Lesson 1.2: Getting Started with Scratch

Objectives

In this lesson, students will:

- Be introduced to Scratch
- Learn and experience remixing a project in Scratch
- Be introduced to journaling
- Engage in an exploratory coding experience in Scratch

Agenda

1. Getting Started with Scratch	10 mins
2. Managing Your Students' Scratch Accounts and Projects.	15 mins
3. Remix a Project	10 mins
4. Student Activity: Create a Story	15 mins

Preparation

- ❑ Create a Scratch teacher account. See appendix A for instructions.
- ❑ View the Scratch teacher account video.
- ❑ Create a Scratch ***class*** for your students and optionally studios for your students' projects.
- ❑ Computers connected to the internet
- ❑ Tell students to bring a journal (it can be a notebook) to class

Resources & Links

- ❑ Scratch Teacher Account : **https://tinyurl.com/yb4elakb**
- ❑ Scratch overview video: **https://tinyurl.com/yyh24ykc**
- ❑ Scratch backpack: **https://en.scratch-wiki.info/wiki/Backpack**

1. Getting Started with Scratch

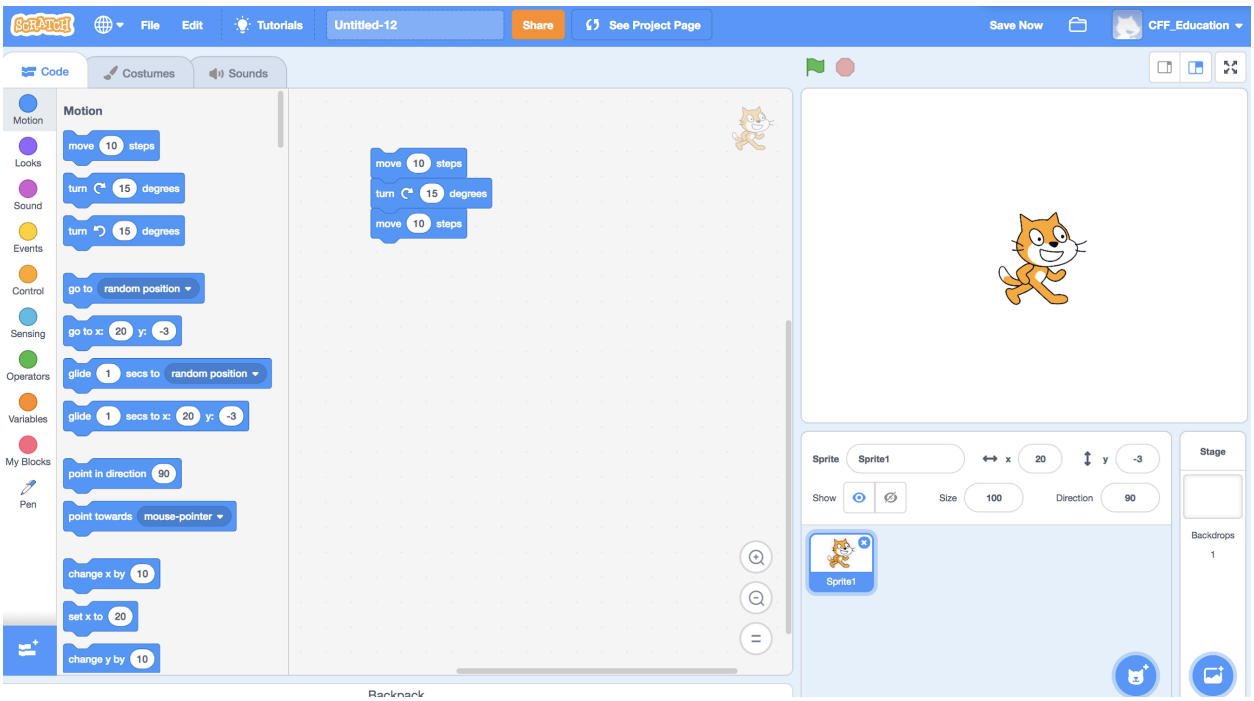
This section is only necessary if any of your students have not used Scratch before. Even if they have, it might be a good review.

Scratch is a programming language. You can program your own projects, share your projects and get help from others by using other people's code.

The following video gives a good introduction to Scratch:

https://tinyurl.com/yyh24ykc

It could be helpful to give a quick overview of how to code a couple of instructions to make the cat move back and forth or as shown below make the cat move in a circle by clicking on the top block of the script multiple times.



You may want to give a quick tour of the different sections of the Scratch tool such as:

1. The colored categories with blocks
2. The stage
3. How to create, name and save a project
4. How to create new sprites
5. How to delete blocks from the work area

2. The Scratch Backpack

Demonstrate the use of the Scratch backpack by placing scripts and entire sprites in the backpack and retrieving them in a different project (click on the link for detailed information about the Scratch backpack or go to https://en.scratch-wiki.info/wiki/Backpack). This is a very valuable tool to copy code between projects and to save code or sprites in case of accidental deletion.

3. Managing Your Students' Scratch Accounts and Projects:

It is recommended that you use a Scratch Class for your students which allows you to create Scratch accounts for all your students. You will want to have your Scratch Class, your students' accounts and a studio created beforehand. See appendix A for information on how to create a teacher account, students' accounts, a class and studio.

Tell your students what their usernames are or to choose one if they are not pre-assigned. It is recommended that students write down their Scratch username in their design journal.

Show students how to sign into Scratch and how you want to manage their projects.

4. Remix a Project

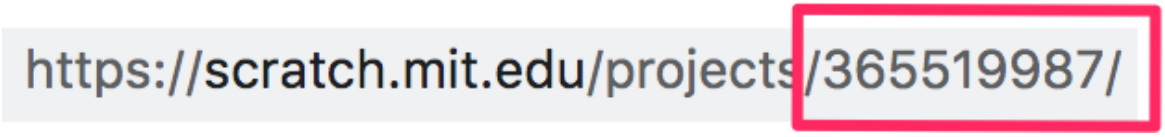
Explain to students what it means to remix a project. Since students will be remixing starter projects during the student activities, focus the demonstration on how to remix a project when given a project number.

The alternate way to remix a project is while exploring existing projects in Scratch. Once a project of interest has been found, you click on the project, then click on the green remix button and save it with a new name.

Remixing a project given a project number:

1. Open a browser, go to scratch.mit.edu and sign in to your Scratch account.
2. Select an existing project in your account:

   Point out the url in the browser, specifically the project number shown in the red box (your number will be different).



3. Replace the project number between the slashes with **365519987**. Make sure that the forward slashes (/) remain in place. If you double click on the project number, it is selected and you can delete the previous one first. It is easy to make a mistake when typing in a new project number.

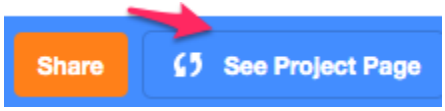
   Now the URL should be : https://scratch.mit.edu/projects/365519987/

   Click **enter** (return key)

4. If the editor is not already open, click on "**See inside**" in the upper right corner

3. Click on "**Remix**" and **save** your project with a new name

4. Start working or exploring the new project or you can go back to the project page.

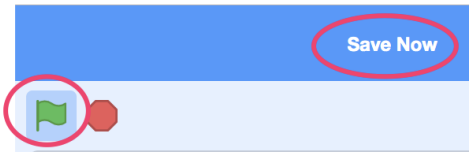


Tell students when they are working on a project to save it frequently. Remind them also to save a remixed project and give it a meaningful name immediately after remixing it. You may have to remind them to do this throughout the year.

5. Student Activity: Create a Story

In this activity, students will create a story in Scratch by remixing a project, writing a dialog and then coding the dialog in their project. Distribute the student activity and explain the activity to them.

Student Activity: Create a Story

What to do:	Using/Details:
Remix and **save** this project giving it your own name.	326129743
Explore the sprites in the remixed project.	
Write your dialog for the characters in your **design journal**	
Watch the **tutorial** "Create a Story"	
Code your dialog in your project. **Test** and **save** your project often.	
Explore changing backdrops and adding another character.	

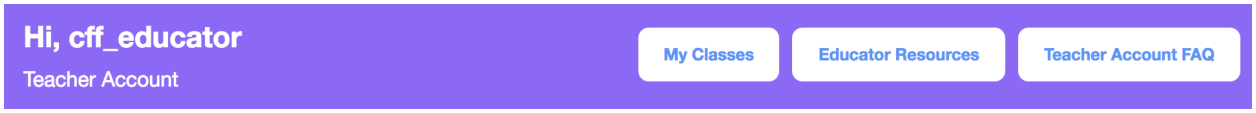
Appendix A: Scratch Teacher Accounts and Scratch Classrooms

What are Scratch Teacher Accounts

A Scratch Teacher Account provides teachers and other educators with additional features to manage student participation on Scratch, including the ability to create student accounts, organize student projects into studios, and monitor student comments.

To request a Teacher Account, go to the teacher account request form:
https://scratch.mit.edu/educators/register

It takes up to 24 hours to get your teacher account approved. Once you have the account and log in, you will see the purple banner with the features only available to teacher accounts.



Creating Student Accounts, Classes and Studios

This video tells you just about everything you need to know about teacher accounts and how to create classes and add students:

https://tinyurl.com/yb4elakb

Tips On Using Teacher Account Classes and Studios:

Classes allow you to manage your students' accounts and projects.
Studios allow you to group and track projects for the Class.

Once you have your teacher account, you can create a **Class** as demonstrated in the video. After you add your students to your class, you will be able to see all the activities of your students, including when students:

- ❏ Love or Favorite a project
- ❏ Create a project
- ❏ Change their profile page
- ❏ Receive an alert and why
- ❏ Remove inappropriate comments

- ❏ Unshare students' projects
- ❏ Change a student's password

  You can change a student's password in two ways. You can prompt the student to change their password at the next login, or manually change their password.

Once you have a Class created, you can also create a class **Studio**. Your students will be automatically added as curators of the studio.
Studios can be used for a number of different reasons. It is a place where you can store a collection of projects. For example, it can be used as a general space for your students to add their completed projects, for a specific assignment, based around a particular theme, or even used as a place to collect projects you are inspired by (among so many other possibilities).

Create studio with example projects, remixed projects (all projects that will be remixed by students)