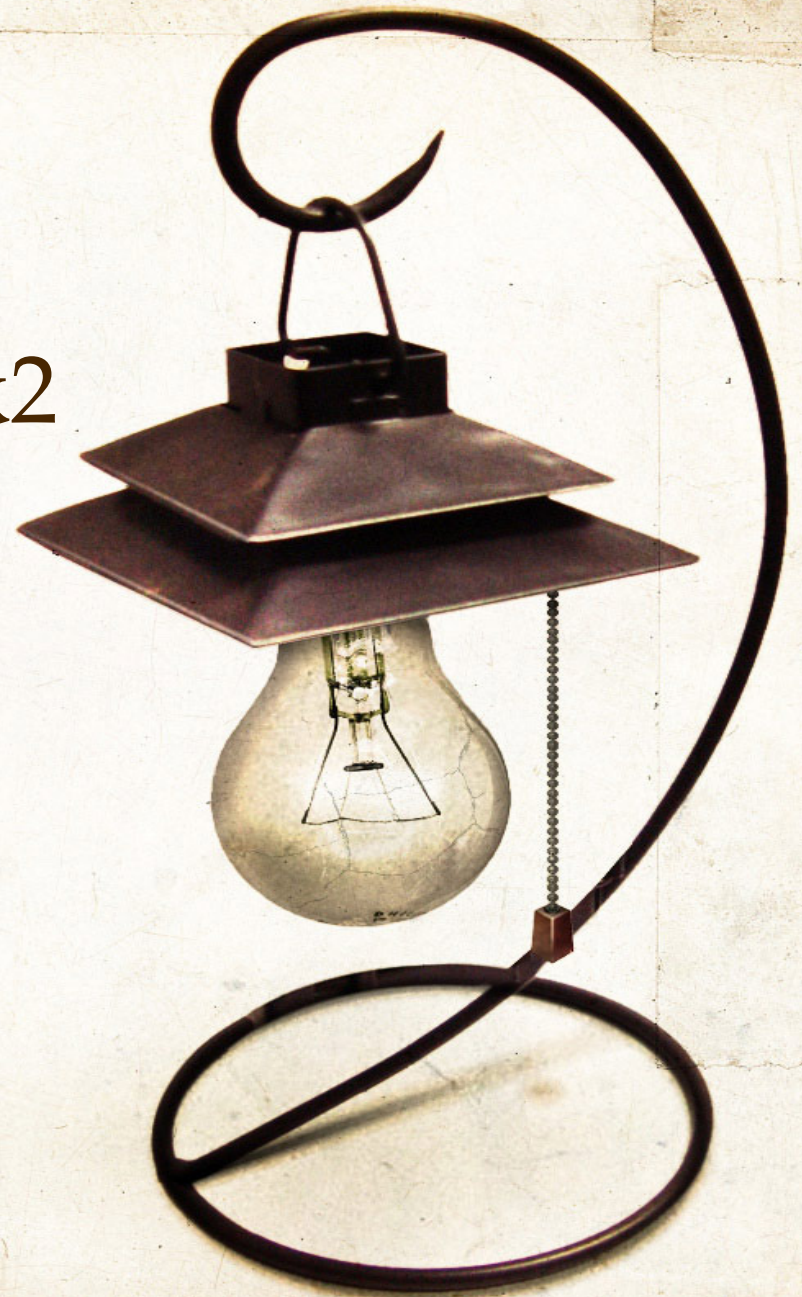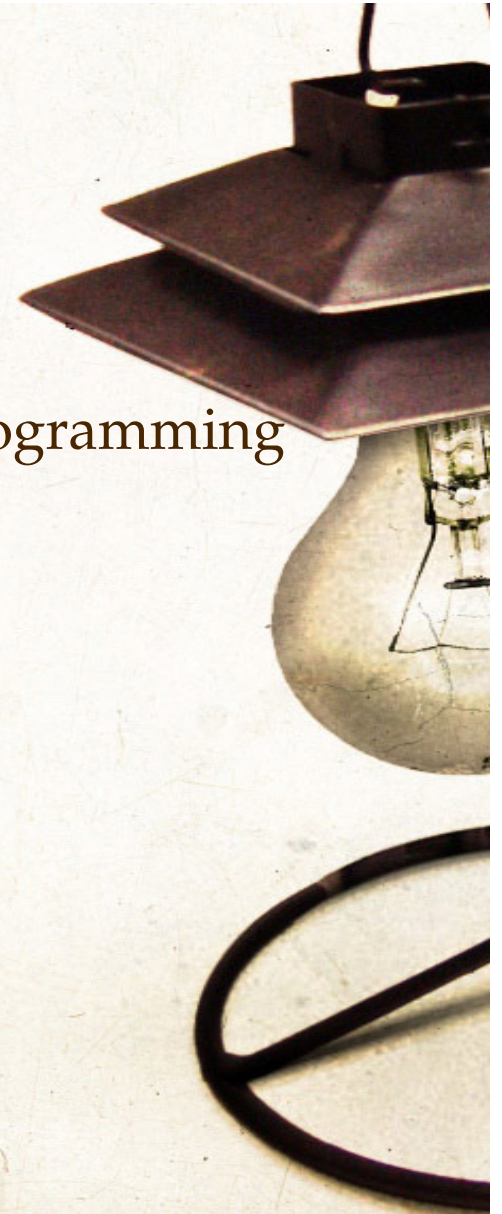# Presentation Week2

## Hanan Alnizami

# Plans for week 2:

- Reading-Increasing Diversity in K-12 CS

- Problem Solving/Research Java Code and programming

- More Programming with NetBeans IDE 6.1

- Rendering cube project

- DMP Website

- Introducing new project.

  -Adding more objects

  -Adding more shapes

# Readings:

- Motivation:

  i.  Recruiting more underrepresented students to the field of CS.

  ii. Finding successful strategies and new tactics.

- Solution: 1. Recruitment

  i.  The social group recruitment strategy*

  ii. The Recruitment campaign strategy**

  *Increased enrollment from 12 to 47 students.
  ** Increased enrollment from 12-47 students—300% increase.

Hanan Alnizami- week 2 presentation

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# Readings(continue):

- Powerful ways of instruction:

  i.     Content-Area Knowledge

  ii.    Pedagogical Content Knowledge

  iii.   Cultural Diversity Content Knowledge

- Role Models:

  i.     Multiple Genders and diverse ethnic background

  ii.    Breaking stereotypes held against CS.

# Readings(continue):

- Clear Pathways in CS: students need to be exposed to the different and diverse areas of computing.

- Supporting a Community of Teachers:

    - Building a CS community

- Students Outreach Programs: The more exposure to CS programs and the field of computing, the better the chances are for them to be admitted to the program and stick with it

# Tasks:

- Documents:
  - Introduction to Programming Using Java: Chapter 2

- Projects:
  - Drawing shapes
  - Adding objects
  - Drag and drop

# Accomplished:

- Rendering Cube project

# Partially Accomplished:

- Writing "rendering cube" documentation
- DMP Webpage

# What's learnt:

- More familiar with java coding and LWJGL library.

- Input/output text in NetBeans IDE 6.1

- Patience! Patience! AND Patience!

# Future Plan:

- Reading more documents

- Driving Evie to the Nut house!

- Taking notes!

# References:

• Goode, Joanne. *Increasing Diversity in K-12 Computer Science: Strategies from the field.* Eugene, OR, 362-366

• *Java OpenGL Demos with LWJGL.*
http://www.potatoland.com/code/gl/

• Eck, D. J. *Introduction to Programming Using Java.* November 2007, Geneva, NY 1-676.