Computational Participation & Competencies Program (CP)²

October 2020 – July 2021
Register by May 31, 2020

- **Research-Based**
  Facilitated using leading edge research, practice & pedagogies

- **Experiential**
  Design, create, experience to create innovative solutions & enable change

- **Collaborative**
  Learn with industry partners using robust technologies & strategies

- **Competencies**
  Take home tools & skills needed to bring Big Ideas back to school communities

- **Networked**
  Stay connected to research, tools, technologies & one another

**What is (CP)²?**
An innovative pro-d program developed to foster design and algorithmic thinking and collaborative problem solving — both for yourself and for your students — through individualized, curriculum-aligned, and hands-on professional learning.

**What is Computational Thinking?**
Computational thinking is very common — it is used to break big ideas and problems into smaller pieces that can then be addressed in technical environments. It fosters the use of logical reasoning, pattern recognition, and algorithmic thinking when problem solving.

**What is Computational Participation?**
Computational participation engages computational thinking in a social and collaborative way — including the ability to solve problems and design systems with others, and apply this thinking in various contexts.

**Who is it for?**
Ideal for educators — teachers, vice-principals, principals, and district leaders — seeking the opportunity to build both their skills and their networks.

A part-time, inquiry and cohort based program with ties to industry and research.
Taking place over four face-to-face weekend retreats, with a robust online component.