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Finding time for computer science in the elementary school day: a quasi-experimental study of a transdisciplinary problem-based learning approach

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11	Understanding the Link between Computer Science Instruction and Reading & Math Performance. 2021 ,		
10	Comparing learners' knowledge, behaviors, and attitudes between two instructional modes of computer programming in secondary education. <i>International Journal of STEM Education</i> , 2021 , 8, 54	4	3
9	SmartGreenhouses and pluridisciplinary spaces: supporting adolescents' engagement and self-efficacy in computation across disciplines. <i>Disciplinary and Interdisciplinary Science Education Research</i> , 2022 , 4,	3.4	
8	How a Research-Practice Partnership Refined its Strategy for Integrating CS/CT into K-5 Curricula. 2022 ,		1
7	A mixed-method cluster analysis of physical computing and robotics integration in middle-grade math lesson plans. 2022 , 190, 104623		
6	Examining Changes in Teachers' Beliefs Toward Integrating Computational Thinking to Teach Literacy and Math Concepts in Grades K-2.		2
5	Media Augmented Reality untuk Meningkatkan Literasi Sains dan Kemampuan Metakognitif Kelas V SD. 2022 , 5, 300-308		0
4	Comparison of Two Learning Models on Students' Process Skills in Elementary School. 2022 , 6, 446-457		0
3	Integrated Thematic Teaching Materials with PjBL Based on Book Creator Application in Grade IV Elementary School. 2023 , 6, 575-583		0
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1	Coding as another language: Research-based curriculum for early childhood computer science. 2023 , 64, 394-404		0