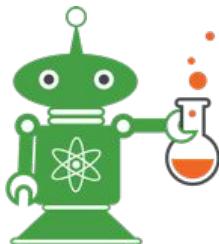


Integrating Computer Science into Science Learning

A Partnership between Science from Scientists and
Bloomington Public Schools



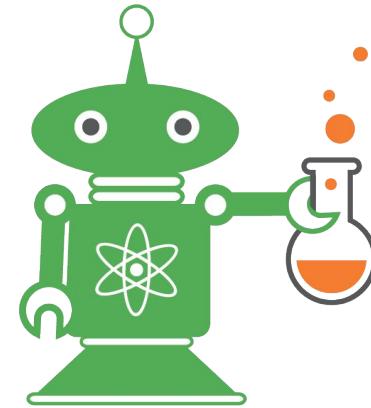
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August 13, 2025

info@sciencefromscientists.org | [@SciScientists](https://twitter.com/SciScientists) | sciencefromscientists.org

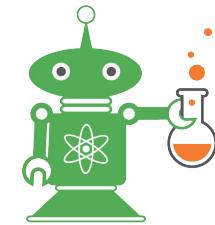
Agenda

- Introductions
- Why include computer science?
- Science activity - Colonies, Herds, Families and Flocks
- Computer science activity
- Reflection
- Group brainstorming activity
- Questions



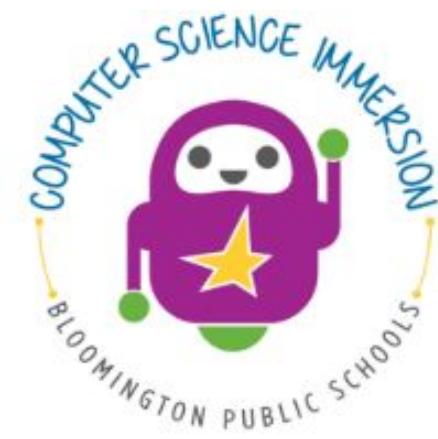
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Renée Nesnidal
Science from Scientists
Senior Manager of Education



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Whitney Determan
Bloomington Public Schools
K-5 Computer Science Specialist





Why include computer science?

COMPUTER SCIENCE IS

ART &
DESIGN



ENERGY

SECURITY

Security

A green circular icon featuring a white hand cursor pointing at a digital interface with the word "Security" in white text.

CLOUD
TECHNOLOGIES



SUPPLY CHAIN
& LOGISTICS

HEALTHCARE



AUTOMOTIVE
TECHNOLOGY



SMART
HOMES

EMPOWERING STUDENTS • DEVELOPING THINKERS • ENGAGING EXPERIENCES

Computer science is

Using the power of computers

To solve our problems

And express ourselves!

Computational Thinkers

Concepts



Logic

Predicting and analysing.



Evaluation

Making judgements.



Algorithms

Making steps and rules.



Patterns

Spotting and using similarities.



Decomposition

Breaking down into parts.



Abstraction

Removing unnecessary detail.



Approaches



Tinkering

Changing things to see what happens.



Creating

Designing and making.



Debugging

Finding and fixing errors.



Persevering

Keeping going.



Collaborating

Working together.



Science Activity

Colonies, Herds, Families and Flocks

- 3rd grade lesson
- Science standard: Being part of a group helps animals obtain food, defend themselves, and cope with changes. Groups may serve different functions and vary dramatically in size



Game Goal: Make and protect honey!



Team Roles



Gather



Build to Protect



Collect

Find out: What's Blooming?

Blues



Yellows and
Pinks



Oranges and
Reds



Get the flower!

Blues



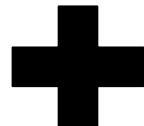
Yellows and
Pinks



Oranges and
Reds



Trade both to get honey!



Card

Flower

Honey

Repeat as often as you can!

Which teams were able to gather the most honey? Why?

- Larger groups can collect and protect more honey
- A smaller fraction of the group needs to stay behind to protect the honey
- More group members are able to focus on collecting honey because the same sized structure can protect any amount of honey



Computer Science Activity

Computational Thinkers

Concepts

 **Logic**
Predicting and analysing.

 **Evaluation**
Making judgements.

 **Algorithms**
Making steps and rules.

 **Patterns**
Spotting and using similarities.

 **Decomposition**
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Approaches

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Keeping going.

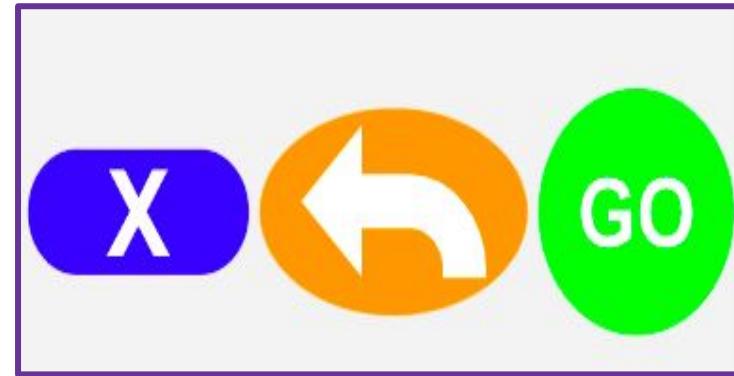
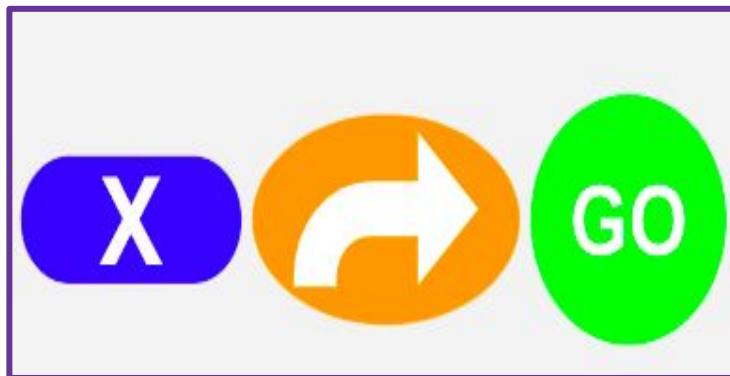
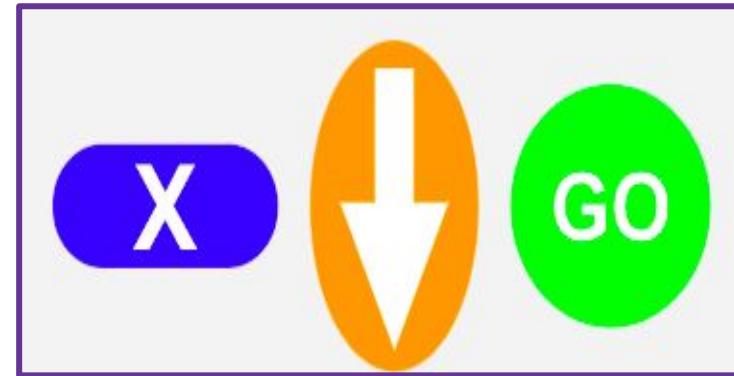
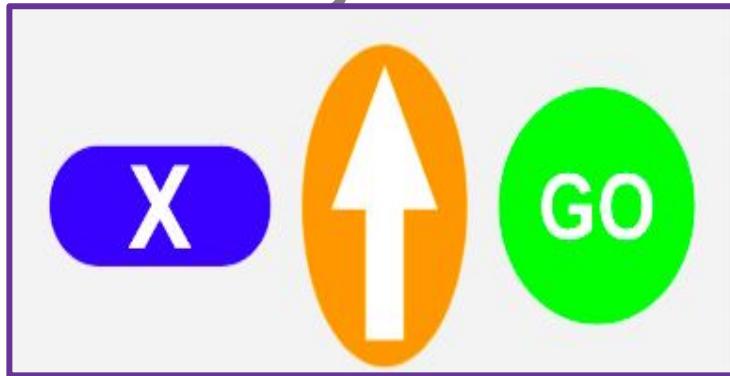
 **Collaborating**
Working together.



Blue Bots



3 Button Algorithms



Materials

Blue Bot



Mat



Flower Card



Nest Card



Flower

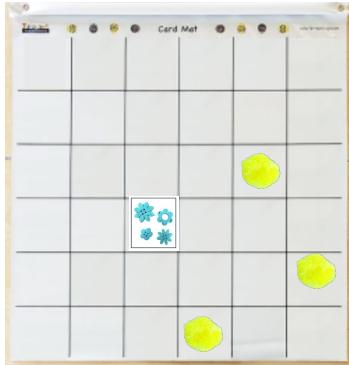


Honey (multiple)

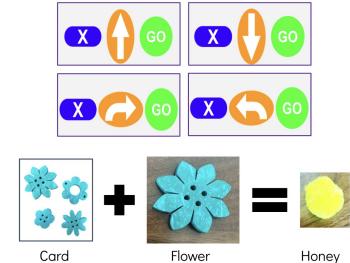


Goal: Program a Blue Bot using an algorithm to collect honey.

Put Supplies on Mat



Program 3 Button Algorithm to Collect Supplies in Order



Return Blue Bot to Nest



Repeat



Blue Bot Integration Reflection



Students gained confidence in programming the Blue Bot

Results of the SciSci activity and the CS activity matched

Students were excited and engaged with both activities

Compare and contrast both models



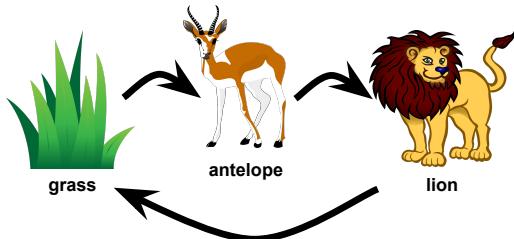
Add CS connections

What types of CS activities can you use to integrate with science activities?

- Data collection/analysis
- Animation
- Algorithm design
- Conditional statements
- Blue Bot
- Scratch
- Raspberry Pi
- Makey Makey



Science lessons



Food Webs

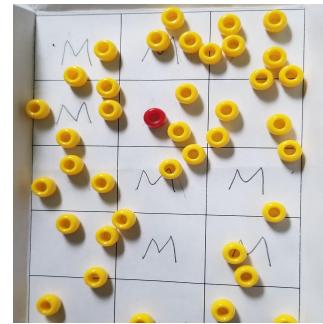
Name of Thrower _____
 Data Table (circle where the bean bag landed for each toss)

Toss #	Part #1 Toss Results No Goggles		
	Left	Target	Right
1	Left	Target	Right
2	Left	Target	Right
3	Left	Target	Right
4	Left	Target	Right
5	Left	Target	Right
6	Left	Target	Right
7	Left	Target	Right
8	Left	Target	Right
9	Left	Target	Right
10	Left	Target	Right
Total	1	6	3

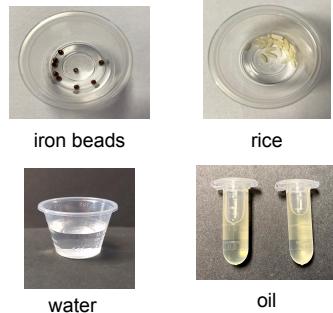
Toss #	Part #2 Toss Results With Goggles		
	Left	Target	Right
1	Left	Target	Right
2	Left	Target	Right
3	Left	Target	Right
4	Left	Target	Right
5	Left	Target	Right
6	Left	Target	Right
7	Left	Target	Right
8	Left	Target	Right
9	Left	Target	Right
10	Left	Target	Right
Total	8	2	0

Toss #	Part #3 Toss Results No Goggles		
	Left	Target	Right
1	Left	Target	Right
2	Left	Target	Right
3	Left	Target	Right
4	Left	Target	Right
5	Left	Target	Right
6	Left	Target	Right
7	Left	Target	Right
8	Left	Target	Right
9	Left	Target	Right
10	Left	Target	Right
Total	1	5	4

Experimenting with our Brains



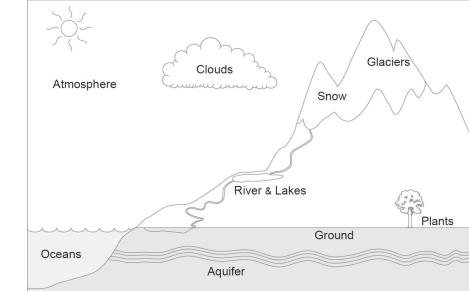
Spread of Infectious Disease



Separation of Substances



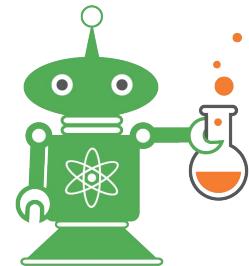
Biometrics



Water Cycle

With your group:

- Explore the science activity
- Choose 1-2 CS concepts and approaches
- Describe how those CS concepts and approaches could be integrated into the activity



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Share your ideas



Thank You!