Creative Computing: A Guide For Teachers

Resources from the ScratchEd Team at the Harvard Graduate School of Education

WHAT IS CREATIVE COMPUTING?

Creative computing is an approach to teaching computational literacy that draws on students' creativity, imagination, and interests.

WHAT IS SCRATCH?

Scratch is a free programming environment that enables young people to create their own interactive media–like stories, games, and animation. Young people learn to think creatively and work collaboratively through the process of designing, remixing, and sharing on Scratch.

HOW CAN I USE SCRATCH IN MY CLASSROOM?

Scratch can be incorporated into any content area in any K–12 classroom. Explore some of our free resources to learn more about how you can support creative computing in your classroom.
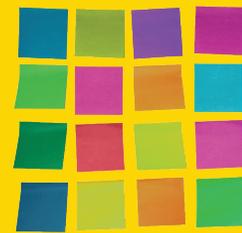
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ONLINE COMMUNITY
scratched.gse.harvard.edu

Connect online with Scratch educators to share stories, resources, and ideas.

CURRICULUM
scratched.gse.harvard.edu/guide

Explore a collection of cross-curricular creative coding activities for K–12 learners.

MEETUPS
meetups.gse.harvard.edu

Join a #ScratchEdMeetup, a nation-wide network of learning experiences for Scratch educators.

ASSESSMENT TOOLS
scratched.gse.harvard.edu/ct/

Learn about the concepts, practices, and perspectives that students develop when they engage in creative computing.