

Comprehending



THE RELATIONSHIP BETWEEN READING, MATH, &  
CS LEARNING OUTCOMES

**Jean Salac**, Cathy Thomas, Bryan Twarek, William Marsland, & Diana Franklin

University of Chicago, Texas State University,

CS Teachers Association, & San Francisco Unified School District

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*Computing for ANYONE:  
Designing for equity and inclusion*



Some factors linked to success in a first CS course:

Math & Science

Number of Previous Programming Languages

Time Management

Intrinsic Motivation

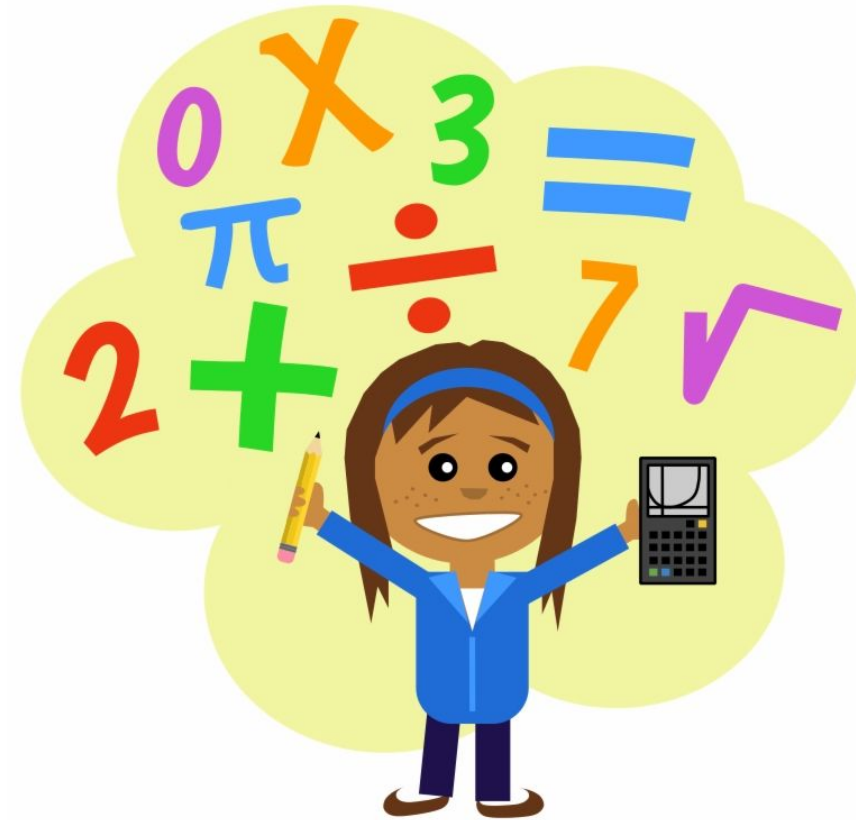
How many of those skills did you have when  
you were 9-10 years old?



CS/CT instruction is spreading to increasingly younger students.



We need to understand how reading & math influence CS learning.



# Outline

Motivation

**Related Work**

Theoretical Framework

Study Design

Results



Most studies on factors predicting CS performance  
are at the university-level.

## Performance in Other Subjects

### *Math*

*(Pea et al, 1983; Byrne et al, 2001; Wilson et al, 2001)*

### *Science*

*(Byrne et al, 2001)*



# Most studies on factors predicting CS performance are at the university-level.

## Performance in Other Subjects

*Math*

*Science*

## Prior experience

*Exposure to computers*

*(Bergin et al, 2005)*

*Number of programming languages*

*(Hagan et al, 2000)*

*Mental models of programming*

*(Weidenbeck et al, 2004)*



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*Mental models of programming*

## Belief systems

*Intrinsic motivation*

*Self-efficacy*

*Students' perception of their understanding*

*(Bergin et al, 2005)*

*Comfort level*

*(Wilson et al, 2001)*





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*Students' perception of their understanding*

*Comfort level*

## Cognitive & metacognitive skills

*Problem-solving* (Goold et al, 2000)

*Visual-spatial skills* (Tolhurst et al, 2006)

*Resource management strategies*  
(Bergin et al, 2005)

*Algorithmic articulation style*  
(Cutts et al, 2006)



# Most K-12 studies: Informal settings with middle and high school students

## Performance in Other Subjects

*Math*

*(Grover et al, 2016; Lewis et al, 2012; Qian et al, 2016)*

*English*

*(Grover et al, 2016; Qian et al, 2016)*

## Prior experience

*Exposure to computers*

*Extracurricular technology activities*

*(Grover et al, 2016)*

~~Belief systems~~

~~Cognitive & metacognitive skills~~



We are among the few that study factors for CS learning in elementary schools of different performance levels.

### Performance in Other Subjects

*Math proficiency*

*Reading comprehension*

*English*

~~Belief systems~~

### Prior experience

*Exposure to computers*

*Extracurricular technology activities*

~~Cognitive & metacognitive skills~~



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# Neo-Piagetian Theories explain how children learn.

Piaget (1976)

*Biological maturation*

*& interaction with the environment*



# Neo-Piagetian Theories explain how children learn.

**Case (1978)**  
*Individual factors*

**Fischer (1980)**  
*Environmental & social factors*

**Piaget (1976)**  
*Biological maturation  
& interaction with the environment*



# Neo-Piagetian Theories explain how children learn.

Commons (2008)

*Simpler □ more complex tasks*

Case (1978)

*Individual factors*

Fischer (1980)

*Environmental & social factors*

Piaget (1976)

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# Neo-Piagetian Theories explain how children learn.

Commons (2008)

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*Biological maturation  
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Halford (1993)

*Existing mental models*

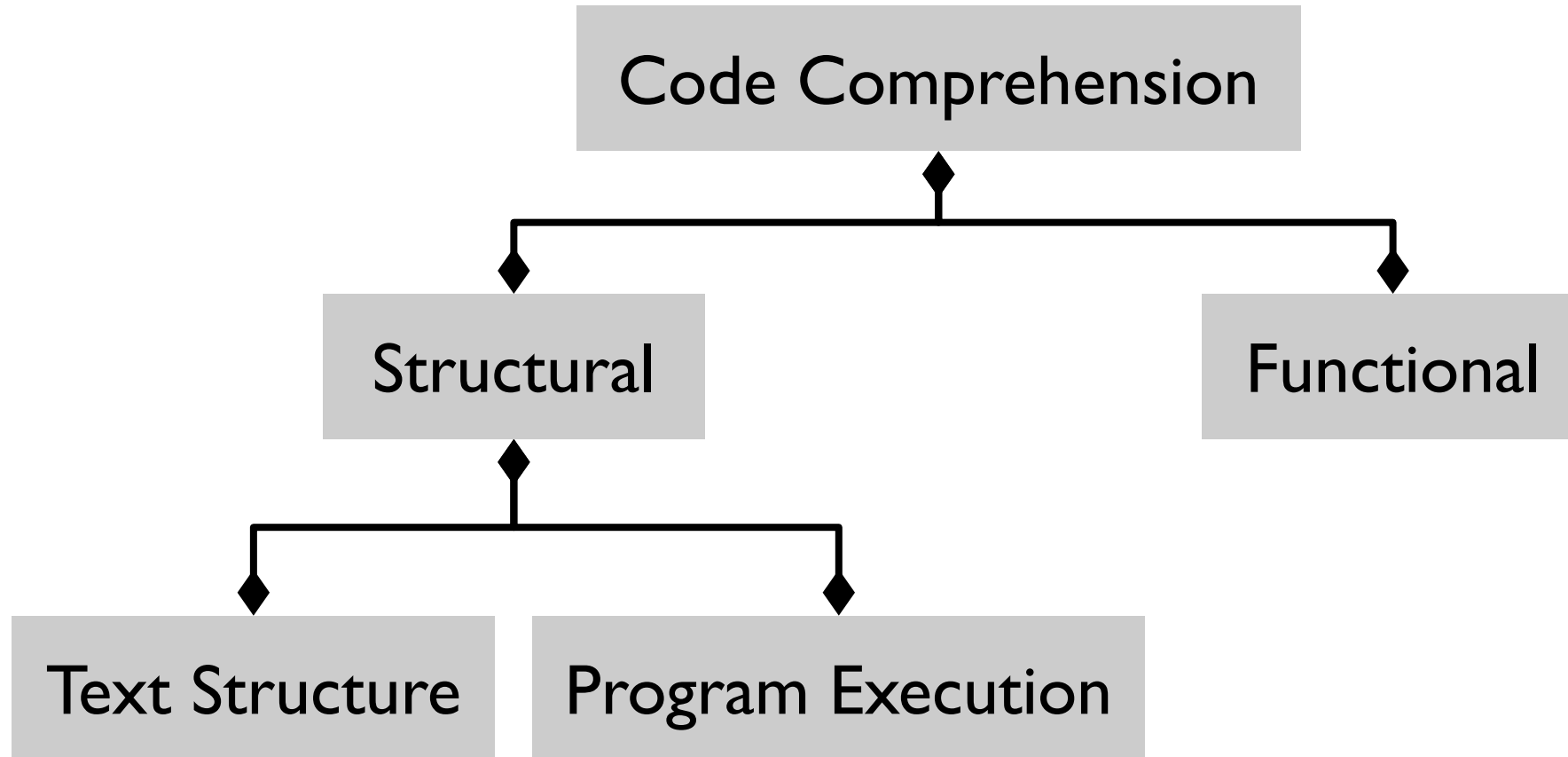
Fischer (1980)

*Environmental & social factors*

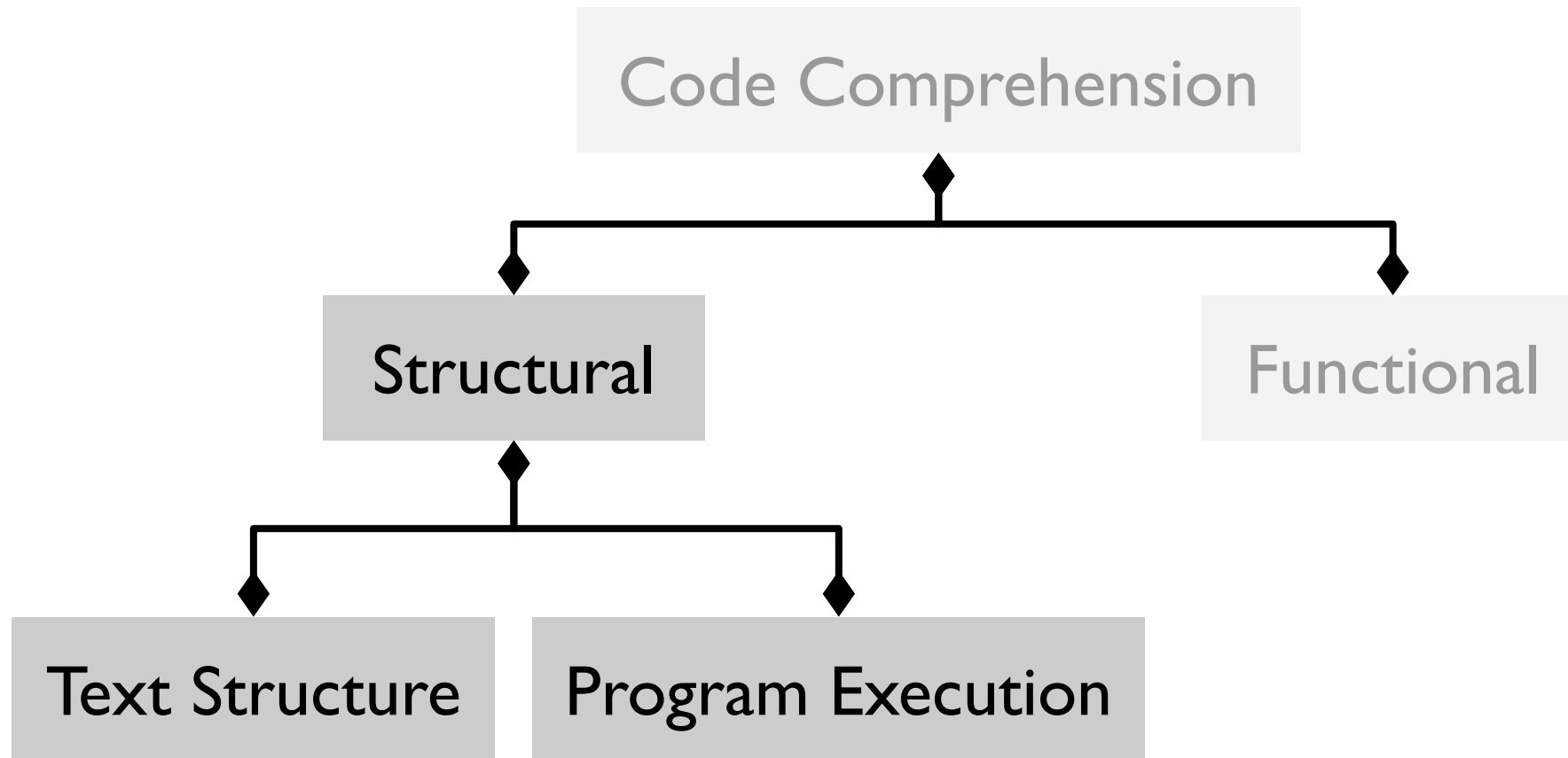




Schulte's Block Model explains the types of code comprehension.



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Students learned events, sequence & loops.

296 students (ages 9-10) who were:

from 1 high-, 2 mid-, & 1 low-performing schools in a large, urban school district

taught 3 computational thinking modules in Scratch:  
events, sequence, & loops

given assessments at the end of each module



Assessments were given after each module.

Guided by the Evidence-Centered Design framework

Domain analysis: CS K-12 framework & K-8 trajectories

(Rich et al, 2017-19)

Evaluated by researchers & practitioners for face validity

Cronbach's alpha for internal reliability



Assessment scores were compared across reading & math proficiency levels.

Split into reading & math proficiency levels: significantly below, below, at, or above grade level

ANOVA F-test for reading & math influence:

p-value: probability that results are by chance

$\eta^2$  effect size: how much variance in a dependent variable is associated with the independent variable

Type 3 Sum of Squares for imbalance

Tukey-Kramer Post Hoc for pairwise comparisons



# Outline

Motivation

Related Work

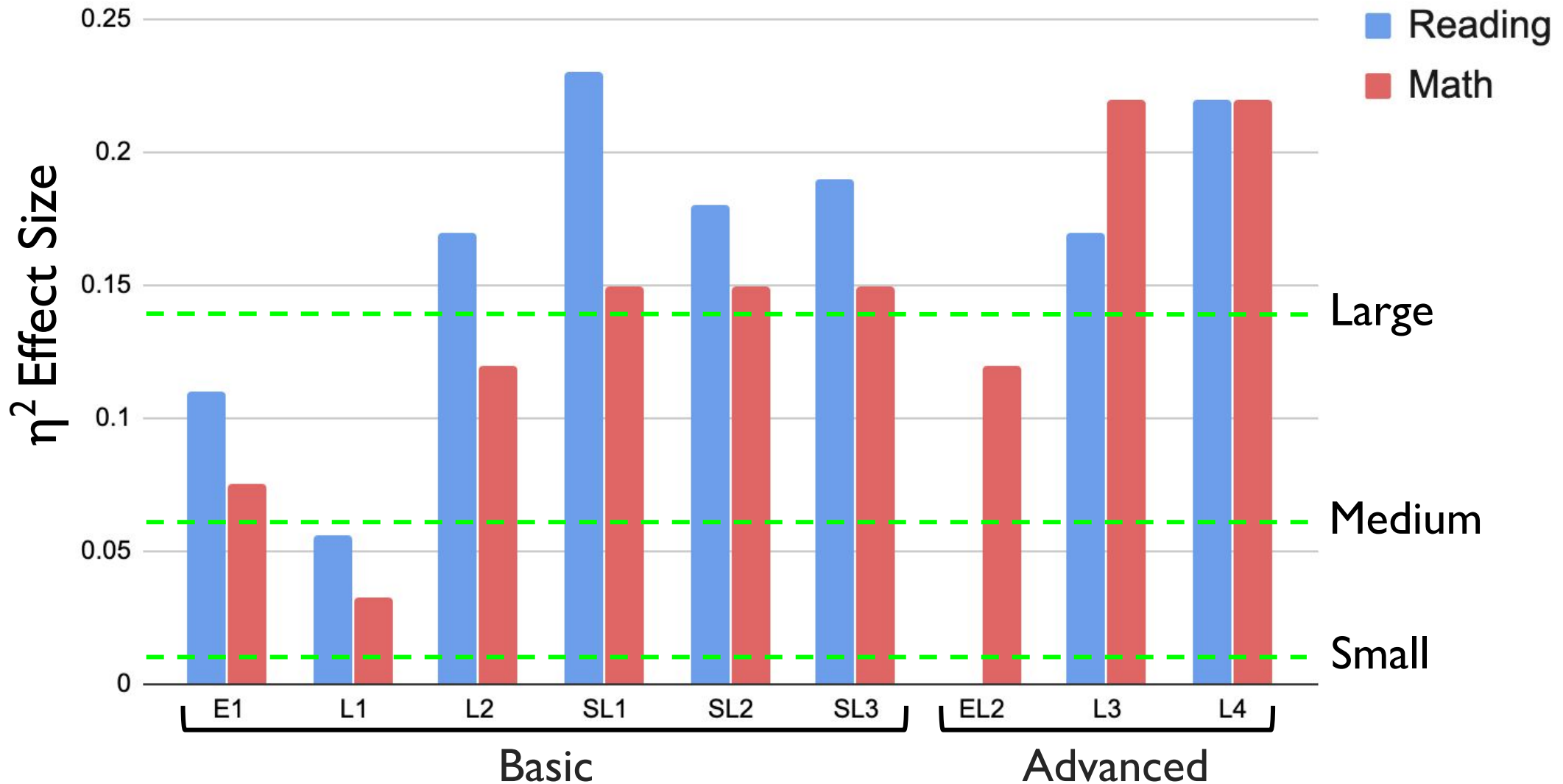
Theoretical Framework

Study Design

**Results**



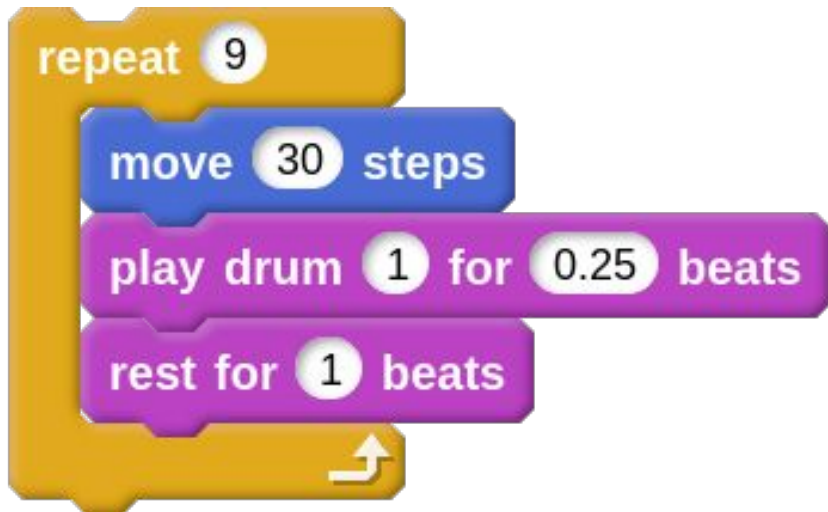
Reading was more associated with basic questions, while math was more associated with advanced questions.



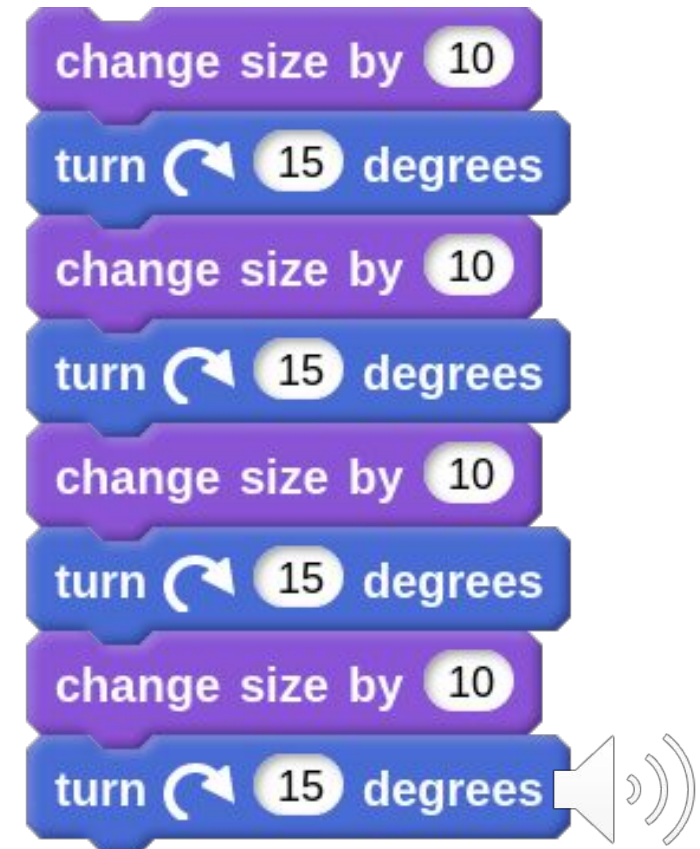


# Reading had a stronger association with text surface questions.

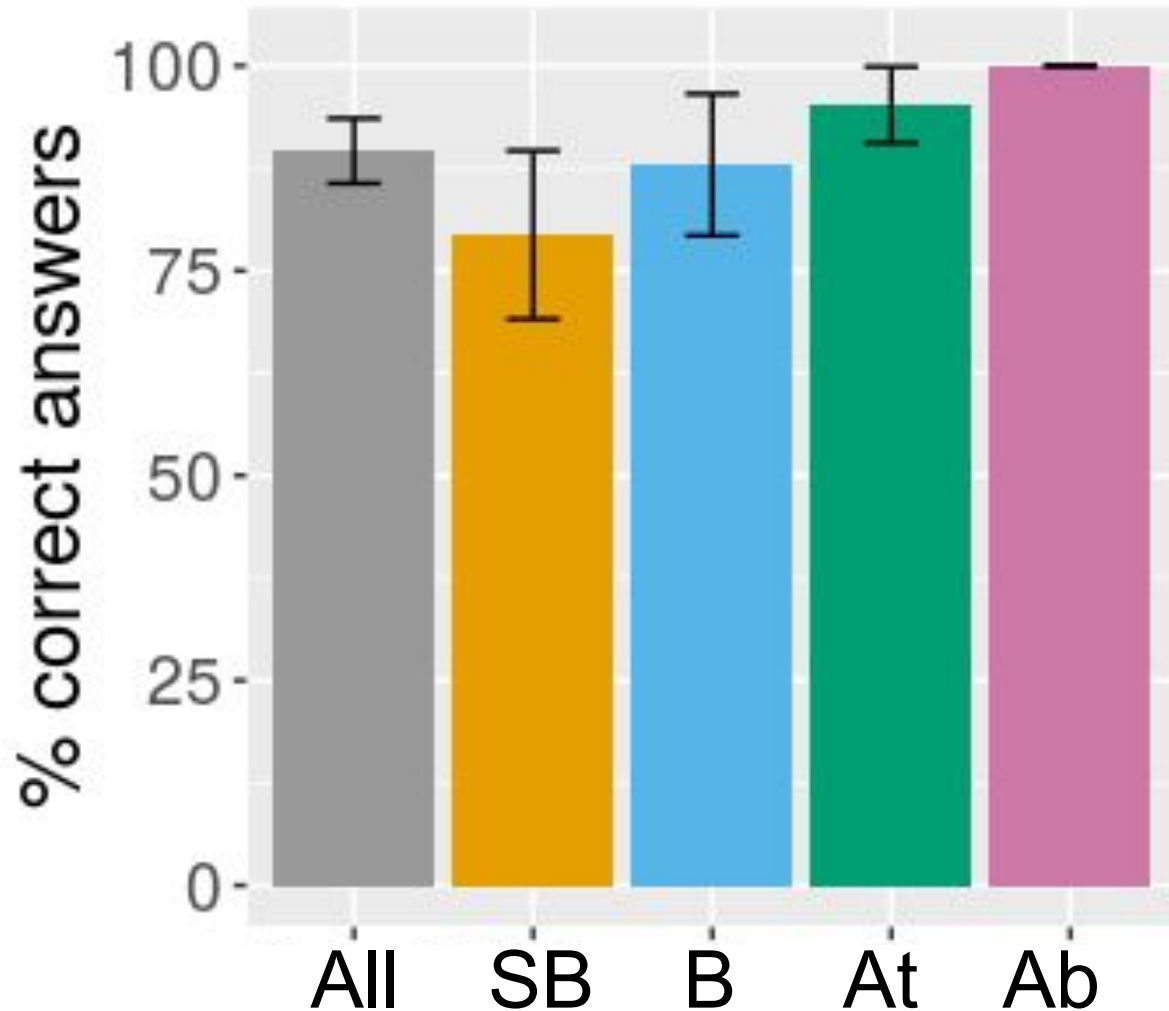
Repeat Iteration Count Question:  
How many times will the loop repeat?



Loop Unrolling Question:  
Which script does the same thing as the loop?



# Repeat Iteration Count: Students reading below grade level significantly underperformed.

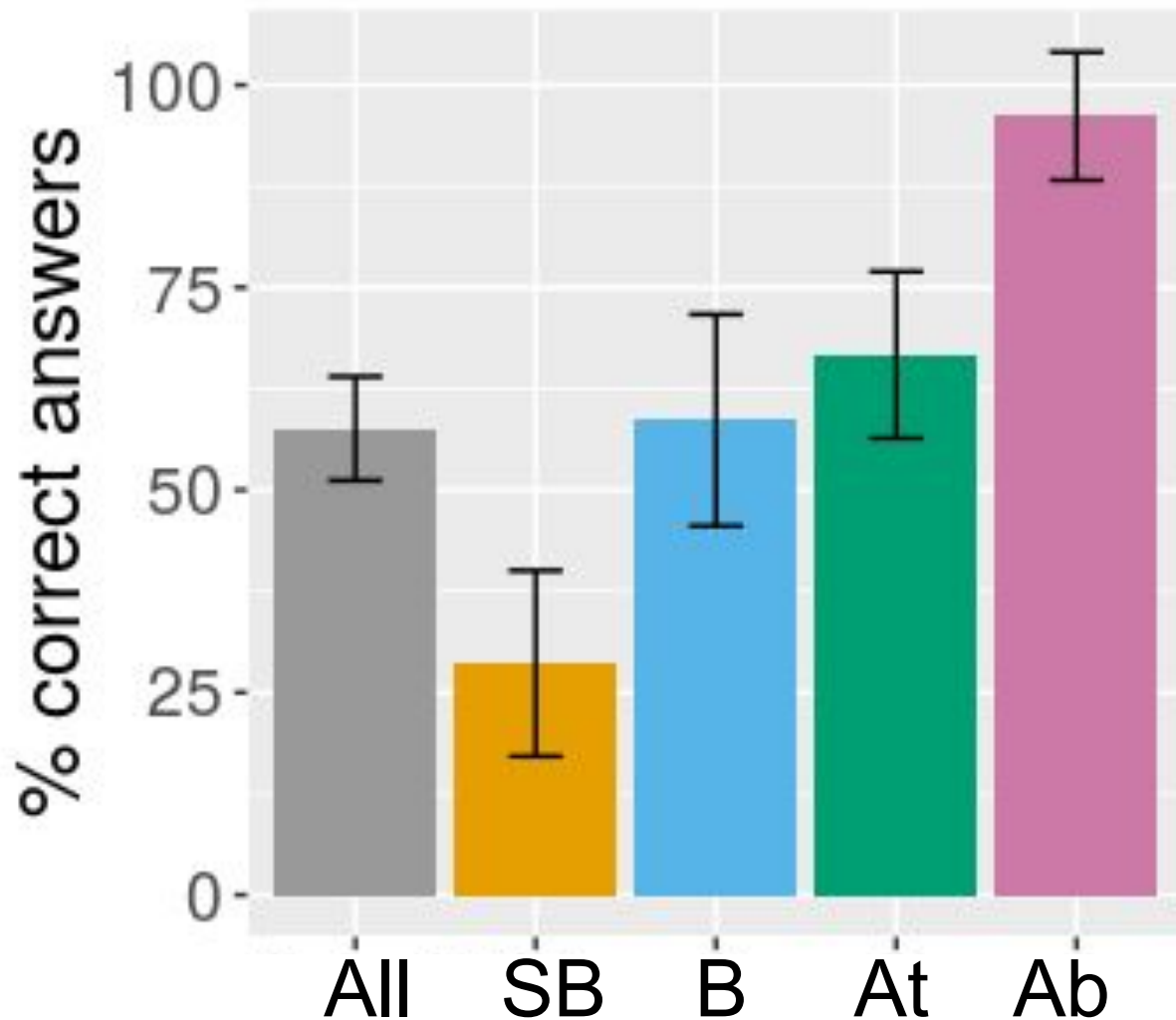


Students above grade level outperform students who are below grade level to any extent.

Students at grade level outperform students who are significantly below grade level.



# Loop Unrolling: Students reading above grade level outperformed all other students.



Most students have a shallow understanding of loops.

Students reading at grade level still struggled → Challenges extend beyond reading comprehension.

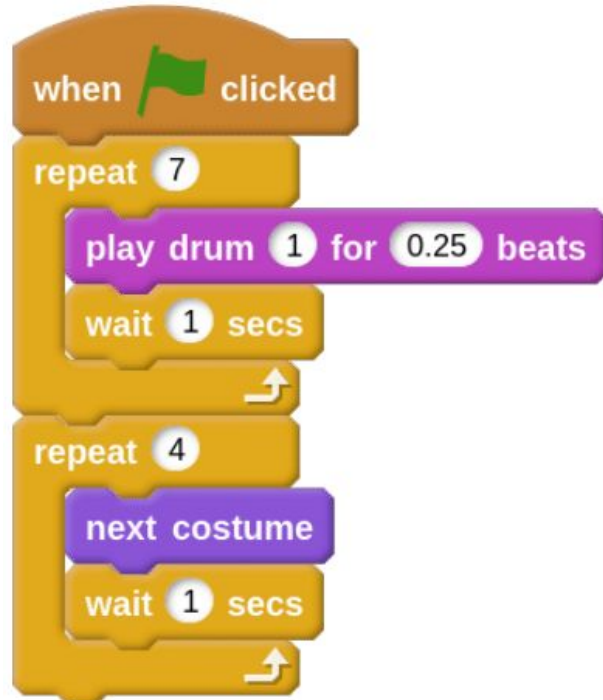


# Math had a stronger association with program execution questions.

Parallelism Question:  
Distinguish between Pico's sequential & Giga's parallel code

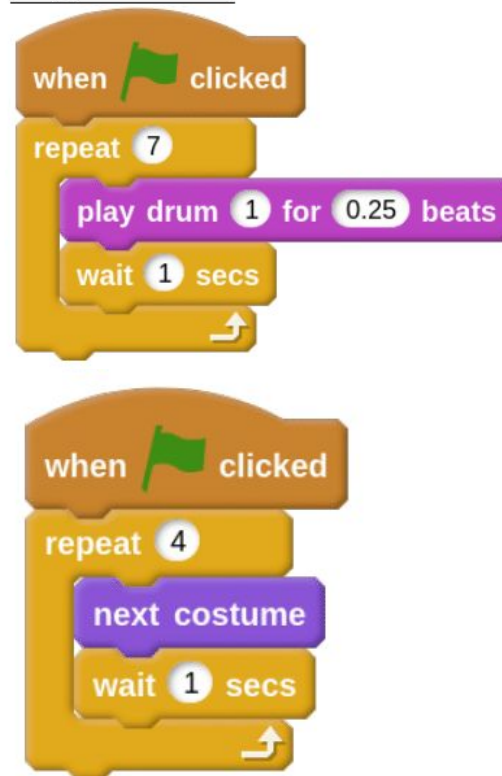
Nested Loops Question:  
How many times will the "crash" sound play?

Pico's Code

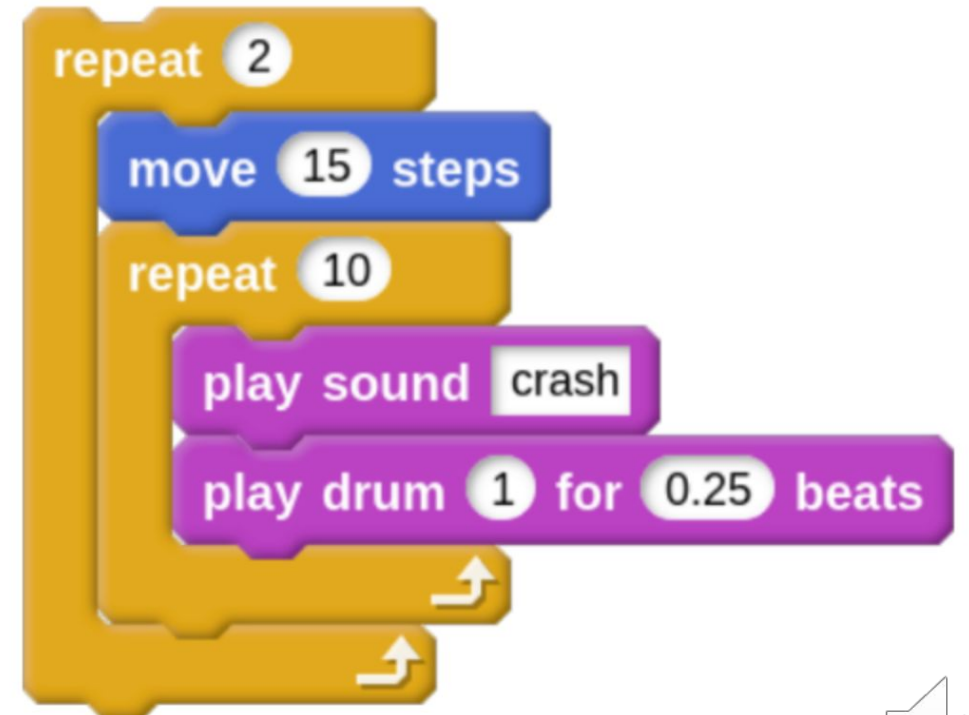


```
when green flag clicked
  repeat 7
    play drum 1 for 0.25 beats
    wait 1 secs
  repeat 4
    next costume
    wait 1 secs
```

Giga's Code



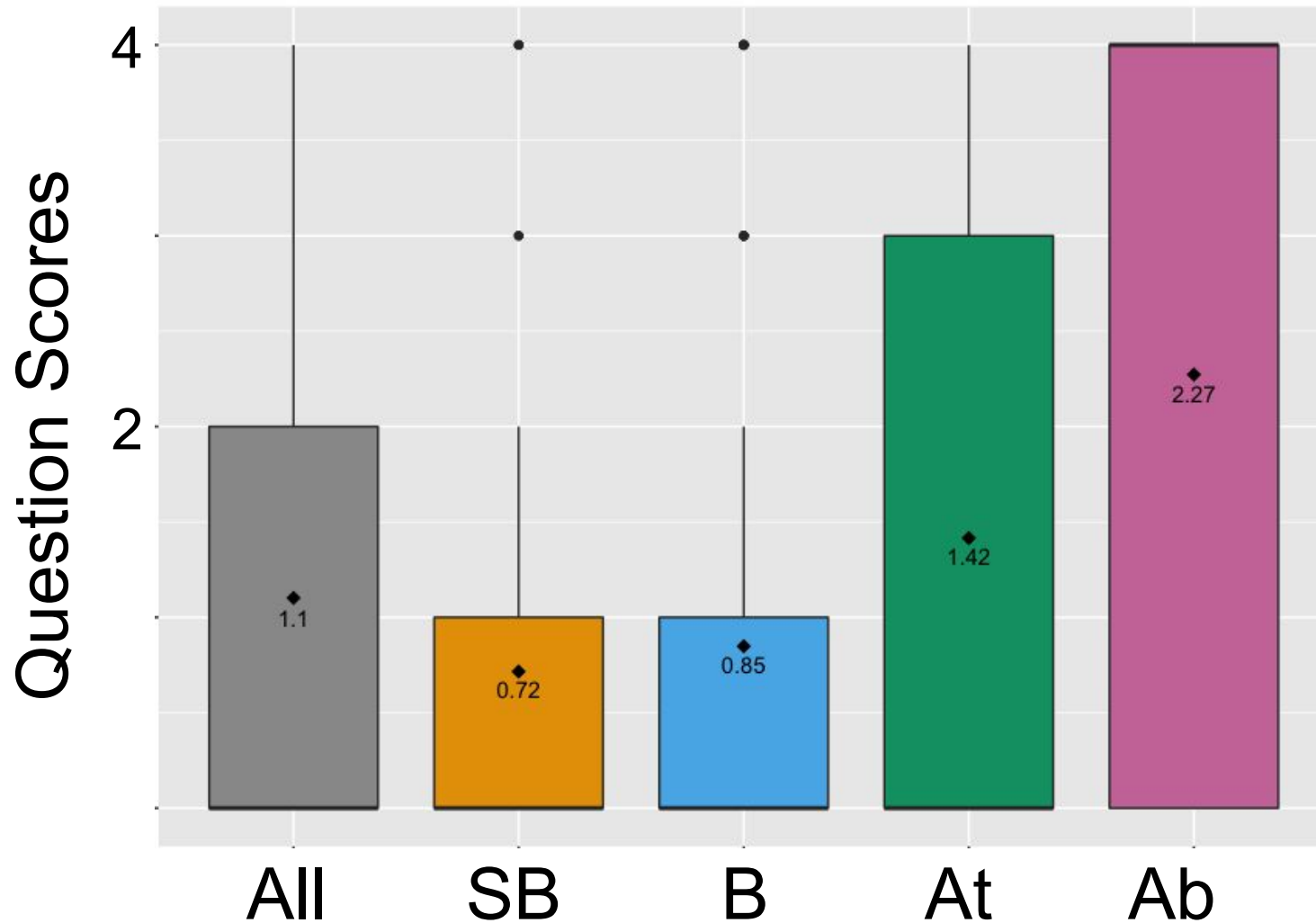
```
when green flag clicked
  repeat 7
    play drum 1 for 0.25 beats
    wait 1 secs
when green flag clicked
  repeat 4
    next costume
    wait 1 secs
```



```
repeat 2
  move 15 steps
  repeat 10
    play sound crash
    play drum 1 for 0.25 beats
```



# Parallelism: Students who were below grade level in math significantly underperformed.

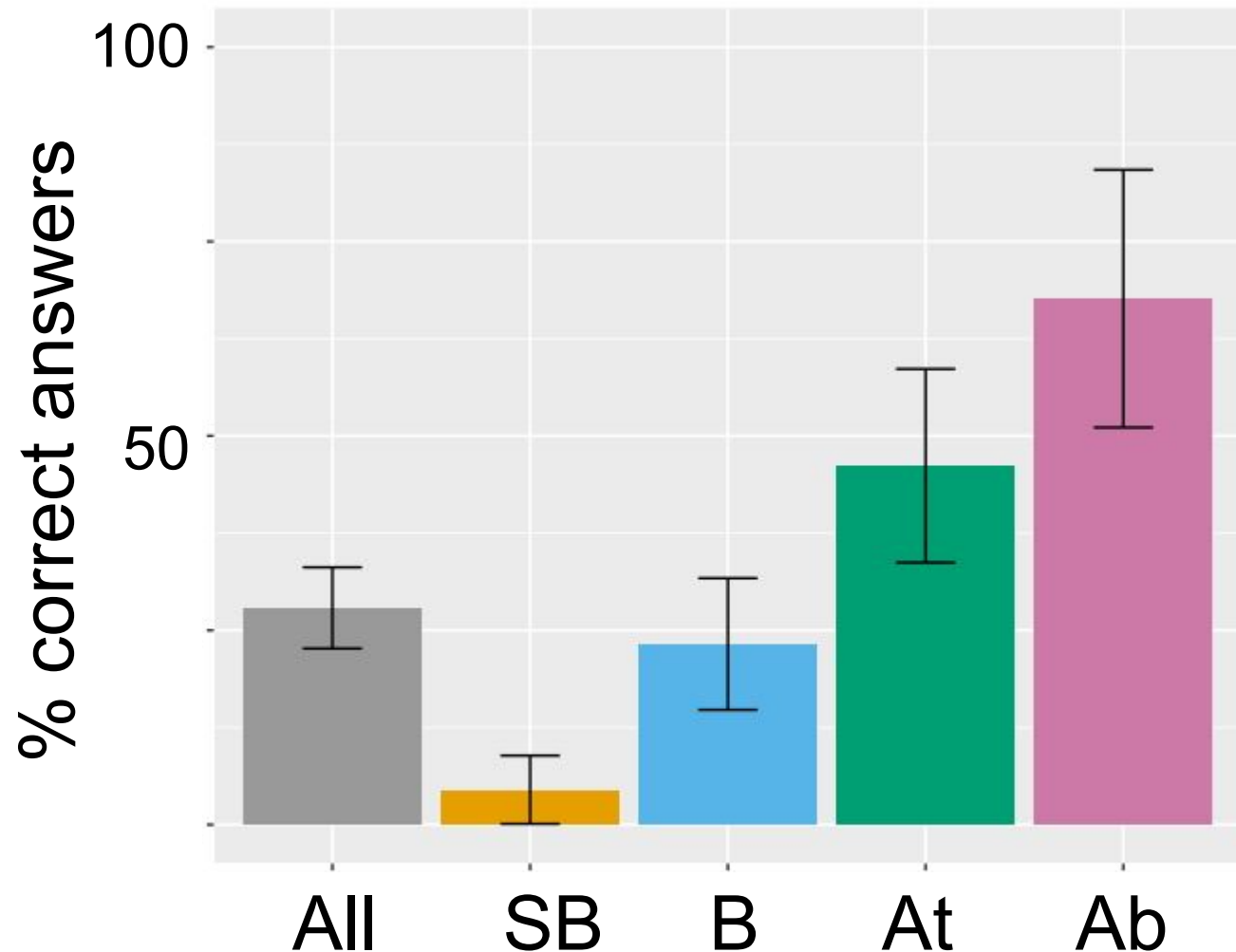


Overall, students struggled with parallelism.

Better math proficiency may help with understanding parallelism, even without direct calculations.



# Nested Loops: Students who were below grade level in math significantly underperformed.



Nested loops were not explicitly taught.

Understanding loops may be related to understanding multiplication.



# Performance gaps between proficiency levels reinforce the need for improvement in instruction.

	E1	L1	L2	SL1	SL2	SL3	EL2	L3	L4
Significantly Below vs Below			Both	Reading	Both	Both		Both	Math
Below vs At				Reading		Math		Math	Both
At vs Above			Reading						Both
Significantly Below vs At	Reading	Reading	Both	Reading	Both	Both	Math	Both	Both
Below vs Above	Math	Both	Reading	Reading	Reading	Both	Math	Both	Both
Significantly Below vs Above	Both	Both	Both	Reading	Both	Both	Math	Both	Both

- Reading
- Math
- Both





Understanding barriers to programming guides the development of solutions.

We need to decouple CS/CT learning from reading & math.

We can learn from fields with more established K-12 research.

Existing strategies can help but we can always improve.





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*Let's continue the conversation!*



### Key Contributions:

One of the few studies for this age group & in a formal learning environment.

Students with reading & math proficiencies below grade level lagged in CS performance.

Performance gaps can guide the development of strategies for struggling learners.

