

# 3<sup>rd</sup> 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**

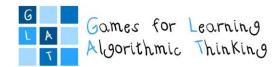
- 1. Participant self-directed/individual activity
- 2. Peer evaluation and collaboration
- 3. Group activity/individual work

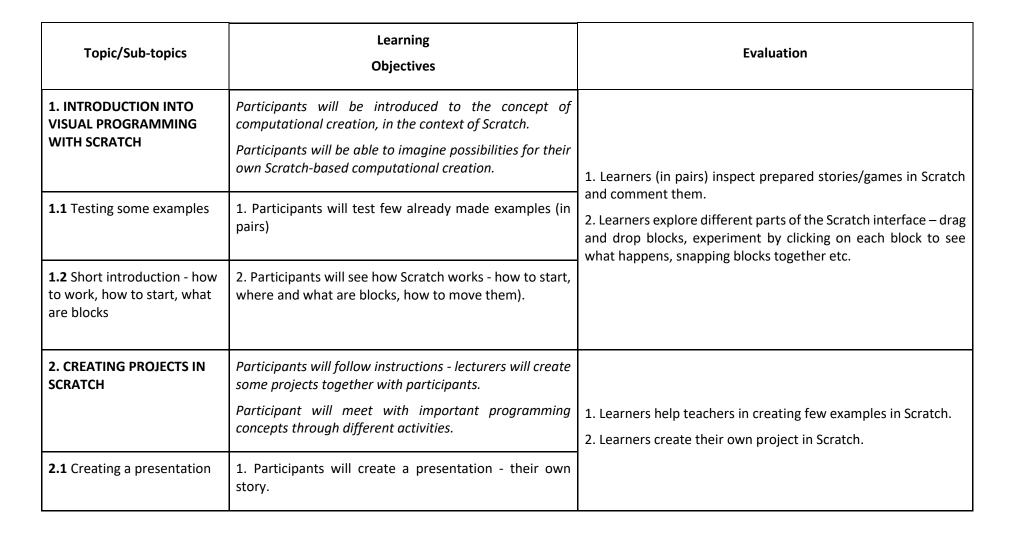
### Sources of training materials

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)

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