scratch-ed

an open platform for online community of practice organization
outline

identifying needs

introducing scratch-ed

participatory design
identifying needs

what is your context?
how are you (not) using Scratch?
what forms of support do you need?
introducing scratch-ed

For Educators

Scratch is designed with learning and education in mind.

As young people create projects in Scratch, they learn many of the 21st century skills that will be critical to success in the future: thinking creatively, communicating clearly, analyzing systematically, using technologies fluently, collaborating effectively, designing iteratively, learning continuously.

Scratch can be used in many different settings: schools, museums, community centers, and homes. It is intended especially for 8- to 16-year-olds, but younger children can work on Scratch projects with their parents or older siblings, and college students use Scratch in some introductory computer science classes.

There are a variety of resources that can be helpful in Introducing Scratch:

See Scratch videos for videos on how to use and to Introduce Scratch

Getting Started (PDF)

The Scratch Interface Diagram (PDF) explains the different parts of the Scratch Screen
community of practice
inspiring, existing approaches

Keywords: tortor, vehicla, integer, libero

Session durations?
Lauren Trey, 2008/02/10
Quisque mollis luctus massa. Mauris non justo vel orci consectetur fermentum ortor justo?

Members who bookmarked this
Dai Hara
Lauren Trey
## Discussions

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| active thread 1 | 17 | 213 |
| active thread 2 | 7 | 58 |
| active thread 1 | 33 | 127 |
| active thread 1 | 5 | 27 |
| active thread 2 |  |  |
ScratchEd

Meetups

Scratch Conference
Location: Cambridge, MA
2008/07/26

Scratch @ CasaTelmex
Location: Mexico City
2008/01/15

WMS Scratch Club Party
Location: Watertown, MA
2007/12/21
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Lauren Trey

Joined: January 30, 2008
Location: Palo Alto, CA, USA
Birthdate: May 1973

Organization: Stanford University
Email: lauren.trey@gmail.com
URL: http://www.stanford.edu/group/adolescent.ctr/

Interests:

Contributions

Humanities Conference
Location: Somewhere, MA
2008/05/05

Community Lesson Plan
2008/03/19

Team Computer Use
2007/12/25

Bookmarks

Scratch Reference Guide
By: Scratch Team
2008/03/02

Games at TCNJ
By: Dai Hara
2008/02/15

Intro Video
By: Jeff Halp
2008/01/21
### Story Title
Game Development at TCNJ

### Keywords
narratives, assessment, think-pair-share

### Content


### Media Links

participatory design

what would you use?
what would you change?
what would you remove?
thank you
questions?