

Introducing



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

1. Show the students the Scratch overview videos linked below in Resources.
2. Ask students to go to the Sample Projects Studio (linked below in Resources) and encourage them to “Look Inside” the games they find to see how they are coded in Scratch.
3. Encourage them to play games and explore and then have them pick one game to share with a partner.
4. Go through the reflection prompts with the students.

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 find a diverse range of project ideas?

If not, try showing a wide variety of projects to give students a sense of the possibilities.



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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.”)

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SCRATCH Reflections

Name:

Respond to the following reflection prompts using the space provided below.

What are the different ways you interact with computers?

How many of those ways involve being creative with computers?



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