**Scratch Activity Guide: Minute of Code — Museum Party**

*Purpose:*

* To introduce visitors to Scratch, help visitors create their own program, and generate interest in computer programming in a few minutes in a drop-in setting
* This activity is meant to be facilitated by an educator with knowledge of Scratch programming

*What You Need:*

* Table or other workspace
* Computer with large screen
* Internet access
* Scratch 2.0
* Take home cards with links to Scratch website and activity studio
* Facilitator with knowledge of Scratch programming

*What To Do:*

*Set Up:*

* Setup a workspace with:
  + (1) a computer where a facilitator can work with visitors who drop in
  + (2) a large screen where visitors walking by can view the “party”
* Go to scratch.mit.edu
* Register for or sign in to your Scratch account
* Go to “Minute of Code: Museum Party” <http://scratch.mit.edu/projects/15846798>
* Click “see inside”
* Click remix to save your own copy
* Edit the title (if you are using the activity on multiple days, consider including the date in your title)
* Click “see project page”
* Copy the url to record link to the activity
* Print out cards with the url of the activity and of Scratch to hand out to visitors so that they can access the activity from home ([LINK](http://scratched.media.mit.edu/sites/default/files/Scratch%20Activty%20Link%20Card.png))
* Click “see inside” again to open the activity. You’re ready to get started! This is where visitors will create their own characters and simple programs.

*Facilitating the Activity:*

* Please watch video at: <http://vimeo.com/82353432>

Thank you!