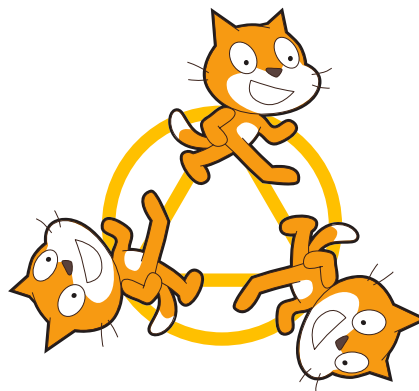


3 Scratchers

a Creative, Collaborative
and Exploratory
Workshop



Contents

- 1. Ice Breaking**
- 2. Collaborative Drawing**
- 3. A Short Demo of Scratch**
- 4. Iteration #1**
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Ice Breaking

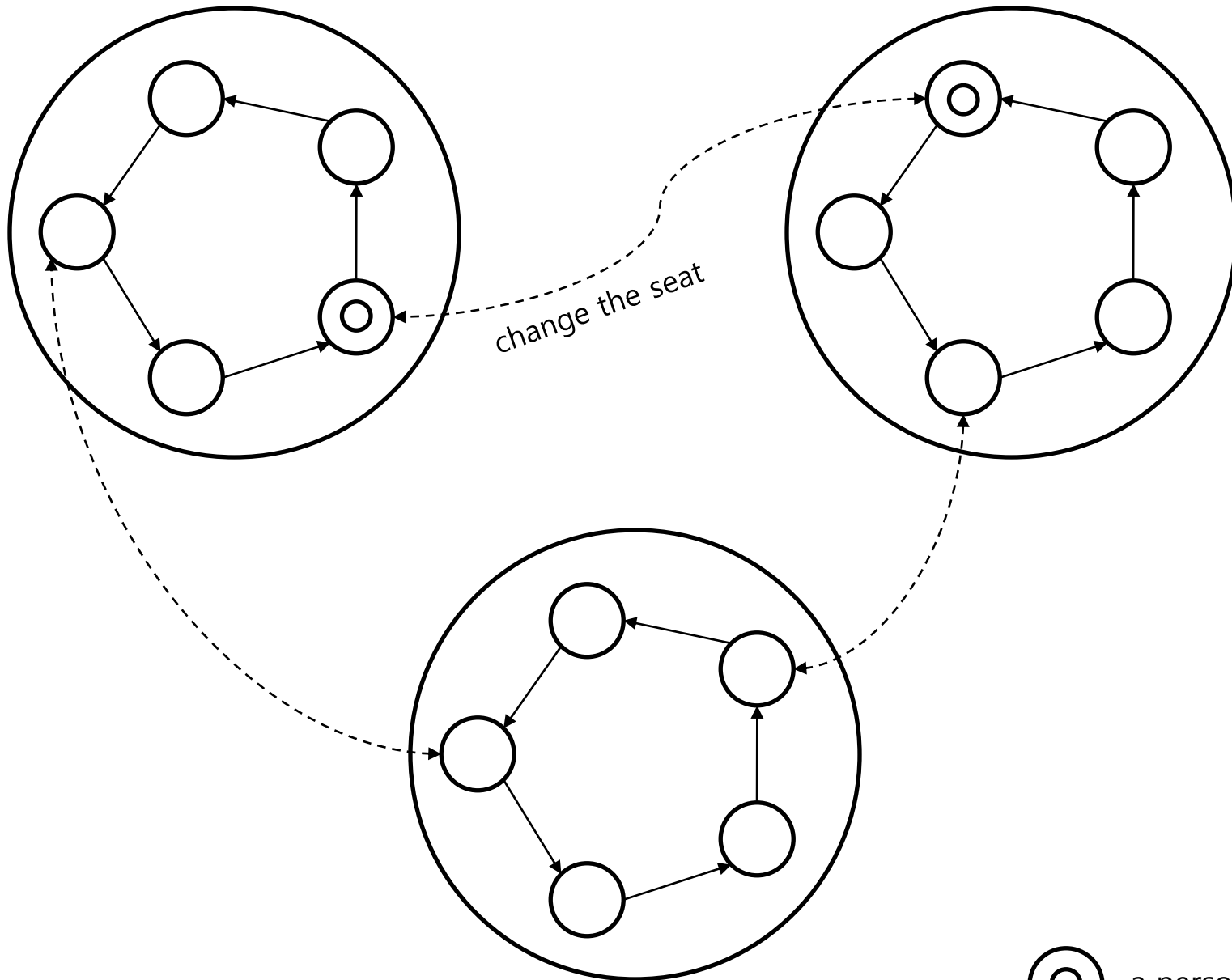
6 x 6

15 ~ 20 min

- $6 \times 6 = 36$
- Prepare 36 interesting **questions** for getting know each others easily (in an appropriate context)
- Prepare a few short **activities** to do
ex) exchange the seat with a person in other tables

	1	2	3	4	5	6
1	Q	Q	A	Q	Q	Q
2	Q	Q	Q	Q	A	Q
3	Q	A	Q	Q	Q	Q
4	Q	Q	Q	A	Q	Q
5	A	Q	Q	Q	Q	Q
6	Q	Q	Q	Q	Q	A

- **Take a seat freely to make small groups**
(4~5 people)
- **Let them introduce each others briefly**
- **Hand on one or two dices**
- **Roll dices to answer corresponding**
(x,y) coord. of the questions turn by turn
- **If someone encounter an Action**
(change the seat) encourage him to do it



◎ a person in turn

	1	2	3	4	5	6
1	2009년 최고의 목표	최근에 있었던 책 소개 및 추천	내가 다시 고치려면 어떤 전공으로 진학할까?	최근 읽었던 증거로 알 수 있는 일	자기 바꾸기	나에게 미디어가 어떤가?
2	이번 소시, 원전 #45, 아이돌에 대한 생각	학문에 걸음마 걸었다. 무엇이든 주로 무엇일까?	아직에 있어도 못지않게 하는 일?	자기 바꾸기	우리 사회의 문제점 (정치, 경제 등) 30초 스피치	자기 바꾸기
3	지수기는 블로그 / 시아트는?	수강 하는 데이트 코스 / 여행지 (국내외)	애니게 / 여행가? 수강?	영양학이란 어떤 수업을 하고 있어? 어떤 과목을 수강해야 할까?	나에게 1명만 있다면?	종목하는 스포츠는? (이웃도)
4	시간이 없을 때 하는 일 / 취미	연간에 대한 성찰 / 성장 / 기타 이드?	이 수업에서 기대하는 것	자기 바꾸기	종교 공부 / 종교에 대한 생각	자기 쓰는 것 / 나의 도구 (카드, 책 등) / 나의 일 / 나의 생각
5	종아 하는 음식 / 추천 맛집	MBTI 유형 / 어떤 성격?	한여 회사를 만나고 싶다면?	이전에 대한 직업(노하우)	모든 PT 케이스 6회 반복	자기와 관련된 이야기 / 발표하기
6	기술에 대한 생각	50이 때 나는 무엇을 하고 있었을까?	애니에 대한 생각	자신의 하는 일 (직업) / 어떤 모습에 빠진	종목하는 영화/영화 / 게임 미디어	나의 꿈 / 인생관 / 철학



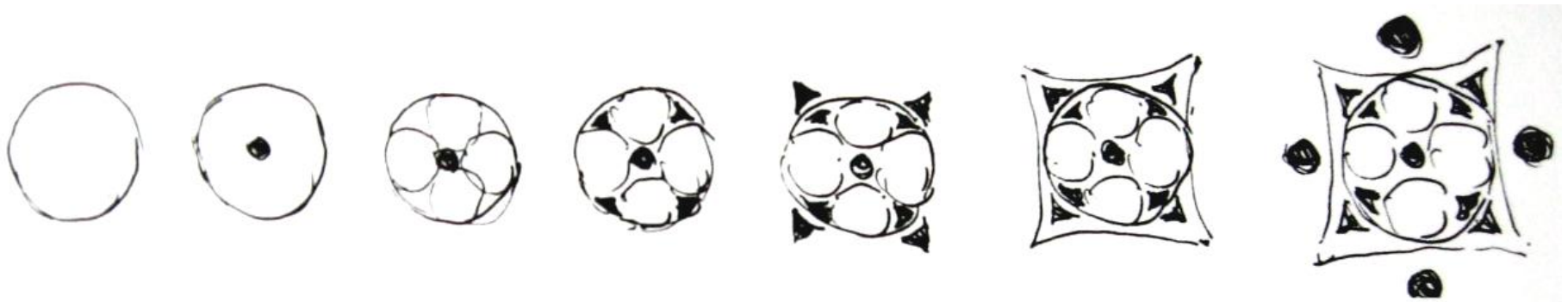
Sometimes randomness is more comfortable

Collaborative Drawing

Structure-Preserving Transformations

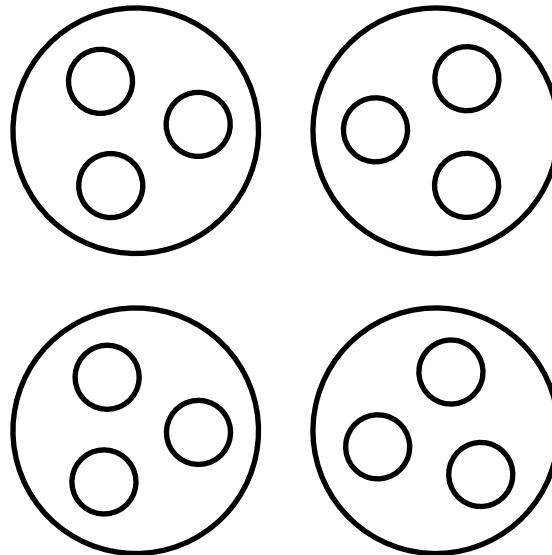
10 ~ 15 min

**Introduce [Christopher Alexander's](#)
**Structure-Preserving Transformations or
the Wholeness Extending Concept
stated in
The [Nature of Order](#)****



A sequence of six transformation, starting from an empty circle
52 page, THE PROCESS OF CREATING LIFE (book two)

**Reorganize small groups
as possible as multiple of 3**



- **Hand on a paper and a pen to each small group**
- **Suggest them to have the image of wholeness extending concept in their mind**

- **Encourage people to draw something turn by turn in their 3-pair small group**
- **Without any verbal communication**
- **Drawing is the only method of communication and collaboration (no text)**
- **Suggest to complete one lively image (like christopher alexander's example) together**
- **for 7 minutes**





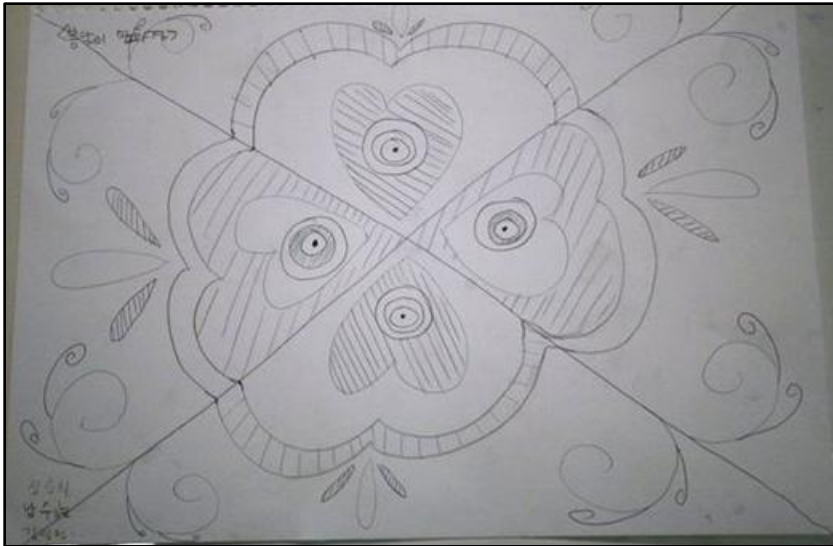
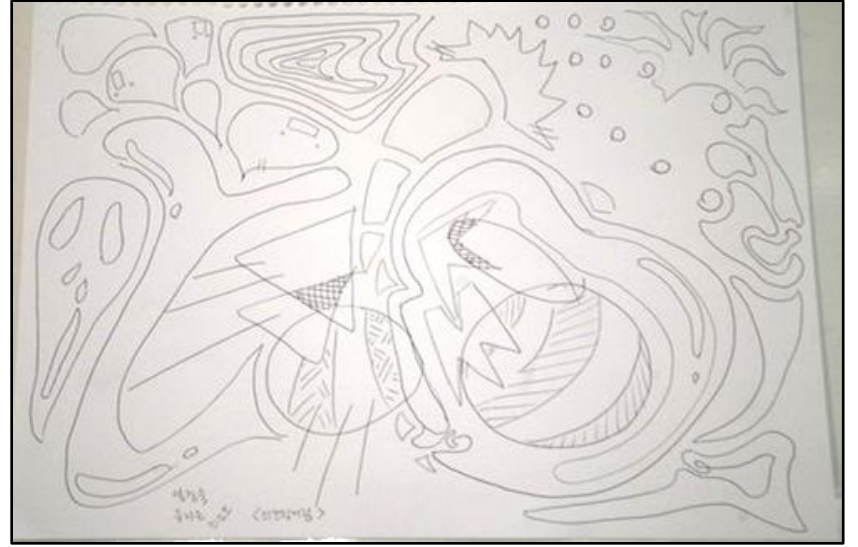
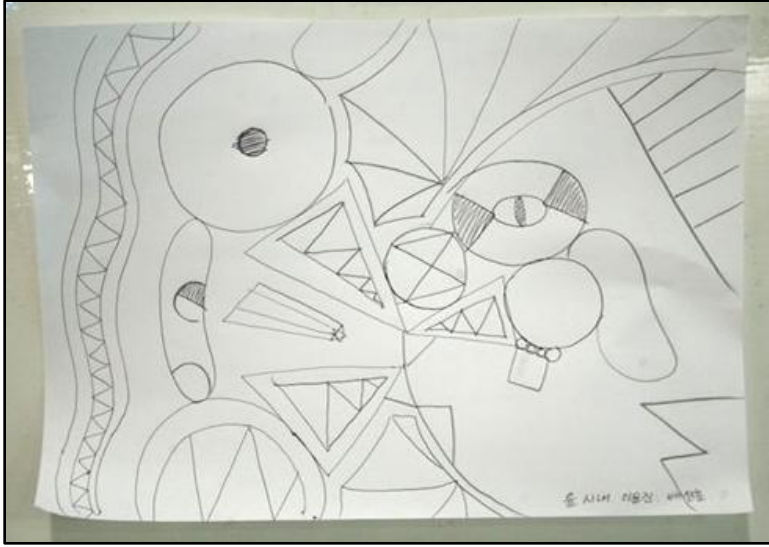
- **After completing the collaborative drawing try to name the title of it in each group**
- **Discuss about its process**

What happened ?

- **Exhibit all drawings together on a wall**
- **If there is enough time, take vote.**

if you can reborn which drawing is the one you'd like to be?

Which one is more full of life? Why?



Talk about the value of communication

Talk about the value of collaboration

Talk about creativity

Introduce the concept of [Pair-Programming](#)

A Short Demo of Scratch

Show what Scratch is capable of

3 min

Iteration #1

Inner Game, 3 Roles and 1st Exploration

15 min : exploration

5 min : reflection

Inner Game

Present moment Awareness

- **Hand on an index card and a pen to everyone**
- **Let them write down how they feel friendly about Scratch in certain points between 1 ~ 10 (lower is less friendly, higher is high friendly, express the first impression)**

Current inner game stage

Current inner game points (1 ~ 10)

Date : 05. 16. 2009	<u>Name</u>
A.	4

3 Roles

Driver

Navigator

Documenter

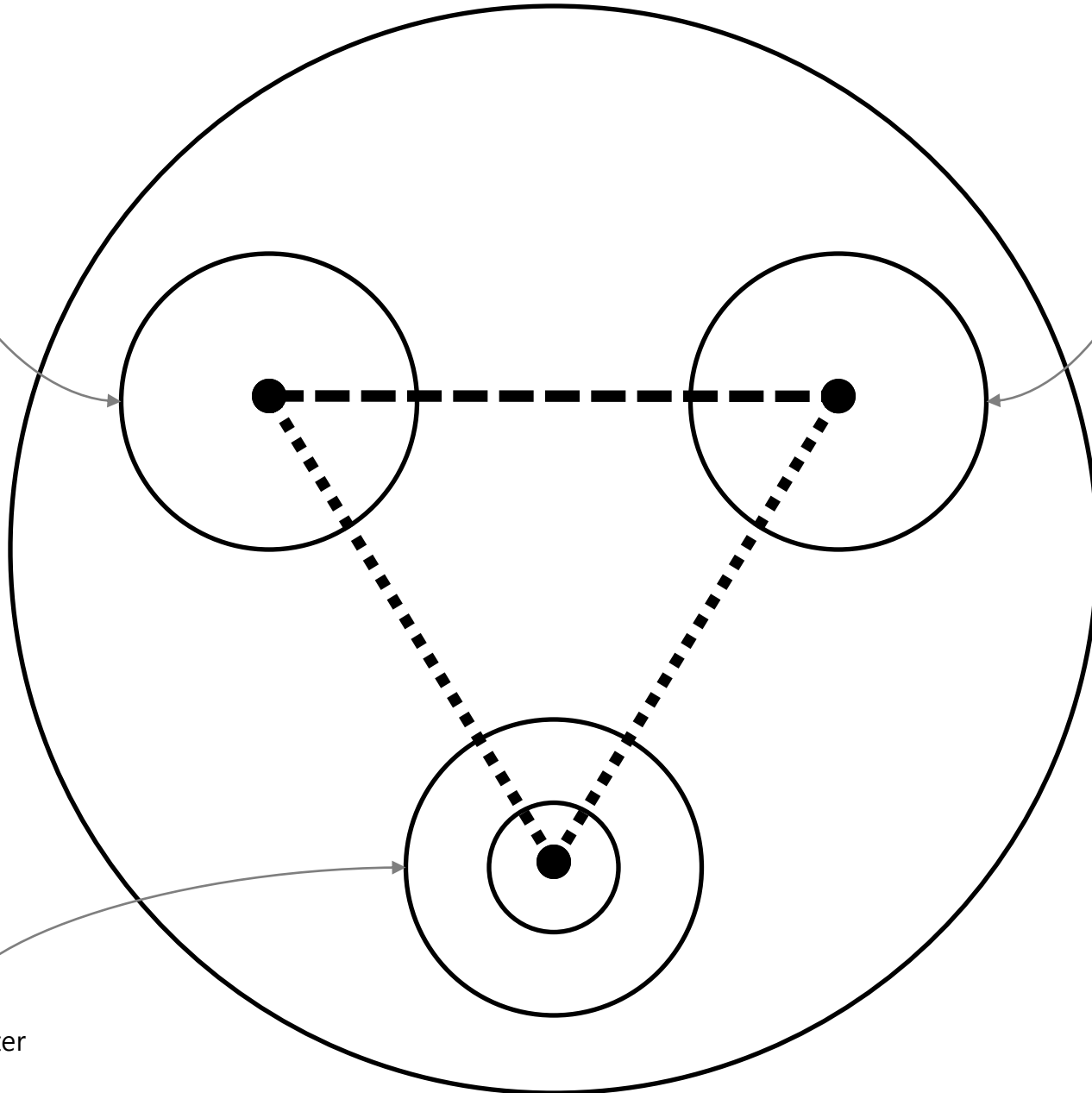
- **There are two collaborators who explore Scratch (driver & navigator)**
- **The two collaborators switch roles frequently (block by block, like what they did in the collaborative drawing session)**
- **The other one is a documenter who document what they do, find, learn etc**
- **Taking a different point of view (outlook) is important for the documenter**

Driver

switch roles frequently

Navigator

Documenter



Reflection

**1st Reflection
on
1st Exploration**

- **After the 1st Exploration for 15 minutes,
Now the documenter is key role**
- **The documenter share the feedback of
the 1st Exploration of their group**
- **It could be some drawings, some notes**
- **Discuss about what happened, learned**
- **Talk about the future strategy to explore
Scratch**

Current inner game stage

Current inner game points (1 ~ 10)

Date : 05. 16. 2009		<u>Name</u>
A.	4	
B.	5	

Share reasons why the points were changed

Save the current state as 1.sb

Iteration #2

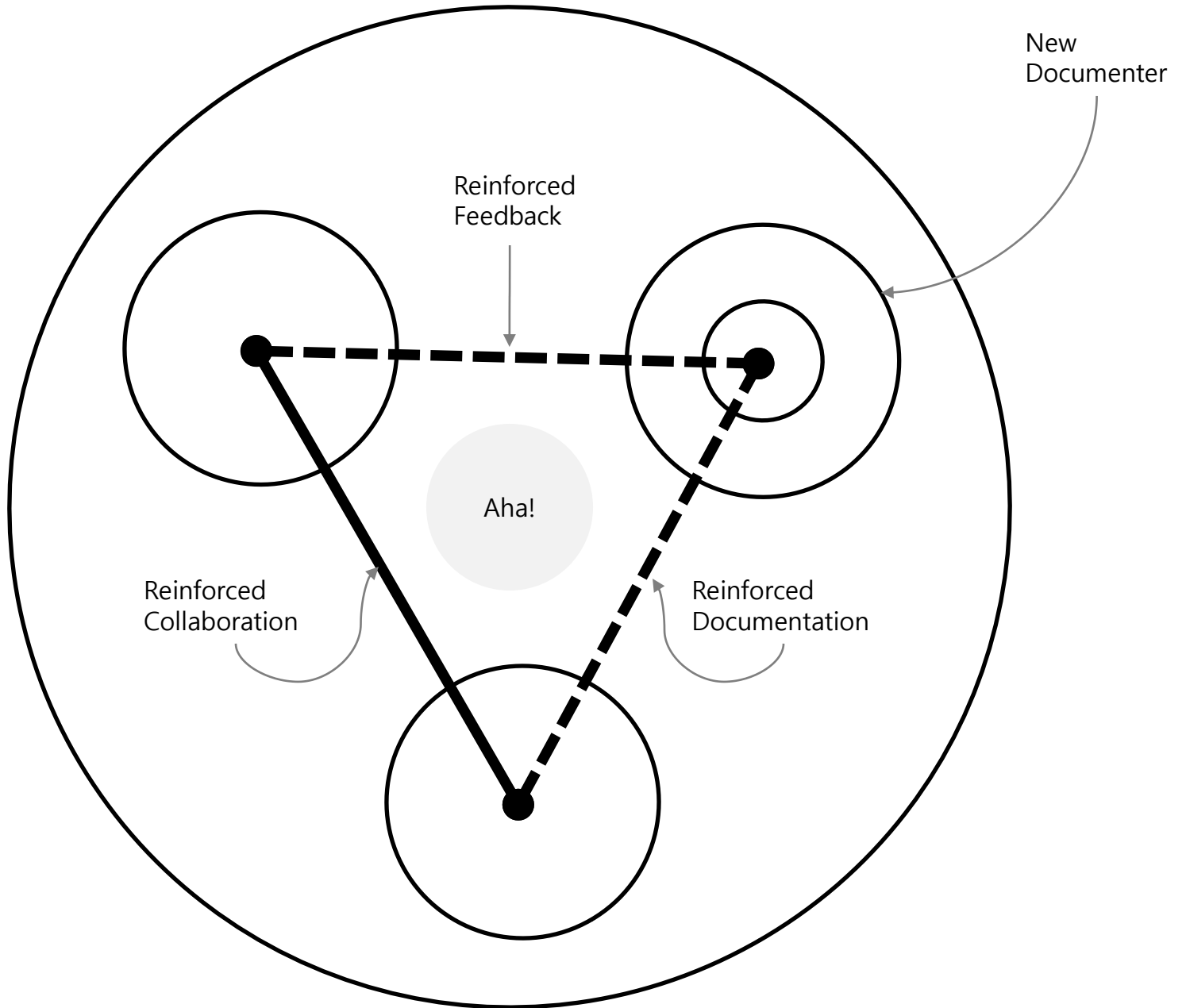
**Switch the Documenter Role,
Exploratory Testing**

**15 min : exploration
5 min : reflection**

Exploratory Testing

- **WAW : Where Are We?**
- **WHW : What Happens When?**
- **WLL : Watch, Learn and Leverage**
- **WC : Wise Choice**

- **Introduce exploratory testing questions**
- **Encourage participants to make their own hypothesis and test it frequently**
- **if possible, let them try to answer those questions in their documentation**



Reflection

**2nd Reflection
on
2nd Exploration**

Date : 05. 16. 2009

Name

A. 4

B. 5

C. 7

Share reasons why the points were changed

Discuss about if there is the lowest points of current stage among members or there is one who decreased points, how we can improve 1 more point for him? What can we do?

Save the current state as 2.sb

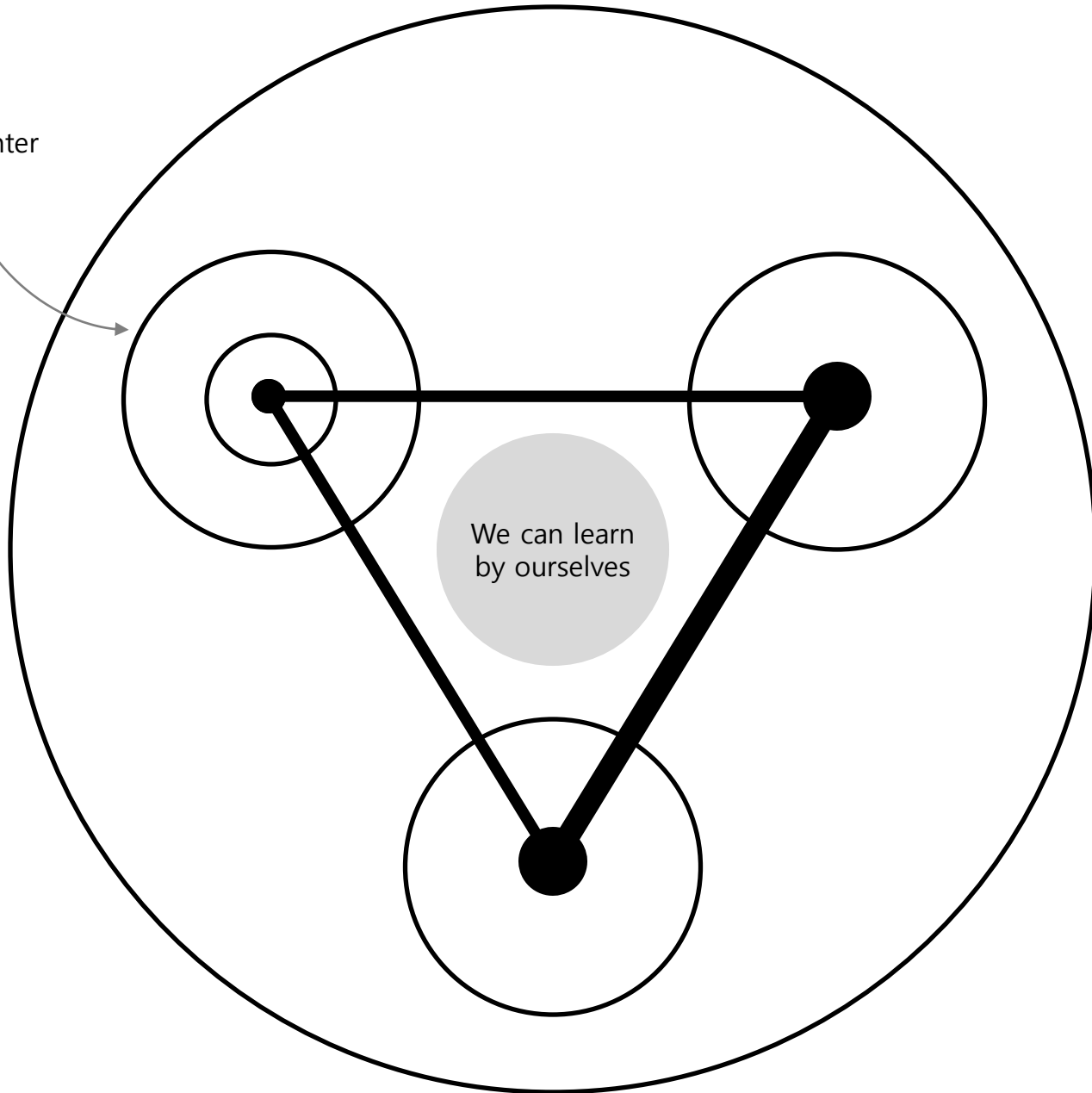
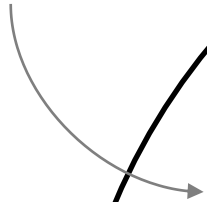
Iteration #3

Final Exploration, and Pollination

25 min : exploration

5 min : reflection

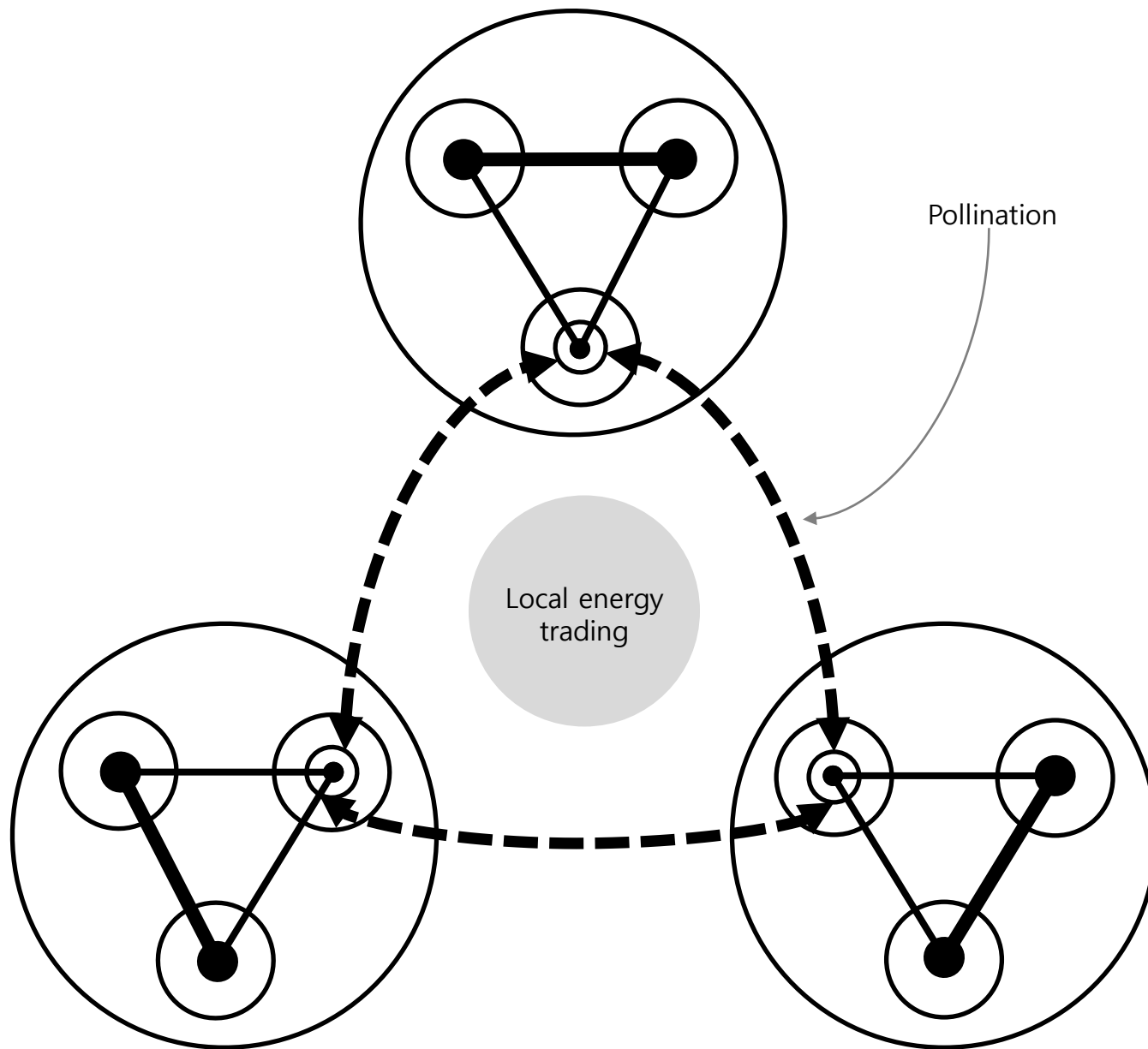
New
Documenter



Pollination

**Like bees
in a
flower field**

- **Now the final documenters can leave their group to share ideas and learn from other groups, or invite a person from other groups to help their group**
- **Documenters can meet each other but it's better not to be too nuisance for others**
- **if possible, drivers & navigators try to accomplish their group's objectives (if they don't have it, make one first)**



Reflection

3rd Reflection

on

3rd Exploration

Date : 05. 16. 2009

Name

A. 4

B. 5

C. 7

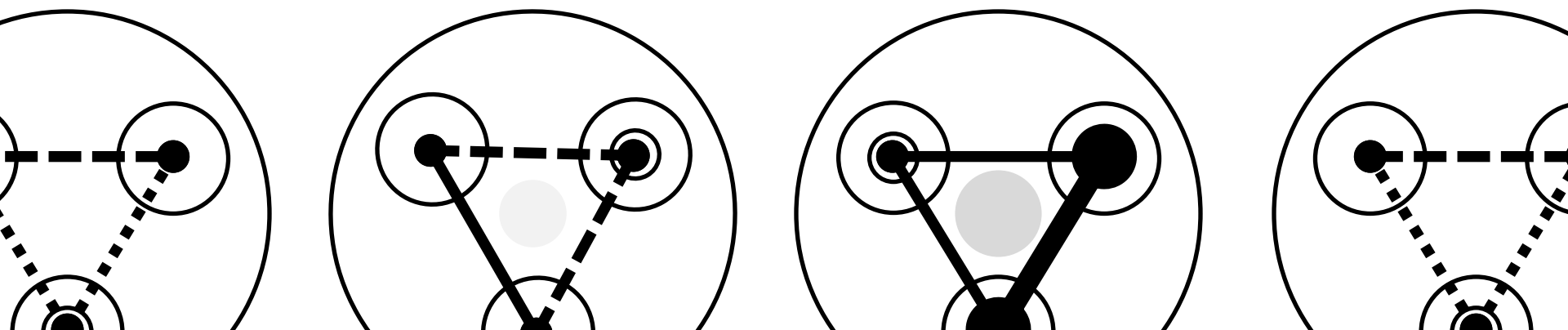
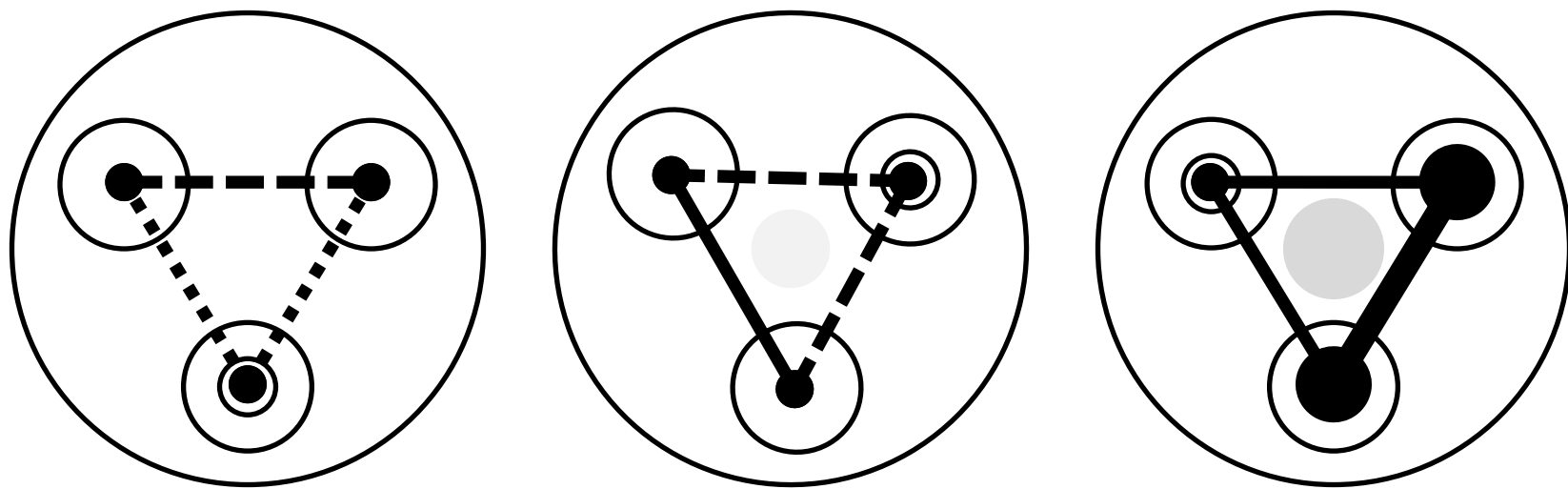
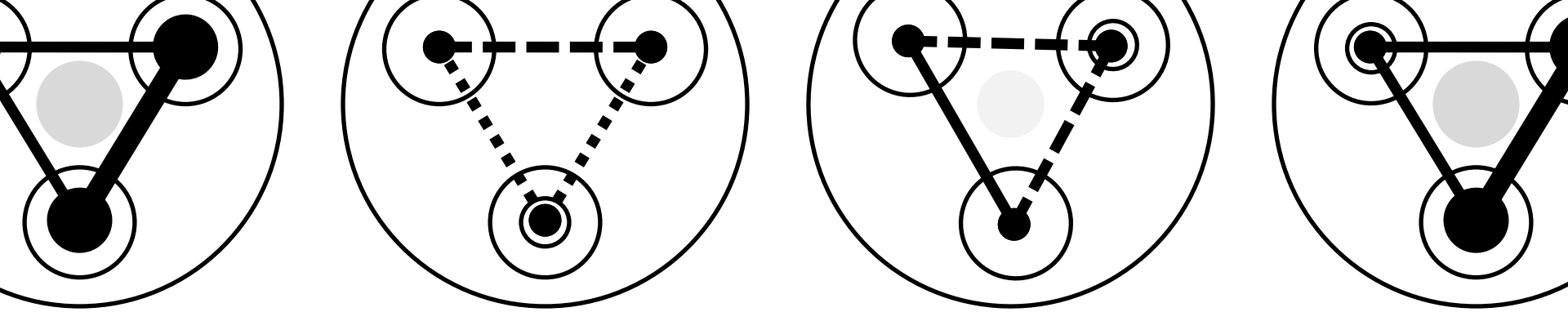
D. 8

Write down some thoughts and impressions throughout iterations

Share this card with members in the group and read others opinions. Have some conversations.

Save the current state as 3.sb

**Check out whole changes
from 1.sb to 3.sb**



Retrospectives

Coming soon!

Draw & Tell

3 Hats

S.T.A.R.R

P.M.I

**Scratch is one of the best creative tools
for an exploratory learning**