

# Why jigsaw programming?

Data Structures

+

Algorithms

=

Programs

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<http://blog.richardmillwood.net/2014/07/26/jigsaw-programming/>



[goo.gl/CdQb2a](http://goo.gl/CdQb2a)

# SCRATCH



I am thinking about the visual programming languages for programming computers which use blocks that plug together like a jigsaw to express algorithms.



# 1 pre-literate

such languages tap in to a **pre-literate capacity** to help learners make sense of things without depending on technical reading and writing literacies

## 2 aesthetic

learners appreciate the  
colourful, tactile and  
kinaesthetic sensibilities  
involved in producing a  
**visually pleasing** artefact,  
the program,  
regardless of what it does

they clarify the logic of the program through the display of visual, **diagrammatic** shapes that make it easy to determine the relationship and scope of program elements

**3**  
**diagram**

it is impossible to make  
**syntax** errors such as  
incorrect spelling,  
conjunction or punctuation

syntax  
4

memory  
5

they provide a visual menu of programming elements so that opportunities for expression are clear and the learner's **memory** is not overtaxed

**1**  
pre-literate

**2**  
aesthetic

**3**  
diagram

memory  
**5**

syntax  
**4**

what else?

and why not?

