

INTRODUCING SCRATCH

 SUGGESTED TIME
5-15 MINUTES

OBJECTIVES

By completing this activity, students will:

- + be introduced to computational creation with the Scratch programming environment by watching the Scratch overview video or exploring sample projects
- + be able to imagine possibilities for their own Scratch-based computational creation

ACTIVITY DESCRIPTION

- Ask students about their experiences with computers using the reflection prompts to the right.
- Introduce students to creative computing with Scratch and the range of projects they will be able to create by showing the Scratch overview video and some sample projects that your students will find engaging and inspiring. Explain that over the next several sessions they will be creating their own interactive computational media with Scratch.
- What will you create? Ask students to imagine what types of projects they want to create with Scratch.

RESOURCES

- projector for showing Scratch overview video (optional)
- Scratch overview video
<http://vimeo.com/65583694>
<http://youtu.be/-SjuiawRMU4>
- sample projects studio
<http://scratch.mit.edu/studios/137903>

REFLECTION PROMPTS

- + What are the different ways you interact with computers?
- + How many of those ways involve being creative with computers?

REVIEWING STUDENT WORK

- + Did students brainstorm a diverse range of project ideas? If not, try showing a wide variety of projects to give students a sense of the possibilities.

NOTES

- + If you don't have internet access, download the Scratch overview video from Vimeo before class, available at <http://vimeo.com/65583694>
- + Instead of writing out their answers to the reflections prompts, encourage students to get creative by drawing their responses. (e.g., "Draw different ways you interact with computers.")

NOTES TO SELF

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