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Re.: Final Report for attending Serious Play Conference July 24-26, 2019, hosted by the University of Central Florida (UCF) in Orlando.

A. The project title: Attending “*Serious Play Conference*”

B. Project problem:

Arkansas Department of Education required that all K-12 teachers in all content areas to engage in discussions surrounding computer science and digital literacy to meet the Arkansas Computer Science Initiative as appropriate for their content area and age of students.

C. Project procedure

Attended Serious Play Conference to participate in sessions to learn about teaching techniques and applications of using games, coding and programming with preservice teachers to meet the requirements of the Arkansas Computer Science Initiative.

D. Summary of findings

Starting fall 2019, we will develop modules to address the Arkansas Computer Science Initiative standards to support critical thinking through the essential skills of computational thinking and algorithmic problem solving. These modules will be embedded within course activities in all content areas.

E. Conclusions and recommendations

We will integrate computer science modules in technology courses using gaming and computer science programming (Gaming will be used to teach coding for K-12) to meet the requirement of the Arkansas Computer Science Initiative. These modules will prepare preservice teachers to learn about Computer Science concepts (coding) and programming in the following courses: EDMD 3013, MAT 5703, and EDMD 5033 (Over 75 students per semester).