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# Keeping software engineering students in touch with not only *what* they are to learn, but with *why*

INTHERI

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# Joseph Maguire



Steve Draper

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# Origins...

How to learn a new language

## **GRADUATE APPRENTICESHIPS**

## BSc (Hons) Software Engineering

Work in partnership with a world leading university to upskill your existing team or recruit new talent through our fully funded Graduate Apprenticeship (GA) Degree in Software Engineering.

#### Key features:

- Employers recruit apprentices directly
- Apprentices achieve a BSc in Software Engineering in 4 years
- Programme structure: 20% study; 80% work-based learning



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 Employers recruit apprentices directly Apprentices achieve a BSc in Software Engineering in 4 years Practical Programme structure: 20% study; 80% work-based learning How to learn a new Algorithms language Professional Testing software fundamentals engineering Web application systems Algorithms and Data Structures **Discrete Mathematics** A1 Introduction to Data Structures and Algorithms B1 A2 Algorithmic Analysis techniques B2 A3 Recursion B3 A4 Sorting Algorithms B4 A5 Linked Lists **B**5 A6 Abstract Data Types (ADTs)

A7 Trees

A8 Hash Tables A9 Advanced Topics in Algorithmic Design

## Introduction to Discrete Maths / Algorithmic Foundations Propositional Logic Predicated and Quantifiers Sets, Functions, Countability Sequences, Summations, Integers

B6 Methods of Proof / Rules of Inference B7 Induction and Recursive Definitions **B8** Counting **B**9 Probabilty B10 Graphs B11 Relations

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Algorithms

Testing

fundamentals

Web application systems

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## Algorithms and Data Structures

Igorithms and Data Structures		Dis	Discrete Mathematics	
41	Introduction to Data Structures and Algorithms	B1	Introduction to Discrete Maths / Algorithmic Foundations	
42	Algorithmic Analysis techniques	B2	Propositional Logic	
43	Recursion	B3	Predicated and Quantifiers	
44	Sorting Algorithms	B4	Sets, Functions, Countability	
45	Linked Lists	B5	Sequences, Summations, Integers	
46	Abstract Data Types (ADTs)	B6	Methods of Proof / Rules of Inference	
47	Trees	B7	Induction and Recursive Definitions	
48	Hash Tables	B8	Counting	
49	Advanced Topics in Algorithmic Design	B9	Probabilty	
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A2

A3
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- What is the narrative here?
- How do these topics connect to each other?
- Why is this useful for my students?
- If I have these questions, most likely my students will too.

## Algorithms and Data Structures

## **Discrete Mathematics**

Introduction to Data Structures and Algorithms	B1	Introduction to Discrete Maths / Algorithmic Foundations	
Algorithmic Analysis techniques		Propositional Logic	
Recursion	DL.		
		Predicated and Quantifiers	
Sorting Algorithms		Sets, Functions, Countability	
Linked Lists			
Abstract Data Types (ADTs)		sequences, summations, integers	
		Methods of Proof / Rules of Inference	
Trees Hash Tables			
		Induction and Recursive Definitions	
		Counting	
Advanced Topics in Algorithmic Design			
		Probabilty	
	B10	Graphs	
		Relations	

**Outline**: Keeping software engineering students in touch with not only what they are to learn, but with why



# Why is *why* important (*meta*-whyness)



## Identifying the challenges



Towards addressing the challenges: using *concept maps* 

## The importance of *why*

"Meta-whyness"

# The goal: *student engagement*

## Why do students disengage?



# Disengagement dynamics: Student Motivation

- Encouraging self-motivation: Focus on *concepts* rather than *facts:*
  - Leads to: "Self-directed construction of knowledge structures for deep and sustainable learning"<sup>1</sup>.
- Some students may perceive theory as not relevant to their profession (although employers value it)<sup>2</sup>.
- Temporal aspect
  - The answer to "why am I learning this" may come many years later
- Last but not the least: Students may not all share the same motivations.
  - Student may not share the "why"



# Disengagement dynamics: Structure

- Having little sense of where to begin
  - or how to proceed through the steps



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Towards addressing the challenges: using *concept maps* 

# Identifying the Challenges

How do we provide a meaningful and <u>motivated</u> learning experience for students in a Work-Based Learning (WBL) degree programme.





# Student vs Teacher Perspective

# Teacher Perspective: Why teach something

- Work-based learning vs Higher education
  - Students' and employers' expectation:
    - complement workplace
    - address workplace requirements
  - Higher education perspective
    - *broad-based* education, *foundational concepts*
    - academic rigour and (considerable) theory



# Teacher Perspective: Why teach something

- Work-based learning vs Higher education
  - Students' and employers' expectation:
    - complement workplace
    - address workplace requirements
  - Higher education perspective
    - *broad-based* education, *foundational* concepts
    - academic *rigour* and (considerable) *theory*
- Applied skills vs Universal truths
  - Applied skills: Extrinsically motivated, short to medium term focus, focus on *skills*.
  - Universal truths: Intrinsically motivated focus on axioms, theories, laws, concepts etc (long shelf life)





# Student Perspective: Why learn something

- The *temporal* aspect
  - WBL students may (to some extent, should) prioritize immediate relevance of learning
  - However, some knowledge may become relevant a lot later.
- Personal view points
  - There is a "normal" variation of prior knowledge and motivations in students in the general case
  - For WBL students working as apprentices, the workplace is adds another dimension to the variation

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Identifying the challenges

Towards addressing the challenges: using *concept maps* 



# The course: "Practical Algorithms"

## **Practical Algorithms: Course Outline**

## Algorithms and Data Structures

A1Introduction to Data Structures and AlgorithmsA2Algorithmic Analysis techniquesA3RecursionA4Sorting AlgorithmsA5Linked ListsA6Abstract Data Types (ADTs)A7TreesA8Hash TablesA9Advanced Topics in Algorithmic Design

## **Discrete Mathematics**

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B11	Relations	
		3

# One proposal: Use concept maps

- A graphical tool that is useful in illustrating the relationships between concepts
- Developed by Novak in the 1970s as an aid to understanding and following changes in childrens' understanding of science
- Based on the cognitive development theory of *subsumption* 
  - learning takes place by assimilation of new concepts into an existing framework and concepts

















# Utility: Teacher

- A personal, internal model of concepts and their interconnectedness
- Develop an over-arching narrative for the course
- Connections between *universal truths* and *applied skills*
- Identify a suitable order of delivery of topics





# Utility: Student

- Appreciate the temporal aspect of knowledge acquisition
- Connections between course concepts and workplace roles
- Track and evaluate their own understanding as the course progresses
- Deeper, more meaningful learning (retain and utilize)

# The Solution?

- Not quite...
- We have framed the problem, and highlighted the challenges.
- We now suggest one approach the use of concept maps that we have used against this backdrop.
  - Can be useful in addressing different viewpoints and motivations
- There can (should) be others that can complement this tool.
- We have not yet carried out a quantitative or qualitative analysis of our approach.



A proposal to

address the challenge of motivating students

learning theoretical concepts

in a work-based learning setting.



Why is *why* important (*meta*-whyness)



Identifying the challenges



Towards addressing the challenges: using *concept maps* 

