

BRIGHT-CS

Building Student Retention through Individuated Guided coHort Training in Computer Science

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Today's presentation

- 1. Background: Understanding BRIGHT-CS
- 2. **Evaluation:** Getting into a development mindset
- 3. Next steps: Applying our learning



Background

Understanding BRIGHT-CS



Who we are



Principal Investigator Ryoko Yamaguchi UNC Greensboro

Over 25 years of experience in K-12 education serving disadvantaged students as a practitioner, researcher and parent leader



Research Analyst

Veronica Madrigal Education First Consulting

Qualitative analyst with experience as a middle school teacher and school district project coordinator



BRIGHT-CS: Two goals

- Create a computer science learning ecosystem for middle school Black girls and other girls of color
- Research the merits of the ecosystem in supporting persistence in CS to determine best practices for broadening participation to other marginalized student groups in computing



BRIGHT-CS logic model





BRIGHT-CS participants





Interim results

Sample

In its first semester, BRIGHT CS **Baseline student survey** included:

- Four middle schools (in NY and VA)
- **46 students--**primarily Black girls (65%), with the remaining girls being Latinx (20%), White (11%), and Asian and multi-racial (4%)

Data collected

Experiences in computer science (taken from the Google/Gallup survey)

Qualitative data

- **Interviews** with students, • parents, mentors, school staff • sponsors, and program instructors at multiple time points
- Observations of afterschool and summer sessions
- Program documents and computing artifacts

Findings

BRIGHT CS has potential to:

- **Counter implicit school** messages that girls of color do not bring value to STEM+CS
- Mitigate stereotype threat by providing social reinforcement for the idea that challenges are a normal part of learning
- Nurture feelings of selfefficacy in CS among girls of color



Evaluation

Getting into a development mindset



Getting out of an outcomes mindset





Getting into a development mindset

- 1. **Program development**—R&D as the purpose
- 2. **Evaluation development**—Constructs of interest and instruments change over time
- 3. Adolescent development—Capturing the many sides of adolescent girls with data



1. Program development—R&D as the purpose

| But that |
|--|
| But, "what is happening?"Descriptive |
| But interactions How did participants experience different aspects of the ecosystem? |
| But variety in implementation Exploiting differences between ecosystems to generate hypotheses about what's important |
| |

2. Evaluation development—Constructs of interest and instruments change over time

At first we thought...





3. Adolescent development—Capturing the many sides of adolescent girls with data





Next steps

Applying our learning



What we're now doing differently

| Lesson | Next step |
|--|---|
| <i>Program development</i> —R&D as the purpose | Instead of interviewing many students, going deeper on what's happening in the program with a smaller group of target students |
| <i>Evaluation development</i> —Constructs of interest and instruments change over time | Working w/ instructor on guiding questions to make student showcase + reflection a more intentional artifact of learning |
| Adolescent development—Capturing the many sides of adolescent girls with data | Investing in audio recording to get higher quality data |



Contact us!

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