Eli Tucker-Raymond

List of Publications by Year
in descending order

24 papers	353 citations	1464605 7 h-index	1051228 16 g-index
27 all docs	27 docs citations	27 times ranked	306 citing authors

#	Article	IF	Citations
1	Science Understandings and Discourses: Trajectories of Imaginaries in Multicultural US Classrooms and Beyond. Springer International Handbooks of Education, 2022, , 297-328.	0.1	1
2	Science teachers can teach computational thinking through distributed expertise. Computers and Education, 2021, 173, 104284.	5.1	9
3	Exploring How Game Genre in Student-Designed Games Influences Computational Thinking Development. , 2020, , .		18
4	All Good Things Come in Threes: Assessing Student-Designed Games via Triadic Game Design. , 2020, , .		3
5	Is My Game OK Dr. Scratch?. , 2019, , .		29
6	â€œI Broke Your Game!â€• critique among middle schoolers designing computer games about climate change. International Journal of STEM Education, 2019, 6, .	2.7	19
7	Navigating worlds of information: STEM literacy practices of experienced makers. International Journal of Technology and Design Education, 2018, 28, 921-938.	1.7	10
8	Building Systems from Scratch: an Exploratory Study of Students Learning About Climate Change. Journal of Science Education and Technology, 2018, 27, 306-321.	2.4	25
9	Imagining Identities. Urban Education, 2017, 52, 32-60.	1.2	7
10	DiaspoRican Art as a Space for Identity Building, Cultural Reclamation, and Political Reimagining. Journal of Latinos and Education, 2017, 16, 217-228.	0.5	4
11	Source Code and a Screwdriver: <scp>STEM</scp> Literacy Practices in Fabricating Activities Among Experienced Adult Makers. Journal of Adolescent and Adult Literacy, 2017, 60, 617-627.	0.4	8
12	Opting in and Creating Demand: Why Young People Choose to Teach Mathematics to Each Other. Journal of Science Education and Technology, 2016, 25, 1025-1041.	2.4	6
13	Making It Social: Considering theÂPurpose of Literacy to SupportÂParticipation in Making and Engineering. Journal of Adolescent and Adult Literacy, 2016, 60, 207-211.	0.4	6
14	Assessing Computational Thinking in Students' Game Designs. , 2016, , .		14
15	Developing interpretive power in science teaching. Journal of Research in Science Teaching, 2016, 53, 1571-1600.	2.0	85
16	A structure-agency perspective on young children's engagement in school science: Carlos's performance and narrative. Journal of Research in Science Teaching, 2015, 52, 516-529.	2.0	30
17	Construction and Depiction of Identity in Young Adult Novels with Digital Communication Technologies. The ALAN Review, 2014, 41, .	0.0	0
18	Young Childrenâ€™s Multimodal Identity Stories about Being Scientists. , 2012, , 79-95.		3

#	Article	IF	Citations
19	Science Learning in Urban Elementary School Classrooms: Liberatory Education and Issues of Access, Participation and Achievement. , 2012, , 91-103.		1
20	Cultural Persistence, Political Resistance, and Hope in the Community and School-Based Art of a Puerto Rican Diaspora Neighborhood. Equity and Excellence in Education, 2011, 44, 270-286.	1.6	7
21	Drama activities as ideational resources for primaryâ€grade children in urban science classrooms. Journal of Research in Science Teaching, 2010, 47, 302-325.	2.0	29
22	Representations of Digital Communication in Young Adult Literature Commentary: Science Fiction as Social Commentary. The ALAN Review, 2010, 38, .	0.0	1
23	FORUM: Giving oneself over to science â€" Exploring the roles of subjectivities and identities in learning science. Cultural Studies of Science Education, 2007, 1, 593-601.	0.9	7
24	â€œThey probably arenâ€™t named Rachelâ€: Young childrenâ€™s scientist identities as emergent multimodal narratives. Cultural Studies of Science Education, 2007, 1, 559-592.	0.9	31