Using the Scratch coding platform for Maker projects

Code your own creative animation or story with Scratch!

This tutorial was created by the K-12 Maker team at the MIT Edgerton Center

Visit our website http://k12maker@mit.edu for plenty of resources for Maker educators.

Contact us at k12maker@mit.edu

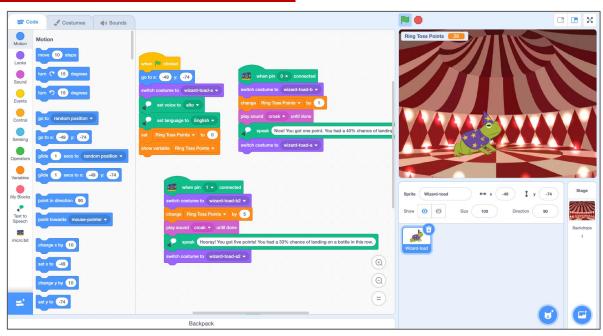






What is Scratch?

scratch.mit.edu



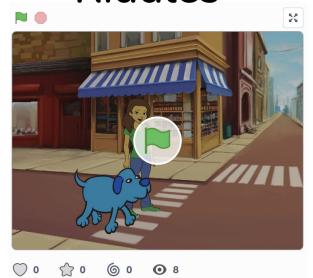
Free web-based block-based coding platform



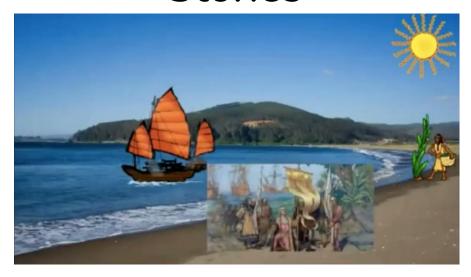


What can you make on Scratch?

Riddles



Stories



... and much more!





Why use Scratch for Maker Projects?

Maker qualities of Scratch projects:

- Involves sound and motion and the creation of a "thing"
- Requires problem solving skills
- Promotes self-expression and creativity
- Promotes equity in computing
- Is engaging and fun







Scratch basics

Building blocks of Scratch Programs







Costumes - different positions or views of a sprite







Backgrounds







Code blocks- the commands and logic that you put together to make things happen







Getting started

Let's Dive In!

Create an account at scratch.mit.edu.

It can be a Personal or a Teacher account.

In a Teacher account, you can set up an account for each of your students, and organize their work into project folders, making it easier for you to navigate and review student work.

Teacher account guide:

resources.scratch.mit.edu/www/quides/en/scratch-teacher-accounts-quide.pdf

Educator account FAQ scratch.mit.edu/educators/faq

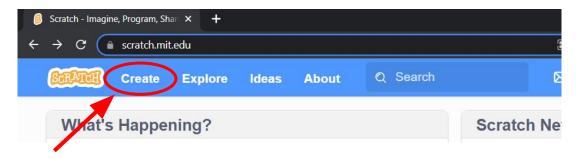




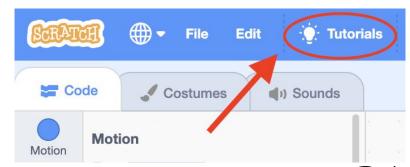
Learn with Scratch Tutorials

Open the Tutorials gallery on Scratch

Click on Create



Navigate to " Tutorials" in the top bar

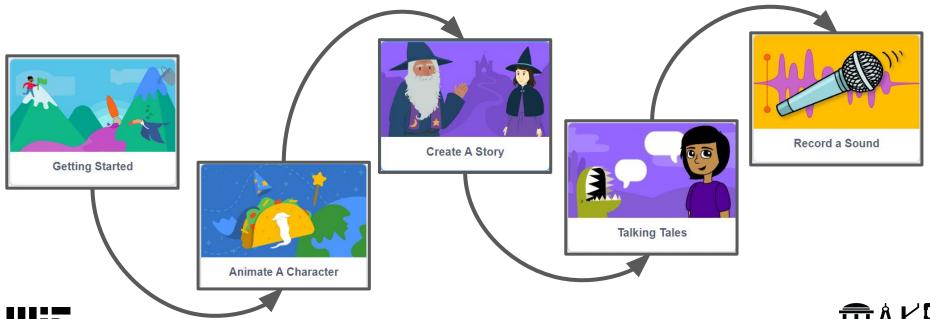






Scratch for Makers

Work through our curated <u>Tutorial Videos</u> and learn tools that are great for Maker projects

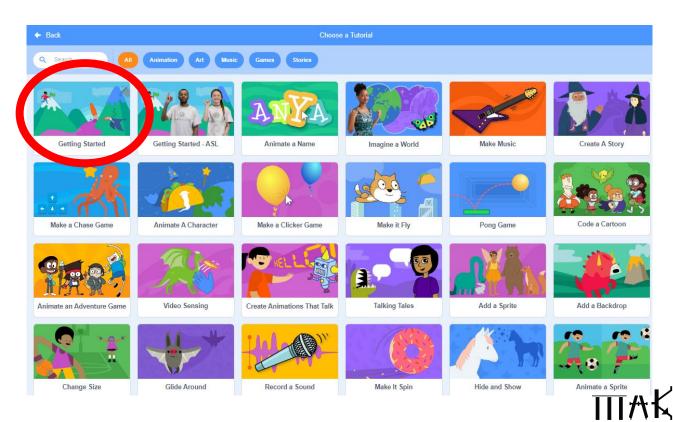




Scratch Tutorials - "Getting Started"

Try it out and learn about:

- Blocks how the code is created
- Sprites the characters
- Events how to start and stop sections of of code



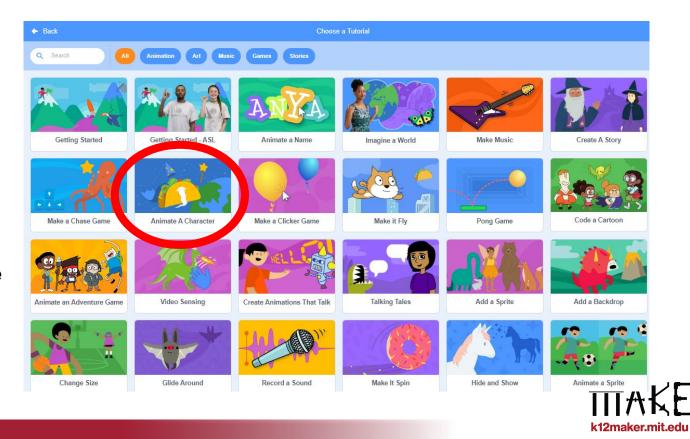
k12maker.mit.edu



Scratch Tutorials - "Animate a Character"

Try it out and learn how to:

- Pick a background
- Select a sprite
- Change the "Costume" - the appearance of the sprite
- Add an Event

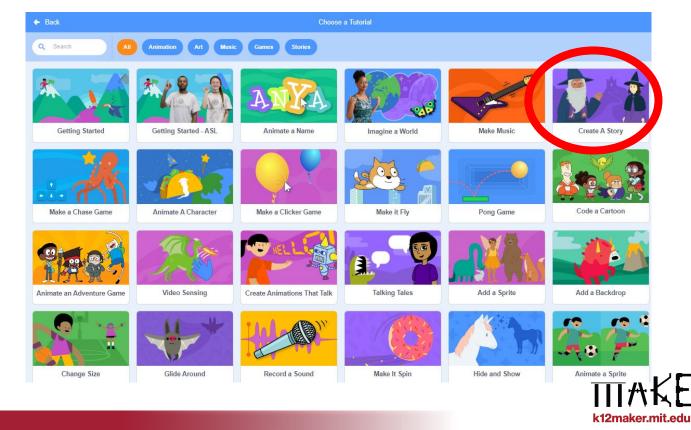




Scratch Tutorials - "Create a Story"

Try it out and learn how to:

- Add another sprite
- Make them say something
- Edit a costume
- Switch backgrounds
- Hide + show a sprite

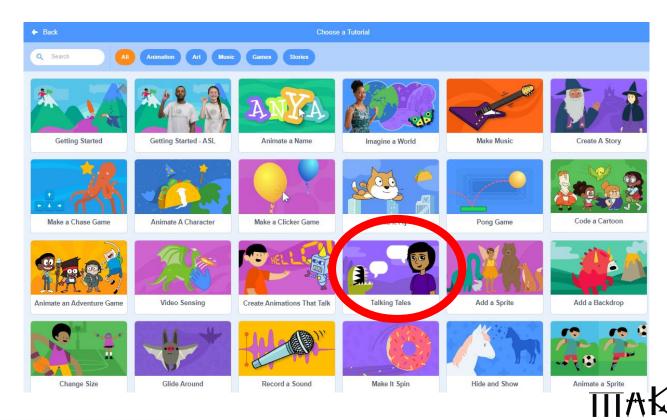




Scratch Tutorials - "Talking Tales"

Try it out and learn how to:

- Add the Text-to-Speech extension
- Make a Sprite speak
- Use a Motion block



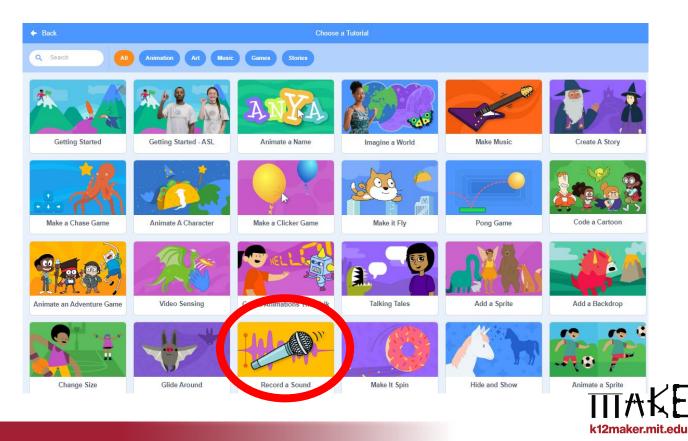
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Scratch Tutorials - "Record a Sound"

Try it out and learn how to:

 Record a sound on your computer and play it back in the code

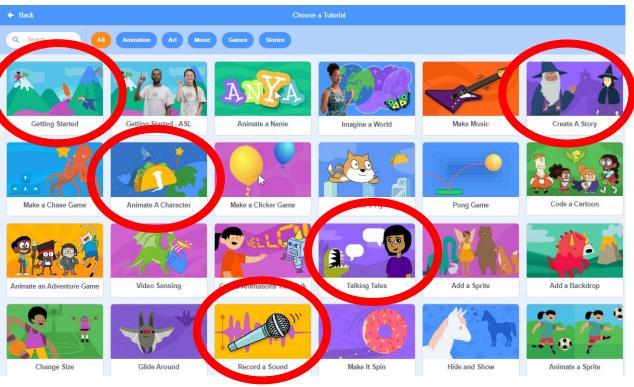




Scratch Tutorials

Try these out!

- Getting Started
- 2. Animate a Character
- 3. Create a Story
- 4. Talking Tales
- 5. Record a Sound





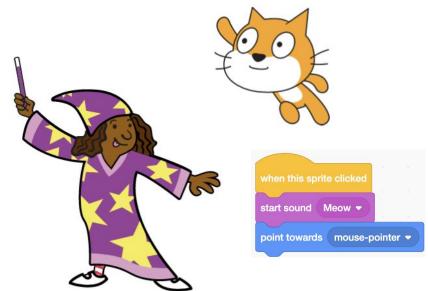


Scratch Challenge

Now it's your turn:

Create a story or animation that uses 2 or more of these elements:

- 2+ Sprites
- 2+ Backgrounds
- A costume change
- Text to Speech
- Recorded Sounds
- Sprite Motion







Getting your students started with Scratch

Share a Starter project

Sometimes a good way to get students started is by giving them an opportunity to modify existing code.

To keep them from getting lost in the huge Scratch gallery of projects, you can create a sample project that demonstrates the concepts you want them to learn.

Here's How to share a Scratch file





Scratch as a Maker tool

What we love about Scratch

- Free and browser-based, Scratch promotes equity in computing
- The provided Sprite and Backgrounds are fun and engaging, AND you can make your own. There's lots of room for self-expression and creativity
- Coding projects require iteration and problem-solving
- Sharing and remixing are a part of the Scratch ethos
- Scratch is a good stepping stone for physical computing, where real objects are moving around





Using the Scratch coding platform for Maker projects

We hope you enjoyed learning these Scratch tools and creating your own animation or story!

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