

10 Things I learned

from creating an after school Scratch club

PK Shiu
@pks
pk@pkshiu.com

Background

- Grade 1 to 6 (age 7 to 12)
- One hour each week October to May
- 2/3 Scratch, 1/3 LEGO WeDo
- drama club, dance, cheerleading, sports, chess, photography, cooking



#1 Computing Literacy

- Mouse and keyboard skills
- Not age dependent
- low priority for technology

Kick Starting

- “all about me” project
- use consistent vocabulary
script, block, sprite, cut, paste

#2 Gender Bias

- Parent bias
- Marketing problem
- Avoid: “programming, computer, robot, LEGO”

Neutral Words

- ...create their own interactive stories, animations, games, music, and art

#3 Skills

- Classroom Management is more important than Scratch knowledge

#4 Mixed Age is Hard

- 1st graders attention span
- 3rd graders collaborate, listen
- Solution: creative pairing of students

#5 Structure

- 16 students, 2 teachers
- sit (sometimes work) in pairs
- horseshoe (circle) seating



Curriculum

- Projects run multiple weeks
- Example, hand out, challenge, show and tell
- Design presentation
- Big year end project

Sharing

- Saving vs sharing
- Scratch site vs local file storage
- Scratch 2.0

#6 Returning Students

- “Perfectionist”: repeat last year project, but better
- or work on self directed projects
- Volunteer helpers!

What students Need

- Encouragement and Appreciation - feedback
- Minimal scaffolding
- Peer instruction

#7 Documentation

- Take pictures and videos
- Blog (embedding)
- Email update

#8 Creativity

- Examples:
- How my parents met
- 200 questions

Creativity

- Examples:
- Single motor car
- Perpetual motion machine
- Joystick design

#9 Surprises

- Parents interest: “Did my son showed you the projects WE worked on at HOME”
- Teachers interest: “I didn’t know we do Scratch here!”



#10 Worth It?