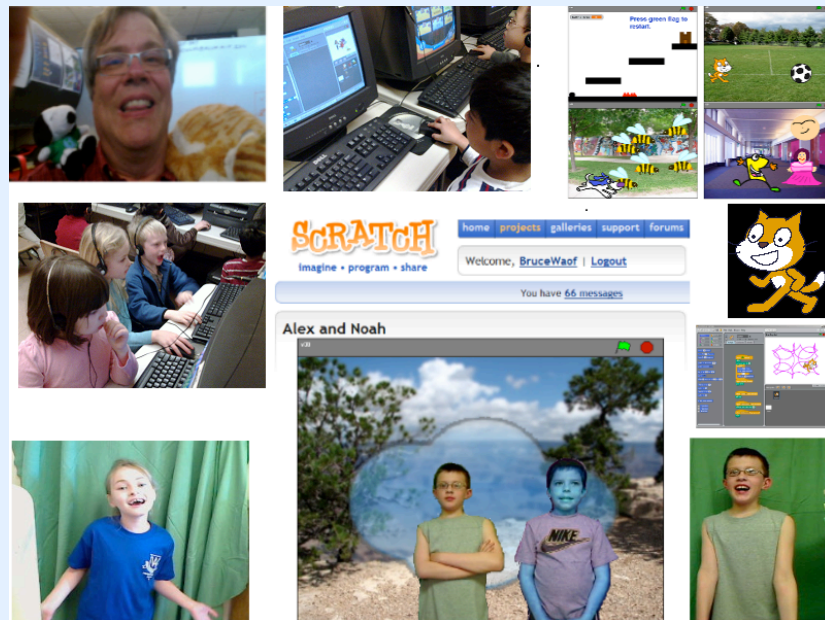## Bruce Cichowlas, Framingham MA, USA

• Volunteer computer technology teacher, Wayland Academy, grades K-5

• Full time at Nokia in cellphone software design

"Scratch can generate a considerable amount of enthusiasm and energy in the classroom. That's great, but different students react in different ways and want to go in different directions. As a novice classroom teacher, it has been really helpful to what works for other teachers."

Dr. Mukhtar Masood Rana, Hail, Saudi Arabia

• 20 years teaching programming at undergraduate levels in several universities

"My motive to learn Scratch was to design user-interfaces for visually impaired users. I joined the PLC project to share my experiences with others Scratchers and learn from their experiences which they got while teaching and learning Scratch in the schools around the world."

Frank Sabaté, Barcelona, Spain

- Escola Projecte, English and ICT teacher

- For four years, taught fourth grade videogames workshop

"Scratch fosters learning in collaboration. Our students learn from their partners around the world, and we, teachers, learn from our colleagues who help us to improve our Scratch lessons. In our PLC we have been doing collaborative knowledge building."

http://www.escolaprojecte.org/

Patrice Gans, Newtown CT, USA

- Technology Teacher, the Fraser-Woods School, grades 3-7

"In my school I am the only technology teacher, and as such the opportunity to discuss educational issues as they relate to technology is very limiting. The PLC filled that gap for me.

During one of our discussions we sought to find an opportunity to include our students in the PLC. Thus the Pass-Along-Project was born."
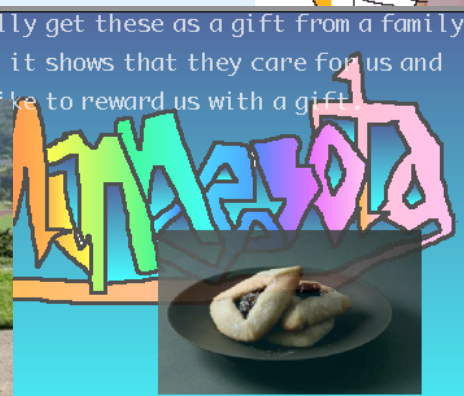
Student Sharing: Pass Along Project

Goals:

- Learn more about other cultures and make personal connection to students in other locations
- Communicate about your own culture
- Practice programming skills

Ground rules:

- Project has a home page
- On the home page, a button takes viewers to your part of the project
- Your page starts with your first name and location, then share about your food
- Previous work on the project is respected; you are adding on
- Sprites and messages are all named, starting with the two-letter abbreviation for your location
- The project "resets" back to the home page
- The scripts window is cleaned up before sharing your project

http://scratch.mit.edu/galleries/view/74573

How does sharing impact teaching and learning?

What structures help adults and children share?