

Educational Statistics of School Students in Computational Intelligence Thinking in Elementary Education

Punnarai Siricharoen

King Mongkut's University of Technology Thonburi, Thailand

Article Info

Article history:

Received Jan 9, 2025

Revised Feb 10, 2025

Accepted Mar 9, 2025

Keywords:

Computer intelligence

Primary students

Various learners

Blockly programming

Digital Literacy

ABSTRACT

The computational reasoning outfits understudies with basic reasoning which permits them to conceptualize, break down, and take care of increasingly complex issues. These abilities are pertinent to all substance zone as understudies figure out how to utilize techniques, thoughts, and mechanical practices all the more adequately as advanced locals. This examination inspected more than 200 basic understudies' pre-test and post-test modifications in computational speculation from a 10-week coding series utilizing adjusted exercises from code.org's Blockly programming language and CSUnplugged that were conveyed as a component of the ordinary school day. Members profited by the initial approach to software engineering (CS) exercises with increments in computational reasoning and relating coding ideas to this present reality. Meetings from members included instances of CS associations with regular daily existence and between disciplinary examinations at school. In this manner, the examination features the significance of utilizing CS access in different basic study halls to advance youthful understudies' computational intelligence opinion inspiration in CS themes; and the learning of basic delicate aptitudes, for example, joint effort, ingenuity, deliberation, and innovativeness to prevail in the present computerized world.

Corresponding Author:

Punnarai Siricharoen,

King Mongkut's University of Technology Thonburi,

Thailand.

1. INTRODUCTION

Science, innovation, designing, and math (STEM) and software engineering (CS) occupations are relied upon to become significantly throughout the following decade, quicker than some other acting class. Training has assumed a basic job in preparing this next influx of certified and basic work power, which is critical to the U.S.' financial security and advancement. Also, these components have prompted various press accounts at neighborhood and nationwide levels to extend the training of CS/STEM. The interest to create more proficient CS/STEM students, the US has put resources into developing instruction from these controls. Reasonable instances of such endeavors included: embracing new K-12 substance norms, raising educator quality, extending prerequisites for increasingly thorough CS/STEM courses, developing an educational plan, creating focused on proficient improvement for instructors, advancing positive discernments and appeal of CS/STEM professions, and lessening boundaries for secondary school and college understudies so they endure in CS/STEM majors. While these arrangements have appeared to improve instruction, a few pundits contend that inalienable issues endure. One disparagement in K-12 STEM training rotated roughly the accentuation on the educating and knowledge about science and arithmetic, with the minimum spotlight on innovation and designing [13].

2. RELATED WORK

Background

Establishments, nonprofits, enterprises, and administrative organizations are injecting financial and HR to energies the CS and STEM confront. Previous exploration has demonstrated that earlier presentation to STEM educational plans and computing programmingbolster optimistic observations in CS and STEM areas just as decreasing unconstructive sexual orientation based generalizations. In this manner, current change endeavors in the STEM development have brought issues to light for CS training inte-ground into existing substance regions.

Techniques and Sources of Data

Techniques for requests were led from a consecutive investigative blended strategy way to deal with the use the special qualities of joining quantitative and subjective information between the 2015–2016 scholastic year [19]. Information assortment and investigationwere underscored using significant actions from understudies' pre-and posttest appraisals during understudies' meetings were utilized for subjective events. Qualified members incorporated all rudimentary matured understudies from 13 third-grade study halls selected two school locale in Oregon. Manage homerooms were not chosen known that this sort of forceful intercession was initially of this sort identified at the hour of study. Study halls from the two locales were picked for the examination because of its rural and provincial situations with members from socially different and monetarily hindered foundations. Educated authority was gotten through a parent consent structure having access to explore instruments. Suitable Spanish interpretations were given to study halls to hold fast to the schools' arrangements in regards to association written in English and Spanish to oblige the developing Latino populaces. Exercises kept going around an hour every week for ten-week. Every exercise remembered roughly 30 mins of hands for CS learning ideas illustrating on ramifications of CT and an additional 20 minutes of online functions utilizing adjustments from CSUplugged and Course 2 of the basic structure that utilized Blockly programming language from Code.org. The two devices planned for drawing in elementary matured understudies with open and section focuses on the ideas (low roof) yet challenge their intellectual abilities with progressively troublesome exercises [26, 27]. Moreover, basic understudies were combined with accomplices all through the ten-week time frame as they occupied with hands-on training of the ideas, talked about its association to centerCopyright © 2019 Mélange Publications CM-27 focuses both all through school, and interfaced with the visual online instruments.

Table 1. Educational Statistics of Students

Selected Students Demopgraphic	Grades K–5	Grades 6–8
1) District A 2015–2016		
Entire enrolment	1,600	800
English beginners	16%	20%
Reasonably disadvantaged	46%	45%
Students with disabilities	12%	18%
White	75%	70%
Hispanic/Latino	21%	23%
Multiracial	4%	4%
Asian	2%	2%
Black/African American	2%	2%
2) District B 2015–2016		
Total enrolment	250	120
English learners	8%	5%
Economically disadvantaged	55%	55%
Students with disabilities	5%	15%
White	76%	75%
Hispanic/Latino	16%	11%
Multiracial	5%	4%

Asian	2%	2%
Black/African American	2%	1%
Selected Student Demographics	Grades K–3	Grades 4–5
Black/African American	2%	1%



Figure 1. Representation of learning and advancement

The intercession system hypothetical model (refer figure 1) from which familiarity is key to learning and advancement. [36] proposed that understudies carry out four pieces of the replica while knowing new ideas to guarantee the best learning and substance move. For example, crossbreed disconnected or online exercises around the idea of calculation included solid involvement in chart paper and images to compose the algorithm and share ideas with earlier information. Reflective perception included considering how ideas were given hands on resources and conferring how those means were acted, all things considered. Understudies reflected on the means of calculations on diagram paper and exchanged words the basic strides to associated exercises, for example, riding experimentation included understudies hopping in, investigating, and doing the online riddles. For the model to be viable, encounters ought to be utilized and open through dynamic learning with rich integrative substance and setting installed structures that consolidate CT with science (example: experimentation with tests connected to troubleshooting), CT with math (for instance: recording bit by bit tasks from a story issue utilizing calculation or limiting procedures in a math issue utilizing the idea of circles), and CT with language expressions (example: narrating and tune composing utilizing the idea of capacity). Rudimentary understudies finished a pre and posttest that was created by the scientist in discussion with the college's CS office.

Builds of the appraisal included 10 composed things that deliberate various computational intelligence ideas, perform, and viewpoints with two inquiries for each perception identified with succession, calculation, circling, troubleshooting, and conditionals. The scientist pilot tried the instrument to a gathering of third-level understudies disconnected the examination venture to guarantee suitable jargon and comprehension of the develops. A case of a sequencing test thing included: "Put these stirred up directions for preparing a cake all together utilizing just four stages. Compose numbers 1-4 close to those means." In this undertaking, understudies broke down each progression of the calculation drawing on CT practices and points of view by depending on recognizable encounters. Understudies finished the instrument by hand in class when the mediation time frame. Meetings used topic examination with procedures that looked for word redundancies or catchphrases in setting, a cautious perusing of bigger squares of text to thoroughly analyze [25], and an international search of phonetic terms (i.e., because, in this way, etc) that depicted causal connections. Consequently, the strategies for the request were directed from an exploratory blended strategy way to deal with the use of the beneficial qualities of quantitative and subjective examination standards [19]. Outcomes detail the quantitative proportions of the study instrument utilizing (STATA) programming. Other

main subjective topics from understudies' reactions on the meetings were identified with (a) specific review of taking in ideas from CS exercises; (b) relationship of scholarly CS ideas to regular day to day existence; and (c) basic improvement of delicate abilities, for example, cooperation, collaboration, and persistence.

3. FINDINGS

A. Results From CT evaluation

Outcomes from basic understudies pre-and posttest evaluations have 262 pretests and 243 posttests from 13 educators around 5 schools. Understudies described themselves by first name as it were. In the entire identified people, 183 can be coordinated on the two experiments. Records went from 0 to 10 and inside unwavering quality, coefficients were .63 on the pretest and .61 on the posttest. The device will be reexamined to accomplish higher measures in the future organization. The rates right expanded for all educators and the progressions were important for five instructors and the general increment from pre-to posttest was important. The subsequent circle question and the first troubleshooting question (Item 7) didn't make important gains although there was an endeavor to make appraisal things with language framed in typical regular utilization. A two-advance procedure for those inquiries likely introduced disarray for understudies. The circle question expected understudies to circle the rehashing examples and afterward revise them just a single time on the line, though the investigating question expected understudies to cross out off base advances and afterward rework them effectively on the line. Along these lines, one-advance master cedures are greatest for diminishing specialized language and will be rectified on future appraisals. Table 2 speaks to the rate increments and alter for every experiment thing from pre-and posttest, while Figure 2 shows similar data as a line chart. The exercises executed under this kind of mediation where exercises remembered hands-for exercises, conversation, and online requests are commonly fruitful in advancing CS perceptive for youthful understudies.

B. Results from Student Reviews

Understudy were reviews delivered specific instances of particular ideas that procured from the exercises and how those ideas inspired undertakings both all through school. Almost 50% of the 52 understudies (40%) who partook in the meetings had the option to give specific ideas that they learned: 8 understudies reviewed the idea of circles, 7 reviewed the idea of troubleshooting, and 6 reviewed the idea of calculation as learning achievements. Different understudies made references.

Table 2. Design of Pretest and Posttest

Assessment Construct	Item	Pre	SD	Post	SD	Total	SD	Change
Series	1	0.49	0.52	0.72	0.50	0.65	0.49	0.26
Series	2	0.42	0.52	0.60	0.46	0.52	0.48	0.15
Algorithm	3	0.59	0.45	0.78	0.39	0.68	0.45	0.16
Algorithm	4	0.23	0.46	0.38	0.47	0.32	0.45	0.10
Loop	5	0.19	0.40	0.37	0.47	0.29	0.44	0.17
Loop	6	0.10	0.15	0.06	0.25	0.04	0.21	0.03
Debug	7	0.20	0.30	0.06	0.25	0.07	0.26	-0.01
Debug	8	0.40	0.48	0.66	0.45	0.56	0.48	0.21
Conditional	9	0.55	0.49	0.70	0.45	0.63	0.46	0.11
Conditional	10	0.09	0.30	0.21	0.41	0.15	0.36	0.10

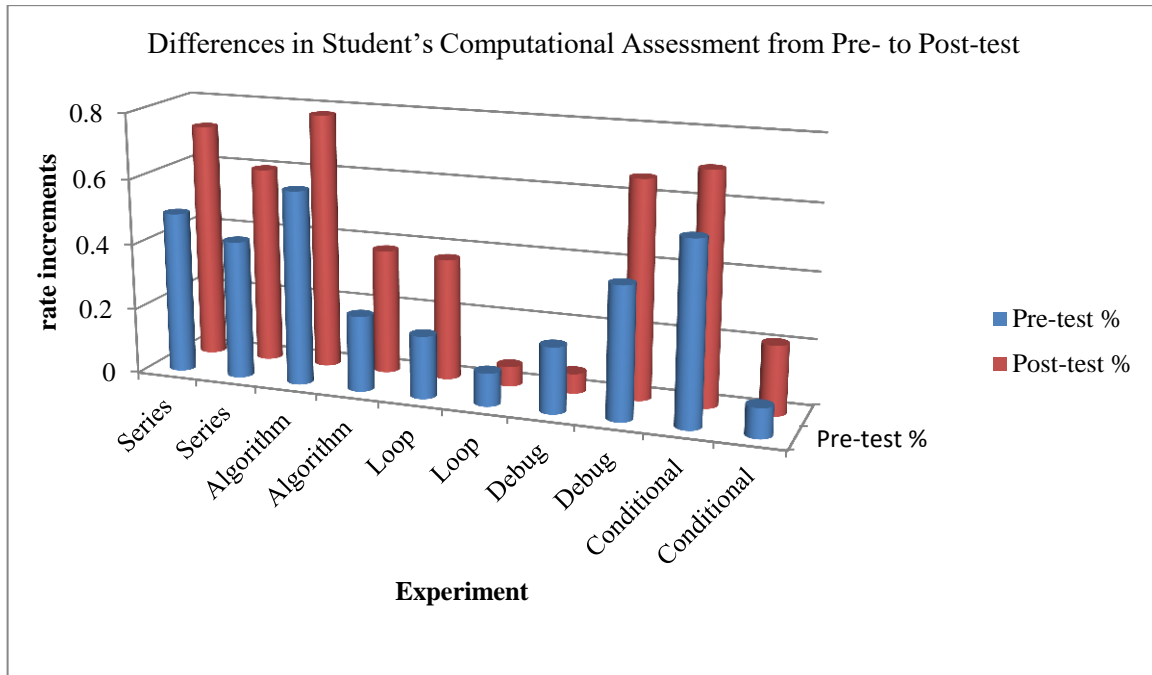


Figure 2. Representation of Both test

Explicit taking in encounters from coding exercises. The different ideas of circles, investigating, and calculation with their definitional utilizes were common in most of the understudies' learning reactions. Members provided understandings of these ideas featuring models that were attached to hands-on and online les-children. Tables 3 to 4 portray the three significant ideas and learning reactions by understudies as wellas their sexual orientation, age, society, and EL foundation. As opposed to individual monetary depictions for the cases taking an interest in the meetings, the absolute rates for monetarily burdened for all understudies taking an interest are incorporated utilizing measures from the locale's free and diminished lunch schedule and custom curriculum qualification.

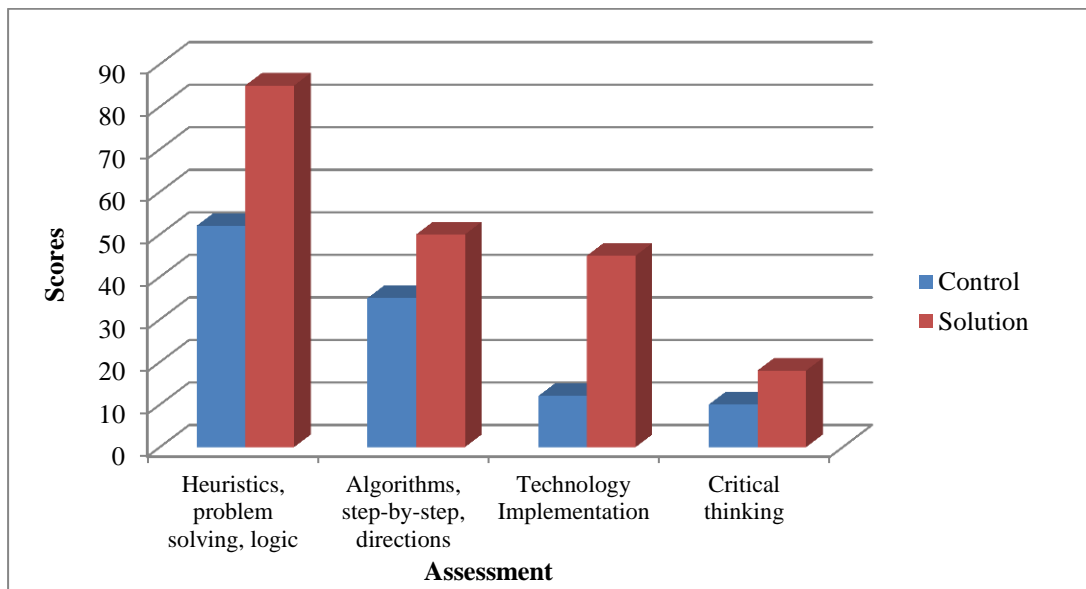


Figure 3. Computational Intelligence Thinking in Elementary

These understudies' reactions uncovered the development of pertinent guides to clarify the interconnectedness of CT to day by day life. During critical thinking and basic reasoning, understudies had the option to make associations that connect CS concepts to their reality. These models showed that when kids have a go at something new and unique, they are effortlessly baffled; in any case, for Harriet and Joe, they had the option to finish the assignment paying little mindto the trouble. Characteristics, for example,

having persistence, receiving perform, and providing your best exertion were particular credits that permitted them to accomplish undertakings. What's more, regardless of the difficulties they experienced, understudies had the option to work cooperatively with accomplices to drive forward through the riddles with the right code to shift the personality in the game.

4. DISCUSSION

This examination looked to respond to the two exploration addresses identified with usage of CS coding exercises gave during an in-educational opportunity to rudimentary matured understudies who were going to progressively differ rural and provincial schools. In doing as such, it became evident that the results about understudies' learning in processing bolstered past writing on the points of interest harvested from early introduction of certain CT exercises just as utilizing value to permit all understudies an opportunity to learn CS.

5. CONCLUSION

The current innovation scene requests understudies who are set up with associated CS or CT abilities for developing personnel desires. This is reported that coordinated CT is basic in K-12 training. This investigation upheld that need just as stretching out CS chances to all understudies from assorted environment encounters, particularly those weak who have needed assets to create basic CT abilities and requests to in-or out-of-school encounters. In synopsis, this investigation started the identity of planning the playing field in CS education inside the rudimentary space with the goal that all understudies, paying little heed to sexual orientation, race, language, monetary status, or scholarly capacity, can develop as a CT victor and prevail in the 21st century.

REFERENCES

- [1] Andersen, M. (2005). Thinking about women: A quarter century's view. *Gender and Society*, 19(4), 437–455.
- [2] Australian Curriculum Assessment & Reporting Authority. (2010). Digital technologies in curriculum. the Retrieved Australian from <http://www.australiancurriculum.edu.au/>
- [3] Barr, V., & Stephenson, C. (2011). Bringing computational thinking to K-12: What is involved and what is the role of the computer science community? *ACM Inroads*, 2(1), 48–54.
- [4] Basawapatna, A. R., Repenning, A., Koh, K. H., & Savignano, M. (2014, March). The consume-create spectrum: Balancing convenience and computational thinking in STEM learning. In *Proceedings of SIGCSE 2014 conference* (pp. 658–664). New York, NY: ACM.
- [5] Bell, T., Witten, I., & Fellows, M. (2011). Computer science unplugged. Retrieved from <http://csunplugged.org/books/>
- [6] Bers, M. U. (2010). The TangibleK robotics program: Applied computational thinking for young children. *Early Childhood Research & Practice*, 12(2). Retrieved from <http://ecrp.uiuc.edu/v12n2/bers.html>
- [7] Bers, M., & Horn, M. (2010). Tangible programming in early childhood: Revisiting developmental assumptions through new technologies. In I. Berson & M. Berson (Eds.), *High-tech tots: Childhood in a digital world* (pp. 49–70). Charlotte, NC: Information Age Publishing.
- [8] Bers, M. U., Flannery, L., Kazakoff, E. R., & Sullivan, A. (2014). Computational thinking and tinkering: Exploration of an early childhood robotics curriculum. *Computers & Education*, 72, 145–157.
- [9] Bloom, B. (1956). *Taxonomy of educational objectives book 1: Cognitive domain*. New York, NY: Longman.
- [10] Brennan, K., & Resnick, M. (2012, April). New frameworks for studying and assessing the development of computational thinking. Paper presented at the Annual Meeting of the American Educational Research Association, Vancouver, Canada.
- [11] Brown, N., & Kolling, M. (2012, July). Position paper: Programming can deepen understanding across disciplines [DRAFT]. In IFIP working conference-addressing educational challenges: The role of ICT. Manchester, England: Manchester Metropolitan University. Retrieved from http://www.cs.kent.ac.uk/people/staff/nccb/position_paper.pdf
- [12] Bundy, A. (2007). Computational thinking is pervasive. *Journal of Scientific and Practical Computing* 1, 2, 67–69.
- [13] Bybee, R. engineering W. (2009). K-12 education standards: Opportunities and barriers. Workshop on Standards for K-12 Engineering Education. Washington, DC: National Academies Press.
- [14] Calder, N. (2010). Using Scratch: An integrated problem-solving approach to mathematical thinking. *Australian Primary Mathematics Classroom*, 15(4), 9–14.
- [15] Campbell, G., Denes, R., & Morrison, C. (Eds.). (2000). *Access denied. Race, ethnicity, and the scientific enterprise*. Oxford, England: Oxford University Press.
- [16] Common Core State Standards <http://www.corestandards.org/> (accessed 15 November 2017)

- [17] Clements, D. H. (1987). Longitudinal study of the effects of logo programming on cognitive abilities and achievement. *Journal of Educational Computing Research*, 3, 73–94. Clements, D. H., Battista, M.T., & Sarama, J. (2001). Logo and geometry. *Journal for Research in Mathematics Education*. Monograph, 10, 1–177.
- [18] Cooper, S., & Cunningham, S. (2010). Teaching computer science in context. *ACM Inroads*, 1, 5–8.
- [19] Creswell, J. W. (2003). *Research design: Qualitative, quantitative, and mixed methods approaches* (2nd ed.). Thousand Oaks, CA: Sage.
- [20] CSTA. (2011). Operational definition of computational thinking for K-12 education. Retrieved from <http://www.csta.acm.org/Curriculum/sub/CompThinking.html> DeJarnette,
- [21] N. K. (2012). America's children: Providing early exposure to STEM (science, technology, engineering and math) initiatives. *Education*, 133(1), 77–84.
- [22] Denning, P. J. (2009). The profession of IT beyond computational thinking. *Communications of ACM*, 52(6), 28–30.
- [23] Fessakis, G., Gouli, E., & Mavroudi, E. (2013). Problem solving by 5-6 years old kindergarten children in a computer programming environment: A case study. *Computers & Education*, 63, 87–97.
- [24] Freeman, S., Eddy, S.L., McDonough, M., Smith, M. K., Okoroafor, N., Jordt, H., ... Wenderoth, M. P. (2014). Active learning increases student performance in science, engineering, and mathematics. *Proceedings of the National Academy of Sciences*, 111, 8410–8415.
- [25] Glaser, B. G., & Strauss, A. (1967). *The discovery of grounded theory: Strategies for qualitative research*. New York, NY: Aldine.
- [26] Good, J. (2011). Learners at the wheel: Novice programming environments come to age. *International Journal of People-Oriented Programming*, 1(1), 1–24.
- [27] Grover, S., & Pea, R. (2013). Computational thinking in K-12: A review of the state of the field. *Educational Researcher*, 42(1), 38–43.
- [28] Horn, M. S., Crouser, R. J., & Bers, M. U. (2011). Tangible interaction and learning: The case for hybrid approach. *Personal and Ubiquitous Computing*, 16(4), 379–389.
- [29] International Society for Technology in Education & the Computer Science Teachers Association. (2011). Operational definition of computational thinking for K-12. Retrieved from http://www.iste.org/docs/ct_documents/computational-thinking-operational-definition-flyer.pdf?sfvrsn=2
- [30] Israel, M., Pearson, J. N., Tapia, T., Wherfel, Q. M., & Reese, G. (2015). Supporting all learners in school wide computational thinking: A cross case qualitative analysis. *Computers & Education*, 82, 263–279.
- [31] Johnson, H., & Cotterman, M. (2013, November). Collaborative efforts to put the 'E' back in STEM (p. 3). Arlington, VA: NSTA.
- [32] Jona, K., Wilensky, U., Trouille, L., Horn, M. S., Orton, K., Weintrop, D., & Beheshti, E. (2014). Embedding computational thinking in science, technology, engineering, and math (CT-STEM). Presented at the Future Directions in Computer Science Education Summit Meeting, Orlando, FL.
- [33] Kafai, Y.B., & Burke, Q. (2014). *Connected Code: Why children Need to Learn Programming*. MIT Press.
- [34] Kazakoff, E., Sullivan, A., & Bers, M. U. (2013). The effect of a classroom-based intensive robotics and programming workshop on sequencing ability childhood. *Early in early Childhood Education Journal*, 41(4), 245–255.
- [35] Koh, K. H., Basawapatna, A., Bennett, V. & Reppening, A. (2010, September). Towards the automatic recognition of computational thinking for adaptive visual language learning. In 2010 IEEE symposium on visual languages and human centric computing (pp. 59–66). New York, NY: IEEE.
- [36] Kolb, D. (1984). *Experiential learning: Experience as the source of learning and development*. Englewood Cliffs, NJ: Prentice Hall.