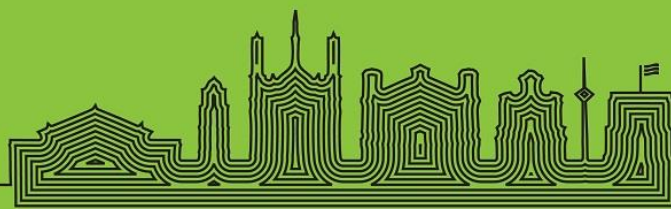




Constructionism 2018

Constructionism, computational thinking
and educational innovation

Vilnius, Lithuania, August 21 to 25



Conference program

Monday, August 20		Teachers' day (Pre-Conference)	
9 ⁰⁰ –10 ⁰⁰	Registration & Coffee (in front of the Theatre Hall)		
10 ⁰⁰ –12 ⁰⁰	Opening Session: Main Building, The Theatre Hall (Universiteto St. 3) Welcome Giedrius Vaidelis (Lithuania). <i>Updating Educational Content: Challenges and Possibilities</i> Evgenia Sendova (Bulgaria). <i>The Beauty in Science and the Science in Beauty</i> Rimantas Želvys (Lithuania). <i>Future Education: New Challenges for Lithuania?</i>		
12 ⁰⁰ –13 ⁰⁰	Lunch Registration in the Faculty of Philosophy (Universiteto St. 9)		
13 ⁰⁰ –15 ⁰⁰	Workshops (WS) in parallel: The Faculty of Philosophy (Universiteto St. 9) WS 1: room 106. Judith Bell (New Zealand). <i>Dynamic Teaching Ideas for Teaching Music Theory.</i> Target audience: primary school teachers & music teachers WS 3: room 204. Paul Goldenberg, Cynthia J. Carter (USA). <i>Developing Algebraic Habits of Mind in Students.</i> Target audience: mathematics teachers for students ages 11–18 WS 7: room 111. Petra Enges-Pyykönen (Finland). <i>VILLE – Electronic Learning Path for Mathematics and Programming.</i> Target audience: primary school teachers WS 8: room 201. Evgenia Sendova, Nikolina Nikolova (Bulgaria). <i>Constructionism in Action: Do we Need to Start from Scratch?</i> Target audience: all teachers WS 9: room 313. Gary Stager (USA). <i>Teaching Coding and Physical Computing.</i> Target audience: all teachers WS 10: room 112. Jacqueline Staub (Switzerland). <i>The Essence of Programming at School – Logo in a Spiral Curriculum.</i> Target audience: primary and lower secondary school teachers WS 11: room 308. Carol Sperry Suziedelis (USA). <i>How to Create and Sustain a Progressive Pedagogy in a Traditional Setting.</i> Target audience: all teachers WS 13: room 306. Annalise Duca, Angele Giuliano (Malta), Sofia Nikitopoulou, Nikoleta Yiannoutsou, Chronis Kynigos (Greece). <i>The ER4STEM Repository for Educational Robotics.</i> Target audience: all teachers		
15 ⁰⁰ –15 ³⁰	Coffee break		
15 ³⁰ –17 ⁰⁰	Workshops (WS) in parallel: The Faculty of Philosophy (Universiteto St. 9). WS 2: room 106. Tim Bell (New Zealand). <i>Computer Science Unplugged for Teachers.</i> Target audience: primary school teachers WS 4: room 204. Paul Goldenberg, Cynthia J. Carter (USA). <i>Puzzles & Programming to Develop Mathematical Habits of Mind in 6–10-year Olds.</i> Target audience: primary school teachers for students ages: 6–10 WS 5: room 201. Ivan Kalaš (Slovakia). <i>Powerful Ideas in Lower Primary Programming: High Time to Recognize Them.</i> Target audience: educators interested in lower primary computing (pupils aged 5 to 9) and general primary teachers WS 6: room 111. Witek Kranas (Poland). <i>SNAP! - Beauty & Joy of Computing (visually).</i> Target audience: informatics teachers, lower and upper secondary schools (6-12 grades) WS 8: room 401. Evgenia Sendova, Nikolina Nikolova (Bulgaria). <i>Constructionism in Action: Do we Need to Start from Scratch?</i> Target audience: all teachers WS 9: room 313. Gary Stager (USA). <i>Teaching Coding and Physical Computing.</i> Target audience: all teachers WS 10: room 112. Jacqueline Staub (Switzerland). <i>The Essence of Programming at School – Logo in a Spiral Curriculum.</i> Target audience: primary and lower secondary school teachers WS 11: room 308. Carol Sperry Suziedelis (USA). <i>How to Create and Sustain a Progressive Pedagogy in a Traditional Setting.</i> Target audience: all teachers WS 12: room 205. Igor Verner, Khayriah Massarwe, Daoud Bshouty (Israel). <i>Joyful Learning of Geometry in Cultural Context. Analysis and Construction of Geometric Ornaments.</i> Target audience: all teachers WS 13: room 306. Annalise Duca, Angele Giuliano (Malta), Sofia Nikitopoulou, Nikoleta Yiannoutsou, Chronis Kynigos (Greece). <i>The ER4STEM Repository for Educational Robotics.</i> Target audience: all teachers		
17 ⁰⁰ –18 ⁰⁰	Reflections and Panel Discussion: room 301		

Tuesday, August 21 / Location: Main Building, The Theatre Hall (Universiteto St. 3)	
8 ³⁰ –all day	Registration
10 ⁰⁰ –11 ³⁰	Excursion to Old Vilnius University I
11 ³⁰ –13 ⁰⁰	Excursion to Old Vilnius University II
14 ⁰⁰ –16 ⁰⁰	<p>Session chair: Valentina Dagienė Opening Plenary session I</p> <p>Rimantas Želvys. One Hundred Years of Educational Development in Lithuania James Clayson. <i>Look Closely, Watch What Happens: Visual Modelling and Constructionism</i></p>
16 ⁰⁰ –16 ³⁰	Coffee break
16 ³⁰ –17 ³⁰	<p>Session chair: Arūnas Poviliūnas Plenary session II</p> <p>Gary Stager. <i>Making Constructionism Great Again</i> Panel Discussion I</p>
17 ³⁰ –18 ³⁰	<p><i>Inside the Trojan Horse – A Discussion Among the Next Generation of Constructionists</i> Sylvia Martinez (moderator), Gary Stager, Amy Dugré, Angela Sofia Lombardo, Susana Tesconi, Tracy Rudzitis, Brian C. Smith, Jaymes Dec</p>
18 ³⁰ –19 ³⁰	Welcome Reception / Location: Grand Courtyard
Wednesday, August 22 / Location: The Faculty of Philosophy (Universiteto St. 9)	
8 ³⁰ –10 ³⁰	<p>Session chair: Gerald Futschek Plenary session III: room 301</p> <p>Carol Sperry Suziedelis. <i>The Evolution of a Constructionist Teacher (with Reminders from Seymour Papert)</i> Evgenia Sendova. <i>Back 100 000(2)</i></p>
10 ³⁰ –11 ⁰⁰	<p>Working Group (WG) presentations I: room 301</p> <p>WG 2: Don Passey, Loice Victorine Atieno, Wilfried Baumann, Valentina Dagienė. <i>Developing Constructionism, or a New Learning Concept, Across the Ages.</i></p>
11 ⁰⁰ –11 ³⁰	<p>Session chair: Chronis Kynigos Plenary session IV: room 302</p> <p>Celia Hoyles, Richard Noss. <i>Scratchmaths: A Positive Outcome for Constructionism at Scale</i> Ivan Kalaš. <i>Programming in Lower Primary Years: Design Principles and Powerful Ideas</i></p>
11 ⁰⁰ –11 ³⁰	<p>Panel discussion II room 302</p> <p><i>Constructionism at Scale.</i> Nathan Holbert (moderator), Matthew Berland, Yasmin Kafai, Richard Noss, Celia Hoyles, Kylie Pepler, Debbie Fields</p>
11 ⁰⁰ –11 ³⁰	Coffee break
11 ³⁰ –13 ³⁰	<p>Session chair: Natasa Grgurina Paper session 1: room 301 Education and innovations</p> <p>Arthur Hjorth, Corey Brady, Uri Wilensky. <i>Sharing is Caring in the Commons – Students' Conceptions about Sharing and Sustainability in Social-Ecological Systems</i></p> <p>Arthur Hjorth, Uri Wilensky. <i>Urban Planning-in-Pieces: A Computational Approach to Understanding Conceptual Change and Causal Reasoning about Urban Planning</i></p> <p>Sugat Dabholkar, Gabriella Anton, Uri Wilensky. <i>Developing Mathetic Content Knowledge Using an Emergent Systems Microworld</i></p> <p>Elmara Pereira de Souza, Luísa Moura. <i>Constructionism as an Epistemological Option in Courses of Youth Center for Science and Culture – Bahia – Brazil</i></p>
11 ³⁰ –13 ³⁰	<p>Session chair: Evgenia Sendova Paper session 2: room 302 Constructionism in Mathematics</p> <p>Chantal Buteau, Ana Isabel Sacristán, Eric Muller. <i>Teaching in a Sustained Post-Secondary Constructionist Implementation of Computational Thinking for Mathematics</i></p> <p>Maite Mascaró, Ana Isabel Sacristán. <i>Assessing Learning through Exploratory Projects in Constructionist R-based Statistics Courses for Environmental Science Students</i></p> <p>Christina Todorova, Carina Girvan, Nikoleta Yiannoutsou, Marianthi Grizioti, Ivaylo Gueorguiev, Pavel Varbanov, George Sharkov. <i>Visualizing Mathematics with the MathBot: A Constructionist Activity to Explore Mathematical Concepts through Robotics</i></p> <p>Einari Kurvinen, Valentina Dagiene, Mikko-Jussi Laakso. <i>The Impact and Effectiveness of Technology Enhanced Mathematics Learning</i></p>
11 ³⁰ –13 ³⁰	<p>Session chair: Eglė Jasutė Workshop 1: room 111</p> <p>Jacqueline Staub. <i>The Essence of Programming at School – Learning for Life</i></p> <p>Workshop 2: room 111</p> <p>Stephen Howell, Lizbeth Goodman. <i>Developing Body Tracking Software with Scratch and Kinect</i></p>
13 ³⁰ –14 ³⁰	Lunch
14 ³⁰ –16 ⁰⁰	<p>Session chair: Gabrielė Stupurienė Working Group (WG) presentations II: room 301</p> <p>WG 1: Gerald Futschek, Bernhard Standl, Chantal Buteau, Andrew Csizmadia, Lilia Georgieva, Lina Vinikienė, Jane Waite. <i>Constructionist Approaches to Computational Thinking.</i></p>
14 ³⁰ –16 ⁰⁰	<p>Session chair: Tatjana Jevsikova Working Group (WG) presentations III: room 302</p> <p>WG 3: Evgenia Sendova, Christos Chytas, Katarzyna Ołędzka, Ralf Romeike, Wolfgang Slany. <i>Creating and Looking at Art with Logo Eyes.</i></p>

	<p>WG 5: Michael Weigend, Kazunari Ito, Anita Juškevičienė, Igor Pesek, Zsuzsa Pluhár, Jiří Vaníček. <i>Constructionism in the Classroom: Creative Learning Activities on Computational Thinking</i>.</p> <p>WG 6: Mattia Monga, Michael Lodi, Dario Malchiodi, Anna Morpurgo, Oluwakemi Oduwole, Bamidele Oluchi, Bernadette Spieler. <i>Learning to Program in a Constructionist Way</i>.</p>	<p>WG 4: Lilija Duoblienė, Jūratė Baranova, Luc Anckaert, Wilfried Baumann. <i>The Constructive Strategies in Teaching Humanities with Films</i>.</p> <p>WG 7: Ana Isabel Sacristán, Richard Akrofi Kwabena Baafi, Lina Kaminskienė, Michael Sabin. <i>Constructionism in Upper Secondary and Tertiary Levels</i>.</p>
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16 ⁰⁰ –16 ³⁰	Coffee break	
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16 ³⁰ –18 ³⁰	<p>Session chair: Mattia Monga Paper session 3: room 301 Computational Thinking</p> <p>Judith Bell, Tim Bell. <i>Computational Thinking and Music Learning</i></p> <p>Marianthi Grizioti, Chronis Kynigos. <i>Programming Approaches to Computational Thinking: Integrating Turtle Geometry, Dynamic Manipulation and 3D Space</i></p> <p>Marianthi Grizioti, Chronis Kynigos. <i>Constructionist Approaches to Computational Thinking: A Case of Game Modding with ChoiCo</i></p> <p>Anita Juškevičienė, Valentina Dagienė. <i>Interconnection Between Computational Thinking and Digital Competence</i></p>	<p>Session chair: Jiří Vaníček Paper session 4: room 302 Constructionist approaches</p> <p>Valentina Dagienė, Gabrielė Stupurienė. <i>Short Tasks – Big Ideas: Constructive Approach for Learning and Teaching of Informatics Concepts in Primary Education.</i></p> <p>Miroslava Černochová, Radek Čuma, Hasan Selcuk. <i>Forming Concepts for Programming Conditional Statements in the Primary School</i></p> <p>Jean Griffin. <i>Constructionism and De-Constructionism as Complementary Pedagogies</i></p> <p>Tilman Michaeli, Stefan Seegerer, Ralf Romeike. <i>Enabling Collaboration and Tinkering: A Version Control System for Block-based Languages</i></p> <p>Jake Rowan Byrne, Kevin Sullivan, Katriona O’sullivan. <i>Active Learning of Computer Science Using a Hackathon-like Pedagogical Model</i></p>	<p>Session chair: Arthur Hjorth Paper session 5: room 306 Reflections</p> <p>Nicolas Pope, Jonathan Foss, Meurig Beynon. <i>Reconstructing Constructionism by Construal</i></p> <p>Deborah Fields, Mia Shaw, Yasmin Kafai. <i>Personal Learning Journeys: Reflective Portfolios as “Objects-to-Learn-With” in an E-textiles High School Class</i></p> <p>Evgeny Patarakin. <i>Using Agent-based Modelling of Collaboration for Social Reflection</i></p> <p>Francesca Agatolio, Alfredo Asiain, Alfredo Pina, Gabriel Rubio, Michele Moro. <i>Constructive and Collaborative Digital Storytelling for Enhancing Creativity and Cooperation In and Out of School</i></p>
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Thursday, August 23 / Location: The Faculty of Philosophy (Universiteto St. 9)

8 ³⁰ –10 ³⁰	<p>Session chair: Gary Stager Plenary session V: room 301</p> <p>Gerald Futschek. <i>Computational Thinking and Creativity</i></p> <p>Tim Bell. <i>CS Unplugged and Computational thinking</i></p>	<p>Session chair: James Clayson Plenary session VI: room 302</p> <p>Uri Wilensky. <i>Reempowering powerful ideas</i></p> <p>Paulo Blikstein. <i>Constructionism Won, Now What? The Role of Constructionist Research in the Age of Ubiquitous Computing</i></p>
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10 ³⁰ –11 ⁰⁰	<p>Session chair: Anita Juškevičienė Poster Session I: room 301</p> <p>Nalin Tutiyauphuengprasert. <i>Applied Constructionism: Critical Reflection and Learning Through Play in Adult Learning</i></p> <p>Sawaros Thanapornsanguth, Nathan Holbert, Monica Chan. <i>Towards Girls’ Self-perception in Technology and Craft: Challenges and Implications</i></p> <p>Enric Ortega Torres, Vincent Sanjosé López, Joan-Josep Solaz Portolés. <i>Influence of Students’ Self-perceived Use of Metacognitive Strategies and Sensory Preferences on Academic Achievement in Science and Technology</i></p> <p>Takeshi Watanabe, Yuriko Nakayama, Yasunori Harada, Yasushi Kuno. <i>Programming Lessons for Kindergarten Children in Japan</i></p> <p>Sayaka Tohyama, Yugo Takeuchi. <i>Collaborative Creative Music Activity with ICT: A Case Study for Children in Grade Five</i></p> <p>Yoshiaki Matsuzawa, Misako Noguchi, Issei Nakano. <i>Exploration of Algorithm Abstraction Process with Cubetto and Middle Grade Elementary Kids</i></p> <p>Aoi Yoshida, Kazunari Ito, Kazuhiro Abee. <i>A Practical Report on a Programming Course with “Making” Using micro:bit</i></p> <p>Liudmyla Kryvoruchka. <i>Heuristic Potential of Open Institutional Models in Researchers Education.</i></p>	<p>Session chair: Lina Vinikienė Poster Session II: room 302</p> <p>Michael Tan. <i>Constructing what? Knowledge of the powerful, and powerful knowledge</i></p> <p>Carina Girvan, Wilfried Lepuschitz, Ivaylo Gueorguiev, Christina Todorova, Chronis Kynigos, Marianthi Grizioti, Angele Giuliano, Annalise Duca, Julian Mauricio Angel-Fernandez, Markus Vincze. <i>Educational Robotics for STEM: From Workshops to Curricula and Framework</i></p> <p>Ivaylo Gueorguiev, Christina Todorova, Nikoleta Yiannoutsou, Kristina Greka, Pavel Varbanov, George Sharkov, Carina Girvan, Julian Mauricio Angel-Fernandez, Lisa Vittori, Annalise Duca. <i>Towards a Generic Curriculum for Educational Robotics in STEM: From Scientific Concepts to Technologies and Powerful Ideas</i></p> <p>Barbara Sabitzer. <i>Modeling Across the Subjects</i></p> <p>Jinbao Zhang. <i>An Experimental Exploration of the Development of Design Thinking in University Maker Courses</i></p> <p>Márton Visnovitz, Győző Horváth. <i>The Web – A Platform for Creation</i></p> <p>Pekka Mäkiäho, Timo Poranen, Katriina Vartiainen. <i>Construction of a Project Monitoring Application Iteratively and Incrementally</i></p> <p>Lina Vinikienė, Valentina Dagienė. <i>Different Cultures – Different Approaches to Reasoning and Algorithms</i></p>
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11 ⁰⁰ –11 ³⁰	Coffee break	
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11 ³⁰ –13 ³⁰	<p>Session chair: Jacqueline Staub Paper session 6: room 301 Programming education</p> <p>Jiří Vaníček. <i>Concept-building Oriented Programming Education</i></p> <p>Ungyeol Jung, Young Jun Lee. <i>The Direction and Possibility for Social Justice in Informatics Education based on Bebras Challenge in Republic of Korea</i></p> <p>Ken Kahn, Niall Winters. <i>AI Programming by Children</i></p> <p>Elisabeth Wetzinger, Gerald Futschek, Bernhard Standl. <i>A Creative Learning Sequence in an Introductory Programming MOOC</i></p>	<p>Session chair: Wolfgang Slany Paper session 7: room 302 Robotics</p> <p>Julian Mauricio Angel Fernandez, Nikoleta Yiannoutsou, Chronis Kynigos, Carina Girvan, Markus Vincze. <i>Towards a Framework for Educational Robotics</i></p> <p>Flavio Campos. <i>Design Curriculum for Educational Robotics: Constructionist Pedagogical Experience in Formal Education</i></p> <p>Dave Catlin, Martin Kandlhofer, Stephanie Holmquist, Andrew Paul Csizmadia, Julian Mauricio Angel Fernandez, John-John Cabibihan. <i>EduRobot Taxonomy and Papert's Paradigm</i></p> <p>Karolína Mayerová, Michaela Veselovská. <i>How Students Struggled with Preparation of Activities for a Leisure Time Robotic Workshop</i></p>	<p>Session chair: Ana Isabel Sacristán Paper session 8: room 306</p> <p>Jose Armando Valente, Paulo Blikstein. <i>The Construction of Knowledge in Maker Education: A Constructivist Perspective</i></p> <p>Panel discussion III: room 306 <i>Constructionism across Cultures: Commonalities and Differences of Constructionist Implementations Around the World</i></p> <p>joined with papers</p> <p>Jose Armando Valente, Paulo Blikstein. <i>Constructionism in Different Cultures: the case of Brazil &</i></p> <p>Deborah Fields, Paulo Blikstein. <i>What Is Constructionism? Views from a Thai Perspective</i></p> <p>Jose Armando Valente (moderator), Paulo Blikstein, Deborah Fields, Michael Tan</p>
13 ³⁰ –14 ³⁰	Lunch		
14 ³⁰ –22 ⁰⁰	Excursion & Dinner		
Friday, August 24 / Location: The Faculty of Philosophy (Universiteto St. 9)			
8 ³⁰ –10 ³⁰	<p>Session chair: Ivan Kalaš Plenary session VII: room 301</p> <p>Paul Goldenberg. <i>Teaching Children to be Problem Posers and Puzzle-creators in Mathematics</i></p> <p>Ana Isabel Sacristán. <i>Constructionist Experiences for Mathematics across Educational Levels</i></p>	<p>Session chair: Jose Armando Valente Plenary session VIII: room 302</p> <p>Wolfgang Slany. <i>Rock Bottom, the World, the Sky: Catrobat, an Extremely Large-scaling and Long-term Visual Coding Project Relying Purely on Smartphones</i></p> <p>Gary Stager, co-speaker Sylvia Martinez. <i>Turning Theory Into Practice – Spreading Constructionism</i></p>	
10 ³⁰ –11 ⁰⁰	<p>Paper session 9: room 301</p> <p>Tiina Partanen, Pia Niemelä, Timo Poranen. <i>Racket Programming Material for Finnish Elementary Math Education</i></p>	<p>Demo session 1: room 302</p> <p>Markus Klein, Clemens Koza, Wilfried Lepuschitz, Gottfried Koppensteiner. <i>Hedgehog: A Versatile Controller for Educational Robotics</i></p>	
11 ⁰⁰ –11 ³⁰	Coffee break		
11 ³⁰ –13 ³⁰	<p>Session chair: Miroslava Černočová Paper session 10: room 301 Designing activities</p> <p>Yasmin Kafai, Deborah Fields. <i>Some Reflections on Designing Constructionist Activities for Classrooms</i></p> <p>Kit Martin, Michael Horn, Uri Wilensky. <i>Ant Adaptation: A Complex Interactive Multitouch Game About Ants Designed for Museums</i></p> <p>Michael Weigend, Fenja Göcking, Alexander Knuth, Patrick Pais Pereira, Laura Schmidt. <i>Media Parkour – Experiential Learning Activities for Media Education</i></p> <p>Brendan Tangney, Ian Boran, Tony Knox, Aibhín Bray. <i>Constructionist STEM Activities Using the Bridge21 Model</i></p>	<p>Session chair: Márton Visnovitz Paper session 11: room 302 Teacher education</p> <p>Daniel Hickmott, Elena Prieto-Rodriguez. <i>To Assess or Not to Assess: Tensions Negotiated in Six Years of Teaching Teachers about Computational Thinking</i></p> <p>Daniel Hickmott, Elena Prieto-Rodriguez. <i>Constructionist Experiences in Teacher Professional Development: A Tale of Five Years</i></p> <p>Igor Verner, Khayriah Massarwe, Daoud Bshouty. <i>Ethnomathematics in Teacher Education: Analysis and Construction of Geometric Ornaments</i></p> <p>Xiaoxue Du, Kay Chioma Igwe. <i>Computational Thinking in Teacher Professional Development Programs</i></p>	<p>Session chair: Don Passey Paper session 12: room 306 Methodologies</p> <p>Sven Jatzlau, Ralf Romeike. <i>How High is the Ceiling? Applying Core Concepts of Block-based Languages to Extend Programming Environments</i></p> <p>Anton Chukhnov, Sergei Pozdniakov, Ilya Posov, Athit Maytarattanakhon. <i>Analysis of Constructive and Cognitive Activities of Participants in Online Competitions in Computer Science</i></p> <p>Vladimiras Dolgopolas, Valentina Dagienė, Eglė Jasutė, Tatjana Jevsikova. <i>Design Science Research for Computational Thinking in Constructionist Education: A Pragmatic Perspective</i></p> <p>Aleksandra Klačnja-Miličević, Mirjana Ivanović. <i>Learning Analytics in Education: Objectives, Application Possibilities and Challenges</i></p>
13 ³⁰ –14 ³⁰	Lunch		

14 ³⁰ –16 ⁰⁰	<p>Session chair: Mihaela Sabin Paper session 13: room 301 Curriculum matters</p> <p>Eva Klimeková. <i>Curriculum Intervention for Learning Programming in Python with Turtle Geometry</i></p> <p>Carol Angulo, Alberto J. Cañas, Ana Gabriela Castro, Leda Muñoz, Natalia Zamora. <i>Think, Create and Program: Evolving to a K-9 Nationwide Computational Thinking Curriculum in Costa Rica</i></p> <p>Michael Weigend. <i>Coding to Learn - Informatics in Science Education</i></p>	<p>Session chair: Carina Girvan Paper session 14: room 302 Girls in computing</p> <p>Bernadette Spieler, Wolfgang Slany. <i>Female Teenagers and Coding: Create Gender Sensitive and Creative Learning Environments</i></p> <p>Caitlin Davey, Sawaros Thanapornsanguth, Nathan Holbert. <i>Making Together: Cultivating Community of Practice in an All-Girl Constructionist Learning Environment</i></p> <p>Sawaros Thanapornsanguth, Nathan Holbert. <i>Exploring Girls' Values and Perspectives in Making for Others</i></p>	<p>Session chair: Wilfried Baumann Workshop 3: room 111</p> <p>Corey Brady, Walter Stroup, Tony Petrosino, Uri Wilensky. <i>Group-based Simulation and Modelling: Technology Supports for Social Constructionism</i></p>
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16 ⁰⁰ –16 ³⁰	Coffee break		
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16 ³⁰ –18 ³⁰	<p>Session chair: Witold Kranas Paper session 15: room 301 Constructionist environments</p> <p>Christos Chytas, Ira Diethelm. <i>Designing Constructionist Learning Environments with Computational Design and Digital Fabrication</i></p> <p>Kazunari Ito. <i>Pictogramming: Learning Environment Using Human Pictograms Based on Constructionism</i></p> <p>Kazunari Ito, Aoi Yoshida, Takashi Yoneda, Yuichi Oie. <i>Human Pictogram Unplugged: Unified Learning Environment of Computer Science Unplugged Using Human Pictograms</i></p> <p>Nobuko Kishi, Mari Yoshida, Minori Yoshizawa, Aoi Yoshida. <i>VISURATCTH: Visualization Tool for Finding Characteristics of Teaching and Learning Process of Scratch Programmers</i></p>	<p>Session chair: Michael Weigend Paper session 16: room 302 Modeling</p> <p>Natasa Grgurina, Erik Barendsen, Cor Suhre, Klaas van Veen, Bert Zwaneveld. <i>Assessment of Modeling Projects in Informatics Class</i></p> <p>Kit Martin, Gabriella Anton. <i>Modeling Time</i></p> <p>Ümit Aslan, Uri Wilensky. <i>Agent-based Construction (a-b-c) Interviews: A Generative Case Study</i></p> <p>Yu Guo, Uri Wilensky. <i>Mind the Gap: Teaching High School Students about Wealth Inequality through Agent-Based Participatory Simulations</i></p>	<p>Session chair: Brian Harvey Workshop 4: room 111</p> <p>Ken Kahn. <i>AI Programming in Snap!</i></p> <p>Workshop 5: room 111</p> <p>Stephen Howell, Neeltje Berger, Peter Heldens, Kevin Marshall, Clare Riley. <i>Developing Affordable STEM Maker Projects with BBC Micro:bits and Microsoft MakeCode</i></p>
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Saturday, August 25 / Location: The Faculty of Philosophy (Universiteto St. 9)

8 ³⁰ –10 ³⁰	<p>Session chair: Deborah Fields Plenary session IX: room 301</p> <p>Chronis Kynigos. <i>In Support of Integrated Approaches to Constructionist Designs and Interventions: The Case of ChoiCo and MaLT</i></p> <p>Arthur Hjorth. <i>Social Gears - a Constructionist Approach to Social Studies</i></p>	<p>Session chair: Paul Goldenberg Plenary session X: room 302</p> <p>Brian Harvey. <i>May I Teach an Algorithm?</i></p> <p>Jens Mönig. <i>Bones, Gears and Witchcraft</i></p>
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10 ³⁵ –11 ³⁰	<p>Session chair: Eugenijus Kurilovas Demo session 2: room 301</p> <p>Nevin Akcay, Hulya Avci, Ali Güngör, Tufan Adiguzel. <i>The Relationship between Computer Programming and English Language Skills</i></p> <p>Monica Chan, Gary Lee. <i>Synthesizing the Mesh: Using Constructible Authentic Representations to Gain Intuitive Understanding of Bayesian Reasoning</i></p>	<p>Session chair: Christos Chytas Demo session 3: room 302</p> <p>Ken Kahn. <i>Interpolating (and Extrapolating) 3D Turtle Programs in Beetle Blocks</i></p> <p>Stephen Howell. <i>Teaching Computational Thinking with Minecraft & Microsoft MakeCode</i></p>	<p>Session chair: Ralf Romeike Workshop 6: room 111</p> <p>Brian Broll, Corey Brady, Ákos Lédeczi. <i>NetsBlox: A Constructionist Environment for Creating Distributed Applications</i></p>
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11 ³⁰ –12 ⁰⁰	Closing: Farewell buffet / Location: Grand Courtyard		
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13 ⁰⁰ –20 ⁰⁰	Post Conference Excursions (not included in conference fee)		
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