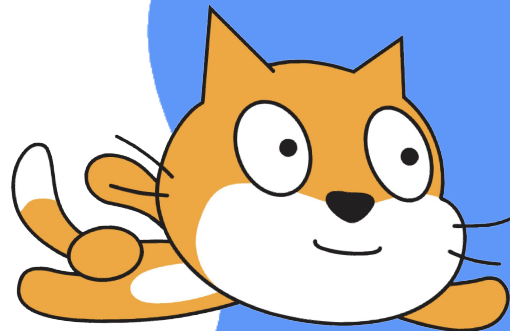




Make it Fly

Creative Coding Facilitation Guide



Designed for remote and in-person learning

SCRATCH

Scratch is a free platform where you can create your own interactive stories, animations, or games.

It is available to use online at scratch.mit.edu.

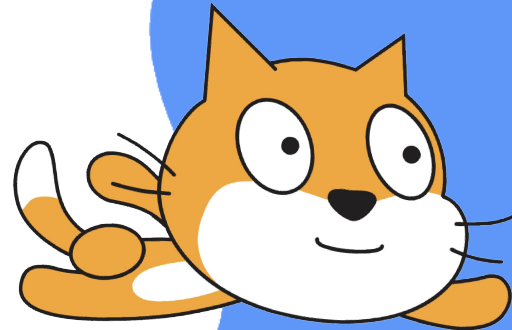
To download the offline version, go to scratch.mit.edu/download.



SCRATCH

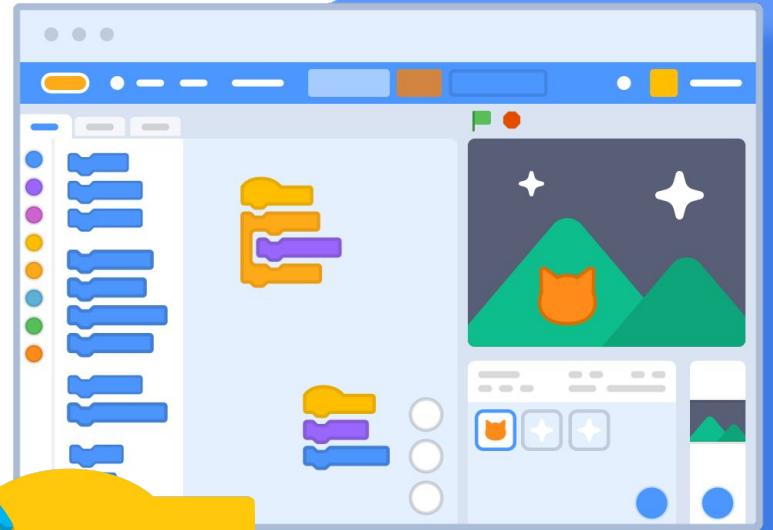
With this guide, you can plan and facilitate a one-hour creative coding workshop using Scratch!

Participants will gain experience coding while creating their own interactive games. They'll make characters fly, avoid obstacles, and score points!



Contents

- 5** Getting Started With Scratch
- 6** Scratch Resources
- 7** Remote facilitation tips
- 8** Facilitator Checklist
- 9** Workshop overview
- 10-20** Facilitator slide-deck
- 20-23** Help saving and sharing
- 24** Use this page to share the link to your studio with workshop participants



Getting Started with Scratch

There are a variety of resources and tools to help you get up and running with Scratch.

New to Scratch?

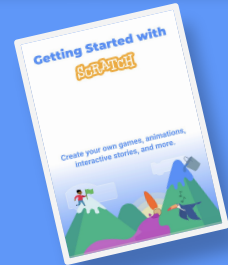
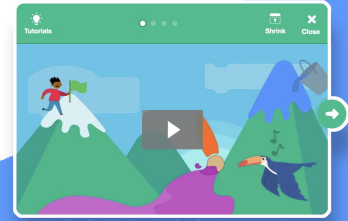
To learn the basics, try creating a project of your own with the Getting Started tutorial: scratch.mit.edu/create

Getting Started Guide

This guide will show you the basics of Scratch in greater detail, connect you with resources, and includes some fun tips for what to do do next, like create your own art using Scratch's tools for drawing and editing art: [Getting Started Guide](#)

Teacher Accounts Guide

Creating a teacher account on the Scratch website allows you to create accounts for your students, help them manage passwords, and create Scratch Studios, where all of your students can share their projects: [Teacher Accounts Guide](#)



Make it Fly Resources

Make it Fly Tutorial

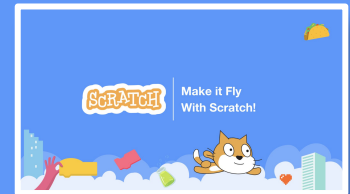
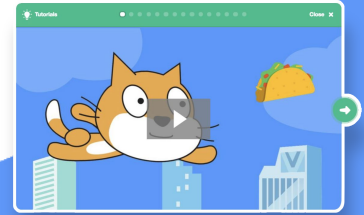
The Scratch website has a variety of tutorials that open in the Scratch editor. The *Make it Fly* tutorial starts with a short video full of ideas and inspiration. Click the green arrow for step-by-step tips on how to code your own game. scratch.mit.edu/fly

Make it Fly Coding Cards

The Scratch Coding cards provide extra guidance to students as they create their projects. Students can use them digitally. Download the PDF at: bit.ly/Fly-Cards

Facilitator Slide Deck

This *Make it Fly* guide is followed by a slide deck (page 10), which you can use as a framework for facilitating your workshop. Remix it and customize it to meet the needs of your learners.



Remote Facilitation Tips

Code collaboratively

Start by sharing your screen and coding together. Invite students to suggest what to add next, from new sprites, to blocks of code.

As students move on to creating individual projects, encourage them to share their screens when they discover something new, or when they want help debugging.

Create Community

[Create a Scratch Studio](#) for your workshop, and encourage students to share and add their projects. Having a studio for projects allows students to check out each other's code, remix projects, and help each other debug.

Tip: Studios are also a great workaround if you're using a video-conferencing platform that doesn't allow students to share their screens. You can access individual projects in the studio, and share them on your screen.



Facilitator checklist

There are a few things you can do prior to your class or workshop, to help things run more smoothly.

- Check to see if students have Scratch accounts, and that they can successfully log in.
 - If they do not already have accounts, you can create accounts for them if you have a [teacher account](#).
- Preview the contents of this guide, including the slide deck which starts on page 10
- [Preview the tutorial](#) video, and the steps to the tutorial, by clicking the green arrow
- Create a studio for your class or workshop
- Add the link to the studio you've created in the box on slide 24.



Workshop Overview

Imagine (10 minutes)

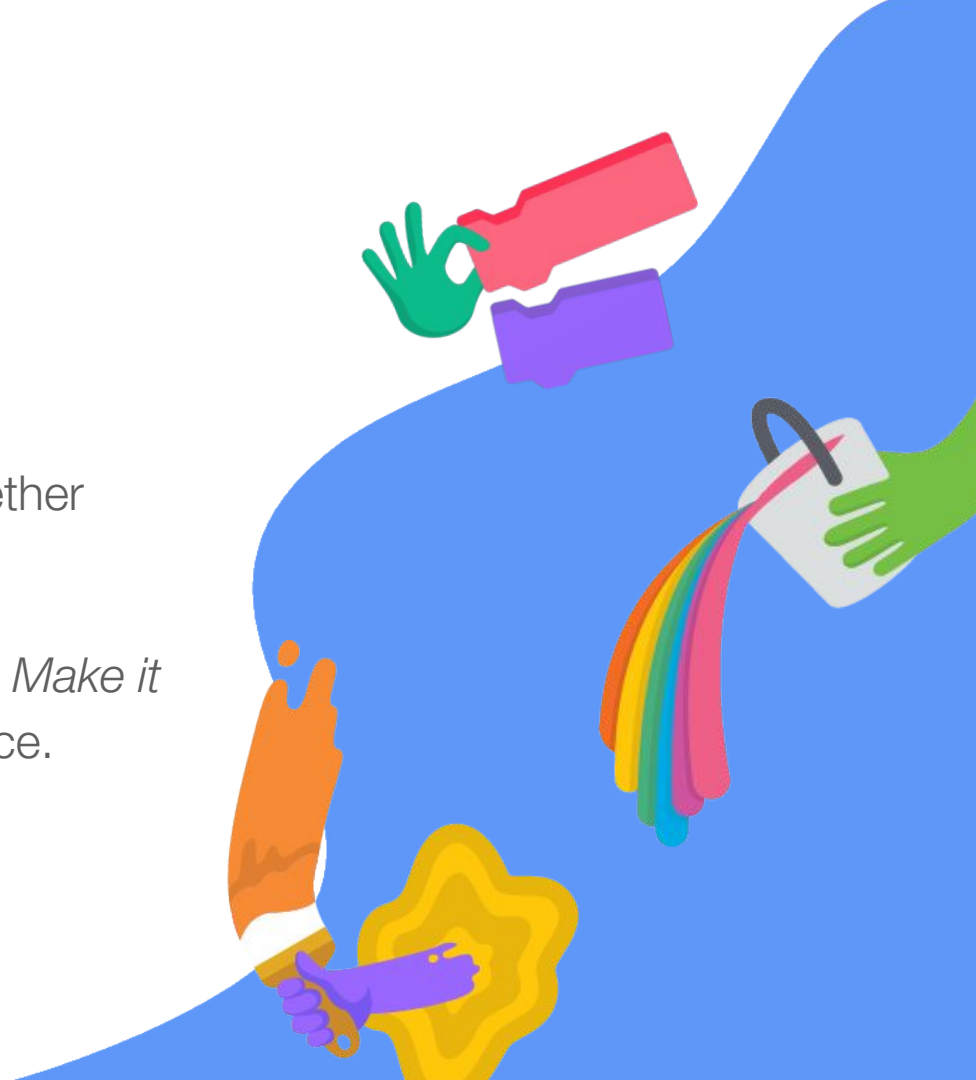
- Welcome everyone
- Introduce project (video)
- *Make it Fly* warm-up activity
- Demonstrate Scratch by coding together

Create (30-40 minutes)

- Help participants as they create their *Make it Fly* projects, working at their own pace.

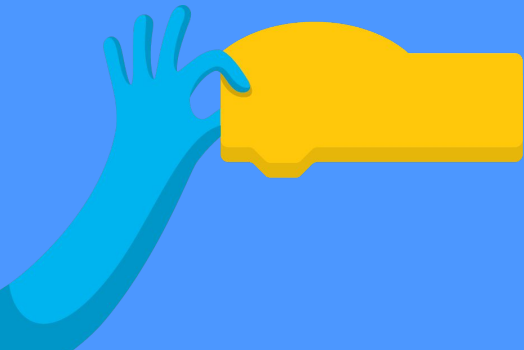
Share (10-20 minutes)

- Gather together to share and reflect





Facilitator Slide Deck





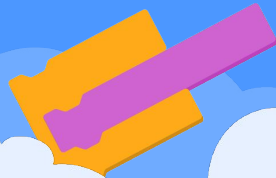
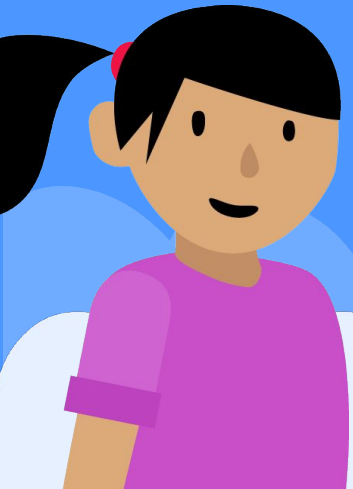
SCRATCH

Make it Fly
With Scratch!

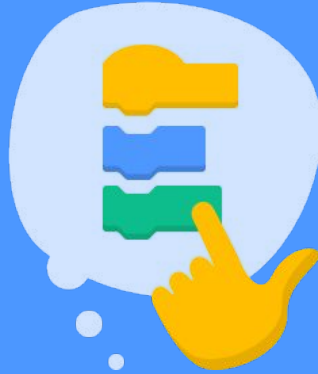




With the Scratch **Make it Fly** tutorial we'll use **coding** to create projects based on our **interests** and **imagination**.



We'll **experiment**, **explore**, and **problem solve** together,



then we'll share what we've created with each other.

Create (30-40 minutes)



To get started, go to [**scratch.mit.edu/fly**](https://scratch.mit.edu/fly), and watch the short tutorial video together.

Imagine: Warm Up Activity (10 minutes)

If you could fly,
where would you go?

Where are
you?

What kinds of things do
you see below you?



FACILITATOR TIP

Encourage students to close their eyes and imagine where they'd like to go. Be sure to give everyone plenty of time to think. Share an example of your own. It can be a real place, or a place from your imagination.

Let's try coding together!

The image shows the Scratch code editor interface. On the left, the 'Looks' category is selected, showing various blocks. A 'say Hello! for 2 seconds' block is highlighted in yellow and is being dragged from the 'Looks' category to the stage. A blue arrow points from the block in the category to the block on the stage. A callout box with a blue border and rounded corners contains the text: 'Drag out a block and click it to see what happens.' The stage shows the Scratch cat character with a speech bubble that says 'Hello!'.

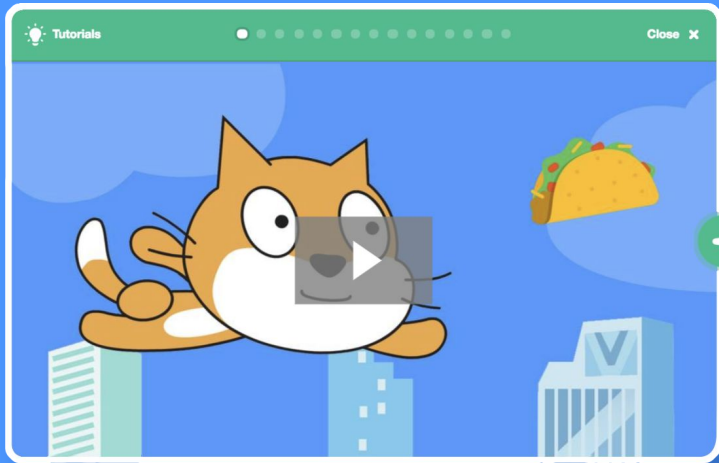
FACILITATOR TIP

Jump right into coding together! If you're facilitating remotely, share your screen and invite participants to suggest what to do next. If you're at home together, take turns "driving."

Try editing the
text fields in
the blocks.

Create (30-40 minutes)

Now that we've done some coding together, let's try starting our own Scratch projects!

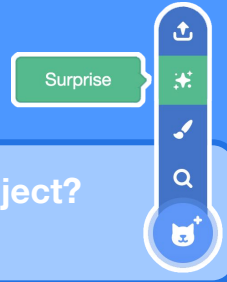
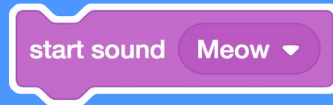
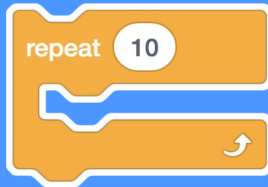
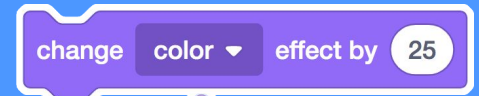
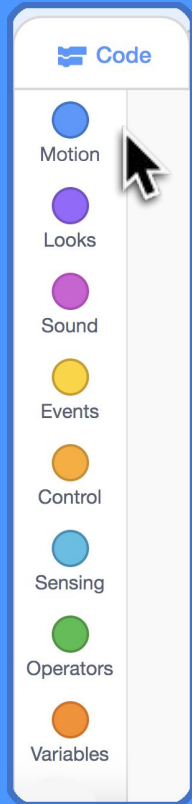


Go to scratch.mit.edu/fly to get started. The *Make it Fly* tutorial will help you create your own interactive game.

Click the green arrow to view the steps of the tutorial.

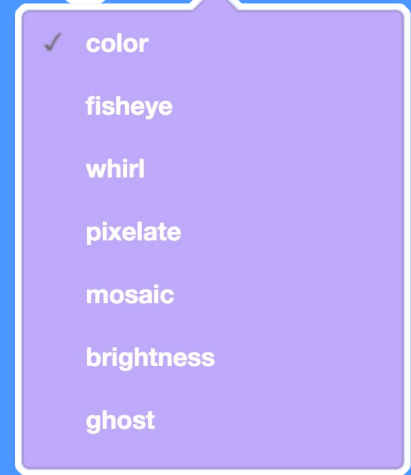
Create (30-40 minutes)

Not sure what to do? Try something new!
Explore the different categories of blocks.



Looking for more ways to add to your project?

- Try adding a surprise sprite



Share (10 minutes)

What is something unexpected you discovered?

What was the most challenging part of creating your project?

If you had more time, what would you add or change?

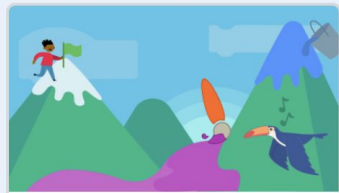


FACILITATOR TIP

Encourage students to share their projects. If students aren't able to share their screens, have them share links to their projects using the chat function of your video conferencing platform, then share their projects from your screen.

Thanks for Scratching with us!

To keep creating with Scratch, go to scratch.mit.edu/tutorials



Getting Started



Animate a Name



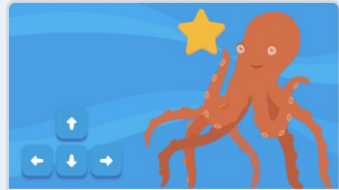
Imagine a World



Make Music



Create A Story



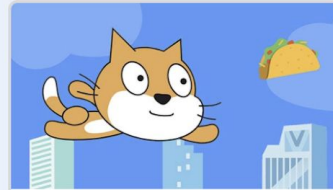
Make a Chase Game



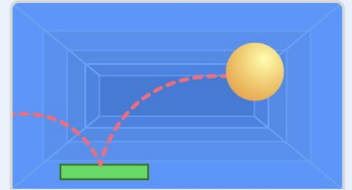
Animate A Character



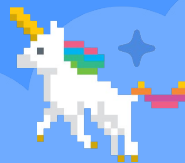
Make a Clicker Game



Make it Fly

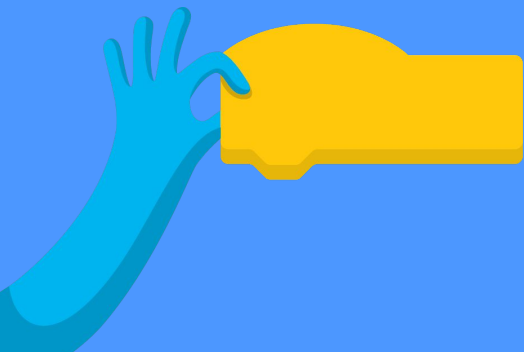


Pong Game



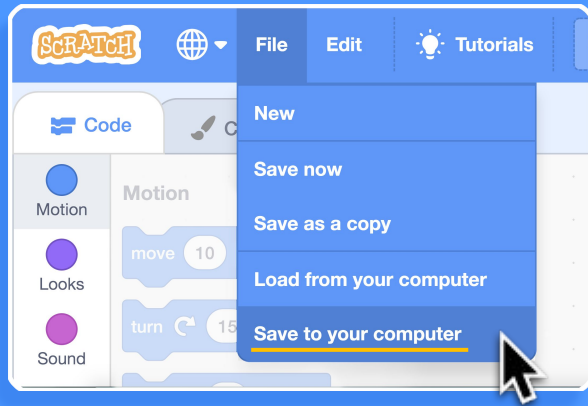


Need help saving, sharing,
or adding your project to a studio?

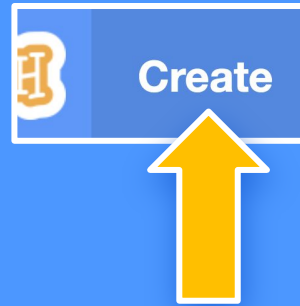


Saving

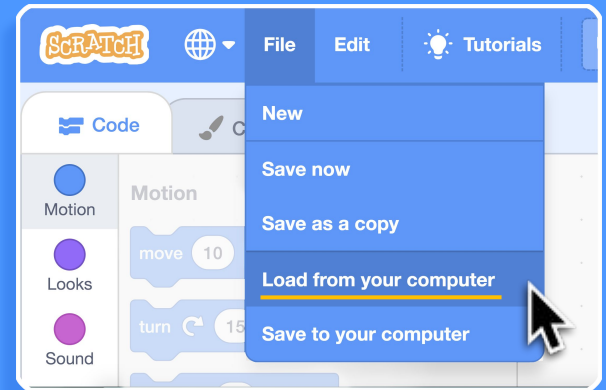
If you have a Scratch account, and you are logged in, *your project will save automatically.*



If you don't have a Scratch account yet, you can save your project to your computer. Click **File**, then choose **Save to your computer**.



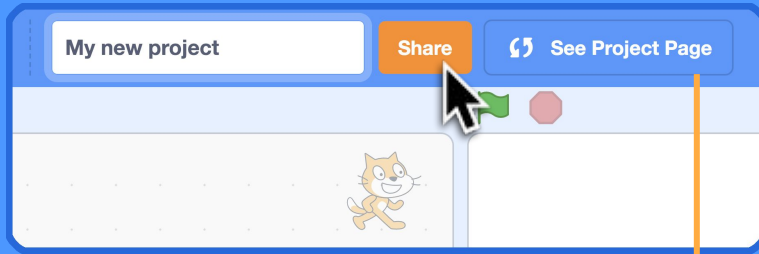
Next time you want to work on your project, go to scratch.mit.edu and click **Create**.



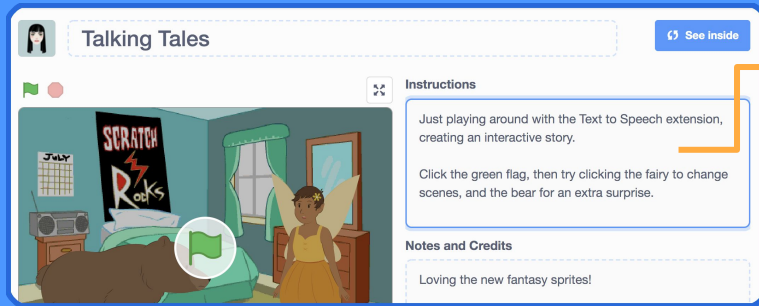
Then click **File** and choose **Load from your computer**, and upload your project.

Sharing your project with the Scratch community

If you have a Scratch account, you can share your project, and add it to studios.



Click the orange **Share** button above the Scratch editor to share your project with the Scratch community.



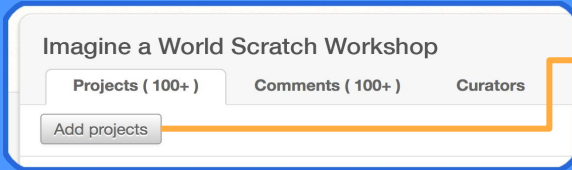
Click this button to go to the **project page**. This is where you can add instructions and notes about your project.

Now other Scratchers can see and interact with your project!

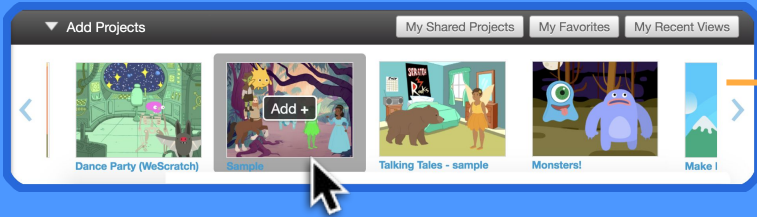
Adding your project to the workshop studio

Add the link to the studio you've created for your workshop here.

Navigate to this link .



Click **Add projects** at the top of the studio.

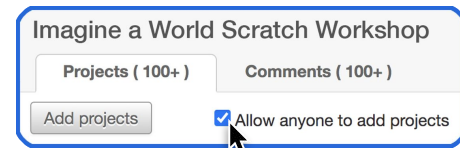


Your projects will pop up at the bottom of the page. Select the project you want to add to this studio.

Note: In order to add your project to a studio, it must be **shared**.

FACILITATOR TIP

If workshop participants cannot add their projects to your studio, make sure you've checked the box to "Allow anyone to add projects" at the top of your studio.





Find the remixable Google Docs version of this guide here:

bit.ly/Fly-Guide

Created by the Scratch Team (scratch.mit.edu) and shared under the Creative Commons Attribution-ShareAlike 4.0 International Public License (CCbySA 4.0).

||||||| COLOR SCHEME

