NECC 2009 Workshop: Using Scratch in Your Classroom
Tuesday, 6/30/2009
8:30am–11:30am WWCC 144 A
3 hours
30 participants

Resources

- Scratch cards
- Scratch postcards
- slides
- post-it notes

Abstract

Join members of the MIT Media Lab Scratch team to explore the possibilities of bringing Scratch, a new creative programming language, into your classroom.

Objectives

The overall objective of the workshop is to familiarize educators with Scratch. This objective is articulated by several supporting aims:
(1) provide educators with hands-on experiences with Scratch,
(2) discuss pedagogical possibilities of Scratch across curricular areas, and
(3) strategize integration of Scratch into educational settings.

Agenda

Welcome, overview, introductions (Karen)
15 minutes

Part 1
Introduction to Scratch (Mitch)
15 minutes
Facilitators will present an introduction to Scratch by addressing the following questions:
  - What is Scratch?
  - Why are the learning principles that motivate Scratch?
  - How do I create a project with Scratch?

Activity: Monkey Business (Karen)
15 minutes
Participants will create a project that features something surprising happening to a monkey.

Discussion: Get started with Scratch
15 minutes
After the activity, facilitators will lead a short discussion about:
  - participants' experiences with the activity
  - how to frame an introductory activity (content, features)
    - 8 blocks
    - design studio (constraints as enabling)

Part 2
Scratch in classrooms

15 minutes
Facilitators will present an introduction to the Scratch website by addressing the following questions:
    - How do I share a project?
    - What can I do on the website?
    - What have other people made with Scratch in educational settings?

Activity: I Have Issues
30 minutes
Facilitators will review Scratch concepts and address any group-relevant questions.
Participants will create an interactive project about an issue of interest.

Discussion: Keep going with Scratch
15 minutes
After the activity, facilitators will lead a short discussion about:
    - participants' experiences with the activity
    - how to keep going with Scratch

Part 3
The Future
15 minutes
In small groups, participants will discuss questions and record answers on post-it notes:
    - What would you like to be doing with Scratch?
    - What do you need? What can you share?

Discussion: Next steps
30 minutes
Facilitators will lead a closing reflection and discussion about the workshop experiences with Scratch and next steps.
    - Resources and forms of support

Part 4 (11:15)
The End: Evaluation
15 minutes