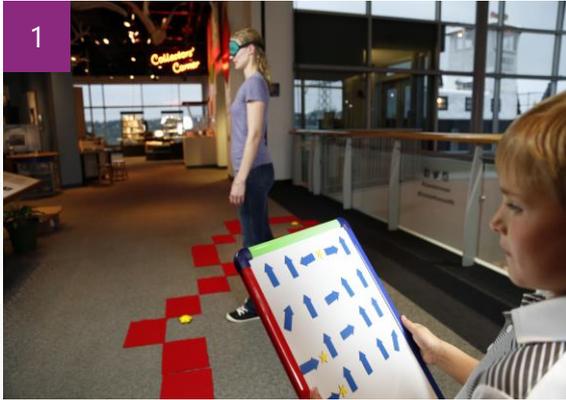
- The “sender” draws on a grid then reads the picture to the “receiver” square by square
- 0 for a blank square, 1 for a filled square

# Hands-On Activities: Something is Different About You



Anomaly Detection

# Hands-On Activity: Mars Rover

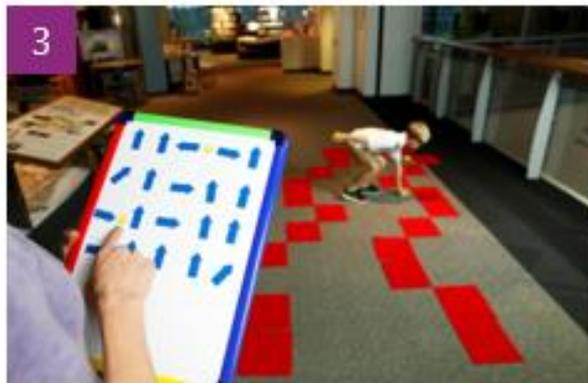


After setting up the pretend Mars landscape, *Mission Control* walks through and uses the program board to create a set of instructions for the *Rover* to follow.

Next, *Mission Control* reads the commands to the *Rover*, who must follow them exactly (blindfold optional)



After going through the landscape, talk about what was hard or easy. What would you do differently next time?





girls who  
CODE

Tai Hutchinson  
Manager, Community Partnerships & Outreach



2019-2020

GIRLS WHO CODE UNPLUGGED

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# AGENDA

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- **Why Gender Equity?**
- **Unplugged Club Curriculum Deep Dive**
- **What's Next?**





**WHY GENDER EQUITY?**

# WHY GENDER EQUITY?

The tech industry is booming! By 2026, there is expected to be more than half a million jobs available, making computing the most sought-after in the US job market, with demand growing **3X** the national average.

However, **only 19%** of students who receive **degrees in computing are women**, and **only 2%** of students who receive degrees in computing are women of color.

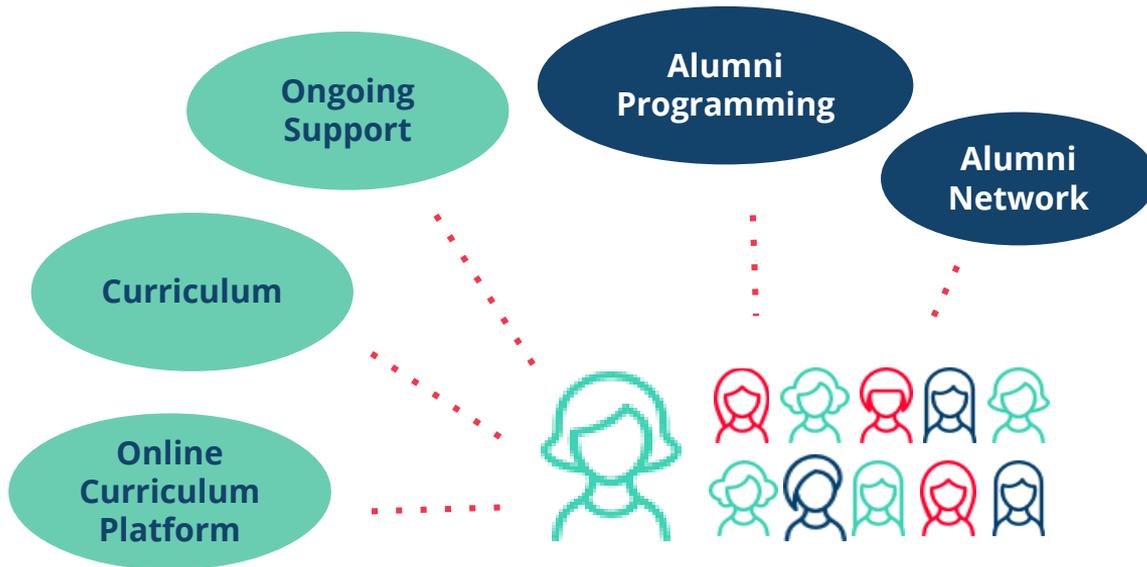
We can't leave behind the **ideas and innovations** of half the population, nor can we shut girls out of the economic opportunity represented by the tech sector — on average, **tech jobs pay over \$100K/year!**

**We need to make a change!**



# GIRLS WHO CODE CLUBS OVERVIEW

Clubs are FREE after-school programs for 3-12th grade girls to join our sisterhood of supportive peers and role models and use computer science to change the world.



Clubs are led by **Facilitators**, who can be teachers, librarians, parents, or volunteers from any background or field.

**Many Facilitators have no computer science experience** and learn to code alongside their Club members with our comprehensive resources and support.



# UNPLUGGED CURRICULUM DEEP DIVE

# PROGRAM LOGISTICS BY AGE GROUP

Our Club programs differentiated by age group features the following:

## 3-5TH GRADE CLUBS UNPLUGGED PLUGGED

### Time & Logistics:

- 5+ sessions
- ~45-60 min per session
- \$300 per club!

### Skill Level:

- Beginner

### Curriculum Features:

- Book Club Model
- Chapter Guides for non-fiction and fiction books
- Online or Unplugged Options

## 6-12TH GRADE CLUBS CS

### Time & Logistics:

- 10+ sessions
- ~1-2 hours per session
- \$300 per club!

### Skill Level:

- Beginner, Intermediate, Advanced

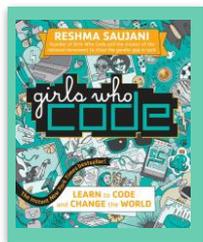
### Curriculum Features:

- Girls Who Code Project Focus
- Project-based learning
- 120+ hours of Curricula
- Beginner to Advanced Self-Guided Tutorials
- Plug and Play Model - **FLEXIBLE!**

# 3-5TH GRADE CLUB CURRICULUM FOCUS



## GIRLS WHO CODE BOOKS



OR



## BRAVERY & RESILIENCE

Teaching girls to be brave and resilient early in their lives has the potential for **enormous impact on how they approach challenges**—and whether they stick with coding in the years to come.



## COMPUTER SCIENCE

3rd–5th Grade Clubs introduce computer science to girls in a **fun and creative way**, at the exact moment when their interest is high.



## IF YOU HAVE 45 MINUTES...

### 1. Build Sisterhood (5 minutes)

- Make time for a quick activity that breaks the ice at the beginning of a meeting. Take a peek at the [Sisterhood Activity](#) Section for ideas.

### 2. Read & Reflect (15 minutes)

- Read a suggested passage from the book, and discuss the related questions. Check out our [Discussion Tips](#) to guide you.

### 3. GWC Challenge (20 minutes)

- Complete one of the suggested activities that connects to the passage you read. Challenge your girls to be brave, bold, and creative! If you're trying an online challenge or using HQ with your students, read the [Logistics](#) section for more information.

### 4. Close-Out (5 minutes)

## IF YOU HAVE AN HOUR OR MORE...

### 1. Build Sisterhood (10 minutes)

- Make time for a quick activity that breaks the ice at the beginning of a meeting. Take a peek at the [Sisterhood Activity](#) Section for ideas.

### 2. Read & Reflect (15+ minutes)

- Read a suggested passage from the book, and discuss the related questions. Check out our [Discussion Tips](#) to guide you.
- If time allows, consider reading another passage together!

### 3. GWC Challenge (20+ minutes)

- Complete one of the suggested activities that connects to the passage you read. Challenge your girls to be brave, bold, and creative! If you're trying an online challenge or using HQ with your students, read the [Logistics](#) section for more information.

### 4. Close-Out (5 Minutes)



## 3rd-5th Grade Club QA

CLUB35

Your club's name and address

Monday, Tuesday, Wednesday, Thursday, Friday 8:30am - 12:30pm

6 students enrolled

[INVITE STUDENTS](#)[RENEW YOUR CLUB](#)[JOIN A NEW CLUB](#)[CHANGE PROGRAMS](#)

## Facilitator Toolkit

[Launch Your Club Webinar](#)[Plan Your Club Checklist](#)[Sisterhood Activities](#)[Printable Curriculum](#)

## Facilitator Toolkit

### Facilitator Toolkit



#### Launch Your Club Webinar

Sign up for a live Launch your Club facilitator training or watch our pre-recorded training webinar.

### Facilitator Toolkit



#### Plan Your Club Checklist

Get everything ready for your Club by following these simple steps

### Resources



#### Sisterhood Activities

Break the ice and build sisterhood in your Club with these quick icebreakers.

# 3<sup>RD</sup>-5<sup>TH</sup> GRADE CLUB CURRICULUM FOCUS



Facilitator Code of Conduct

HQ Registration Flyer

Student Recruitment Resources

Learn to Code and Change the World Chapter Guides

Scratch Tutorials

Fiction Curriculum - COMING SOON!

Announcements

Project Gallery

## Resources



### Printable Curriculum

Download a printable PDF version of our curriculum here. Always check in here, at GWC HQ, for the most up-to-date version of our curriculum!

## Facilitator Toolkit



### Facilitator Code of Conduct

Set the tone for your Club to create an environment where girls can be brave.

## Resources



### HQ Registration Flyer



# OUR IMPACT

# The National Pipeline



**6,500+**  
2018-19 CLUBS

**185,000**  
GIRLS SERVED TO DATE

**50%**

are from historically underrepresented groups.

Majoring in CS-related fields:

**15-16X**  
the national rate.

# PARTNERSHIP

Our organization relies on **collaboration with Community Partners** to drive our work and reach even more girls in your community. We create partnerships with state and local leaders, school districts, community organizations, library networks and colleges/universities to **launch multiple Girls Who Code Clubs**.

→ **Access to the Community Partner Fund:** \$100 in grants in addition to the Clubs Fund \$300 to be used for snacks, books, school supplies, field trips, and more (for partners with 5+ Clubs with 3+ students enrolled)



# ACCESSING PARTNERSHIP BENEFITS!

Affiliate yourself with an existing partner to get access to partnership benefits & support when you apply at [girlswhocode.com/clubsapply](https://girlswhocode.com/clubsapply) !

When you reach the below question on the last page of the Clubs Application, please list "Name of Organization" as your partner affiliation for the following question:

Is your Club affiliated with a Girls Who Code Community Partner (school districts, library systems, nonprofit organization, afterschool networks etc.)? Search for your affiliation here. If your Club is not affiliated, or your search returns no results, simply type "None". \*

**Note:** this may take a second to load.

Will

- Acero Schools
- Achievement First
- After School Matters



# Meet Bethany, GWC Facilitator

## 3 REASONS WHY SHE WAS HESITANT TO START A CLUB

No teaching experience

No formal CS experience

Nervous if the Club would be received well or highly attended

## 3 REASONS WHY SHE WAS GLAD SHE DID

"There is no perfect time to do something - **just take a leap, be brave, and try it!**"

"It was totally **well-received** because in just 3 weeks after we started the Club, we grew from 2 members to 25."

"The curriculum that GWC provides.. **sets you up with literally everything you need**.. I didn't have to worry about curriculum, and I could **focus on building relationships with the girls** and helping to develop their skills."

## 3 THINGS HER CLUB GIRLS LEARNED

"Coding is more accessible to learn than it seems"

"The payoff of struggling and persevering is really worth it."

"Working together always builds stronger results."



**WHAT'S NEXT?**

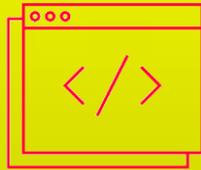
# What You Need



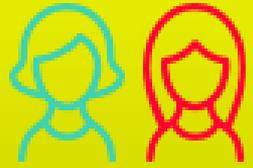
**SPACE**



**BOOK PASSAGES (3rd-5th  
grade)  
TECHNOLOGY IS OPTIONAL**



**OR**



**FACILITATOR  
&  
DECISION MAKER**

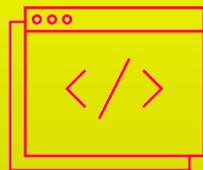
# What GWC Provides



## LOGISTICS SUPPORT

- Customizable Club Plans
- Student Recruitment Resources
- Clubs Fund, mini-grant \$\$

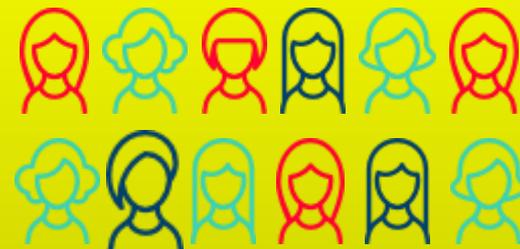
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## CS SKILLS

- Custom Online Training
- Girls Who Code HQ Platform
- 120+ Hours of Curriculum
- Extended CS PD Resources

+



## COMMUNITY

- Clubs Success Specialist
- In-person and virtual events
- Alumni programming and networking post-Club

# How to Get Started

5 min

Create an HQ account

15 min

Fill out the Clubs Application

5-10 days

Get your Approval Email

Prior to Launch

Review resources & meet your CSS

Ready?

Launch Your Club!

Create a [Girls Who Code HQ](#) login to access the application



Fill out the 15 min [Clubs Application](#)

*\*Complete the background check only if you are a Facilitator who is NOT employed by the host site*

Receive our Welcome Email with access to your Club Code for our curriculum! (i.e. HI123)

Log into [HQ](#) to access:

- Training webinar (15 min)
- Recruitment materials
- 120+ hr curricula
- And more!

Recruit students and help them enroll on [HQ](#).

Enrolled students receive access to our curriculum. 3+ enrolled students gives you access to Clubs Fund!

# GET STARTED TODAY!



Launch an individual Club at [girlswhocode.com/clubsapply](https://girlswhocode.com/clubsapply).

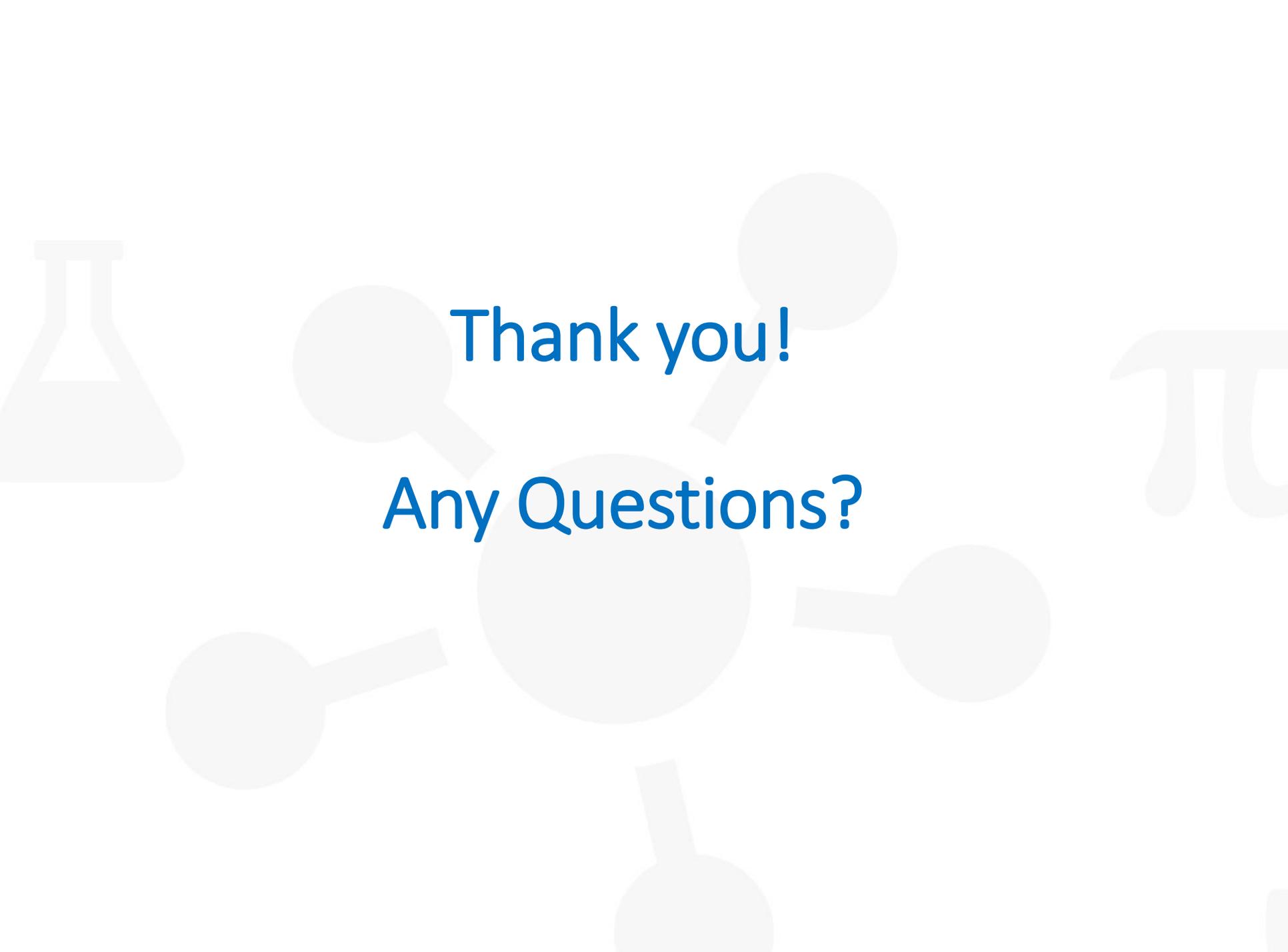
Interested in exploring a Community Partnership? Contact the respective staff member or complete the [Community Partnership Confirmation Form!](#)

Girls Who Code Staff	Email	States
Jálynn Castleman-Smith	<a href="mailto:jalynn@girlswhocode.com">jalynn@girlswhocode.com</a>	DC, DE, MD, NJ, PA, VA, WV
Tai Hutchinson	<a href="mailto:tai.hutchinson@girlswhocode.com">tai.hutchinson@girlswhocode.com</a>	FL, GA, NC, SC
Valerie Tomici	<a href="mailto:valerie.tomici@girlswhocode.com">valerie.tomici@girlswhocode.com</a>	AK, CA, ID, MT, NV, OR, WA, WY
Johana Rendon	<a href="mailto:johana.rendon@girlswhocode.com">johana.rendon@girlswhocode.com</a>	CT, MA, ME, NH, NY, RI, VT, US Territories
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Amanda Souza	<a href="mailto:amanda.souza@girlswhocode.com">amanda.souza@girlswhocode.com</a>	AZ, CO, NM, TX, UT



**Thank you for joining!**

**Have questions?** Email Tai Hutchinson at [tai@girlswhocode.com](mailto:tai@girlswhocode.com)

The background features several light gray icons: a flask on the left, a pi symbol on the right, and several molecular models consisting of spheres connected by lines, scattered across the slide.

**Thank you!**

**Any Questions?**