



## **TEACHING COMPUTING IN SCHOOL: IS RESEARCH REACHING CLASSROOM PRACTICE?**

Koli Calling Keynote  
November 18th 2021

Sue Sentence

Raspberry Pi Computing Education Research Centre  
Department of Computer Science & Technology, University of Cambridge  
& Raspberry Pi Foundation, Cambridge, UK

## The 30-second version of my talk

To ensure our computing education research can have an impact on classroom practice ....

... we need to understand knowledge mobilisation, which can take the form of transfer, translation or transformation

I'll be sharing some general approaches and specific examples and trying to explore whether they involve transformation of knowledge

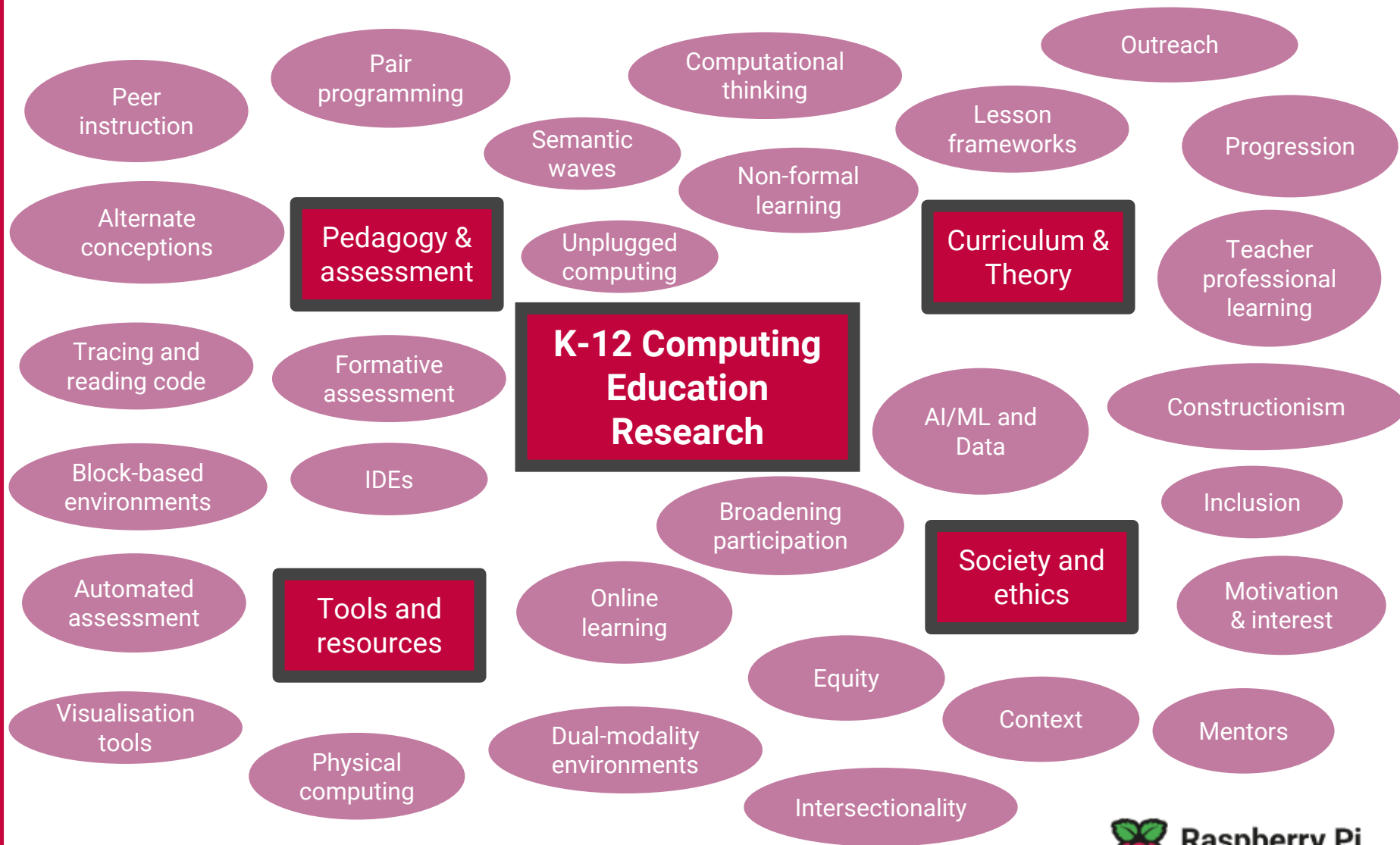
And I'd like to stimulate some discussion about your own examples, in higher education as well as K-12

# Overview

- K-12 Computing Education Research
- Research to Practice & Knowledge Mobilisation
- Looking through different lenses
- Activities to support research having impact in the classroom
- (Seven) Case studies
- Questions and discussion!



# K-12 Computing education research is a broad field



Themes around the research-to-practice discourse

# Evidence-based practice in education / computing education

## Across K-12 education in general

- There has been a considerable government interest in evidence-based practice in education in UK and Europe
- In 2013, the UK invested £135m over 10 years in evidence-based practice in education as part of the development of a series of “What Works” centres around social policy
- In 2010, 33% of teachers in England had undertaken some sort of research and enquiry to improve their practice (Cain, 2015)
- A focus on making research open-access means that it's more accessible to teachers

## In K-12 computing education

- Increase in schools and jurisdictions teaching computing at K-12, globally (Vegas et al, 2021)
- Teacher professional development needs moving from focus on subject knowledge to “what teaching methods are effective?”
- Increased resources / funding for K-12 CER (NSF, EU)

Are the findings from research making their way to the classroom?

# Some themes for policy makers / educationalists

- Can the medical model of evidence-based practice be applied to education?
- Are the research methods most touted by policymakers (eg RCTs) the most appropriate or sufficient?
- What motivates teachers to implement research that they have come across?
- Who can help support implementation of research (researchers, school leaders, district leaders, teachers)
- What is the role of the research producer or research user?
- What activities best lead to research-informed practice?
- **Can research-generated knowledge be implemented in practice?**

(From Cain, 2015, but reworded)



# Research to Practice: the time lag

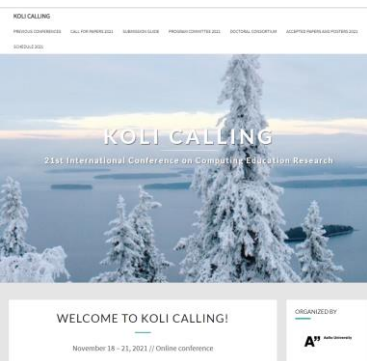


Research

In medicine it take 17 years on average for research findings to reach clinical practice  
(Morris, Wooding and Grant, 2011)



Practice



In education ...

*“Our conversations with researchers, practitioners and policymakers have shown that they do not have shared priorities, although there are areas of common concern or interest. This causes disconnects between supply and demand, and contributes to a lack of sustained research effort.” (The Royal Society, 2018, Harnessing Educational Research)*





# Research to practice: the process

## Last Decade: Evidence-based Practice Movement

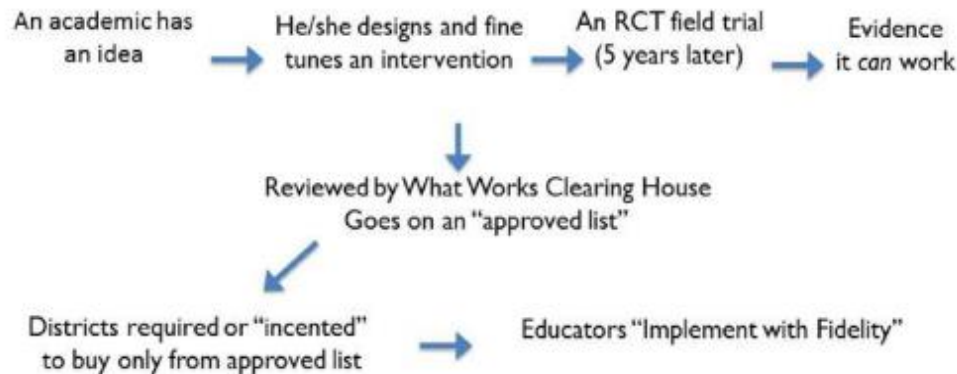


FIGURE 1. *The evidence-based practice strategy*



From Bryk, Anthony S. 2015. "Accelerating How to Learn to Improve." *Educational Researcher* 44 (9): 467–477. (page

*"... research can never tell teachers what to do. Indeed, given the complexity of classrooms, it seems likely that the positivist dream of an effective theory of teacher action—which would spell out the 'best' course of action given certain conditions—is not just difficult and a long way off, but impossible in principle."* (William, Lee, Harrison, & Black, 2004, p. 51)

# Knowledge mobilisation

Knowledge mobilisation is *‘the process through which research and data become integrated (or fail to become integrated) into educational policies and practices.’* (Cooper, Klinger, McAdie, 2017)

Three types of knowledge mobilisation (Carlisle, 2004):

- Knowledge transfer
- Knowledge translation
- Knowledge transformation

Research may generate knowledge that something can work – but teachers need knowledge of how to actually make it work reliably over diverse contexts and populations (Byrt, 2015).

Knowledge generated by research
Propositional & theoretical knowledge
Generalized, abstract and impersonal
Narrowly-focused on single, isolated issues
Accumulated slowly and logically, with an attitude of principled skepticism
Valued for its significance, originality and rigour

Teachers’ pedagogical knowledge
Procedural & practical knowledge
Context-specific, based on personal values
Broadly focused on many issues
Knowledge that informs intuitive, tacit, swift and fluent thinking
Valued for its practicality and fitness for purpose

“Despite the increased interest in research impact, there is very little empirical evidence that educational research can inform practice directly, and furthermore, a body of literature which suggests that this is, in principle, impossible.” (Cain, 2015)

# Enlightenment

**Enlightenment** is teachers' interpretation of research and their ability to embed it in their practice,

- **Strong enlightenment** provides a comprehensive world view that should govern practice
- **Moderate enlightenment** recognises the fallibilistic and qualified nature of research (Hammersley, 2002).

The teacher may operate as a 'professional technician' who "*investigates and interpret research and incorporate it into their practice if they are satisfied that it is the best way of achieving their ends.*" (Winch, 2017, p. 147) – an example of moderate enlightenment

**Knowledge transformation** involves 3 types of thinking (Cain, 2015):

- conceptual development,
- reflection on cases drawn from personal experience, and
- the imaginative diffusion of research knowledge into areas beyond those originally researched.

As computing education researchers, how can we facilitate these three types of thinking in the way we disseminate our research findings and work with practitioners?

Research to practice from different perspectives

# Different perspectives



What's the value  
of research in  
education?

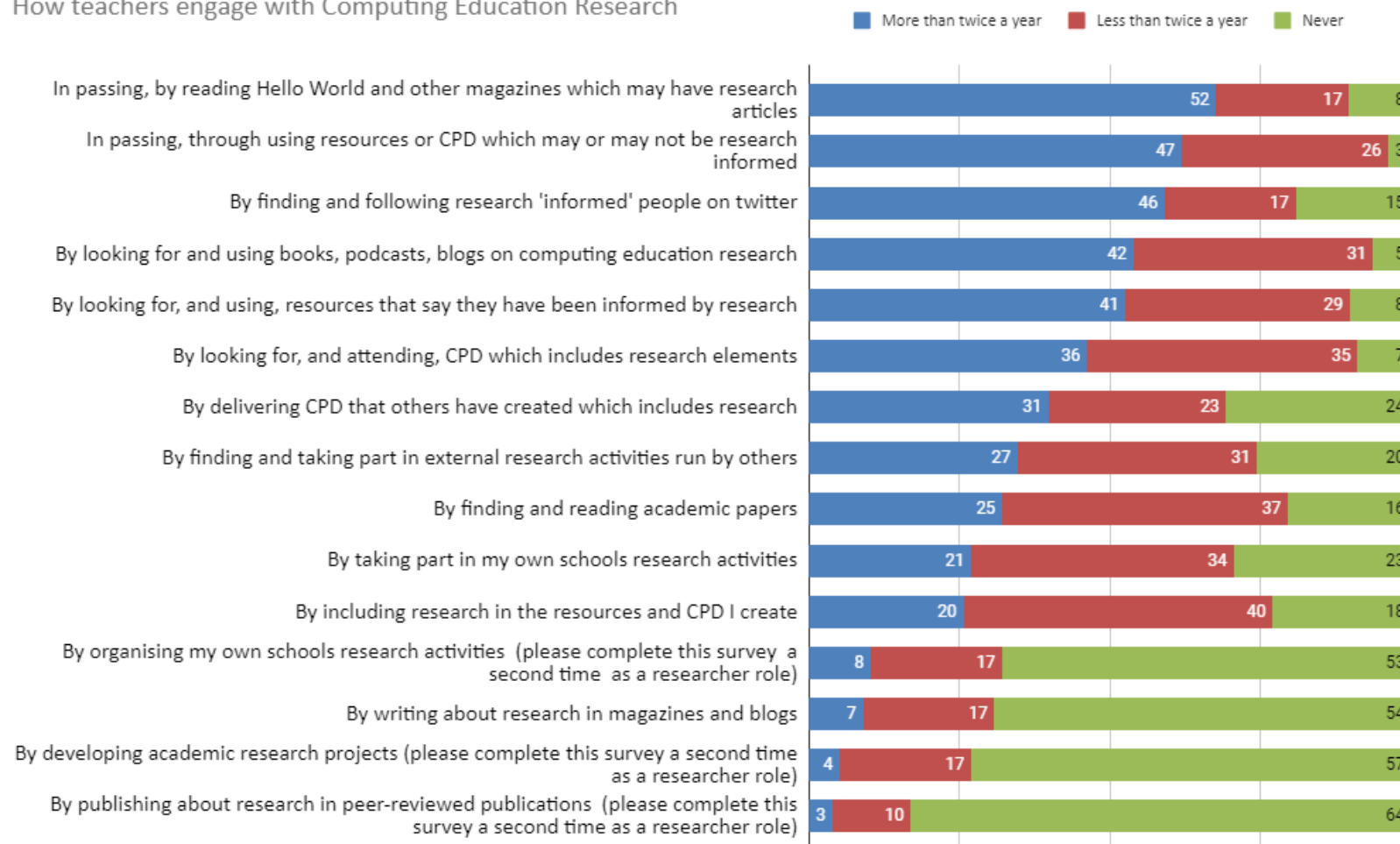


## The school's / teacher's perspective



# How teachers engage with research

## How teachers engage with Computing Education Research



# Approaches to engagement

## Levels of engagement by teachers in research

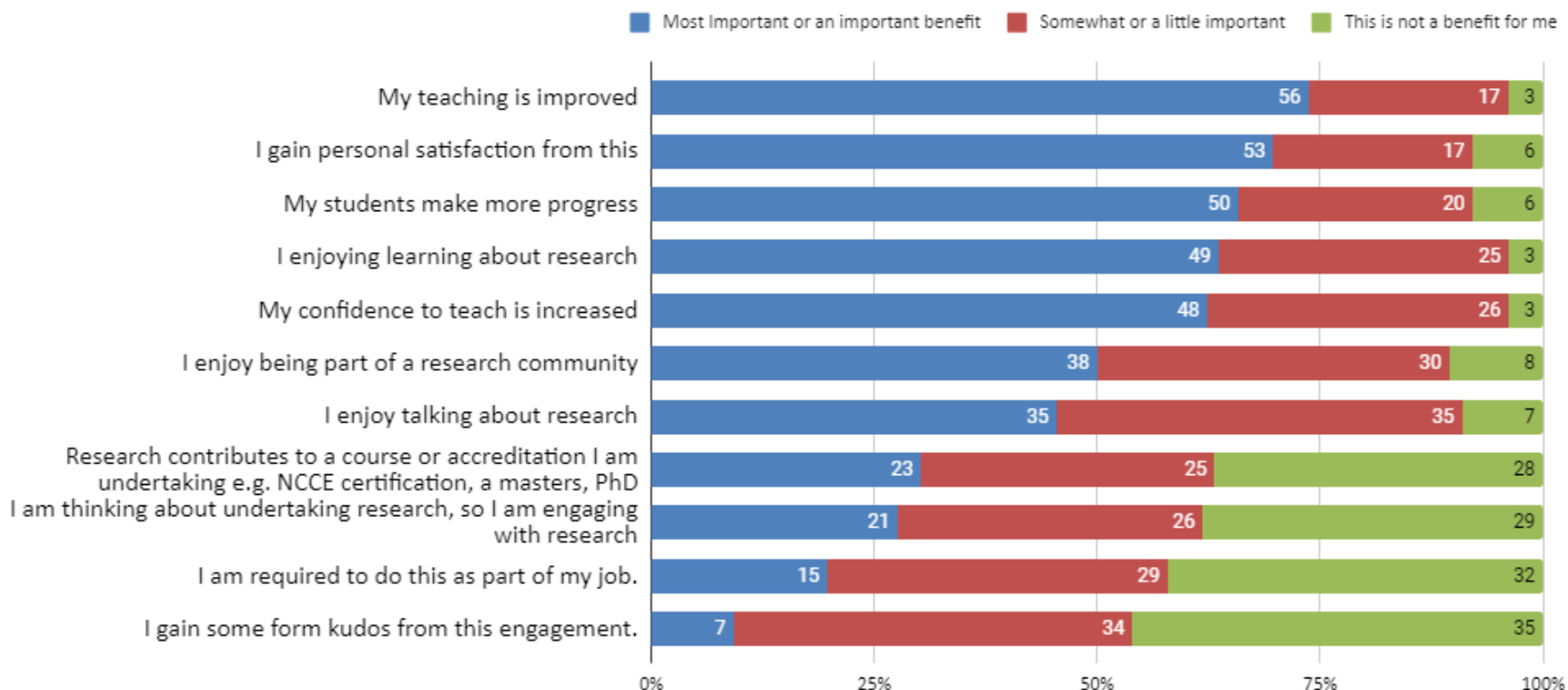
Stereotype	Dispositions	Goals	Activities
<b>Research aware</b> “looking for practical ideas”	<ul style="list-style-type: none"> <li>professional integrity</li> <li>reflective practitioner</li> </ul>	<ul style="list-style-type: none"> <li>find evidence-based practice</li> <li>develop knowledge of subject</li> <li>develop pedagogical subject knowledge</li> </ul>	<ul style="list-style-type: none"> <li>read and apply information &amp; advice</li> <li>participate in CPD</li> <li>attend TeachMeets and share</li> </ul>
<b>Research literate</b> “developing knowledge”	<ul style="list-style-type: none"> <li>curiosity</li> <li>scepticism</li> <li>open mind</li> </ul>	<ul style="list-style-type: none"> <li>judge validity, reliability, ethics</li> <li>aware of research scene</li> </ul>	<ul style="list-style-type: none"> <li>participate and contribute to research</li> <li>attend conferences to join in</li> <li>apply to policies</li> </ul>
<b>Research active</b> “answering new questions”	<ul style="list-style-type: none"> <li>action</li> <li>deeper / wider interest</li> <li>organiser</li> </ul>	<ul style="list-style-type: none"> <li>know methodology</li> <li>involved in research scene</li> </ul>	<ul style="list-style-type: none"> <li>lead research</li> <li>attend conferences to present</li> <li>publish</li> </ul>

[Millwood, R. \(2019\). What influences teachers' uptake of research informed practice. Blog post.](#)



# Benefits to teachers for engaging with research

What are the benefits to teachers for engaging with research?



## The researcher's perspective



# The researcher's perspective

- Researchers seek deep understanding of matters which have theoretical value
- Our success is measured by peer-reviewed papers, often incomprehensible to the lay person, must adhere to the standards of the academic community (Hammersley, 2002)
- Research generates propositional knowledge, but teachers need knowledge of how to do things (McIntyre, 2005)
- Researchers may work with a school to conduct an intervention, measure the impact, discuss with teachers, then not return later to see what happens - or try in other contexts
- Computing education at K-12 is a young field – we need to build theory and models on a small scale, test robustly, and develop criticality before being confident about large-scale implementation



Knowledge generated by research
Propositional & theoretical knowledge
Generalized, abstract and impersonal
Narrowly-focused on single, isolated issues
Accumulated slowly and logically, with an attitude of principled skepticism
Valued for its significance, originality and rigour

# The policy/funders' perspective



## Teaching and Learning Toolkit

An accessible summary of education evidence

[Watch the Toolkit explainer](#)

[Read our guide to using the Toolkit](#)

Implementation cost

£  £

Evidence strength

Impact (months)

+  +

Search by keyword

Toolkit Strands

Cost

Evidence

Impact

### Arts participation

Moderate impact for very low cost based on moderate evidence

£ £ £ £ £

+3

### Aspiration interventions

Unclear impact for very low cost based on insufficient evidence

£ £ £ £ £

### Behaviour interventions

Moderate impact for low cost based on limited evidence

£ £ £ £ £

+4

### Collaborative learning approaches

High impact for very low cost based on limited evidence

£ £ £ £ £

+5

### Extending school time

Moderate impact for moderate cost based on limited evidence

£ £ £ £ £

+3

# Differences in perspective



*“ In reality, policymakers, researchers and teachers are all influenced by underlying personal beliefs about what education ought to be about and how it fits into a wider world view. It would be naïve to suggest that the relationship between research and policy is either straightforwardly pragmatic or unaffected by party political preferences and prejudices.”*

*(The Royal Society, 2018).*

The Royal Society’s Harnessing Educational Research report recommended that:

- Teachers (often mature learners) were enabled to study for masters’/doctoral degrees in education part-time
- Teachers were supported to use research in teaching through initiatives such as Research Schools, and the importance of research-informed practice was recognised in schools
- Interaction is facilitated between policymakers and researchers, to encourage flow of information and ideas, including overcoming cultural barriers, and political and ideological resistance
- Researchers should get more recognition for the expertise needed to create high-quality syntheses

Activities that may support links between research and practice

# Supporting research -> practice links

## Translational research

Translational research is “*the movement of available research knowledge into active professional use*” (La Velle, 2015)

It attempts to bridge the gap between basic research and the world of practice. .

Can take different forms:

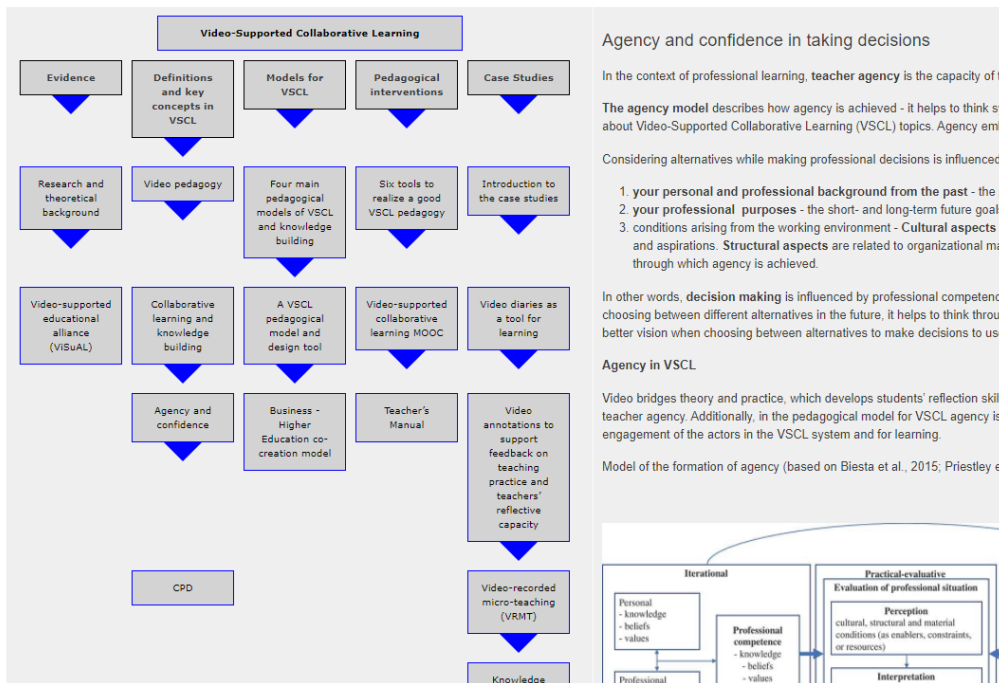
- Translating research to lessons for practice
- Providing research in a range of different formats

# Translational Research – an example



## Video-Supported Collaborative Learning

Minna Koskinen, Frank de Jong, Alberto Cattaneo, Vesna Belogaska, Ali Leijen, Anni Kuisvek, Rui Gonalo Espadeiro | [View as single page](#) | [Feedback/Impact](#)



- Systematic reviews conducted about specific fields of enquiry
- Highly synthesised
- Researcher uploads to MESH system
- Teachers can click on the area that they are interested in.

(Jones et al, 2015).



# Supporting research -> practice links

Translational research

Research-informed  
educational programmes

Some research may stimulate educational programmes based on the research, normally where:

- The research suggests improvements could be made across the school population
- There is buy in from education policy-makers and government/

Examples might be:

- How to teach reading
- How to teach mathematics
- Assessment for learning

Idea that “effective interventions \* effective implementation = improved outcomes” (Fixsen et al, 2013)

Resources and training programmes may also be developed that embed a particular approach

# Supporting research -> practice links

Translational research

Research-informed  
educational programmes

Research-practice-  
partnerships (RPPs)

- Research-practice partnerships are long-term, mutually beneficial collaborations that promote the production and use of research.
- \$60m investment in the US. Anywhere else?
- Studies have “*less prescriptive research designs and methods, with research occurring in rapid, iterative and context-expanding cycles.*” (US NSF)
- Excellent summary by Monica McGill et al in recent ACM InRoads magazine!
- Similar to less formal work done elsewhere where universities/researchers work in partnership with schools

# Supporting research -> practice links

Translational research

Research-informed  
educational programmes

Research-practice-  
partnerships (RPPs)

Practitioner research

- Teachers engaging in action, classroom-based or practitioner research
- Researching a real, contextualised problem in the classroom
- Decades of research has shown that this is invaluable professional development
- Research findings are small-scale, may not be rigorous, but demonstrate iteration through the action research cycle

*“Action research enables teachers to reflect on their practice to improve it, become more autonomous in professional judgment, develop a more energetic and dynamic environment for teaching and learning, articulate and build their craft knowledge, and recognize and appreciate their own expertise.” (Pine, 2009)*

# Supporting research -> practice links

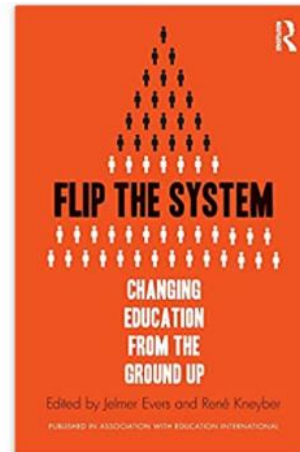
Translational research

Research-informed educational programmes

Research-practice-partnerships (RPPs)

Practitioner research

**'Flip the system'**



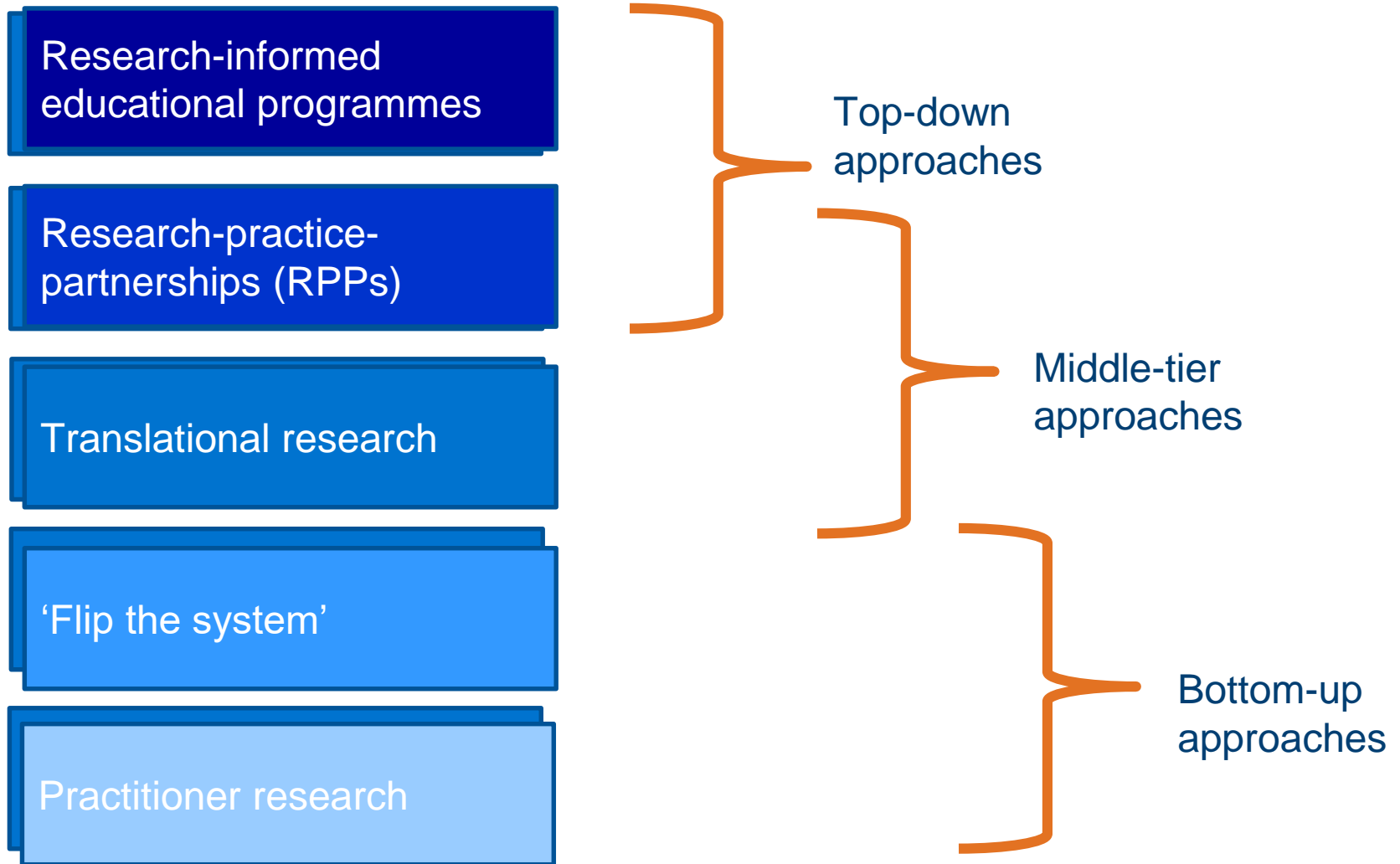
- Argues for the role of the teacher in changing education
- Use school data for research
- Original book edited by Jelmer Evers and René Kneyber but there are now country versions.
- Led to teacher-research conferences such as ResearchEd



Figure 0.2 Flip the System!

*"In summary, it is clear that the neoliberal shift in reform has led, in a more postmodern sense, to the death of the teacher: the death of the very idea that a teacher has something to contribute, the very idea that the teacher has a meaningful voice in regard to his work, to what he wants to achieve through his work and by which means he achieves it." (Evers and Kneyber, 2015).*

## Linking research -> practice



Some examples

# Some case studies from England / my experience

National Centre for Computing Education

1. Pedagogy Quick Reads and other outputs
2. Teach Computing Curriculum
3. CAS (Computing At School) Research
4. PRIMM
5. Research Seminars
6. Teaching Inquiry in Computing Education
7. Localising culturally relevant pedagogy research for UK schools

# Case Studies [1]: Pedagogy Quick Reads

- Series of pedagogy outputs – part of government-funded NCCE programme
- 2 page, A4, pedagogy “Quick Reads” in topics including:

- Cognitive Load
- Project-based learning
- Code tracing
- The Block Model
- Semantic waves
- Peer instruction
- Pair programming
- Worked examples

- Research Bytes newsletter sharing new research and stories of teachers use of it in the classroom

- Podcasts sharing research topics and teachers’ experiences in the classroom

**Pedagogy Quick Reads**  
Using project-based learning to apply programming knowledge to real-world scenarios

Project-based learning (PBL) is an approach to teaching computing where the learning activities are organised around the design, creation, and evaluation of a digital artefact. It is based on the premise that learners deepen and consolidate their knowledge through hands-on, tangible experiences that allow them to reflect on their learning.<sup>1</sup>

**Imagine**

**Make**

**Share**

**Summary**

It can be helpful to use PBL in the classroom so that learners can apply their existing computing knowledge to new situations and deepen their understanding of programming concepts. PBL can also help learners develop skills valued by employers in the workplace, such as planning, organisation, and communication.<sup>2</sup>

Projects usually take place over a number of sessions and will typically be split into several stages.

- **Imagine** – developing an idea of something to make, and planning the resources needed
- **Make** – building and testing the digital artefact, with the goal of realising the original idea
- **Connect/share** – sharing the project with an audience to elicit feedback, and reflecting on what has been learnt during the project

In practice, the stages of PBL may not be implemented linearly. More often, they are part of an iterative process in which some stages are repeated one or more times.

PBL often involves using a mix of hardware, and other physical elements of the project can help more easily connect their digital learning and to better track their progress.

**Creating a strong project concept**

The choice of project is key to successful learning. Research has shown that a successful digital project is a combination of a well-researched idea, access to available technology, and an appropriate level of challenge.

A strong project idea often has a personal dimension that aligns with the learner's own interests. The idea is then to create something of value to the learner, or to solve a real-world problem that the learner finds important. In this phase, creating a storyboard, sketch, or design for the project helps learners to visualise their project concept aimed at a particular set of users or the performance of a specific function.

Educators have an important role to play by designing thoughtful prompts to encourage project ideas. A good project prompt is brief and solvable, yet contains enough ambiguity so that the learner can “satisfy their own voice”.<sup>3</sup>

“I think the quick reads are excellent and in-fact the whole pedagogy section of the the website.” (Teacher, survey response)

**How we teach computing**  
2 pedagogy principles

**Work together**

Encourage collaboration, specifically using pair programming and peer instruction, and also structured group tasks. Working together stimulates classroom dialogue, articulation of concepts, and development of shared understanding.

**Model everything**

Model processes or practices – everything from debugging code to binary number conversions – using techniques such as worked examples and live coding. Modelling is particularly beneficial to novices, providing scaffolding that can be gradually taken away as pupils develop a secure understanding of topics concepts.

**Add variety**

Provide activities with different levels of direction, scaffolding, and support that promote active learning, ranging from highly structured to more exploratory tasks. Adapting your instruction to suit different objectives will help keep all pupils engaged and encourage greater independence.

**Make concrete**

Bring abstract concepts to life with real-world, contextual examples and a focus on interdependencies with other curriculum subjects. This can be achieved through the use of unplugged activities, proposing analogies, storytelling around concepts, and finding examples of the concepts in pupils' lives.

**Find out more about our principles and add some or all to your personal pedagogy toolkit.**

**(Hello World)**

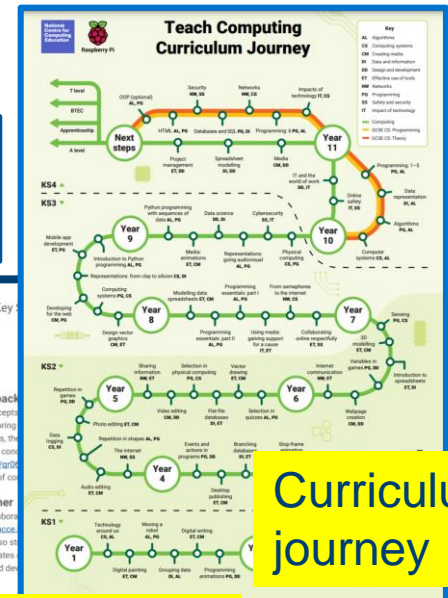
**THE BIG BOOK OF COMPUTING PEDAGOGY**



## Case Studies [2]: Teach Computing Curriculum

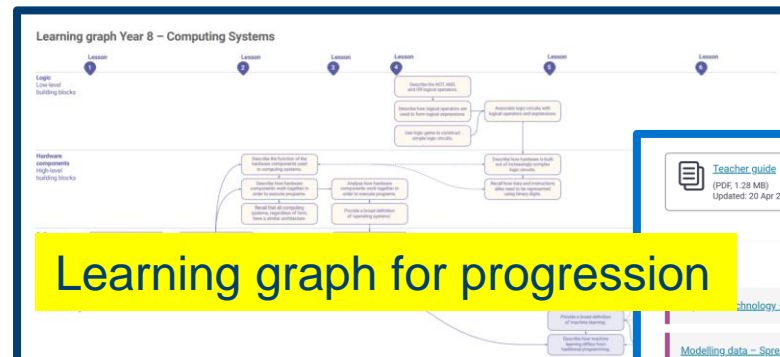
- Full computing curriculum funded by the Department of Education in England as part of the NCCE
- Embeds the 12 research-informed pedagogical principles drawn from work with teachers, researchers and stakeholders
- Pair programming, semantic wave theory, levels of abstraction, PRIMM, etc. are embedded into lesson plans, slide shows, activities and homework assignments
- Lessons are sequenced from age 5-16 and mapped to the curriculum
- Teacher guides explain the approaches taken and provide links to pedagogy outputs (previous slide)

From September to October 2021 there were c.110K unique lesson downloads globally (c.80K in England)



# Curriculum journey

Teacher guide describes pedagogy



## Learning graph for progression

## Lesson 21: XOR

Learners were introduced to logic operators in Lesson 10. At that point, they could only use AND and OR. Learners also need an understanding of how the XOR operator works. But we don't have an XOR operator, so we'll use the OR operator to simulate it. In Lesson 11, we'll use the OR operator to simulate the XOR operator. Learners will complete a truth table for the operator. They will learn about XOR, and complete a truth table for the operator. Next, they will design and create a function for an XOR operator using worked examples for support.

## Unit guide highlights pedagogy being used

- Use a truth table
- Describe the function of an XOR operator
- Design and create a function for an XOR operator

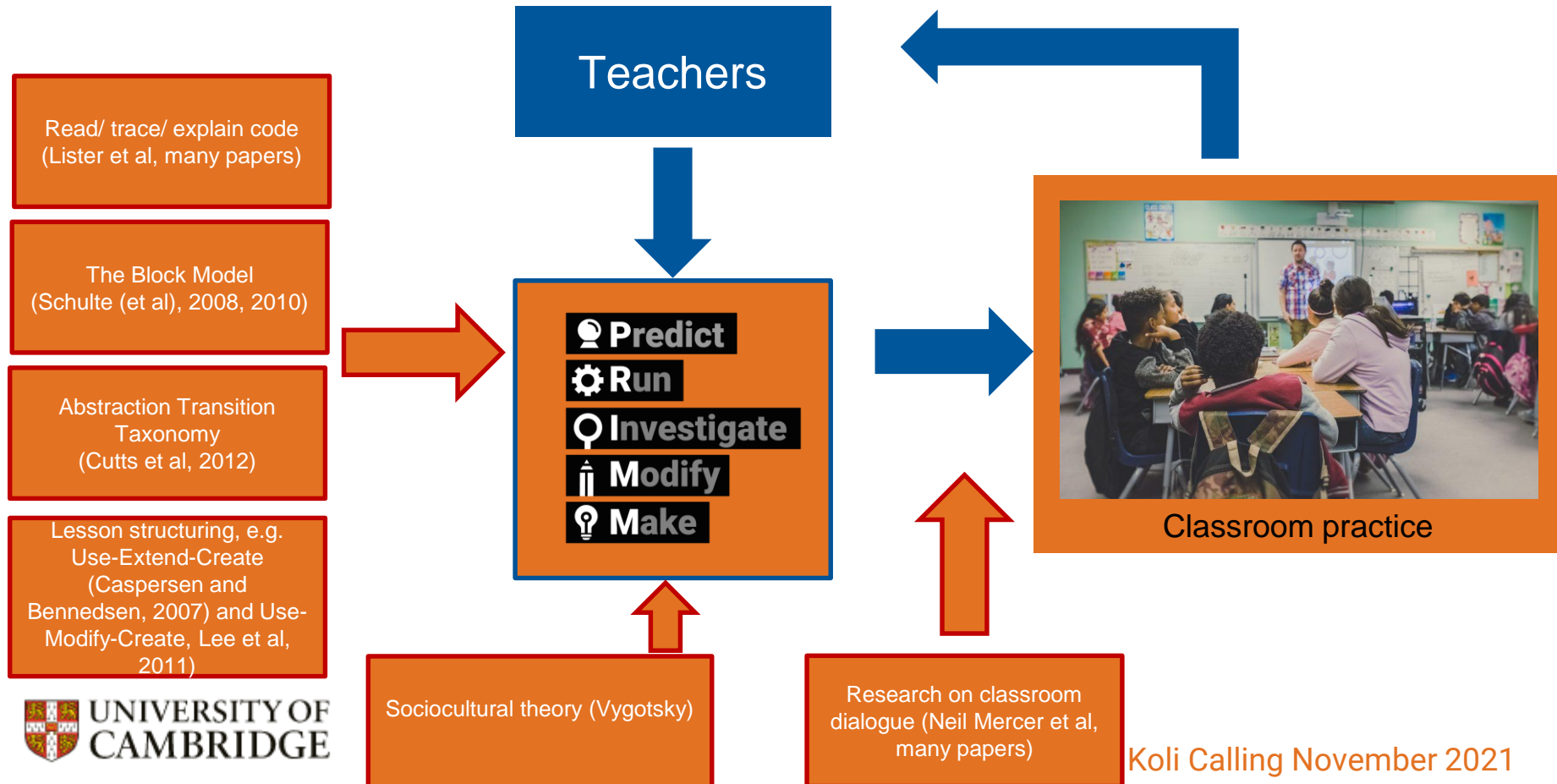
## Case Studies [3]: CAS Research Group

- Meetings with teachers started 2014
- Linking teachers with a network of universities
- Developed into a research stream for the annual CAS teachers' conference (research summaries and plan-your-research workshops)
- Sharing existing research to enable teachers to become research-engaged
- Supporting teachers wishing to become research-active
- Enabling collaborations between universities engaged with research in computer science education in school
- More recently (since pandemic) F2F meetings went online and became a monthly book club for teachers to join and become involved in



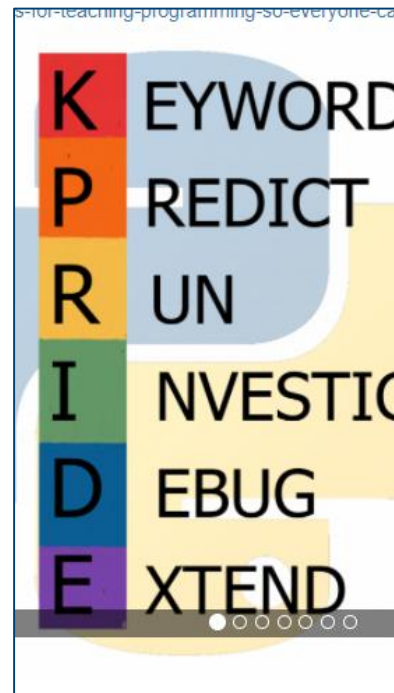
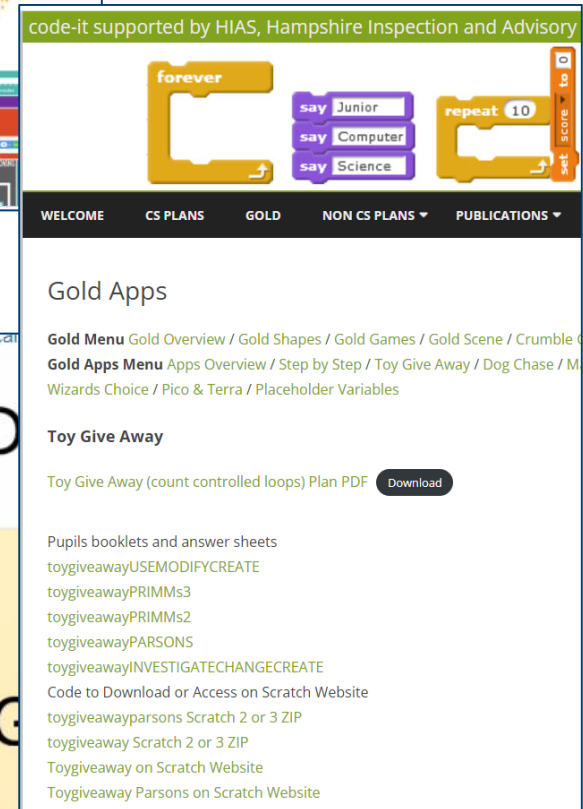
## Case Studies [4]: PRIMM for structuring programming lessons

- PRIMM is an acronym to help teachers in school structure their programming lessons
- PRIMM stands for Predict-Run-Investigate-Modify-Make and builds on previous research by others
- Developed in conjunction with teachers, pre-service teachers, own experience, and drawing on research, *in response to a recognised need*.
- PRIMM approach adapted with feedback from teachers



# What we've learned from PRIMM in the classroom about knowledge mobilisation

- Other teachers take the research resources as-is and use to supplement their own work **(transfer)**
- Other teachers have developed sets of PRIMM-inspired resources that other teachers can use directly in their classroom for age groups not covered by the research (specifically primary, but also 14-16) **(translate)**
- Some teachers have taken the ideas and transformed them into something that works for them: K-PRIDE, EPIC, TIME and T-PRIMM, for example **(transform)**





# Case Studies [5]: Research Seminars

- Monthly seminars on current research topics in computing education
- Attended by teachers and researchers who discuss topic together in groups afterwards
- 22 seminars held on topics from block-based programming to teaching AI to equity-based classroom practice
- Disseminated through catch up videos, blog post, slides, and proceedings: providing access to research with a low bar
- Benefits researchers (their work is widely disseminated to potentially a new audience) and teachers (access to research more easily than reading a long paper).

**Welcome to the Raspberry Pi Foundation computing education research seminar**


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**Topic:** Including all learners in K-12 CS ed  
Universal Design for Learning

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**Speaker:** Maya Israel (University of Florida)

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## Should we teach AI and ML differently to other areas of computer science? A challenge



14th Oct 2021 Sue Sentance 2 comments

Between September 2021 and March 2022, we're partnering with The Alan Turing Institute to host a series of free research seminars about how to teach AI and data science to young people.

In the second seminar of the series, we were excited to hear from Professor Carsten Schulte, Yannik Fleischer, and Lukas Höper from the University of Paderborn, Germany, who presented on the topic of teaching AI and machine learning (ML) from a data-centric perspective. Their talk raised the question of whether and how AI and ML should be taught differently from other themes in the computer science curriculum at school.



## The role of block-based programming in computer science education (1 December 2020)

David Weintrop (University of Maryland)

Block-based programming is increasingly becoming the way that young learners are being introduced to the practice of programming and to computer science more broadly. In this talk, David presented results from research into the strengths and drawbacks of block-based programming. Included in the research were learner-reported perceptions on block-based programming, results from studies comparing block-based and text-based programming, and findings looking at if and how block-based instruction prepares learners for future text-based programming. He also presented results looking at the role of block-based tools in creating accessible and equitable computer science learning experiences. The goal for this talk was to help educators make informed decisions about if, how, and in what ways to incorporate block programming into their instruction.

**Speaker:**



contexts including STEM classrooms and informal spaces.

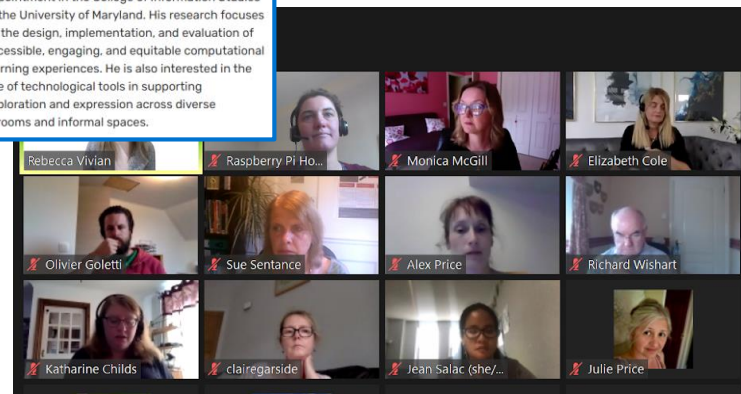
**Dr. David Weintrop** is an Assistant Professor in the Department of Teaching & Learning, Policy & Leadership in the College of Education with a joint appointment in the College of Information Studies at the University of Maryland. His research focuses on the design, implementation, and evaluation of accessible, engaging, and equitable computational learning experiences. He is also interested in the use of technological tools in supporting exploration and expression across diverse

**Equity-focused teaching — Tia Madkins, Nicol...**

**Research**

**Equity-focused teaching**

**Prof Tia Madkins, Dr Nicol R. Howard, Shomari Jones**

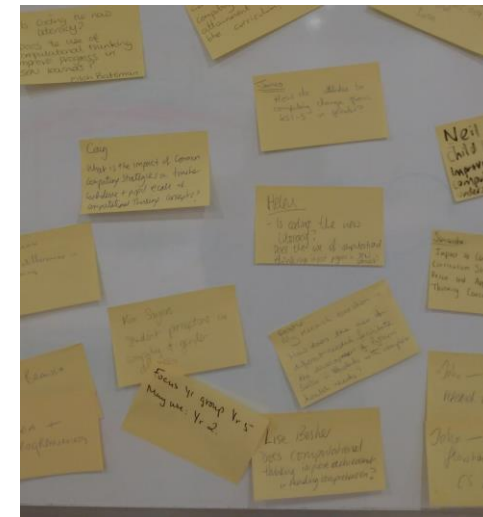


# Case Studies [6]: Teaching Inquiry in Computing Education

- Action research programme 2015-2016
- Teachers met to decide on RQs and plan research
- For 6 months carried out small projects supported by volunteer academics
- Teachers met again to analyse data and plan write ups
- Streamlined (minimised) writing up generating posters, presentations and booklets of research shared with schools
- Sentance, S., Sinclair, J., Simmons, C., & Csizmadia, A. (2018). Classroom-based research projects for Computing teachers: facilitating professional learning. *ACM Transactions on Computing Education (TOCE)*, 18(3), 1-26.



## Confidence after day 1



*"The thing I found hardest was having to whittle down my great big question into one little realisable project. I'm very glad to have the chance of doing this research with guidance."* (Teacher)

# Case Study [7]: Localising Culturally Responsive Pedagogy research

- In the US, we have seen much research about culturally responsive computing teaching and culturally relevant pedagogy, accompanied by curricular and guidance for teachers
- For this research to be used by teachers, it needed to be localised to a UK context.
- A group of teachers and a few advisors (including Joanna Goode from US) met to produce a set of guidelines for teachers, as part of a SIGCSE Special Project Award.
- The next stage is to facilitate teacher-led workshops where the ideas from the research are implemented in classrooms in one area of England (funded by Google)
- An example of research being **transformed** through localisation to be useful in the classroom



Extracts from the guidelines created for use by teachers

Wrapping up



## Linking research -> practice

Research-informed  
educational programmes

Top-down  
approaches

Research-practice-  
partnerships (RPPs)

Middle-tier  
approaches

Translational research

'Flip the system'

Bottom-up  
approaches

Practitioner research

## Where do these examples sit?

Teach  
Computing  
Curriculum

New CRP  
Project

Research  
Seminars

PRIMM

Teaching Inquiry  
Computing  
Education

Pedagogy  
Quick  
Reads

CAS  
Research

Which examples demonstrate knowledge  
transformation?

# What next?

- We need to understand knowledge mobilisation in the specific context of computing education
- How do we increase our understanding of the impact of different research-to-practice approaches?
- Continue projects that encourage knowledge transformation
- Continue, as researchers, to work closely with schools and teachers and disseminate our research in a number of different ways



## Raspberry Pi Computing Education Research Centre

The Raspberry Pi Computing Education Research Centre is based in the Department of Computer Science and Technology at the University of Cambridge. The Centre is a joint initiative between the University and the Raspberry Pi Foundation and offers an exciting opportunity to combine expertise from across both institutions to deliver a step-change in computing education. The Centre seeks to achieve long-term impact by conducting original research as well as working with its partners to turn new research results into practice, including by working closely with the Raspberry Pi Foundation's educational programmes.

The aim of the Centre is to increase our understanding of teaching and learning computing, computer science, and associated subjects, with a particular focus on young people who are from backgrounds that are traditionally under-represented in the field of computing or who experience educational disadvantage.

Find out more about our work at:

- <http://raspberrypi.org/research>
- <http://computingeducationresearch.org> (the research centre)

PhD Studentships available – closing date 30<sup>th</sup> November 2021 (<https://www.jobs.cam.ac.uk/job/31989/>)



Koli Calling November 2021

# Thanks for listening!



## Discussion points... questions for you!

- How has your research been used in practice? Directly or indirectly/
- When is research not destined for practice?
- Is it the best and most solid research that ends up being adopted? (and if not, why not?)
- How can we effectively measure the impact of computing education research on student learning outcomes and practice?
- Is “translational research” valuable if we know that knowledge transformation works better than knowledge transfer?

Find out more about our work at:

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# Some references relating to research to practice

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