Commonsense computing: What do students know before we teach? Episode 1. Sorting

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• McCracken et al., 2001: Can students write code?











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- Lister et al., 2004:

Can students read and trace code?











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• Eckerdal et al., 2005:

Can students design code?











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• Simon et al., 2006:

Can students *do anything*?











• Simon et al., 2006:

Can students *do anything*?

YES!











Overview

- Why commonsense knowledge?
- Related work
- Methods (who, what, how)
- Analysis: what can they do?
- Effects of instruction
- Conclusions and future work











Why commonsense knowledge?

Why sorting?











Specific questions

- Can students provide an algorithm?
- How do students approach the task?
- Do students use control structures?
- Can we use these results in teaching?











Key observations: entering students

- Most students described a correct algorithm to sort numbers
- Most students used length and individualdigit comparisons to compare numbers
- In iteration, preference given to post-loop tests.











Related work

- Onoroto & Shvaneveldt (differences between naive/beginner/experts)
- Miller (natural language descriptions of programming task)
- Bonar and Soloway (natural language preprogramming knowledge vs. Pascal)











Related work

- Ben-David Kolikant (student preconceptions about concurrency from real-life experiences => synch mechanisms)
- Gibson & O'Kelly (algorithmic understanding in precollege and beginners)
- BRACE (Simon et al) (various tasks with beginners: paper folding, giving directions, telephone-directory searching)











Methods (who)

409 subjects:

- 118 students in CS 1 (2 institutions)
- 274 students in a non-CS course with no CS experience
- 17 students in CS 1.5, with either CS 1 or other background
- (49 students in CS 1.5 who had been part of 118 above)











Methods (what)

Write a paragraph in complete English sentences describing how you would arrange a set of 10 numbers in "ascending sorted order" – that is, from smallest to largest. You might consider the following list of numbers, but make sure that your paragraph describes how to do it with any 10 numbers.

 $33 \ 14 \ 275 \ 326 \ 213 \ 190 \ 205 \ 4 \ 428 \ 254$











Methods (how)

Develop categorization along various dimensions from a subset of 20 CS1's:

- Is it correct? In general, or only for this case?
- What approach? Strings or numbers? What did they focus on?
- Did they use control structures, specifically iteration and conditionals?
- Other content: length, use of example, use of CS "terminology"











Categorization

Correctness: Does it make sense and "work"? In general, or only for this case?

- Approach: Strings or numbers? What did they focus on (main task)?
- Control structures: Did they use iteration? Did they use conditionals?

Other content: How long? Included example? How much use of CS "terminology"?











Correctness

	Correct (specific)	Correct (general)
Beginner CS	69%	57%
Naïve non-CS	31%	25%











Approach: string vs. number

	Numerical	String	Other
beginner	35%	63%	3%
naive	36%	53%	12%











Approach: focus

	Beginner	Naïve non-CS
Digit/length based	50%	47%
Choose	19%	20%
Find smallest	8%	3%
Define	7%	5%
Programming statements	0%	0%
Put number in correct place	8%	14%
Other	9%	10%











Control structure

	Expresses Iteration	Expresses conditional
Beginner CS	65%	43%
Naïve non-CS	56%	25%











Effect of instruction: CS 1 considered harmful?

	CS 1	CS 1.5 (paired)
Correct (specific)	71%	53%
Correct (general)	57%	45%
Numeric sorts	35%	92%
Length	169.4	74.0
CS terms used	1.61	4.39











CS 1.5 paired vs. different CS 1.5?

	CS 1.5 (paired)	CS 1.5 (other)
Correct (specific)	53%	88%
Correct (general)	45%	76%
Numeric sorts	92%	72%
Length	74.0	184.8
CS terms used	4.39	6.6











Conclusions

Students can express sorting algorithms, although may be different than instructor

CS students do this better than non-CS, given same experience

CS 1 has some negative effects on performance



Future work

There are other potential skills to examine that are based in commonsense understandings: troubleshooting; evaluating interfaces; concurrency; discrete probabilities;...

Currently:

- Collecting new data, more varied schools
- Piloting other questions



Thank you!

My collaborators:

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Thank you!

Other collaborators who are currently collecting preconception data.











Thank you!









