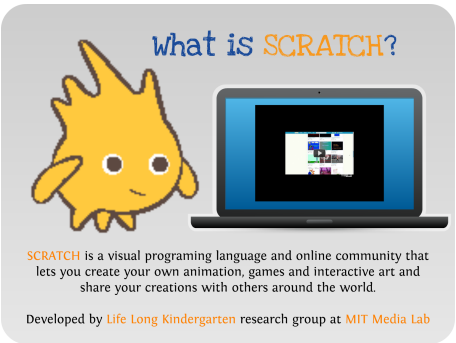
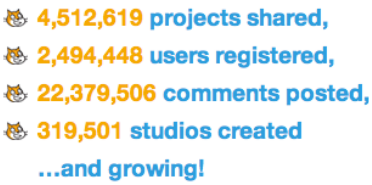
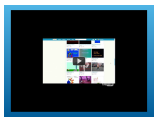
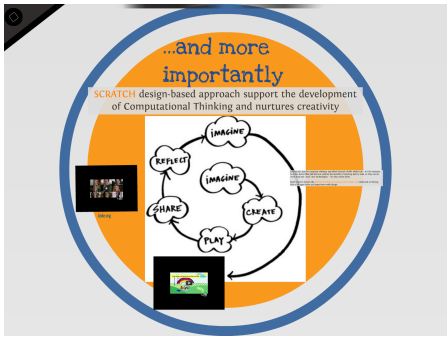
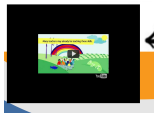
1/17/14 PD Scratch presentation notes

	Introduction. Overview of what will be covered in the presentation: brief description of what SCRATCH is, why you may want to consider using Scratch in your class, review Scratch's interface, sharing of resources and most importantly-get participants in Scratch to explore and tinker and if time permits complete a quick project.
	1. Programming language developed by MIT media lab specifically for education. Consequently extremely user friendly. The programming commands/code is contained in blocks that snap to together like legos, therefore no worries of syntax errors and the learning process is much less frustrating. The students can focus on concepts as oppose to keyboarding errors. 2. Online community. 
	Short video created by the ScratchEd team: a sampling of the wide variety of the projects that are possible and also glimpse of the site as well as the user interface.
	 Scratch enables students and teachers to create projects aligned to any area of study. For example-projects can be created that teaches about parts of speech or multiplication tables. It can be used for creative writing and to create non-fiction stories that retell a newly learned concept. Point out all projects (regardless of curriculum area) require programming call attention to the math standards. Before leaving the slide, highlight the Anchor Standards
	 ISTE Standards (formerly the NETS) for Students (ISTE Standards•S)
	 Discuss Computational thinking, how the design based learning approach fosters creativity. The intention is not to play the videos but direct the participants to them to view on their own time if so interested.

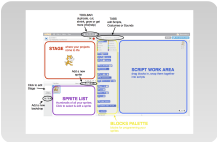


This video from code.org went viral last year. Celebrities and leaders in tech industry promoting value of learning to code. Use with kids to inspire.

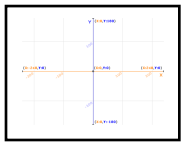
Excellent Ted Talk that inspired me to dive deeper into Scratch. Digital literacy is essential. To produce not just consume



Favorite quote “Need to think beyond what is but what could be.”

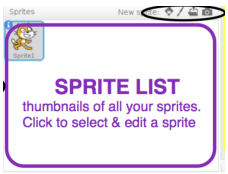


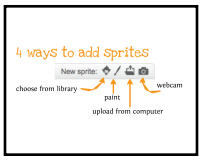
This is the work area. Divided into 4 main parts.



The Stage. View your projects

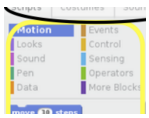
The stage in Scratch measures 480 pixels wide and 360 pixels high





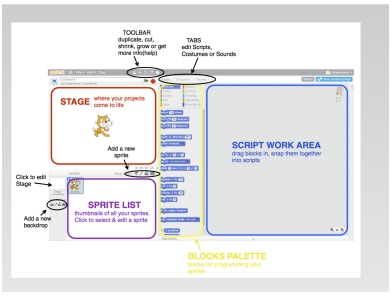
Sprite List. Sprites are the objects that perform actions in a project. While the Stage can also be programmed in a project, most projects have at least one sprite as well because only sprites can move.

Default sprite is the cat. Can add sprites 4 ways: Scratch library, create your own (paint editor-vector & bitmap), upload from your computer, or use web cam



The Block Palette is the area of the Scratch program where blocks can be dragged from. These blocks fall under the following categories: Motion, Looks, Sound, Pen, Data, Events, Control, Sensing, Operators, and More Blocks.

Script Work Area. Drag blocks to build scripts here for selected sprite or stage if selected



Point out tabs-Costumes and Sound

Costumes not sprites. Used for animation. Like adding sprites,4 ways to add costumes

Sound editor. Add sound 3 ways-library, record & upload. SpecialEffects cut volume

Selecting Stage. Backdrop view. Similar to costumes for sprites.

<table>
<tr><td> 
</td><td>Brings you to the Project Page. Point out instructions and more importantly notes and credits. Once project is shared can look into it. Remix</td></tr>
<tr><td rowspan="3"> 
</td><td>  </td><td>Scratch Home page

Point out join and intro step by step link</td></tr>
<tr><td>  </td><td>Intro Step by Step.</td></tr>
<tr><td>  </td><td>project modified from hour of code.</td></tr>
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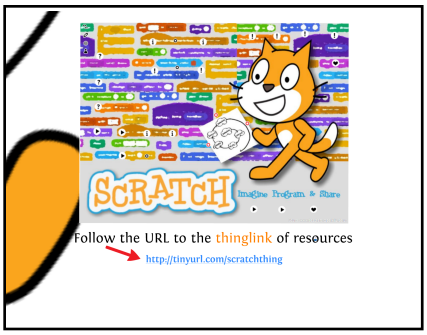
 </td><td>Two favorite resources. Task Cards--advise that there are many created by teachers as well as ScratchEd.

ScratchEd site-for educators using SCRATCH-lesson plans, forums & announcements workshops & updates</td></tr>
<tr><td> 
</td><td>Thinglink of resources. Save a tree, use the link.

tinyurl.com/scratchthing</td></tr>
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</td><td>Direct participants to scratch.mit.edu.

Complete a quick demo together, of making the cat dance and then give them 10 minutes to explore and make something surprising happen. Circulate the room to help and then have participants share what they have discovered.

If time permits have participants create an interactive card similar to Hour of Code activity.</td></tr>
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