



## Content Representation



John Loughran

What are the important ideas/concepts concerning this topic?

1. What do you intend the students to learn about this Big Idea?
2. Why is it important for the students to know this Big Idea?
3. What else do you know about this Big Idea (and you don't intend students to know yet)?
4. What are the difficulties/limitations connected with the teaching of this Big Idea?
5. Which knowledge about students' thinking influences your teaching of this Big Idea?
6. Which other factors influence your teaching of this Big Idea?
7. What are your teaching methods (any particular reasons for using these to engage with this Big Idea)?
8. What are your specific ways of assessing students' understanding or confusion around this Big Idea?

## Content Representation (CoRe)

From: Loughran, J., Berry, A., & Mulhall, P. (2006). *Understanding and Developing Science Teachers' Pedagogical Content Knowledge*. Rotterdam: SensePublishers.

	important ideas/concepts			
	Big Idea A	Big Idea B	Big Idea C	Big Idea D
1. What do you intend the students to learn about this Big Idea?	what and why			
2. Why is it important for the students to know this Big Idea?				
3. What else do you know about this Big Idea (and you don't intend students to know yet)?				
4. What are the difficulties/limitations connected with the teaching of this Big Idea?	possibilities and limitations			
5. Which knowledge about students' thinking influences your teaching of this Big Idea?				
6. Which other factors influence your teaching of this Big Idea?	teaching strategies			
7. What are your teaching methods (any particular reasons for using these to engage with this Big Idea)?				
8. What are your specific ways of assessing students' understanding or confusion around this Big Idea?	assessment			

## Variation I: Focus Groups on Programming



- Mara Saeli (2012)
- goal: portray 'shared' PCK
- 6 groups in Lithuania, Italy, Belgium, The Netherlands
- sessions of 2 hours each
- 2 or 3 'big ideas'  
*control structures, data structures, arrays, problem solving, decomposition, parameters, algorithms*
- filling in CoRe form individually, then group discussion
- analysis of forms and audio/video recordings
- similar setting: teacher retraining in Nijmegen, NL



### Variation II: Electronic collection of PCK data

- Saeli, Perrenet, Jochems, & Zwaneveld (2012)
- online questionnaire
- 92 teachers, 69 valid responses
- CoRe questions on a concept (respondent's choice)
- CK questions
- articulated PCK wrt extracurricular knowledge, instructional methods
- richer wrt reasons, students' prior knowledge and difficulties

### Variation III: Monitoring individual development

- Buchholz, Saeli, & Schulte (2013)
- pre-service teacher education
- students fill in CoRe forms: before and after first teaching, again after a few iterations
- results of group discussions are represented on a CoRe form
- teaching nexus: questions 1, 2, 3
- learning nexus: questions 4, 5, 8
- teacher-centered focus clearly visible



### Variation IV: Individual Forms on Programming

- workshop for CS and IT teachers in Lithuania
- CoRe on "programming"
- on paper, 30 minutes

PROGRAMAVIMO MOKYMAS	
Jūsų kodas (vardo divi pirmosios raidės, pavardės divi pirmosios raidės, gimimo mėnesio numeris, paaužiniai, gijai03): <i>SS-11</i>	
Ar mokote programavimą? <input checked="" type="checkbox"/> Taip <input type="checkbox"/> Ne	
Jūsų informacinių technologijų (informatikos) dalyko mokymo patirtis metais: <i>11</i>	
Atsakydami   klausimus remkitės savo asmenine patirtimi.	
1. Ko Jūsų mokiniai turėtų išmokti mokydami programavimą?	Skaitmeninio programavimo pagrindus, kod galutinai rašyti patalpinant žinioms patalpinant žinioms.
2. Kodėl Jūsų mokiniams svarbu mokytis programavimo?	Reikiamieji techniniai, mokymosi, sprendimų, būtinumai IT pramonės srityje.
3. Kokias dar programavimo temas žinote, bet neketinate mokyti savo mokinių?	Kitas programavimo CB, o kita tema funkcijų skaitmeninio, bet žinoti, kad dar yra, bet, kaip mokytis priverkiamas.
4. Kokius sunkumus ir rėbėjimus, susijusius su programavimo mokymu, išvylgate?	Savo kompiuteriai, nėra kompleksi, abstrakti, vertės.
5. Kokios žinios apie mokinių mąstymą daro įtaką programavimo mokymui?	Individualūs.
6. Kokie veiksniai turi įtakos Jūsų programavimo mokymui?	Patinka su studentais, kaip informaciniai sprendimai kitos realios aplinkos.
7. Kokius mokymo metodus ir kodėl laikote norėdami ištraukti mokinius į programavimo mokymus?	Skaitmeniniai, realūs duomenys, patalpinimas, skaitmeniniai, realūs.
8. Kokiais būdais vertinate mokinių programavimo supratimą?	Atskirai.

### Analysis

- 34 forms
- this study: questions 1 and 2
- inductive qualitative analysis, coding scheme
- re-coding
- frequency analysis
- grouping:
  - A: experience < 10 years
  - B: experience 10-14 years
  - C: experience 15-19 years
  - D: experience > 20 years
- explore patterns within groups, differences between groups
- further (in-depth) review of the answers

## Findings

### Question 1: what?

- experienced teachers stress higher-order skills
- beginning teachers focus more on simple applications
- especially experienced teachers mention attitudes
- answers of experienced teachers show more skills and greater variety
- not many program concepts visible, plenty of process issues

## Findings

### Question 2: Why?

- many teachers stress role of programming in developing thinking skills
- logical thinking:
  - prerequisite or learning goal according to beginning teachers
  - result of learning to program for according to experienced teachers
- many references to future (professional) activities, mostly in IT

## Discussion

- differences seem to reflect respective backgrounds of teachers
- worthwhile exploring further
- various opinions correspond to positions in scientific community
- data is surprisingly rich
- what have we measured? PCK? curricular beliefs?

## General comparison

<i>aspect</i>	<i>Focus groups</i>	<i>Electronic</i>	<i>Teacher Education</i>	<i>Lithuanian case study</i>
<i>data</i>	group	individual	individual and group	individual
<i>scope</i>	given topic (programming) with participants defining Big ideas	given topic and given Big idea (loop within programming)	given topic without big ideas (programming)	
<i>medium</i>	verbal and written	written (electronic)	verbal and written	written (pen & paper)
<i>context</i>	reflection in context of a topic/big idea	reflection in context of a topic/big idea	reflection with focus on one specific teaching experience	reflection in context of a topic/big idea
<i>time</i>	1-2 hours	individual	15 min to 60 min	15-30 min
<i>intention</i>	individual diagnostics & reflection on practice with peer discussion	research, characterizing PCK	individual diagnostics & reflection on practice with peer discussion	research, characterizing PCK