

The Eighth International Conference on Computational Thinking and STEM Education

List of Accepted Teaching Cases

The 8th International Conference on Computational Thinking and STEM Education (CTE STEM 2024) received a total of 101 teaching cases. After careful review and selection, the committee has accepted the following papers for publication:

Submission Number & Title
5.小学物联网教学对学生计算思维培养的设计与实施——以信息科技类课后服务社团为例
6.发展中学生计算思维，赋能信息科技创新能力提升
7.Instructional Practices for Incorporating ChatGPT into High School Physics
8.以问题为引领的信息科技项目教学研究与实践
11.文化传承视阈下小学跨学科校本课程的开发研究
12.STEM 教学理念下小学英语学科基于“低碳生活”主题的“节能环保”教学案例
13.深度学习视域下的初中计算思维项目化学习实践研究
14.计算思维视角下少儿编程教学策略探析——以《控制机器人足球比赛》为例
16.Confusion and Thinking of Science Experiment Course ——A New Practice Based on the "5E" Instructional Model
19.融合计算思维：初中信息科技“AI 班主任——人脸考勤系统设计”大单元教学案例研究
21.Primary school information technology large unit teaching based on project-based learning——Take the Python Turtle drawing project as an example
26.基于计算思维的 K12 人工智能课程设计与实践
39.计算思维视角下基于项目的问题界定过程——以小学人工智能项目式教学为例
40.AIGC 助力数字化创新——AI 绘画校本选修课教学案例
51.“常变思评一体化”：教学行为数据采集、分析与应用 路径探析
56.Research on Implementing Teaching around the Core Literacy of High School Information Technology Subject
59.AIGC's Potential and Feasibility in Fostering K-12 Computational Thinking
101.实验活动助推信息科技核心素养落地的策略
102.计算思维“小学化”实施的实践研究——以创客类课程 Scratch 教学为例
103.Research on Information Technology Education Based on Gamified Scenarios—— Taking Maze Treasure Hunt Teaching as an Example
104.Research on the design guidance of youth science and technology projects under the concept of STEM education—— Taking the urban sewer monitoring and flood discharge system as an example
106.Design of interactive learning applications for algorithm teaching in primary and secondary schools——The interactive teaching application "New tian Ji Horse Racing" as an example

107.Design and Practice of Secondary School Artificial Intelligence Course Teaching Resources Oriented to Computational Thinking
108.基于核心素养的初中人工智能项目化教学实践——以“心理健康小卫士”项目为例
109.跨学科背景下基于图形化编程的计算思维培养策略——以“鸡兔同笼”为例
110.指向计算思维的信息技术教学法探究——以高中信息技术“基于解析算法的问题解决”为例
112.区域特色 STEM 课程发展模式及实践路径——以广东省开平市中小学创客课程开发及应用为例
115.指向核心素养培养的初中人工智能“思·探·悟·创·评”教学模式研究
116.The Teaching Practice of Programming for Computational Thinking in Primary School——Take the lesson "Figure Skating with Kittens" for example
118.面向小学生问题解决能力培养的 STEM 教学案例实施
119.Planning and Implementation of School-based Computational Thinking Curriculum: Promoting Elementary Students' Computational Thinking Learning through Physical Activities
120.A Practical Study on Teaching Visualisation of Computational Thinking Based on Graphical Programming
123.An Initial Exploration of Artificial Intelligence Large Unit Curriculum Construction in Junior High Schools under the Perspective of Computational Thinking —— Taking "Machine Learning" as an Example
125.面向计算思维发展的小学人工智能项目式教学实践——以“校园 AI 导游棒”为例
127.核心素养导向的“数据与编码”模块大单元设计实践——以“神奇动物档案”单元为例
129.导·助·拓：小学信息科技“学教评一体化”课堂的实践研究
130.Design and Implementation of an Auto Marking System for MIT App Inventor Coding Education
131.Design and Practice of School-based Artificial Intelligence Courses Based on Realistic Learning——Taking "Intelligent Chinese Herbal Plantation" as an Example
132.木艺创客推动校园 STEAM 教育——以木为媒,打造校园 STEAM 教育新亮点
138.基于 KNN 算法开展小学人工智能跨学科项目教学
139.An Exploration of Primary School Information Technology Experimental Teaching Mode with Balanced Integration of Scientific Principles and Technological Applications
140.聚焦核心素养：无人机课程“教学评”一致性教学模式的探究
141.Teaching Practice and Reflection on Process and Control Based on Digital Exploration ——Taking the Teaching Design of "Fish Tank Ecological Environment Monitoring and Early Warning System" as an Example
142.Research on the development status and countermeasures of computational thinking of junior high school students
143.基于文化探索、考古挖掘的 STEM 课程实践——以三星堆遗址为例
144.指向核心素养的人工智能教学实践与研究
145.基于问题导向的小学人工智能课程教学实践——以《智慧出行》一课为例
147.基于图形化编程的小学高年级 智能创客教学研究
149.Integrating CT with PDIR Engineering Design Modal: Exploring the Enhancement of Students' Computational Creativity through Visual Programming and A.I. Systems - A Case Study on STEAM Instructional Design in Elementary Science Education
150.单元群的价值寻绎与实践表达
151.基于算法推演的人工智能教学实践研究——以初识自然语言处理为例
152.在探究式教学中培养高中生计算思维

154.基于人工智能的初中信息科技跨学科主题学习设计
155.聚焦计算思维，探索 Python 编程教学 ——《背单词系统》教学案例
157.Tactile Accessible Computational Thinking——Patterns with Polyominoes
161.Developing CT skill through Project based learning
162.IMPLEMENTATION OF CT SKILLS FOR IMPROVING COMMUNITY HYGIENE
163.基于信息技术核心素养培育下的 STEM 跨学科的“共通”与“融合”
164.Equipping Math & Computer Teachers with CT skills in Meghe Group of Schools
165.透過跨學科「智能遊戲王」培養學生運算思維之教學實踐
166.指向计算思维培养的跨学科融合教学设计路径研究——以提升小学生“逻辑非”理解为例
167.基于计算思维培养的高中信息技术教学案例实践研究——以“二维数组”为例
168.应用于课后服务的小学信息科技单元分层作业设计模型的实证研究
171.基于问题的跨学科项目的大教育课程实施路径——以智慧农业管理系统的研究与设计为例
175.Learn More, More to Learn Activity Evaluation - Elementary School Mathematics "Action" Classroom and STEAM Integrated Learning Activities
176.Exploration of Innovative Teaching of Internet of Things in Junior High School under the STEM Education Concept ——Using Taking the Design of Intelligent Campus Meteorological Station as an Example
177.Exploring the Design and Practice of Artificial Intelligence Curriculum in Elementary and Middle Schools ——A Case Study of AI Education Programs for Primary and Secondary Schools in Guangzhou City

Please highlight the most important contributions of the paper, according to the conference's requirements on paper length control.

Please revise the paper according to the prescribed requirements and update the files on EasyChair before April 5th. <https://easychair.org/>

Please register for the meeting before April 30th. Otherwise, it will be automatically considered as a waiver of the paper review results. <https://ctestem24.bnu.edu.cn/homepage-4-3/>