COMPUTER SYSTEMS RESEARCH
Project Experiment 1st quarter 2008-2009

1. Your name: _____Paul Im_____, Period: __3__
2. Project title: ___Computer Science for the Young Mind_____
3. Language and/or software you are using:

   Scratch

4. 1st quarter experiment(s) for your program.

   Problem definition, clear statement of the problem(s) or goal(s) that you will analyze/test. Be specific...what is about the current state of your program, what types of input data, what kinds of scenarios or modeling can test/graph/analyze with your program.

   The problem addressed by this project is as follows: despite all that's happened to the technology of today, ranging from supercomputers to iPods, very little has been done to educate younger audiences about computer programming. Most computers used at the elementary school level are used to reinforce traditional teaching methods, drastically limiting their potential. To address this problem, the project focuses on furthering the development of an existing elementary-level computer science program at a nearby school and using it to simultaneously teach math and science.

2nd Quarter Version

1. Looking ahead to 2nd quarter, what kind of experimenting can you think of to expand into? Again, be as specific as possible – kinds of input you may use (kinds of input data), algorithms and processes your program may use, and specific kinds of output(s) you will expect. For testing - how might you validate success or failure?

   I plan on having more direct influence on the project; being unable to teach during the first quarter due to various issues, including gaining clearance and finding a proper media outlet to teleconference, I plan to assist teaching live from TJ to Cardinal Forest Elementary School. I will continue to make appropriate project demos, however, and see how they are working by evaluating the pace of the classes; if they move at a reasonable pace (say, 1 to 3 weeks per lesson depending on the expected difficulty), it's safe to deem my part in this project is a success.

3rd and 4th Quarter Versions

2. How does all this fit into the larger scale, or longer term, problem or goal you may be trying to solve or investigate with your project or system. Estimate what your project can achieve, the state of your project could be, for 3rd and 4th quarters. (This may be difficult to estimate, but it's a good exercise to try)

Technology is being developed rapidly around the world, and the youth of today need to be prepared, even at the elementary school level. By the end of the year, having developed and released a final project for the students to create and modify programs of their own, I hope that the computer science program at Cardinal Forest Elementary School will last for years to come. However, my overall influence may be too indirect to be accurately measured.