





COMPUGIRLS, Culture, & Formative Evaluation: Lessons Learned

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By grade 8, girls possess less positive perceptions of computers than boys WHY? (Christensen, Knezek, & Overall, 2005).

Low-income African American, Hispanic American, and Native American students have less access to advanced information and communication technology (ICT) in their homes or schools than their White counterparts (Kaiser Family Foundation, 2004; Goode & Margolis, 2004; Margolis et al, 2008).

Programs are boring and culturally irrelevant (Werner, Denner, & Campe, 2006; Scott, 2005; Eisenhart & Edwards, 2004), yet STEM enrichment has potential for girls (Scantlebury & Baker, 2007)



Theory to Practice

Theoretical Foundation

- I. Culturally Responsive Practices:
 - a. Reflective Action (Gay 2000, 2002; Howard, 2001, 2003; Villegas & Lucas, 2007; Lee, 2007)
 - b. Asset Building (Hilliard, 2003; Howard, 2001; Lee, 2007; Ladson-Billings, 1995)
 - c. Connectedness (Delpit, 2006; Gay, 2000; Howard, 2003; Ladson-Billings, 1995; Lane, 2006)
- II. Social Justice Youth Development Framework (Ginwright & Cammarota, 2006)
- III. Future Time Perspective (Malka & Covington, 2005; Lang & Cartensen, 2002;Husman & Lens, 1999; Zimbard & Boyd, 1999)

COMPUGIRLS' Practice

- I. Culturally Responsive Computing:
- a. Mentor Teachers (COMPUGIRLS' Instructors) *reflect* about girls' of color technological capacities.
- a. Curricula build upon girls' community, technology, and topic-matter expertise
- Technology is a means to establishing and maintaining peer connections that advance community
- II. Technology used to research social/community issue to ultimately advance community
 - III. Provide ICT models and pathways

COMPUGIRLS!

Started in AZ Summer 2007 Summers & Afterschool Cohort-based

Program for adolescent (grades 8-12) girls from under-resourced school districts

Social Justice Technology Program integrating CRC

Year II-NSF ITEST

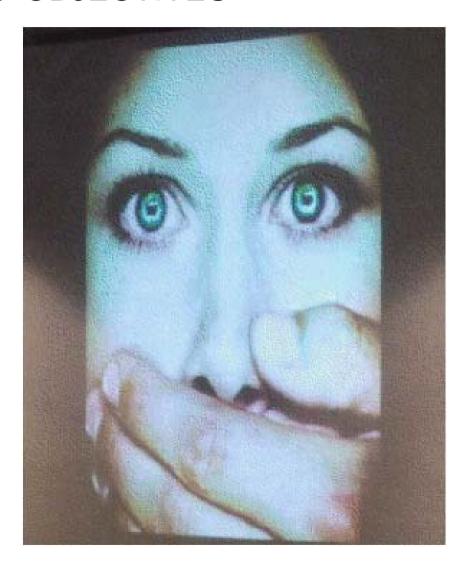


COMPUGIRLS' OBJECTIVES

To use multimedia activities as a means of encouraging computational thinking

To enhance girls' techno-social analytical skills using culturally relevant practices

To provide girls with a dynamic, fun learning environment that nurtures the development of a proactive self-concept





COURSES

 Introduction: Introduction to social justice, media and technology

Course I

Course I

 The Sims: Participants design a virtual world in which they determine the trajectory of their characters' lives Scratch: Participants learn and manipulate graphical programming language to create animation, games, music and art

Course III





 Intro to Teen Second Life: Participants create characters and begin to operate in a virtual world

Course IV

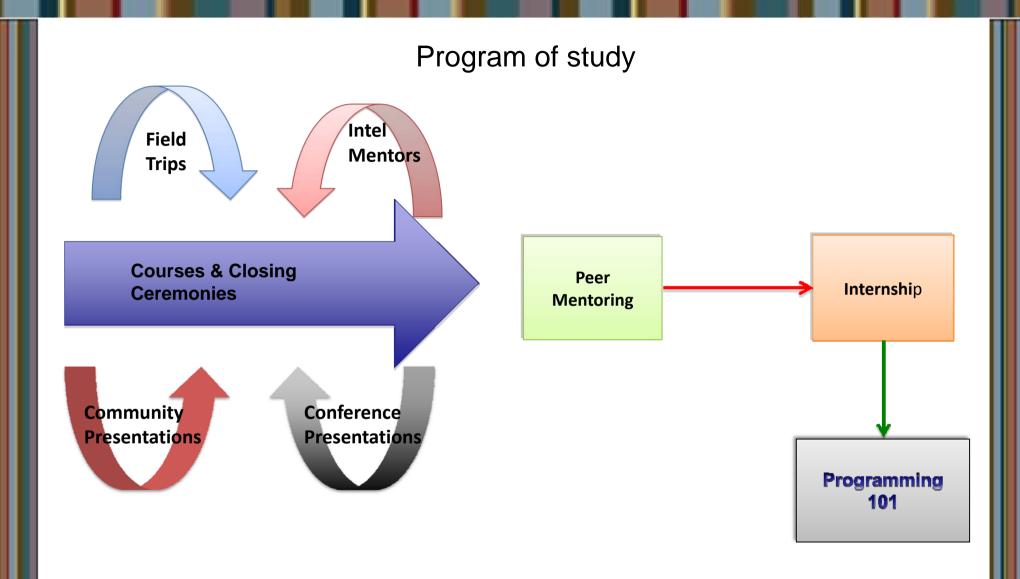
Course V

 Teen Second Life: Participants begin social justice projects to affect change in virtual world Capstone of Teen Second Life: Participants execute proposed projects in virtual world

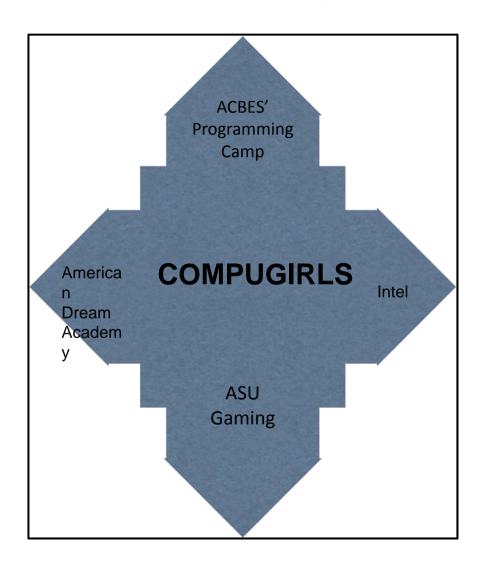
Course VI







Partnerships



SITES



- -Started in Summer 2007
- -Mostly Hispanic and African American Girls
- -Collaboration with Phoenix Union High School District, Roosevelt El., Tempe Union HS



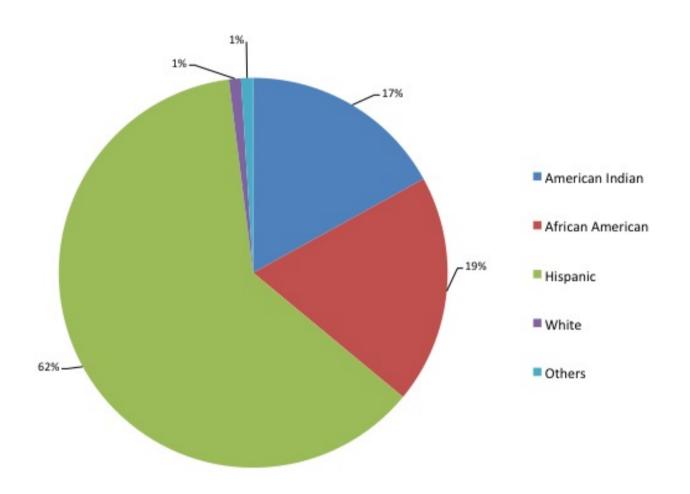
- -Started in Summer 2009
- -Native American Girls: O'Odtham
- -Collaboration with Boys and Girls Club
- -Unique collaboration with the Gila River Indian Community







PARTICIPANTS



MENTOR-TEACHERS

Both ASU Graduate Students and In Service Teachers from School Districts

Given Opportunity to Enhance their Academic and Research Knowledge and Experience

Intensive Training:

- ♦ Graduate Level Class
- 12-hours training per course
- ♦ Pairing
- ♦ Curriculum and Technology Coaches





Highlights













CANCER MULTIPLE MYELOMA

The video in Dr Scott's presentation can be found from the following link: http://www.youtube.com/watch?v=ne2iyzaEqJ0

Original Project Evaluation (ASU Site)

Goal	Measurement Strategy
COMPUGIRLS participants will experience a change in their motivation for and engagement in academic skills	- Possible and Plausible Selves - ASDQ (academic subscale)
COMPUGIRLS participants will experience a change in their technological skills	- Computer Interface Literacy Measure (CILM)
COMPUGIRLS participants will experience a change in their motivation for using and learning Technological skills	- ASDQ (technological subscale)
COMPUGIRLS participants will experience a change in their self worth	- ASDQ (Stable Personal Preferences)
COMPUGIRLS participants will experience a change in their future self-perception	- Possible and Plausible Selves

Original Evaluation Plan

- To identify the combination of factors presented in the program design, a hierarchical regression model will be used to estimate change over time. Expected individual outcomes include increased:
 - -Academic skills
 - -Technological skills
 - -Self-perceptions

Original Evaluation Plan

Level-1: $Y_{ti} = \pi_{0i} + \pi_{1i} X_{ti} + e_{ti}$ (1)

Where:

 Y_{ti} = the outcome measure at time t for individual i

 π_{0i} = the growth rate for individual i

 π_{1i} = the ability of individual i at X_{ti} = 0

 X_{ii} = the value of the predictor at time t for individual i

 e_{ii} = error, which is normally distributed with a mean of 0 and constant variance

Original Evaluation Plan

Level-2a:
$$\pi_{0i} = \beta_{00} + \beta_{01}W_i + r_{0i}$$
 (2)

Level-2b:
$$\pi_{1i} = \beta_{10} + \beta_{11}W_i + r_{1i}$$
 (3)

Where:

 W_i = an individual-level variable/predictor;

 β_{00} and β_{10} = the second-level intercept terms (fixed effect);

 β_{01} and β_{11} = the slopes relating W_i to the intercept and the slope terms from the

Level 1 equation (fixed effect);

 r_{0i} = the Level-2 residuals;

Group 1: CompuGirls

Group 2: Social Justice (only)

Group 3: Technology (only)

Group 4: No treatment

Original (Qualitative) Evaluation

Guiding Questions

- 1) To what extent does the program meet its goals?
- 2) What specific aspects of the program create a change in attitudes, behaviors, and skills related to social justice awareness and STEM interest and aspirations?

Interviews and observations will be used to address these questions.

Current Methodology

	Dependent Measure	Covariate
CG	Summer post	Summer pre
Control	Fall post	Fall pre

- ANCOVA
- Paired sample, t-test

Current Methodology

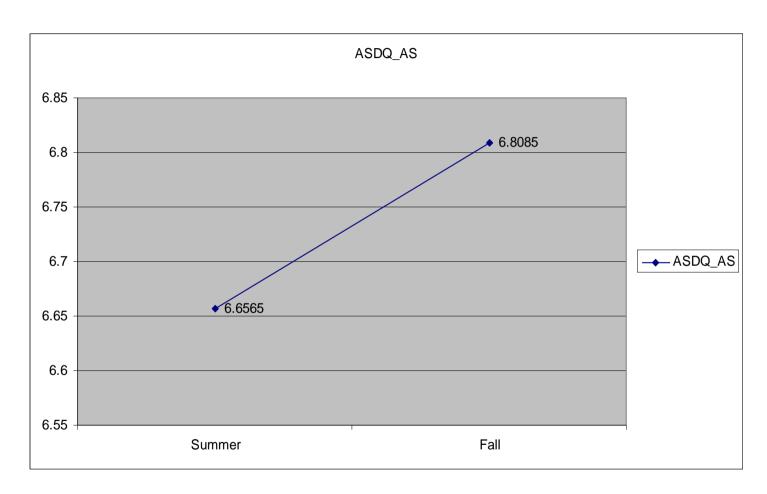
	Dependent Measure	Covariate
CG	Fall post	Summer pre (all)
Control	Spring post	Fall pre

- Possible year-end analysis
- Continued qualitative sources

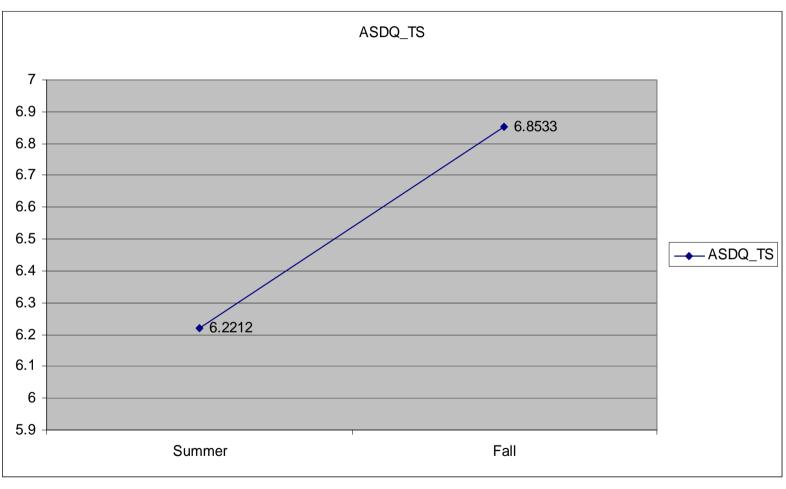
Early Results

- Wild levels of enthusiasm
 - -Students
 - -Parents
 - -Program staff
- Some programmatic glitches (parking, food)
- Ability to define social justice
- Strong relationships

Early Results



Early Results



Summary/Questions

- ➤ Social Justice+Technology+CRC=Increased enthusiasm and interest in STEM/CS careers
 - >Technology as a means to community advancement
 - ➤ Formative Evaluation Results promising in *some areas*
 - ➤ Gender Equity needs to consider other variables than

gender alone

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