

Say It With Scratch



Virtual Workshop Pre-Visit Resources

THIS WORKSHOP, OFFERED VIRTUALLY, WILL INTRODUCE STUDENTS TO THE BASICS OF SCRATCH AS THEY WORK TO CREATE AN INTERACTIVE GREETING CARD.

In this workshop we will start with a discussion around what coding is and why it's an important skill to learn. We will then do a brief introduction to the Scratch website and review all of the features before we begin coding. Following an I do – We do – You do model, we will work towards building an interactive greeting card that will use motion, looks, sound, backgrounds, and events. Students will leave the workshop with a solid foundation of Scratch coding skills so that they can continue to experiment with their own ideas!

TEACHERS ARE RESPONSIBLE FOR:

At least 1 week prior:

- If your district uses Teams or Zoom: Science World will email you a meeting link.
- If your district uses Google Meet/Classroom: create a meeting and email techup@scienceworld.ca with a link.
- ensuring classroom is properly configured and equipment will be available for students (see class configuration, below). Science World staff are available to test set up, contact schools@scienceworld.ca to schedule this.
- Scratch accounts are recommended for students so that they may save and share their work. If you choose to set up accounts, please do so prior to the workshop. They may still participate in the workshop without an account, but their work will not be saved.
 - You can have students create their own accounts or you can request a teacher account to set them up for your students. Information on teacher accounts can be found [here](#). Please request this at least 24 hours prior to the workshop as it may take up to 24 hours to validate your teacher account.
 - For an introduction to using Scratch, you can have your learners watch this [9.5 minute video](#) prior to the workshop for details on creating a new project, an overview of the interface, basic coding skills in Scratch, and sharing and saving your projects.

Class configuration:

- In-class learners: only one computer (preferably the teacher's computer) will connect to the online learning platform. This computer should be connected to the classroom projector and to an audio system in the room, so students can hear and see the facilitator (the camera should also be facing the students, so the facilitator can also see the students).
- Distance learners (students at another location) will need to be connected to the learning platform. They will also need to be knowledgeable of how the learning platform works, and how to switch between separate program windows (i.e. Teams and Safari/Chrome), regardless of what device they are using.
- Each student (in-person and distance) will need a device connected to the internet, with a webpage open at <http://scratch.mit.edu> and logged into their Scratch accounts if applicable.

During the workshop:

- logging in to online learning platform *10 minutes prior* to workshop start time
- providing class demographics* and updated participant count to the Science World facilitator
- providing moderation between students and Science World facilitator (making sure students are on task and communicating with Science World facilitator as needed throughout workshop).
 - We will not be able to view student's code as they're working and so we ask that teachers present in the workshop help us in communicating with students about their code and any technological debugging that may occur on the students' end.

*This program is funded through CanCode, a program of the Government of. Science World is required to collect demographic data as part of this funding, as it helps the government administrators understand the breadth of access and the impact of these kinds of programs. Please be prepared to complete a quick demographic survey prior to the workshop's end so that we may fulfill our reporting duties and continue to offer these programs.