## CS10K Community

### Overview

| About: | Designing, supporting, and evaluating an online community of practice to support teachers of Exploring Computer Science and Computer Science Principles at the high school level |
| Institution | American Institutes for Research | Data for: | 2012-2013 |
| PI/Leader: | Darren Cambridge | Age of Program: | Four months |
| Location: | Online | School Districts: | NA |

### Teachers Served

| Served: | Targeting all the teachers involved in the 13 related PD projects that NSF is currently funding |
| Dosage: | Varies |
| Grade(s): | 9-12 |
| Characteristics | In-service current or potential teachers of ECS and CSP |

### Program Budget

| Sources: | NSF and the U.S. Department of Education |
| Budget: | $615,000 for one year |
Learning Goals

Become more effective teachers of Exploring Computer Science and/or Computer Science Principles
**PD Structure**

- Online discussion, resource sharing, materials development, and networking at cs10kcommunity.org
- Private project spaces and a combination of private and open topical and working groups
- Supported by a social learning team from the American Institutes for Research and Forum One Communications
- 12 facilitators from collaborating projects
Successes and Challenges

An engaged group of facilitators

A functional platform

Many of the projects’ mostly work with teachers over the summer

Sustainability of funding
Measures of Success

Reach: A significant number of teachers across the most of the projects NSF has funded are actively engaged in the community.

Impact: That engagement creates value for them as described by the value creation framework developed by Wenger, Trayner, & De Laat (2012).
What Creates Value

Initial value
• Effective leadership and moderation
• Appropriate resources
• Robust tools for finding what you need and getting questions answered

Deeper value
• Effective leadership and moderation
• Structured activities
• Tangible products
• Leadership opportunities