



Imagine a World

Creative Coding Facilitation Guide

Designed for remote and in-person learning





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.





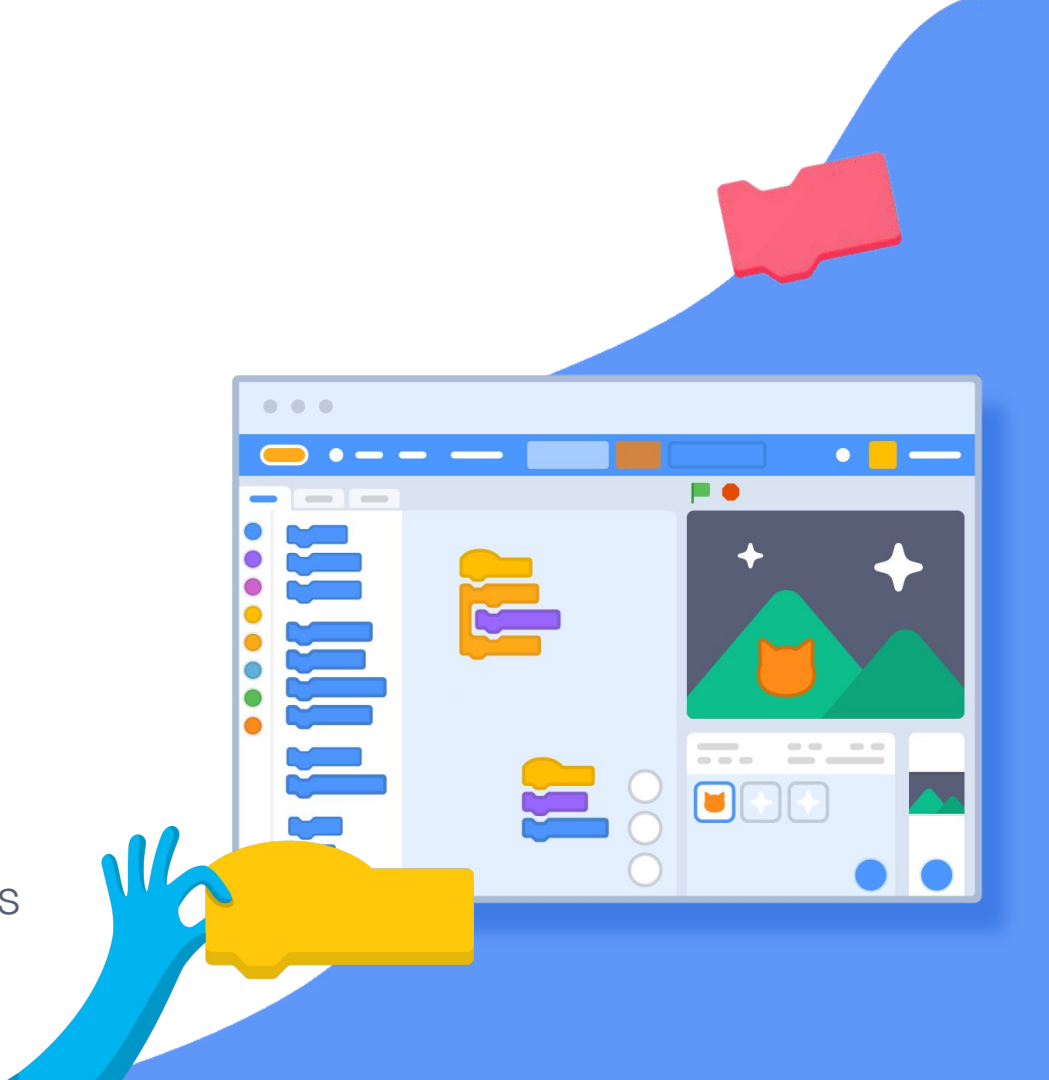
With this guide, you can plan and facilitate a one-hour creative coding workshop using Scratch!

Participants will gain experience coding while creating projects inspired by the prompt:
Imagine a world...



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Getting Started with Scratch

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

New to Scratch?

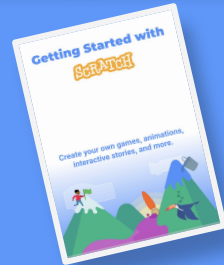
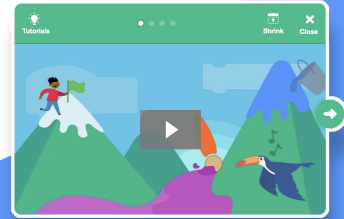
To learn the basics, try creating a project of your own with the Getting Started tutorial: scratch.mit.edu/create

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 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](#)



Imagine a World Resources

Imagine a World Tutorial

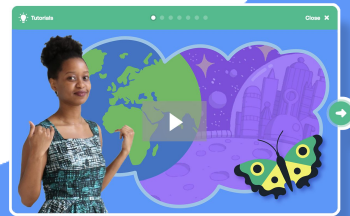
The Scratch website has a variety of tutorials that open in the Scratch editor. The *Imagine a World* tutorial starts with a 30 second video full of ideas and inspiration. Click the green arrow for step-by-step tips on how to code your own Imagine a World project. scratch.mit.edu/imagine

Imagine a World 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/Imagine-Cards

Facilitator Slide Deck

This *Imagine a World* 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.

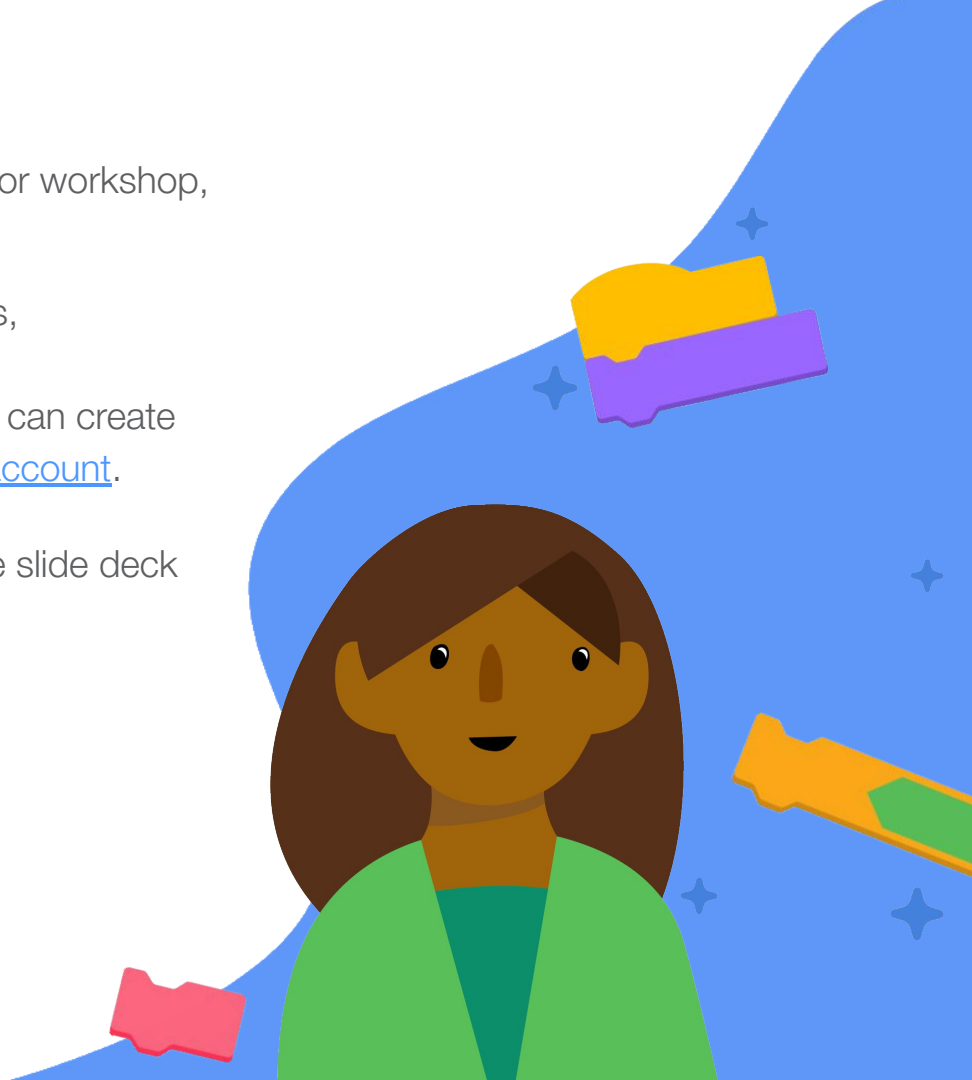
Tip: Studios are also a great workaround if you're using a video-conferencing platform that doesn't allow students to share their screens. You can access individual projects in the studio, and share them on your screen.



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)

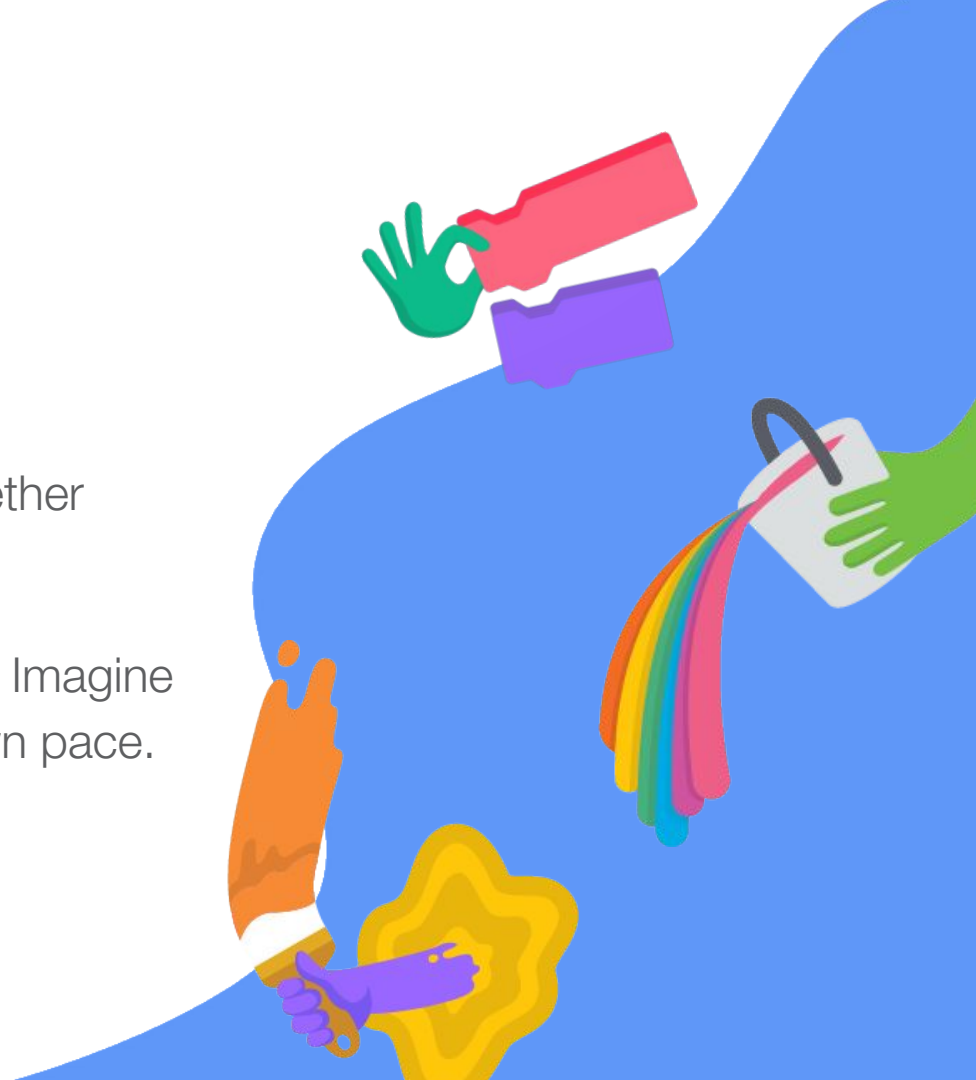
- Welcome everyone
- Introduce project (video)
- *Imagine a World* warm-up activity
- Demonstrate Scratch by coding together

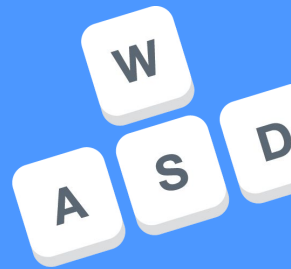
Create (30-40 minutes)

- Help participants as they create their Imagine a World projects, working at their own pace.

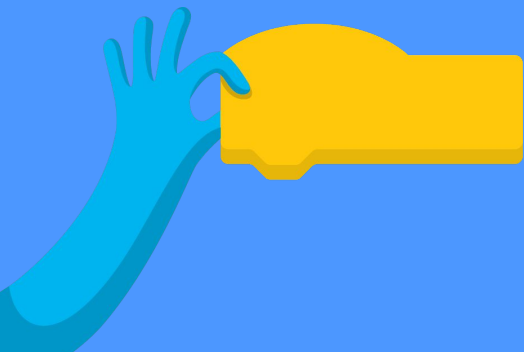
Share (10-20 minutes)

- Gather together to share and reflect





Facilitator Slide Deck



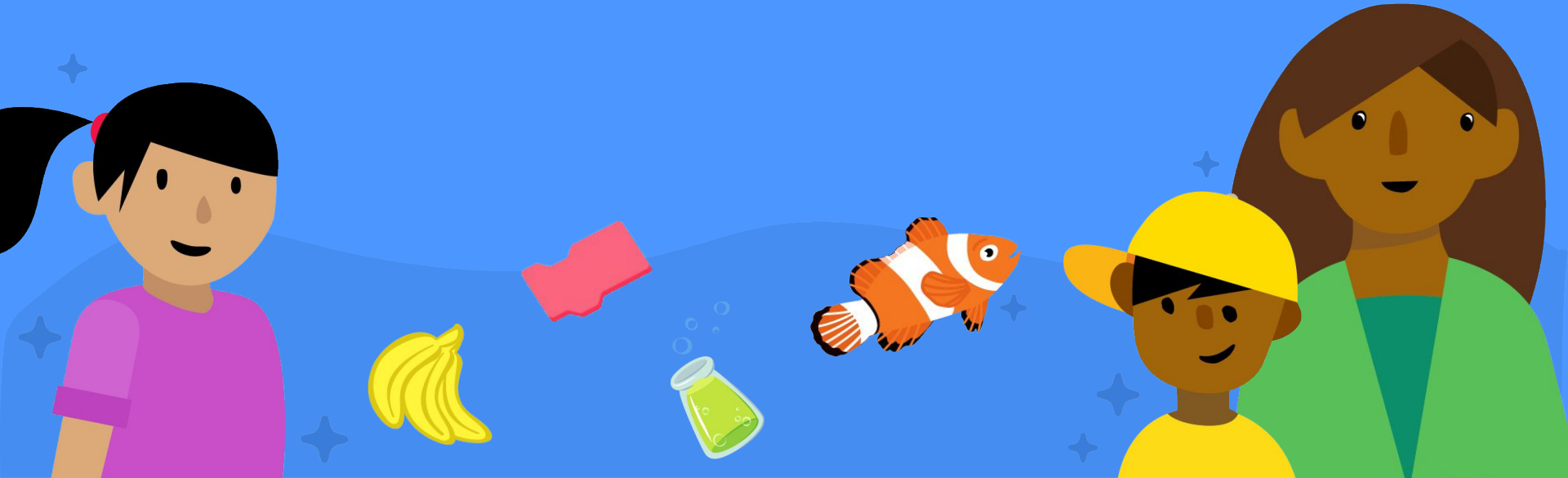


Imagine a World
With Scratch!

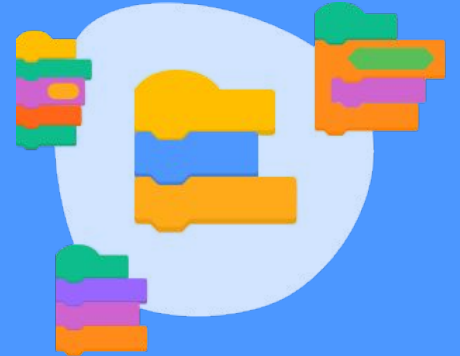
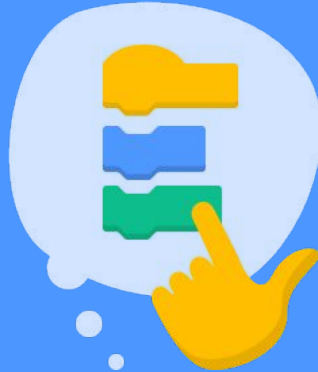




With the Scratch **Imagine A World** tutorial we'll use **coding** to create projects based on our **interests** and **imagination**.



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/imagine, and watch the short tutorial video together.

Imagine: Warm Up Activity (10 minutes)

Imagine a world where anything is possible...

What does it look like?

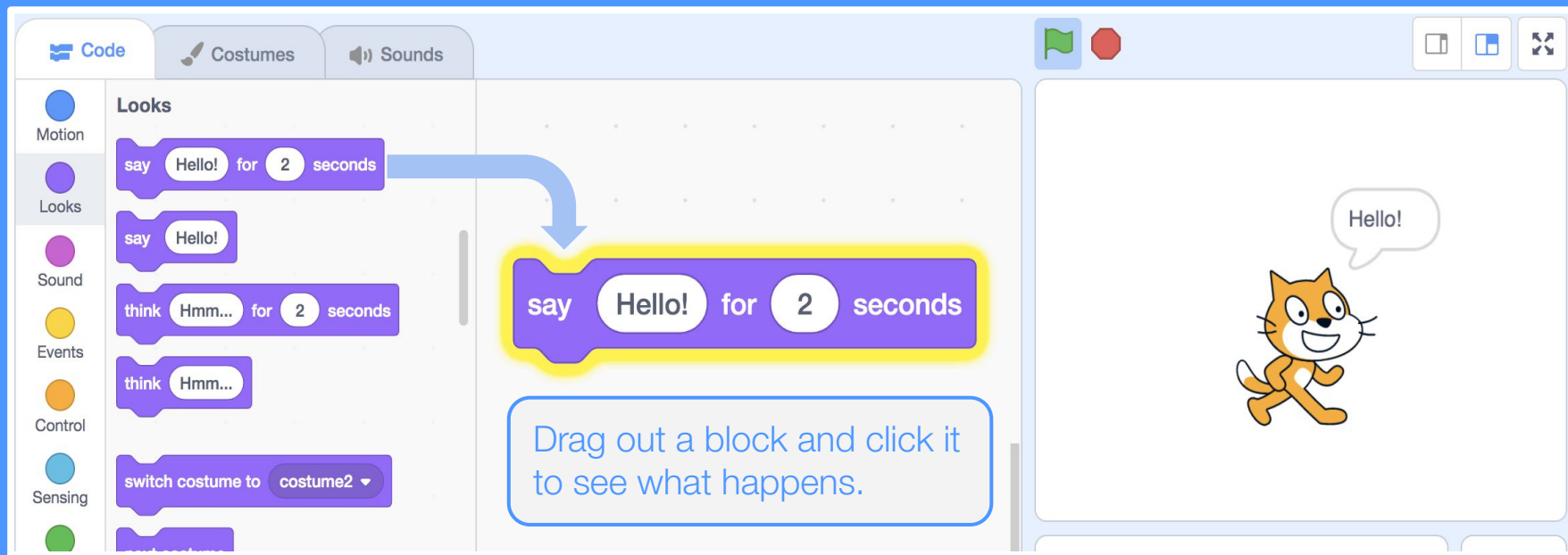
Who or what lives there?



FACILITATOR TIP

This activity can be playful, or it can be more focused on social or environmental issues. Set the tone by starting off the activity. For example, “My name is Maya and I imagine a world where everyone can fly,” or, “My name is Devon and I imagine a world where no one goes hungry.”

Let's try coding together!



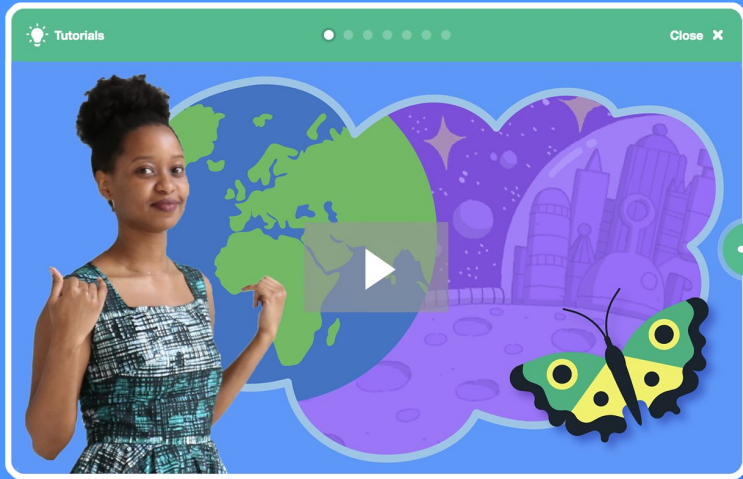
FACILITATOR TIP

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!

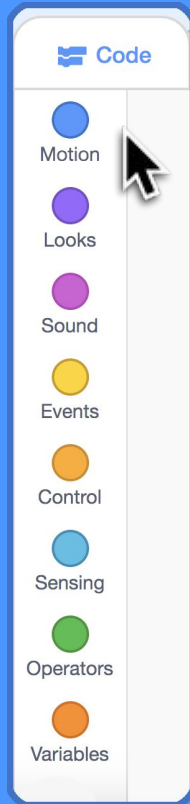


Go to [**scratch.mit.edu/imagine**](https://scratch.mit.edu/imagine) to get started. The *Imagine a World* tutorial will help you create your own world, and fill it with characters that you can animate.

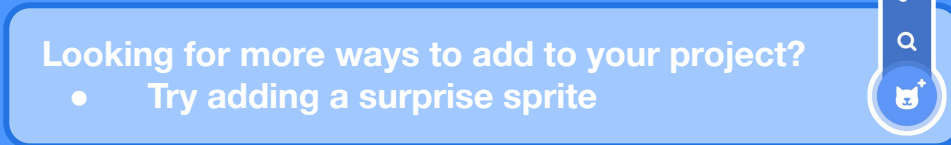
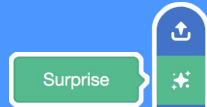
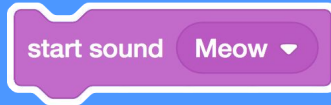
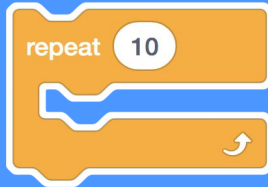
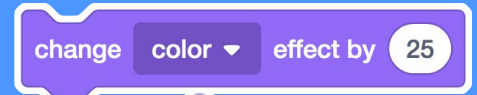
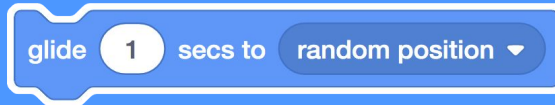
Click the green arrow to view the steps of the tutorial.

Create (30-40 minutes)

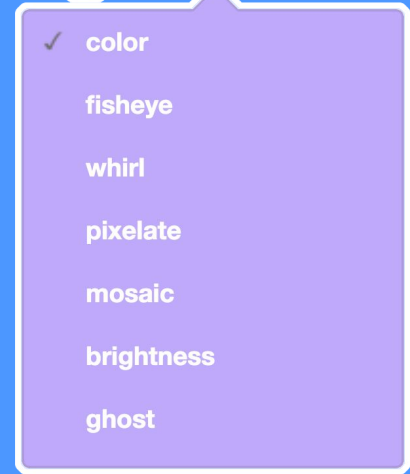
Not sure what to do? Try something new!
Explore the different categories of blocks.



A vertical sidebar on the left side of the screen containing ten category icons and labels: Code (blue flag icon), Motion (blue circle), Looks (purple circle), Sound (pink circle), Events (yellow circle), Control (orange circle), Sensing (light blue circle), Operators (green circle), and Variables (orange circle). A black mouse cursor is pointing at the Motion category.



A light blue rectangular box with a semi-circular bottom-right corner, containing the text "Looking for more ways to add to your project?" and a bullet point "Try adding a surprise sprite".



A purple rectangular box with a semi-circular top-left corner, containing a list of effects: color (checked), fisheye, whirl, pixelate, mosaic, brightness, and ghost.

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?



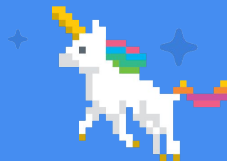
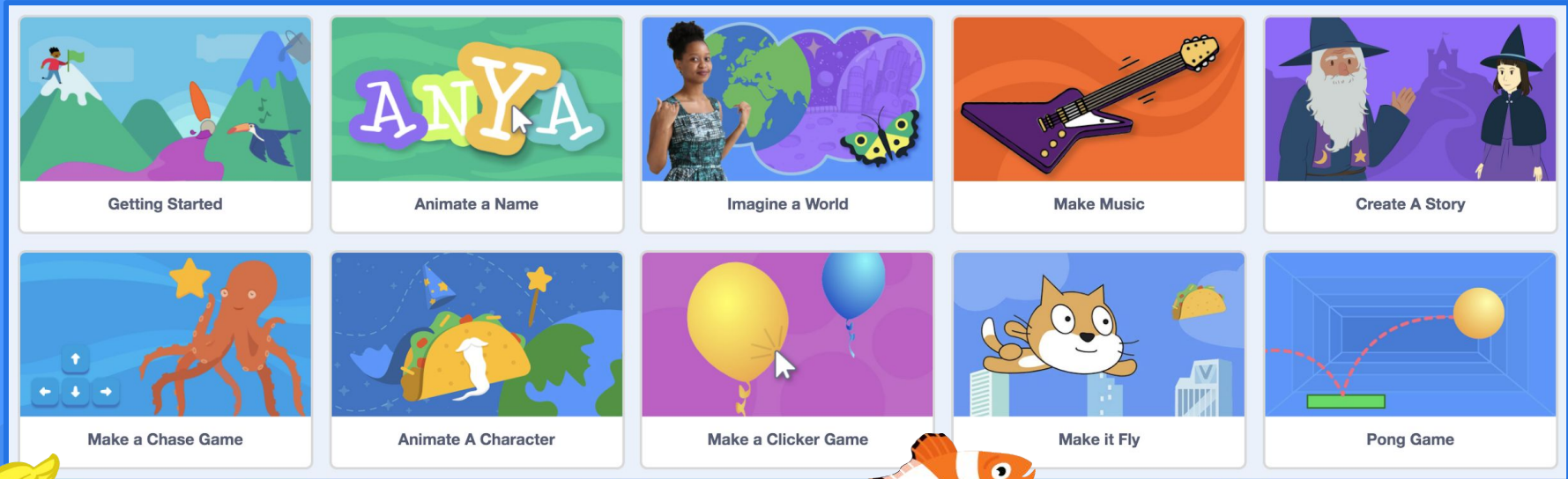
FACILITATOR TIP

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.

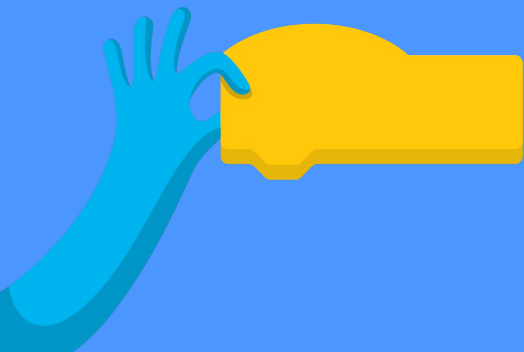
Thanks for Scratching with us!

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



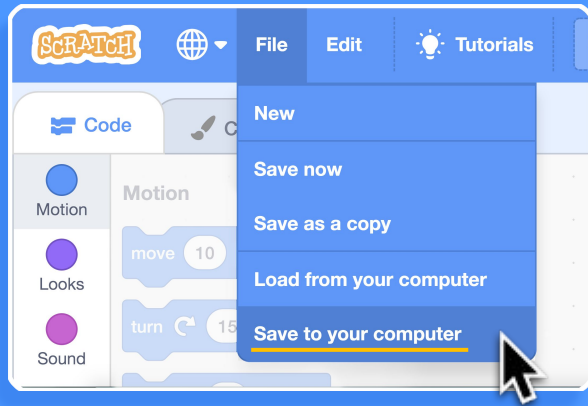


Need help saving, sharing,
or adding your project to a studio?

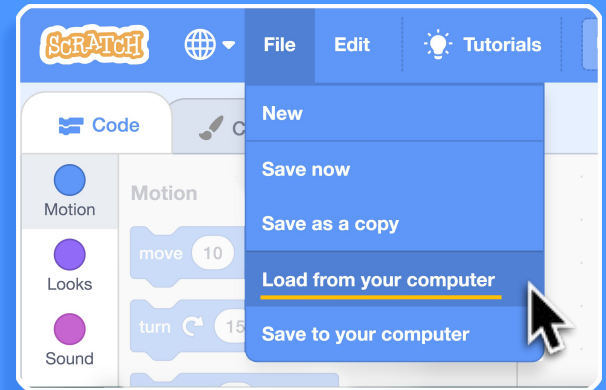
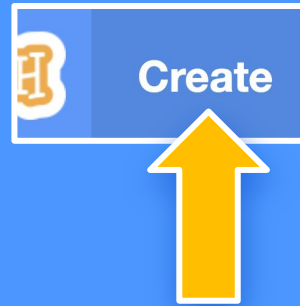


Saving

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**.

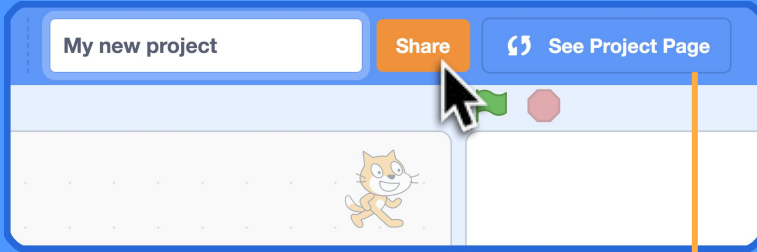


Next time you want to work on your project, go to scratch.mit.edu and click **Create**.

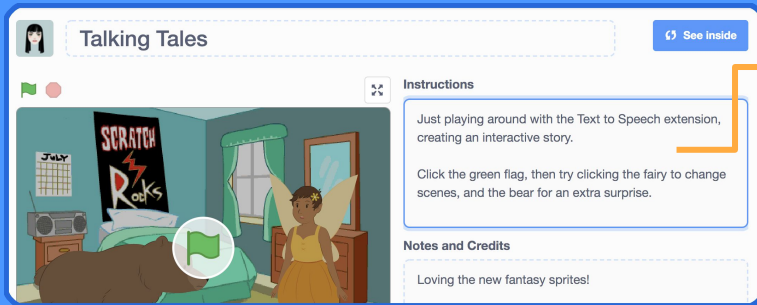
Then click **File** and choose **Load from your computer**, and upload your project.

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.



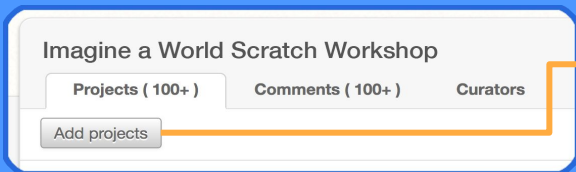
Click this button to go to the **project page**. This is where you can add instructions and notes about your project.

Now other Scratchers can see and interact with your project!

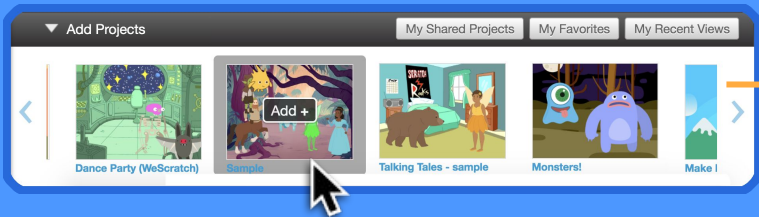
Adding your project to the workshop studio

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.

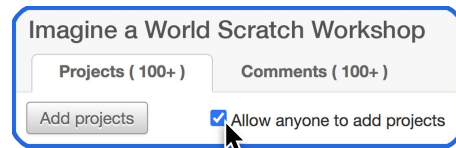


Your projects will pop up at the bottom of the page. Select the project you want to add to this studio.

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.





bit.ly/Imagine-Guide

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COLOR SCHEME

