

Programme

Please note that all timings given are for UK time (GMT/UTC + 1 hour)

09:15	Log in to webinar:	11:10	Paper session 2: Assessment tools	14:20	Switch to poster sessions
09:25	meet.google.com/csy-gdyk-sih Welcome (Dr Sue Sentance and Professor Alastair Beresford)		Computational Thinking Challenge: a pilot study on the reliability and usability (Rina Lai)	14:25 14:55	Poster session 2 BREAK
09:30	Paper session 1: Teacher engagement in computing education research		Automated marking of free-text questions in STEM (Meurig Thomas and Alastair R. Beresford)	15:00	Paper session 4: Perceptions and attitudes Exploring resilience for effective learning in
10:20 10:30	 Enabling school computing to respond to a skills mismatch between education and the 'world of work': teacher-researcher and academic voices report on work in progress (Alison Twiner, Jo Shillingford, Louis Major, and Rupert Wegerif) Codeveloping primary (K-5) program design concepts (Jane Waite and Paul Curzon) BREAK and switch to poster sessions Poster session 1 	12:00 12:30 13:20	LUNCHPaper session 3: Application of theoretical frameworksSemantic waves: analysing the effectiveness of computing activities (Paul Curzon, Jane Waite, and Karl Maton)Understanding conceptual transfer in second and subsequent programming languages (Ethel Tshukudu and Quintin Cutts)BREAK		 computer science education (Tom Prickett, Tom Crick, Morgan Harvey, Julie Walters, and Longzhi Yang) How is programming taught in code clubs? Experiences, gender perceptions, and learning barriers identified by code club teachers (Efthimia Aivaloglou and Felienne Hermans) Survey of female A-level CS students: sense of social purpose, sense of belonging, and hedging (Lynne Blair, Lisa Thomas, and Emily Winter)
11:00	BREAK	13:30	Keynote: How can we design research that supports young people as creators? (Dr Natalie Rusk)	16:15 16:30	Closing words (Sue Sentance) Finish

Programme cont.

Poster programme

Session 1

 Learning graphs: a strategic approach to computing curriculum planning (George Boukeas, Andy Bush, Rebecca Franks, Ben Garside, Sway Grantham, Ben Hall, and Allen Heard)

meet.google.com/idq-zqao-cks

2. Effective use of mathematical equations in an online learning environment (Andrea Franceschini, James P. Sharkey, and Alastair R. Beresford)

meet.google.com/wfu-msvu-cbu

3. Could an integrated, student-centred approach to computing curriculum design have a positive impact upon students' problem-solving attitudes and behaviours in Key Stage 3? (Julie Price)

meet.google.com/ikc-wwuq-bbm

 Investigating the impact that the Raspberry Pi online learning project has on teachers' self-efficacy in teaching computing (Alex Parry, Martin O'Hanlon, Mac Bowley, and Matt Hogan)

meet.google.com/bmw-dsju-pet

5. Communicating computer science in schools: a case study (Anandha Gopalan and Jackie Bell)

meet.google.com/vui-jmaa-jrn

6. Challenges facing computing teachers in Guyana (Lenandlar Singh, Sue Sentance, and Penelope De Freitas)

meet.google.com/gqw-pdgw-bbg

Session 2

7. Mapping the use of physical computing at Key Stage 2 in England (Katharine Childs)

meet.google.com/oou-axac-fup

8. The journey is the destination: process-oriented data visualisations to explore appropriation in open-ended robotics (Veronica Cucuiat)

meet.google.com/nug-gtwo-azp

9. Investigating the relationship between programming and natural languages, and the impact of applying language learning tools within the PRIMM framework (Alex Parry)

meet.google.com/vhg-cexk-bma

- Singularity: a DataDrivenDance (Genevieve Smith-Nunes)
 meet.google.com/fod-zpun-buq
- 11. Early findings from Isaac Computer Science (Eirini Kolaiti) meet.google.com/ccq-nqxk-kpy