

# CS10K Community

## Overview

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<b>About:</b>	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		
<b>Institution</b>	American Institutes for Research	<b>Data for:</b>	2012-2013
<b>PI/Leader:</b>	Darren Cambridge	<b>Age of Program:</b>	Four months
<b>Location:</b>	Online	<b>School Districts:</b>	NA
<b>Teachers Served</b>			
<b>Served:</b>	Targeting all the teachers involved in the 13 related PD projects that NSF is currently funding	<b>Dosage:</b>	Varies
<b>Grade(s):</b>	9-12	<b>Characteristics</b>	In-service current or potential teachers of ECS and CSP
<b>Program Budget</b>			
<b>Sources:</b>	NSF and the U.S. Department of Education	<b>Budget:</b>	\$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](http://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

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

A functional platform

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