

SCRATCH DAY

meet • share • learn

May 16, 2009

Welcome and orientation

1:00 - 1:30

Workshops session #1

1:30 - 2:30

Welcome to Scratch
Sending Greetings
Getting Started
Sensing the World

Break

2:30 - 3:00

Activity #1 Raffle

Workshops session #2

3:00 - 4:00

ScratchEd
Making Music
Getting Started
Sensing the World

Break

4:00 - 4:30

Activity #2 Raffle

Workshops session #3

4:30 - 5:30

Show & Tell...& Perform
Telling Stories
Scratch Connections
Sensing the World

End

5:30

Activity #3 Raffle



What's happening at Scratch Day MIT?

Welcome to Scratch Day MIT. We're happy that you're able to join us today. There's lots going on.

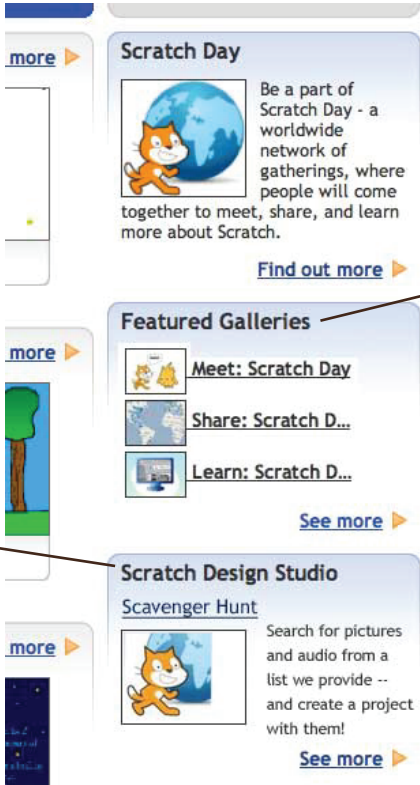
In-person activities

In this packet, you'll find pages describing three activities.

- In **Activity #1: Meet**, you'll search for Scratchers as part of a game.
- In **Activity #2: Share**, you'll team up with others to create a collaborative project.
- In **Activity #3: Learn**, you'll pair up with someone to teach something and learn something.

Online activities

Check out the Scratch website (<http://scratch.mit.edu>) for special Scratch Day activities online.



The screenshot shows the Scratch website interface during Scratch Day MIT. It features several sections: a 'Scratch Day' banner with a cat and globe, a 'Featured Galleries' section with three galleries ('Meet: Scratch Day', 'Share: Scratch D...', 'Learn: Scratch D...'), and a 'Scratch Design Studio' section with a 'Scavenger Hunt' activity. Callouts point to specific elements: 'Create a project for the special Scratch Day Design Studio' points to the 'Scratch Design Studio' section, and 'Create projects and add them to three special Scratch Day galleries' points to the 'Featured Galleries' section.

more ▶

Scratch Day

Be a part of Scratch Day - a worldwide network of gatherings, where people will come together to meet, share, and learn more about Scratch.

[Find out more](#) ▶

Featured Galleries

[Meet: Scratch Day](#)

[Share: Scratch D...](#)

[Learn: Scratch D...](#)

[See more](#) ▶

Scratch Design Studio

[Scavenger Hunt](#)

Search for pictures and audio from a list we provide -- and create a project with them!

[See more](#) ▶

Create a project for the special Scratch Day Design Studio

Create projects and add them to three special Scratch Day galleries

We've also set up other ways for you to document the day. Check out the Scratch Day Media page at <http://day.scratch.mit.edu/media> to learn more about how we're connecting through Flickr, YouTube, and Twitter.

Workshops

Welcome to Scratch

New to Scratch? Not sure what Scratch is all about? In this session, Mitch Resnick - Scratch's Project Director - will share the ideas and philosophy that inspired Scratch, highlights and surprises from the first two years of Scratch, and plans and visions for the future of Scratch.

ScratchEd

A growing network of educators is using Scratch, helping young people learn to create and share interactive multimedia projects. Join us in this session to learn more about plans for supporting this network of educators and to share strategies for introducing Scratch in different educational contexts.

Show & Tell...& Perform

Want to tell a story about a Scratch Project you made? Or even perform on a musical instrument you created with Scratch? This event is your 3-minute opportunity to show other Scratchers how much you love a particular Scratch project by showing it or performing it.

Getting Started

Never made a Scratch project? Join us for this hands-on introduction to Scratch, where we'll help you create your very first Scratch project and share it on the website.

Sending Greetings

Birthday cards, holiday cards, party invitations, and more! In this session, we'll explore how Scratch can be used to send greeting cards to friends and family. We'll show examples of our favorite greeting cards and have lots of time for hands-on experiences making our own cards.

Making Music

What interesting music or sounds can you make with Scratch? In this hands-on session, we'll look at interesting examples of people using sound in Scratch projects and then have hands-on time to make some noise with Scratch.

Telling Stories

It was a dark and stormy night...or maybe just a sunny afternoon at Scratch Day MIT. In this session, we'll get together to make stories with Scratch. We'll examine a collection of stories shared on the website and then have hands-on time to collaboratively create our own stories.

Sensing the World

Want to connect to the physical world? Create new types of Scratch projects by connecting with real-world sensors and motors! Join us to experiment with the Scratch sensor board and the WeDo robotics kit.

Scratch Connections

Did you know that Scratch can connect to other programs? In a session for more experienced Scratchers, we'll explore how Scratch can send and receive messages to other programs across a network.

Activity #1 - Meet! Find someone who...

Name: _____

Get to know other local Scratchers by finding a different person to sign each block on your page. Return your completed page by 2:40 to be entered in a raffle in the Lower Atrium at 2:50.

...has at least 5 Scratch projects posted online.

...knows how to remix a project.

...helps people learn Scratch.

...is new to Scratch.

...has been to the Media Lab before.

...has used a Scratch sensor board.

...has used an if-else block.

...posts to the Scratch forums.

...is a member of the MIT Scratch Team.

...is the parent of a Scratcher.

Activity #2 - Share!

A monkey, a whale, and an octopus

Name 1: _____

Name 2: _____

Name 3: _____

What's on your name badge? Is it a monkey, a whale, or an octopus?



Find two people who have the other two animals, so that you form a group with one of each animal.

With your group, create a Scratch project – a story, a game, or something else – that includes these three critters.



Post your project to the Scratch Day MIT gallery at <http://scratch.mit.edu/galleries/view/47879>

Have all three group members add their names at the top of this page.

Return your signed page by 4:10 to be entered in a raffle in the Lower Atrium at 4:20.

Activity #3 - Learn!

Learn something, teach something

Name 1: _____

Name 2: _____

What's something you know about Scratch that you could teach to someone else?
What could you learn from them?

Find a partner, teach them something, and have them teach you something.

Fill in the sections below, and return your completed page by 5:35 to be entered in a raffle in the Lower Atrium at 5:40.

I TAUGHT

What did I teach?

How did I teach it?

I LEARNED

What did I learn?

How will I use what I learned?

Feedback

How did you hear about Scratch Day MIT?

I received an email from the organizers.

I received an email from a friend.

I saw the notice on the Scratch site.

I found the event on the Scratch Day site.

I learned about it at school.

Other

Did you enjoy Scratch Day MIT?

1

2

3

4

5

Not at all

Very much

What did you enjoy the most about Scratch Day MIT?

What did you enjoy the least about Scratch Day MIT?

Please let us know how you found the following aspects of Scratch Day MIT:

Start Time	Too Early	Just Right	Too Late
Length	Too Short	Just Right	Too Long
Activities	Too Few	Just Right	Too Many
Size	Too Empty	Just Right	Too Packed
Event Communication	Insufficient	Just Right	Excessive
Snacks Quality	Not Good	Just Right	Good
Opportunities to Socialize	Too Few	Just Right	Too Many

What suggestions do you have for future Scratch Day events?

Thank you for helping us!