Mini Workshop – How to Organize a Professional Development Workshop for High School CS Teachers

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Abstract - This mini-workshop will follow a “train-the-trainer” model. Experts will provide guidance and resources for college computing faculty who wish to organize workshops for high school computer science teachers. These workshops will enable the teachers to attract more and diverse students to their computer science classes, which will add to the college-bound population of students prepared for and interested in a computing major.

INTRODUCTION
Participants will learn about the Tapestry workshop model, which has proven quite successful. Evaluations show that 85% of past attendees succeeded in recruiting more students to their computer science high school classes; 86% succeeded in recruiting more girls; and 81% succeeded in recruiting more minority students.

THE WORKSHOP AGENDA COVERS THE FOLLOWING TOPICS:
- Setting goals (5 min)
- Budgeting and funding (5 min)
- Advertising (5 min)
- Selecting participants (5 min)
- Coordinating logistics (5 min)
- Creating or adopting content (55 minutes)
- Evaluation and follow-up (10 min)

Much of the workshop will focus on content from three sample presentations – one on gender and computing, one on messages for recruiting more and diverse students, and one on content and pedagogy that appeals to a broad range of students in introductory programming courses.

Participants will be provided with free resources from NCWIT (National Center for Women & Information Technology). These resources include: Talking Points cards for adults who want to explain to girls the benefits of a computing career; a workbook for strategic planning recruitment efforts; and practice sheets that summarize research on inclusive pedagogy, intentional role modeling, and active recruiting, and provide case studies on successfully implemented examples of each.

INTENDED AUDIENCE:
Computing faculty who might be interested in offering summer meetings for high school CS teacher professional development

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