

Multiple Means of Engagement

Provide options for recruiting interest

- Give students choices (choose project, software, topic)
- Allow students to make projects relevant to culture and age
- Minimize possible common “pitfalls” for both computing and content
- Allow for differences in pacing and length of work sessions
- Provide options to increase or decrease sensory stimulation (for example listening to music with headphones or using noise cancelling headphones)

Provide options for sustaining effort and persistence

- Remind students of both computing and content goals
- Provide support or extensions for students to keep engaged
- Teach and encourage peer collaboration by sharing products
- Utilize pair programming and group work with clearly defined roles
- Discuss the integral role of perseverance and problem solving in computer science. Recognize students for demonstrating perseverance and problem solving in the classroom.

Provide options for self-regulation

- Communicate clear expectations for computing tasks, collaboration, and help seeking
- Develop ways for students to self-assess and reflect on own projects and those of others
- Use assessment rubrics that evaluate both content and process
- Break-up coding activities with opportunities for reflection such as turn and talks or written questions
- Acknowledge difficulty and frustration. Model different strategies for dealing with frustration appropriately