A part-time, inquiry-based, non-credit program with ties to industry and faculty.

Taking place over three face-to-face weekend sessions, with online community interaction.

Computational Participation & Competencies Program (CP)²

About the Program

Taught through a series of experiential workshops, this program is designed to educate senior-level teachers and district leaders on Computational Participation concepts.

This program helps students create practical, innovative and empathetic responses to everyday problems, and develop foundational skills in activities that have a practical and real-life focus.

ADST Curriculum

Applied Design, Skills and Technologies (ADST) is now a part of the BC Curriculum.

The main goal of ADST learning is to foster the development of the skills and knowledge that will allow students to create practical and innovative responses to everyday problems - Computational Thinking and Computational Participation play a key role in this learning.

Computational Thinking

Computational Thinking involves logical reasoning and problem solving where systems and procedures are put into action in order to be better understood. Key concepts include being able to think algorithmically and being able to use patterns in thought processes.

Computational Participation

Computational Participation includes the ability to solve problems and design systems with others, and draws on Computer Science concepts. Coding is just on part of this learning!

Audience

- Experienced teachers
- School administrators
- District leaders

pdce.educ.ubc.ca/computational-participation