

# Informatics *versus* Information Technology



How Much Informatics is Needed to  
Use Information Technology



Maciej M. Sysło  
Anna Beata Kwiatkowska

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How Much Informatics is Needed to  
Use Information Technology



**Part I**  
Presented by Maciej M. Sysło  
syslo@ii.uni.wroc.pl

## Informatics (CS) *versus* IT (ICT)



**Informatics (CS)** is concerned with designing and producing informatics 'tools', such as: algorithms, programs, systems, methods, theorems, ...

**IT (ICT)** concentrates on how to use and apply informatics and other information technology tools in working with information



## Informatics (CS) *versus* IT (ICT)

### In learning and teaching



**Informatics** – practical demonstration of a process of designing and producing informatics solutions and 'tools'; consists of:

- specification of a problem
- designing an algorithm and solution
- computer implementation of the solution
- testing and evaluation of the solution



## Informatics (CS) *versus* IT (ICT)

### In learning and teaching



**Informatics** – practical demonstration of a process of designing and producing informatics solutions and 'tools' can be applied to different 'objects':



- text
- graphics
- calculations
- algorithms
- data base
- web pages

- specification of a problem
- designing an algorithm and solution
- computer implementation of the solution
- testing and evaluation of the solution

## Informatics (CS) *versus* IT (ICT)

### In learning and teaching



**IT (ICT)** – use and apply informatics and other information technology tools in working with information.



**Approach:** Observe the rules of style while working with computer on:

- text editing
- graphics
- calculations
- constructing a data base
- publishing a web page

- depend on:
- type of objects
  - ICT tools used

## History B.PC.



**1965:** First regular classes in two high schools in Wrocław

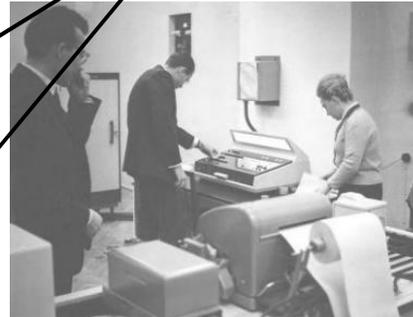
**Subject:** Numerical methods and programming

**Content:** polynomials, root finding, integration, interpolation, errors

**Programming:** assembler, autocode Mark III, Algol

**Computer:** Elliott 803 (UK)

CS



## History: 1985 – 1995



**1985 ...** The time of Logo

In fact, it was misunderstanding of Papert's idea: Logo was used as a programming language instead of a learning environment

**1988 ...** Pascal era in schools ...

**Content:** numerical calculations + combinatorics, complexity, data base, text editing, spreadsheet calculations

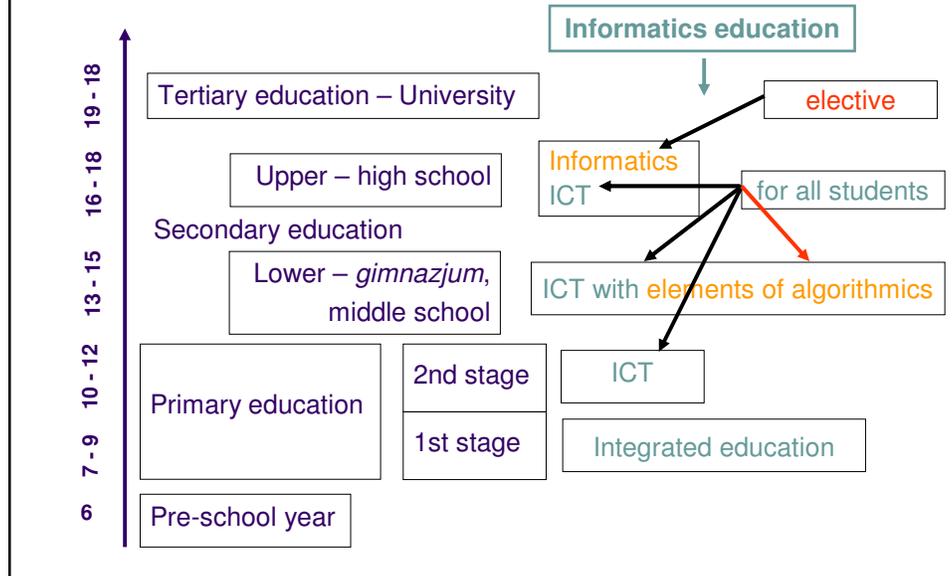
**Programming:** Pascal, Turbo Pascal, ..., Delphi

**Computers:** 8-bit micro, PC, ...



CS

## The Education System in Poland, 1999 ...



## Algorithmics in *gimnazjum*: NC: Problem solving with algorithms



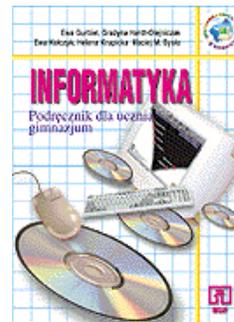
- examples of algorithms for solving practical and school problems
- precise formulation of problem situations
- description of algorithms
- presentation of algorithms in a 'computer form'
- examples of recursive algorithms
- testing and evaluation of algorithms
- computer modeling and simulation

## Algorithmics in *gimnazjum*: NC: Problem solving with algorithms



### Sample topics:

- algorithms in mathematics
- manuals, cooking books, ...
- calculations in spreadsheet
- 'algorithmic' moves of the Turtle – Logo
- finding smallest or biggest elements
- finding elements in ordered sets
- organization of sport tournaments
- sorting (selection, bubble)
- greedy approach – the change problem



## Algorithmics in *gimnazjum*: NC: Problem solving with algorithms

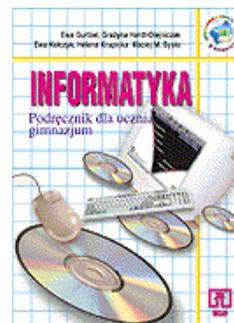


### Informatics and ICT tools:

- calculators
- spreadsheet
- Logo
- demonstration software
- package ELI – algorithmics with computer but with no programming

### Other tools:

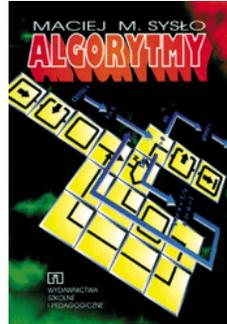
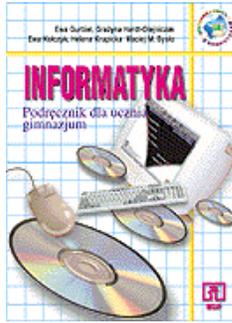
- Hanoi Towers, cones, books, coins, tournaments, etc.



# Algorithmics in *gimnazjum*: NC: Problem solving with algorithms



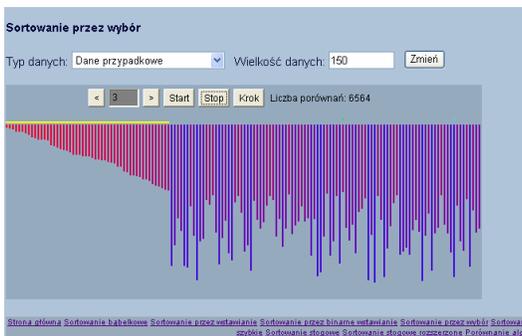
## Books:



# Algorithmics in *gimnazjum*: NC: Problem solving with algorithms

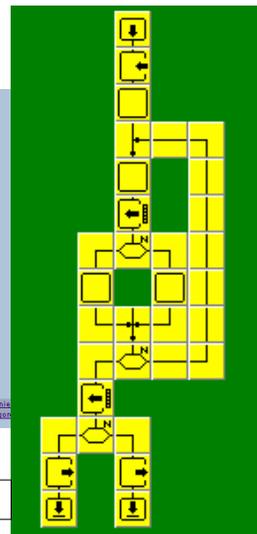


## Software:



Sorting package

Flow Chart Builder



## Informatics (CS) *versus* IT (ICT)



ICT in schools guarantees: **computer literacy** – basic knowledge and skills related to computer use



**Fluency with IT** (NSF) is needed: the ability to use IT effectively today and tomorrow and to learn more IT in the future (LLL)

**Algorithmic thinking**, programming, modeling and simulation, principles of computer and network operations ... are among the concepts required by fluency with IT

## Informatics (CS) *versus* IT (ICT)



**ACM, 2003: A Model Curriculum for K-12 Computer Science:**

... to integrate CS fluency and competency throughout primary and secondary schools ...

Four-level framework for CS – the first **two levels** ... ought to be mastered **by all students**, while the second two ... can be elected by students with special interests in CS

**Informatics and ICT curriculum in Poland coincides with the ACM recommendations**

