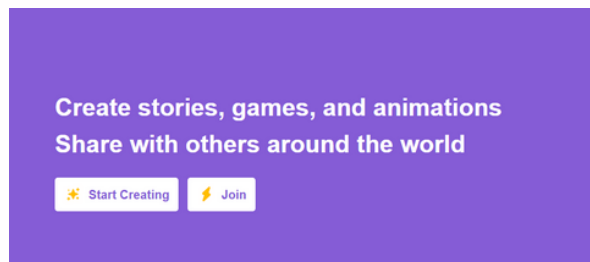


Scratch

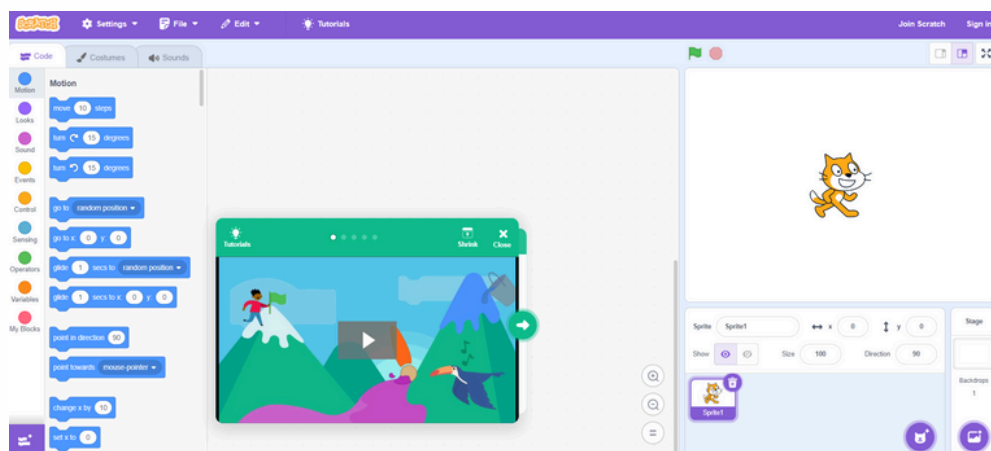
Tutorial

Scratch is a high-level, block-based visual programming language and website aimed primarily at children as an educational tool, with a target audience of ages 8 to 16. Scratch promotes computational thinking and problem solving skills; creative teaching and learning; self-expression and collaboration; and equity in computing.

- Go to webpage: <https://scratch.mit.edu/>
- You can choose to start create or sign in



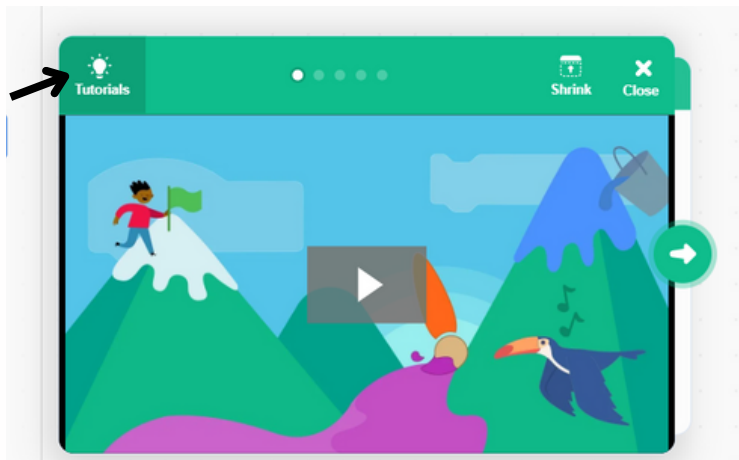
- Start creating your story



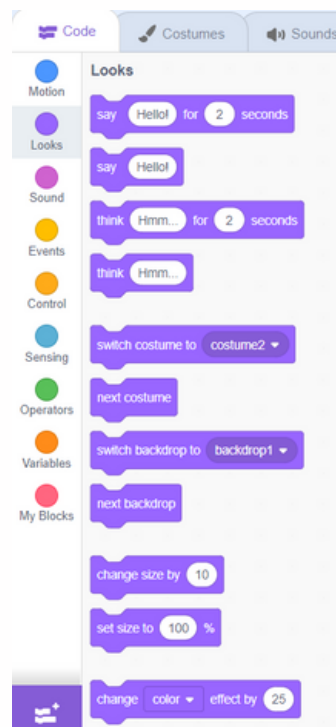
Scratch

Tutorial

- Watch some useful tutorial to start scratching your game



- Start coding by adding:
 1. move blocks,
 2. looks blocks,
 3. control blocks,
 4. sensing blocks
 5. events blocks
 6. variables blocks
 7. sounds blocks



Scratch

● Examples

History: Interactive narration of historical events (age 9-15)

- 1) Ask students to select a crucial event from the lesson. They should imagine in what setting an event took place and how the actors involved could express themselves.
- 2) Students imagine the highlights of the event, write dialogue, and get an idea of the scenario or circumstances under which a particular event studied might have occurred.
- 3) Using Scratch, students will create one or more related scenes in which historical characters from the period studied will act and communicate, with the aim of summarizing the salient features of an event or period (historical events, but also daily life, etc.).

This activity develops both students' information literacy, through narrative development aimed at summarizing historical events, and computational ability, through story programming using the Scratch programming code, making the activity very interactive.