From building blocks to programming: Investigating how best to integrate computational thinking into early years settings

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Background

Computational thinking (CT);

- Is a metacognitive thought process,

- Formulates solutions in a way that ''can be represented as computational steps and algorithms'' (Aho, 2012, p.832),

- Automates these solutions through algorithms,

- Generalizes this thought process to a wide variety of problems (Barr et al., 2011).

- Recently, equipping young children with CT skills as early as possible has been highlighted by several scholars (Pila et al., 2019; Wang et al., 2020).

This study aims to

- Examine the different ways that teachers lay solid foundations for CT in the early years

- Uncover the materials and activities that tend to run in the classroom background to promote CT skills of children without being noticed as part of a daily routine.

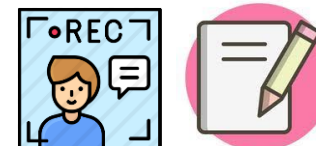## Methods

To collect data

- Semi-structured interviews with teachers
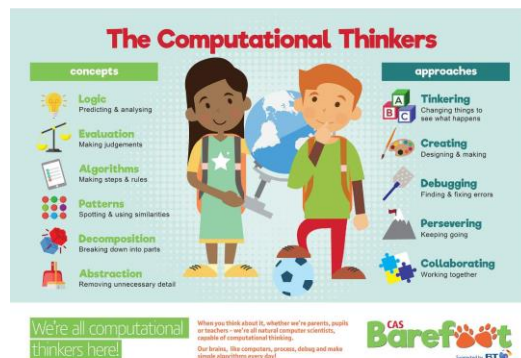

- Observations

- Written field-notes, children's reflective statements during the activities, video records and photographs of the examples of children's games will be used.

References

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