



3rd workshop – Games and tools for programming

Session 3: Introduction into visual programming with Scratch

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Expected Learning Outcomes

1. Introduction to the concept of computational creation, in the context of Scratch,
2. Find and analyse different possibilities for own Scratch-based computational creation.
3. Become familiar with resources that support computational creation.
4. Creating Scratch projects by establishing Scratch accounts.

Teaching Methods/Approaches

1. Participant self-directed/individual activity
2. Peer evaluation and collaboration
3. Group activity/individual work

Sources of training materials

1. Brennan, K., Balch, C., Chung, M. (2014). *Creative Computing*. Harvard Graduate School of Education. Retrieved from <http://scratched.gse.harvard.edu/guide/files/CreativeComputing20140806.pdf> (5.1.2019.)

Duration: 195 minutes (90 + 105)





Topic/Sub-topics	Learning Objectives	Evaluation
1. INTRODUCTION INTO VISUAL PROGRAMMING WITH SCRATCH	<p><i>Participants will be introduced to the concept of computational creation, in the context of Scratch.</i></p> <p><i>Participants will be able to imagine possibilities for their own Scratch-based computational creation.</i></p>	<ol style="list-style-type: none"> 1. Learners (in pairs) inspect prepared stories/games in Scratch and comment them. 2. Learners explore different parts of the Scratch interface – drag and drop blocks, experiment by clicking on each block to see what happens, snapping blocks together etc.
1.1 Testing some examples	<ol style="list-style-type: none"> 1. Participants will test few already made examples (in pairs) 	
1.2 Short introduction - how to work, how to start, what are blocks	<ol style="list-style-type: none"> 2. Participants will see how Scratch works - how to start, where and what are blocks, how to move them). 	
2. CREATING PROJECTS IN SCRATCH	<p><i>Participants will follow instructions - lecturers will create some projects together with participants.</i></p> <p><i>Participant will meet with important programming concepts through different activities.</i></p>	<ol style="list-style-type: none"> 1. Learners help teachers in creating few examples in Scratch. 2. Learners create their own project in Scratch.
2.1 Creating a presentation	<ol style="list-style-type: none"> 1. Participants will create a presentation - their own story. 	