Computing-related Pre-conceptions of Primary School Children:

Initial Insights from a Pre-study

Cyril Brom¹, Tereza Hannemann¹, Anna Drobná², Kristina Volná³

¹Faculty of Mathematics and Physics, Charles University, Prague
²Faculty of Education, Charles University, Prague
³Development and New Media (decko.cz and ctart.cz), Czech
Television, Prague

Czech Republic

Support

Primus HUM/03, GAUK 684218 (Charles University)

Starting point I.

Computer science curricula

- Updated across the world
- Including lower primary education
- Czechia: compulsory in Grade 4+ (age ~9+)
- Programming
- Principles of the digital world

Starting point II: How Computers Function

Data Newtown

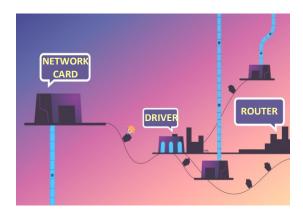
- animated educational series (10 episodes, 5 min)
- talkshow (7 episodes, 5-8 min)

model lessons for teachers

decko.cz/datovalhota











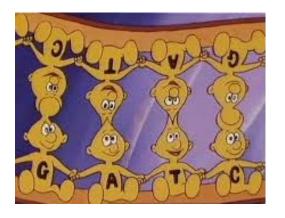


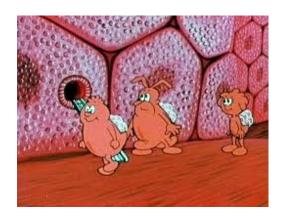


Starting point II.

Once Upon a Time... Life

- animated series for children (1-5-graders)
- functional model of human body









Preconceptions: Literature

- Patchy literature
- Older children
- Sometimes extant

Patchy knowledge

e.g. Brinda et al., 2018; Brinda & Terjung, 2017; Diethelm et al., 2012; Dinet & Kitajama, 2011; Kafai, 2008; Papastergiou, 2005; Robertson et al., 2017; Rücker & Pinkwart, 2016

Topics

Computer viruses
Computer antiviruses
Software updates

Data storage
Data size
Internet
Computer code
Programmable entities

Method

- N ~ 700, 27 Czech classes (not only Prague)
 - -n = 28, German, after-school clubs

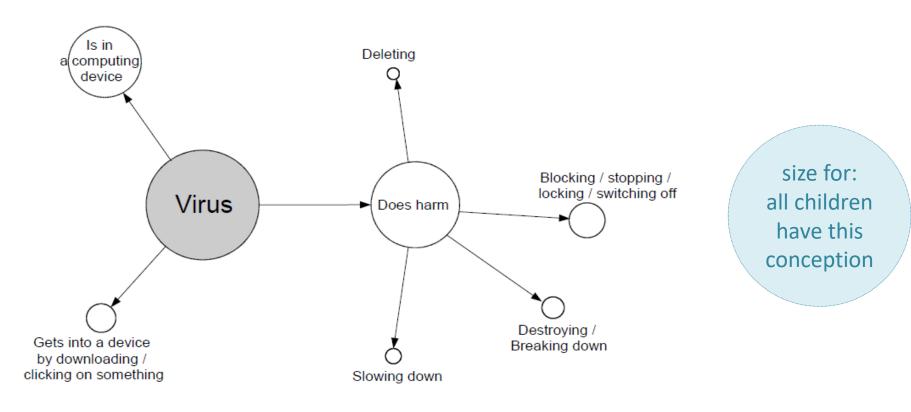
Katerina Tsarava, Manuel Ninaus

- 2-5-graders (age: 8-11)
- 2019 2020

- Data collection:
 - classroom observations (model school lessons)
 - brief interviews (2-3 min)
 - tests

Key Results: Viruses

- Prior knowledge, 2-graders:
 - 1/3: some limited knowledge about viruses
 - no knowledge about antiviruses and software updates



Key Results: Viruses

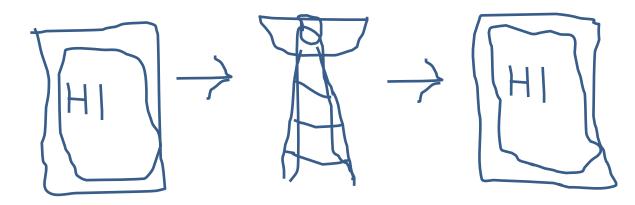
- Prior knowledge, 3-5-graders
 - basics about viruses: "they harm computers"
 - only modest awareness of antiviruses and software updates
 - misconceptions, e.g., "antiviruses delete viruses from the internet"
- 20 40 min long lessons
 - teaching by analogies
 - Data Newtown
 - knowledge improvement (2-4-graders)

Key Results: Data

- Prior knowledge, 2-3-graders:
 - sometimes: lack of the notion of data size, thus data storage
 - data = paid, mobile wifi
- 20 40 min long lessons
 - knowledge improvement (2-4-graders)

Key Results: Internet

- Tough topic (even 5-graders)
- Various meanings (cf. "what is television")
 - specific icons on the smart phone
 - inside the smart phone
 - central tower
- Limited structural understanding (5-graders)
 - direct
 - via a tower
 - via a satellite



Key Results: Programmable entities

- 45 min long lessons (2-4-graders)
 - computer does not have emotions
 - computer does not have a brain
 - computer is a programmable entity
 - computer code is a sequence of instructions

Summary

 2-graders: limited knowledge about viruses and protection against them, but teachable

- 2-graders: teachable that computer is programmable
- 2-3-graders: sometimes lack the idea of data size, but teachable

5-graders: understanding of the internet: difficult

Key questions for the round table

- What type of knowledge entities?
 - explanatory primitives? click-and-have
 - action-specific facets? virus harms
 - mental models? text messages goes via a tower
 - spatial models? a virus can be in a PC
- How to measure pre-conceptions?
 - clinical / semi-structured interviews
 - scaling up: knowledge tests?
- Conceptual change perspective
 - preconception difficult to change?

Kapon & diSessa, 2012

Minstrell, 1992

Ginsburg, 1997; Kapon & diSessa, 2012

brom@ksvi.mff.cuni.cz

ksvi.mff.cuni.cz/amulab

