





# Spatial Reasoning

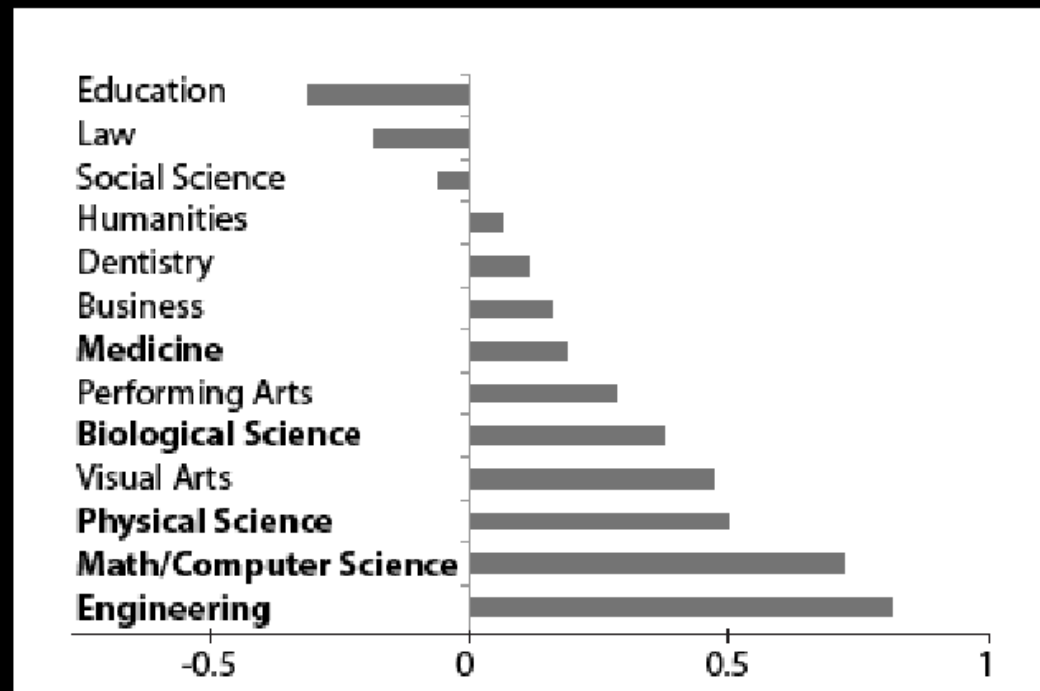
- The ability to think in terms of spatial information, such as shape and orientation
- Includes
  - Regressing from image to 3D model
  - Representing a concept as a spatial model
  - Manipulating spatial models in the mind

On a scale **from 1 to 10**,  
where 1 is non-spatial fields like singing  
and 10 is highly spatial fields like sculpture,  
**how spatial is computing?**

8 7 3 10 10 10 9

# Spatial Reasoning in CS

- Correlation between HS spatial ability and career choice



# Spatial Reasoning Matters

- Correlates with ability in many fields, including **computing**
- Correlation appears **causative** (increasing spatial reasoning skills has been shown to **increase performance** in related fields, including computing courses)

# Why Does it Matter?

- Definitive answer not known
- Some ideas:
  - We **teach** concepts visually
    - Variables = boxes, addresses = arrows, ...
  - Computing **terminology** is visual
    - Stacks, trees, threads, flow, branching, nesting, lining up, moving, addresses, ...

# Why, continued

- Challenge: find a **computing concept** that is **not visual** in terminology and that you can explain **without a spatial analogy**

Binary

abstraction

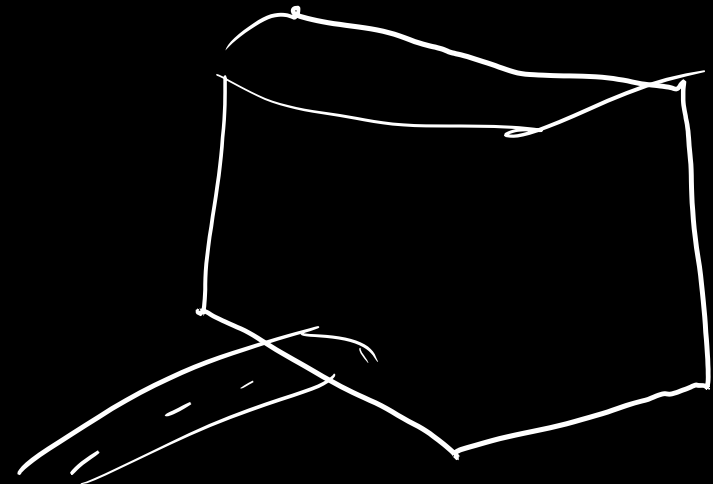


Alonzo  
Church / Alan  
Turing

$\lambda$ -calculus

TM

$\lambda x. x$

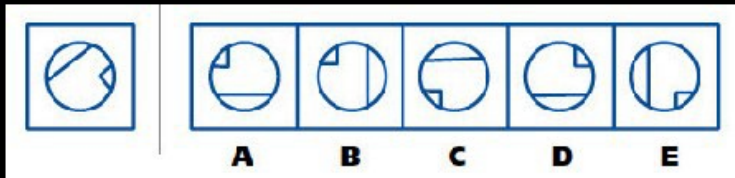


# Boys Have the Advantage

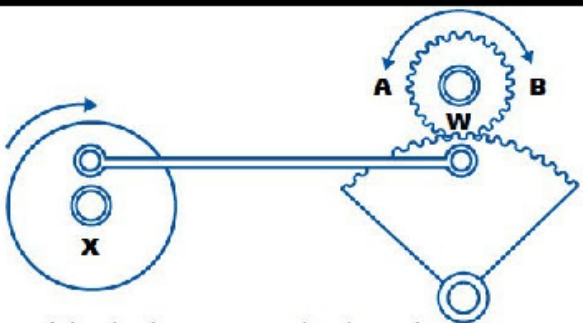
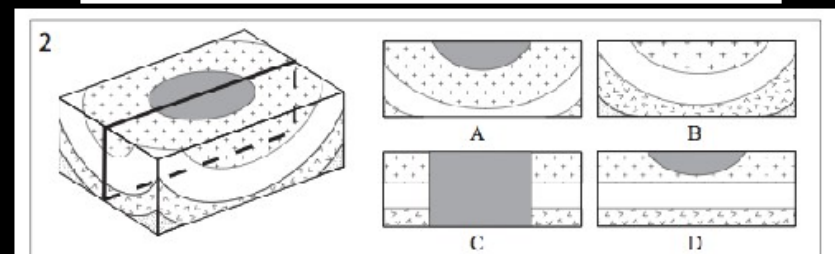
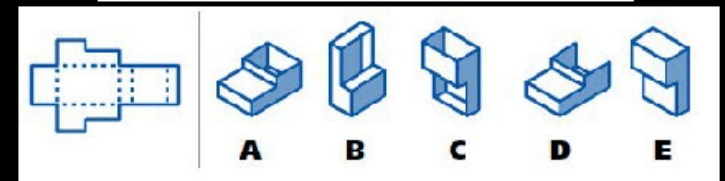
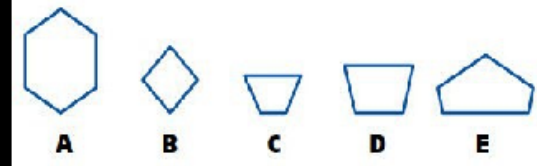
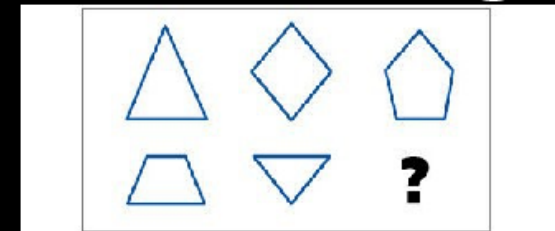
- Taken as a group, boys have more skill at spatial reasoning than girls
  - Better are **rotation** and mechanical reasoning
  - Not better at folding, pattern matching, cross sectioning
  - **Training** can narrow gap

# Boys Have Some Advantage

## Advantage



## No advantage



While wheel **X** turns round and round in the direction shown, wheel **W** turns

- A. in direction **A**.
- B. in direction **B**.
- C. first in one direction and then in the other.



# Differences

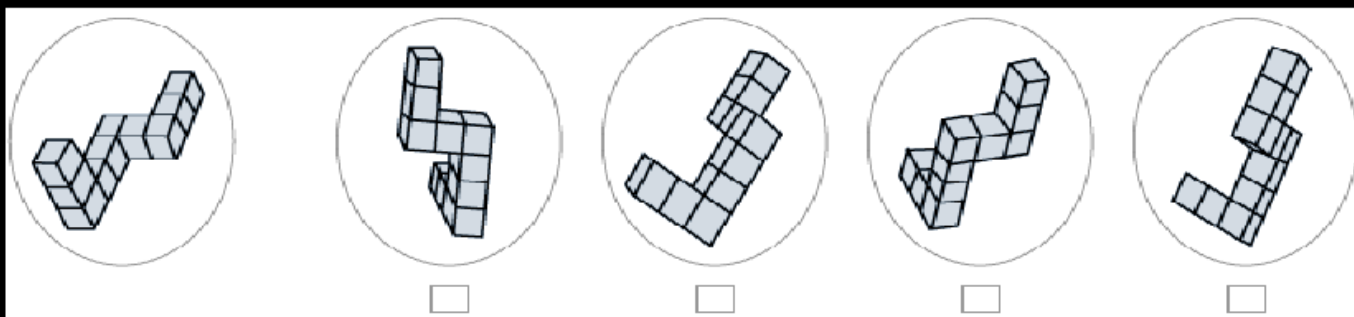
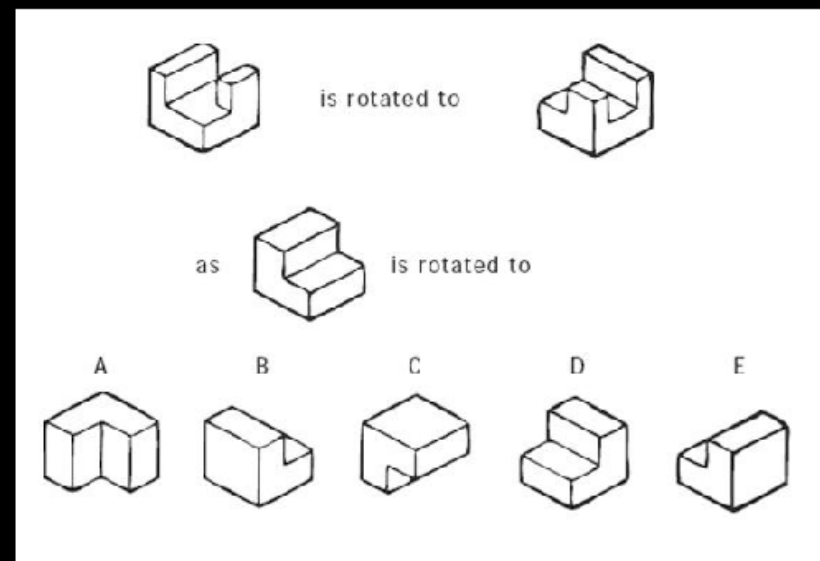
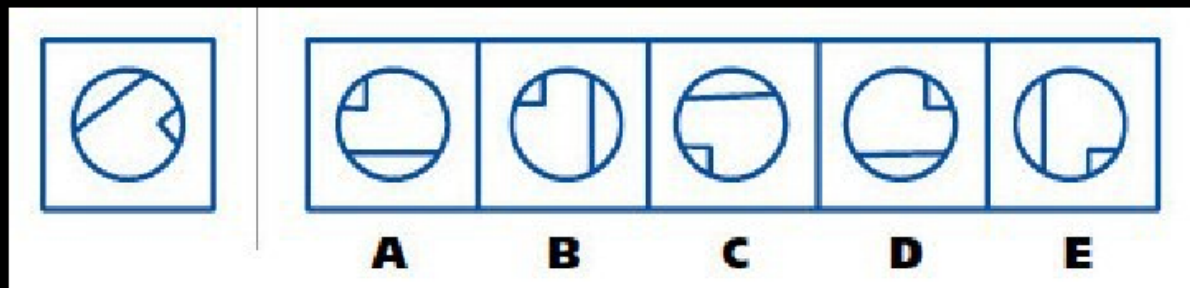
- Boys better at spatial reasoning at early age
- Higher economic class, more different genders are
- Experience definitely important

# Spatial Experience

- Construction toys
- Shop, drafting, mechanics classes
- Some computer games
  - Especially 3D first-person shooters
  - Also geometric ones like Tetris
- Sketching
- Some ball sports, mathematics classes

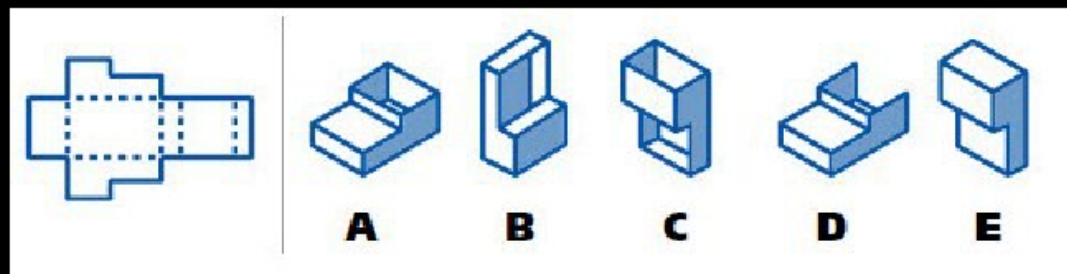
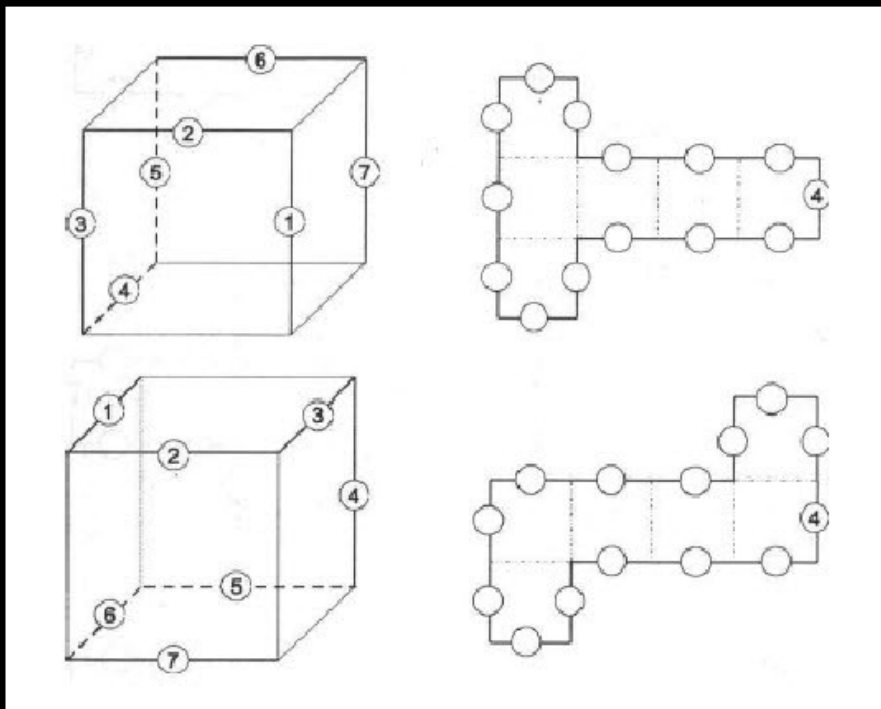
# Measuring Spatial Skill

## Rotating



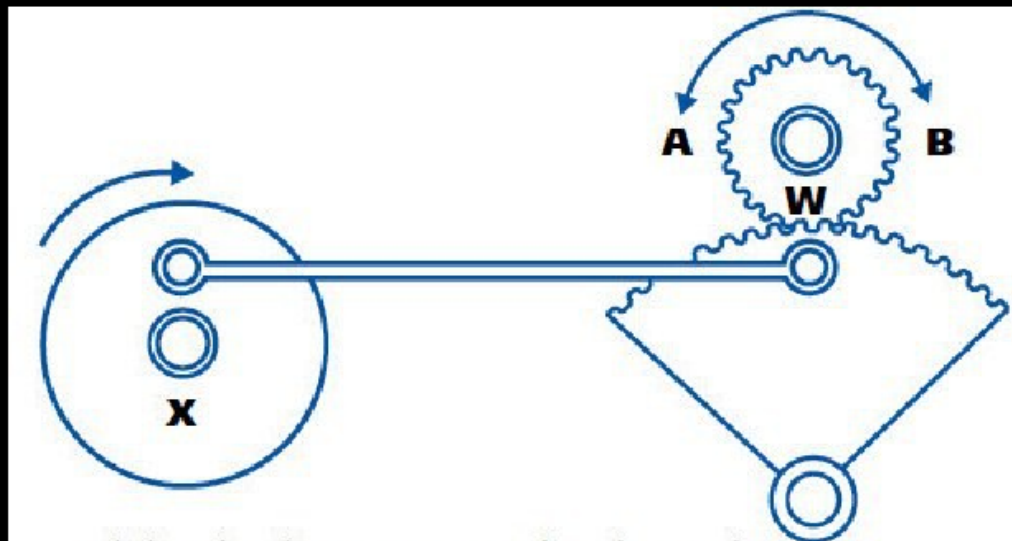
# Measuring Spatial Skill

## Folding



# Measuring Spatial Skill

## Mechanisms

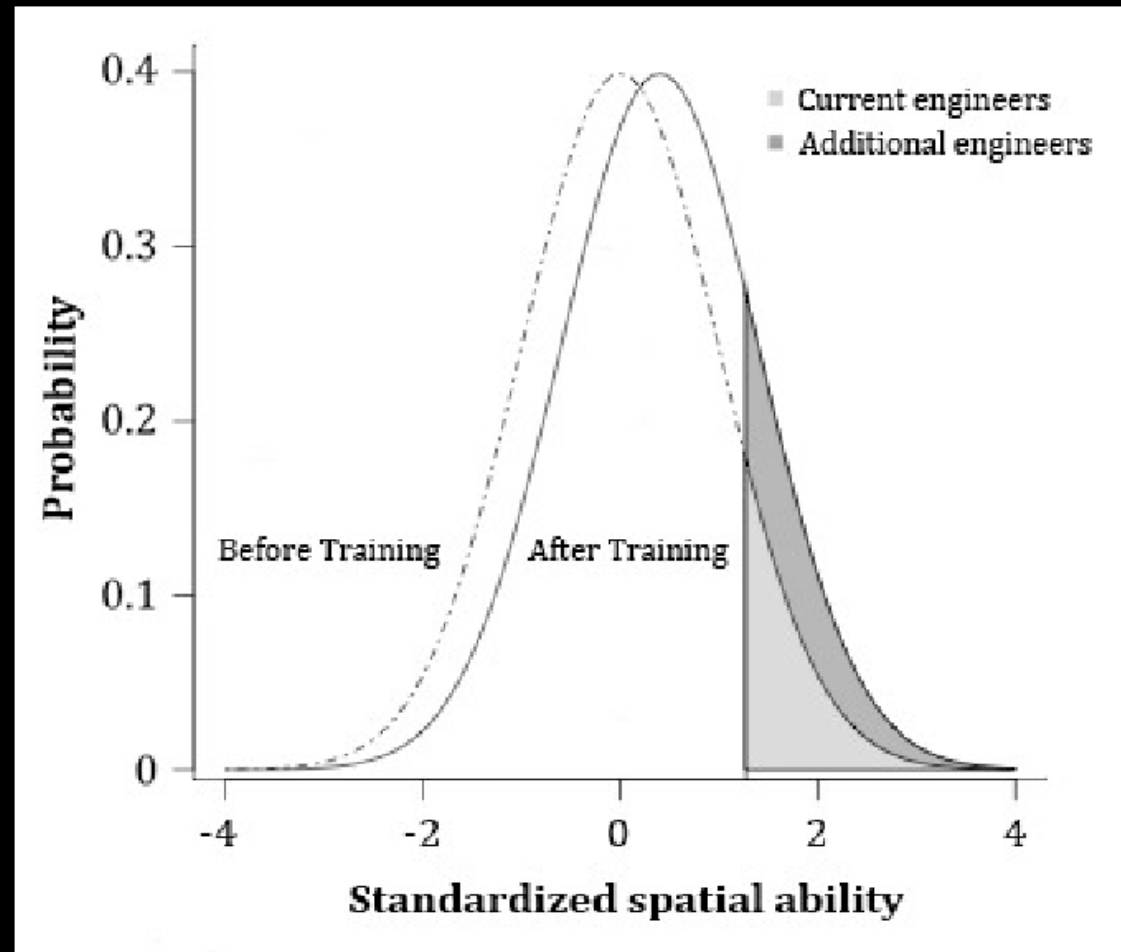


While wheel **X** turns round and round in the direction shown, wheel **W** turns

- A. in direction **A**.
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- C. first in one direction and then in the other.



# Small Change = Big Impact



# How do you increase it?

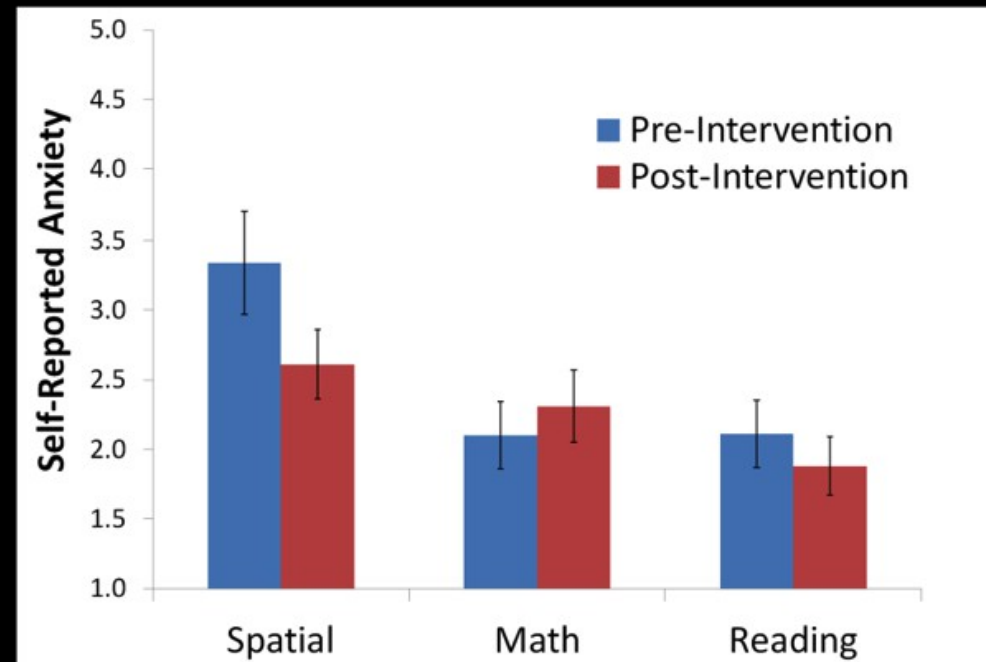
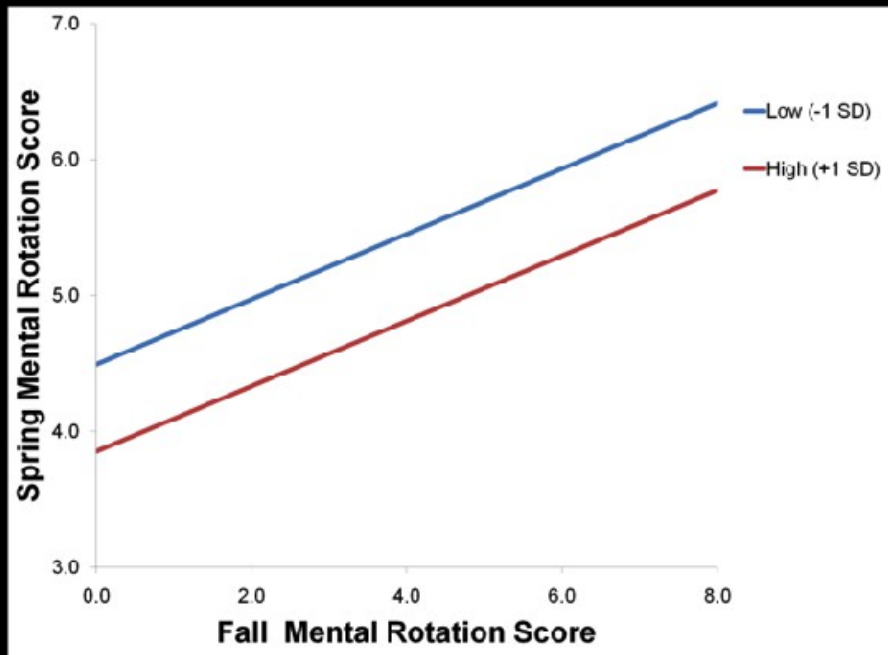
- Provide **exposure**
  - Logic group **activities**
  - Draw when teaching and have them draw
- **Manipulatives**
  - Physical objects in lesson
  - E.g., if variables are boxes, bring in boxes
  - Also good to, e.g., cut the cutting tasks, rotate the rotating tasks, etc.

# How do you Increase it?

- **Teach** process (**use-modify-create**)
  - Discuss the process of solving a spatial task
  - Work through a few examples
  - Provide a set of decreasingly similar tasks
- Interventions
  - Colleges have had success with 1-credit remedial spatial skills courses

# Teacher ability matters too

- **Teacher** spatial anxiety correlated to end-of-year student spatial ability



# Activities

4 Eqlar  $\Delta$  edge | Torhpick



$$f(x) = \begin{cases} 1 \\ f(x-1) + f(x-2) \end{cases}$$

$x \leq 1$

otherwise

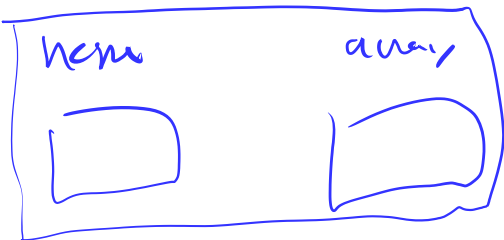
Variable  
→ box

$$f(3) + f(2) = f(2) + f(1)$$

$$~~f(4) + f(3)~~$$

$$~~f(5)~~$$

Scoreboard

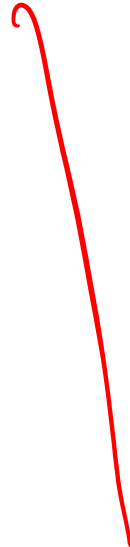


# Prerequisites

listed

assumed

Geometry  
Pre calc



hidden

Spatial

~~24~~

