

The “Interpret” Activity Types

Identifying whether a problem can be solved using a computational approach is a skill that comes from experience and time. Being able to address an issue through computation requires being able to define the problem and then break the larger problem into parts to be analyzed. Students need multiple opportunities to identify, interpret, and solve problems which can be solved with computation to build this skill set.

Table 3: “Interpret” Activity Types

Activity Type	Brief Description	Possible Technologies
Identify Problems	Students identify real-world problems which can be solved computationally	Online coding challenges (e.g. Project Euler , CodinGame), development platforms/communities (e.g. StackOverflow)
Decompose Problems	Students decompose real-world problems into more manageable subproblems	Mindmapping/brainstorming tools (e.g. Popplet , Coggle , MindMup), interactive whiteboard, online whiteboard (e.g. Realtime Board)
Evaluate Problems	Students evaluate problems to determine if they can be solved computationally	Online project spaces (e.g. Padlet , Prezi), Coding learning environments (e.g. CodeStudio , Codecademy , CodeBender , BlueJ)
Discuss Problems	Students discuss and ask clarifying questions about a problem's ability to be solved with a computational approach	Interactive whiteboard, Q&A platform (e.g. Piazza)