International Resource Center -draft 1.0- Amitai Gat & Ingrid Gustafson

Background
One of the biggest drawbacks of Scratch is the limited number of its resources (both sprites and background) and their limited graphic quality.

The result is projects that can be highly sophisticated in their programming, and yet fairly disappointing in their graphic aspect.

Generation Y is known for its strong visual reference. Creating an international culture resource center will contribute to a better understanding of foreign cultures, a deepening of one's knowledge about his/her own country and culture, and provide a large library of high-quality graphics.

Usually every class has a few students who can draw extremely well with the Scratch paint editor. By designing sprites and objects and posting them at a special gallery on the Scratch Site, we can enrich the projects that K-12 students develop and introduce different cultures through sprites and backgrounds. All students are welcome to participate, even if they are not the best artists. Students are welcome to create and upload a rough-draft or sketch of their idea, inviting other participating students to download and polish their ideas by making a note in the project notes area. Ultimately the student's original idea will be re-posted as a more finished product.

Goals
Technology
Scratch
1. Design and create sprites and backgrounds that will be posted on the [Scratch website](#) in a special International Culture Resource center

There are three possible design options:
   a. Sprites that represent the culture of the students such as people, transportation, local animals, local vegetation, local houses, clothing items, etc.
   b. Programmed sprites- these sprites are pre-programmed by a team of a graphic designer and programmer to help other students create their projects by using pre-programmed sprites. These sprites can be part of the cultural project or free design, as a category of their own.
   c. Backgrounds that represent the local scenery such as famous historical local sites, local sites of importance to the students and   typical scenery, etc.

IT
1. Internet research methodology to learn about the local student country characteristic (landmark, people, animals, vegetation, housing etc.)

Pedagogy
1. Learning about the student country

2. Learning about other countries through use of sprites and backgrounds
3. Collaboration of local designer-programmer teams and international teams (students from country A post requests for Designers/programmers from country B)
4. Collaborative gallery on Scratch website

Assessment
It is optional to have assessment for this project, but I will not elaborate about it, as I don't think it's appropriate for us to grade the students effort and attempt to "measure" creativity in a quantifying way.

How Do We Use the New Sprites/Backgrounds in Our Scratch Projects?
The final product is a scratch project that is named after the country, state (if applicable), city and school plus the category (for example Israel-Tel Aviv- David Ben Gurion School- 4Th Grade- Transportation) this project will have all the sprites the students designed. When a project is opened, a right click on the mouse open a menu from which you can save the sprites in your local computer.

Optional/Sample Timeline of the Curriculum

Lessons	1	2	3	4
Topic	**Brainstorm** What is typical of my country? Online tool: Bubbl.us List of categories for development.	**Online Research** Divide the class into groups, each group research a topic based on the keywords from lesson No. 1	**Development** The groups develop sprites/background/ programmed sprites	**Development** The groups develop sprites/background/ programmed sprites
Lessons	5	6	7	8
Topic	**Development** The groups develop sprites/ background/ programmed sprites	**Posting** This lesson each group will present to the class their project and then upload it to the special gallery on Scratch.mit.edu	Optional Lesson Completing projects	Optional Lesson Completing projects

Timeline
End Date May 15th
In Israel we go to a long vacation starting April 8Th, organizing everything I would think I'd like to start

by March 1st and count 6-10 weeks from that day. We could probably do the planning earlier. What do you think? We have our Young Developers annual conference on May 31st, I'd like to present the gallery then.