

SCRATCH SURPRISE

 SUGGESTED TIME
15-30 MINUTES

OBJECTIVES

By completing this activity, students will:

- + engage in an exploratory, hands-on experience with Scratch

ACTIVITY DESCRIPTION

- Help students open the Scratch project editor by navigating to the Scratch website at <http://scratch.mit.edu>, signing in to their Scratch accounts, and then clicking on "Create" at the top of the page. Optionally, have the Scratch Surprise handout and Scratch Cards available to guide students during their explorations.
- Give students 10 minutes to explore the Scratch interface in an open-ended way. Prompt students with, "You have 10 minutes to make something surprising happen to the Scratch cat." Or, "Take 10 minutes to explore the interface fearlessly. What do you notice?" Encourage students to work together, ask each other for help, and share what they are figuring out.
- Ask for 3 or 4 volunteers to share with the entire group one thing that they discovered. Optionally, after the volunteers have shared, offer several challenges to the students:
 - Did anyone figure out how to add sound?
 - Did anyone figure out how to change the background?
 - Did anyone figure out how to get help with blocks?

RESOURCES

- Scratch Surprise Handout
- Scratch Cards
<http://scratch.mit.edu/help/cards>

REFLECTION PROMPTS

- + What did you figure out?
- + What do you want to know more about?

REVIEWING STUDENT WORK

- + Do students know how to initiate a new project?
- + Do students understand the basic mechanism of snapping Scratch blocks together?

NOTES

- + A major goal of this activity is to establish a culture of fearlessness, exploration, and peer collaboration. It is expected that students (and their teachers!) will not know everything ahead of time - and the environment becomes a space where everyone is learning together.
- + Make sure that your computers have the latest version of Flash to run Scratch:
<http://helpx.adobe.com/flash-player.html>

NOTES TO SELF

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