Veronica Catete

List of Publications by Year
in descending order

48 papers	453 citations	3311329 1 h-index	2917655 2 g-index
48 all docs	48 docs citations	48 times ranked	169 citing authors

#	Article	IF	Citations
1	Building a Virtual Community of Practice: Teacher Learning for Computational Thinking Infusion. TechTrends, 2022, 66, 547-559.	2.3	2
2	A Framework for Socially-Relevant Service-Learning Internship Experiences for High School Students. , 2022, , .		5
3	Case Studies on the Use of Storyboarding by Novice Programmers. , 2022, , .		2
4	The Virtual Pivot. , 2021, , .		5
5	The Design and Implementation of a Method for Evaluating and Building Research Practice Partnerships. , 2021, , .		2
6	PlanIT! A New Integrated Tool to Help Novices Design for Open-ended Projects. , 2021, , .		10
7	Investigating the Impact of Computing vs Pedagogy Experience in Novices Creation of Computing-Infused Curricula. , 2021, , .		3
8	Exploring and Influencing Teacher Grading for Block-based Programs through Rubrics and the GradeSnap Tool. , 2021, , .		3
9	Examining Equity in Computing-Infused Lessons Made by Novices. , 2021, , .		2
10	Infusing Computing: Moving a Service Oriented Internship Program Online. , 2021, , .		2
11	Promoting Studentsâ€™ Progress-Monitoring Behavior during Block-Based Programming. , 2021, , .		4
12	Exploring Differences Between Student and Teacher Created Snap! Projects. , 2020, , .		3
13	Poster: Designing GradeSnap for Block-Based Code. , 2020, , .		2
14	Code, Connect, Create. , 2020, , .		23
15	Infusing Computing: A Scaffolding and Teacher Accessibility Analysis of Computing Lessons Designed by Novices. , 2020, , .		5
16	FIRST Principles to Design for Online, Synchronous High School CS Teacher Training and Curriculum Co-Design. , 2020, , .		4
17	Investigating Different Assignment Designs to Promote Collaboration in Block-Based Environments. , 2020, , .		9
18	FLAMES: A Socially Relevant Computing Summer Internship for High School Students. , 2020, , .		2

#	Article	IF	Citations
19	Data-informed curriculum sequences for a curriculum-integrated game. , 2020, , .		2
20	Bridge to Computing: An outreach program for at-risk young men. , 2020, , .		0
21	Creating a School-wide CS/CT-focused STEM Ecosystem to Address Access Barriers. , 2020, , .		0
22	A block-based modeling curriculum for teaching middle grade science students about Covid-19. , 2020, , .		0
23	Aligning Theory and Practice in Teacher Professional Development for Computer Science. , 2020, , .		4
24	A Field Study of Teachers Using a Curriculum-integrated Digital Game. , 2019, , .		10
25	Infusing Computing. , 2019, , .		8
26	Effective Computer Science Teacher Professional Development. , 2019, , .		14
27	Use, Modify, Create. , 2019, , .		46
28	CEO. , 2019, , .		5
29	From 'Use' to 'Choose'. , 2019, , .		5
30	A Comparison of the Quality of Data-Driven Programming Hint Generation Algorithms. International Journal of Artificial Intelligence in Education, 2019, 29, 368-395.	5.5	26
31	Defining Tinkering Behavior in Open-ended Block-based Programming Assignments. , 2019, , .		28
32	PRADA. , 2019, , .		39
33	Position: Scaffolded Coding Activities Afforded by Block-Based Environments. , 2019, , .		9
34	Developing a Systemic, Scalable Model to Broaden Participation in Middle School Computer Science. , 2019, , .		1
35	Infusing computational thinking into middle grade science classrooms. , 2018, , .		21
36	Creation and validation of low-stakes rubrics for K-12 computer science. , 2018, , .		4

#	Article	IF	Citations
37	Factors Influencing Students' Help-Seeking Behavior while Programming with Human and Computer Tutors. , 2017, , .		36
38	Application of the Delphi Method in Computer Science Principles Rubric Creation. , 2017, , .		7
39	A Pathway to Strengthening Support for Beauty and Joy of Computing Teachers. , 2017, , .		1
40	Developing a Rubric for a Creative CS Principles Lab. , 2016, , .		56
41	Lessons Learned from "BJC" CS Principles Professional Development. , 2016, , .		21
42	BJC in action: Comparison of student perceptions of a computer science principles course. , 2015, , .		6
43	Augmenting introductory Computer Science Classes with GameMaker and Mobile Apps (Abstract Only). , 2015, , .		0
44	Use and development of entertainment technologies in after school STEM program. , 2014, , .		10
45	CS outreach to high school enrollment. , 2014, , .		1
46	Making games and apps in introductory computer science (abstract only). , 2014, , .		0
47	Augmenting introductory computer science classes with GameMaker and mobile apps (abstract only). , 2013, , .		0
48	Table tilt. , 2012, , .		5