# **Teaching Techniques** Part V Didactics course 2011/12 **Amancio Bouza**

# **Providing Preview**

Technique 1/4

### Learn targets

How to provide students preview of content How to teach students abstract concepts How to explain the invisible How to efficiently make students productive

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# Advance Organizers bring the essential to the point

#### Situation:

introducing a new topic

providing preview of content

#### Problem:

use of technical terms to introduce new topic

preview of content based on technical terms, which are explained latter on

Solution: Advance Organizers (AO):

introduce main ideas, essential concepts

connect with previous knowledge

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### **AO Examples**

Start with analogy students are familiar with

Ex. 1.: Routing (of information packages over the Net)

explain how letters are sent

e.g. local mailbox -> distribution center -> airport -> distribution center -> local mailbox transfer knowledge to the topic of routing

Ex. 2.: Search systems

explain how people search a topic in a book (keyword directory, table of contents)

Build upon existing domain knowledge

Ex. 3.: Relational Databases

Organization of home for cats with tables

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#### **Representationtrilogy (trias) to grasp abstraction**

#### Situation:

Abstraction/Concepts/Models play an important role in Computer Science

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#### Problem:

Difficult to comprehend abstractions/concepts/models

#### Solution:

Materialization of abstraction: 3 ways:

1. Enactive representation: experiencing, doing

semi-enactive: demonstration by teacher

virtual-enactive: Computer simulation

2. Iconic representation: illustration, visualization

3. Symbolic representation: text, symbols with semantics

## **Handling Abstraction**

Technique 2/4

## **Explaining the Invisible**

Technique 3/4

# Visualizations make invisible things visible

#### Situation:

Digital world consists of states and signals

#### Problem:

Data streams, events, computation are typically not observable

Sequence of 0s and 1s provides no semantic

Digital devices are dynamic systems

#### Solution:

Visualization of states

Simulation

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# Transfering Knowledge

Technique 4/4

### Tips

Computers provide tools for visualizing states and dynamic behavior Monitoring tools Source code viewer of Web browser Existing visualization/simulations on the Internet www.sigcse.org/topics

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Do it yourself

Return on Investment (ROI)

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### First read then write

#### Situation:

Students are taught elements/syntax/vocabulary

#### Problem:

Students don't know how to apply these information

Information transfer. Not knowledge transfer

Trial & Error behavior of students -> ineffective

#### Solution:

Analyze existing programs (program comprehension)

Analyze how things are used

Students gain knowledge from reading/analyzing

## Conclusion

How to provide students preview of content

#### Advance Organizers

How to teach students abstract concepts

#### Visualization

How to explain the invisible

#### Simulation

How to efficiently make students productive (knowledge transfer)

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#### Understand before doing

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