

## 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](http://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](#))
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- 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!