

## EDUCATOR GUIDE

# Fashion Game

With this guide, you can plan and lead a one-hour workshop using Scratch. Participants will gain experience with coding as they design a fashion game.



## Workshop Overview

Here's a suggested agenda for a one-hour workshop:



**IMAGINE**  
*10 minutes*

First, gather as a group to introduce the theme and spark ideas.



**CREATE**  
*40 minutes*

Next, help participants as they create their fashion games, working at their own pace.



**SHARE**  
*10 minutes*

At the end of the session, gather together to share and reflect.

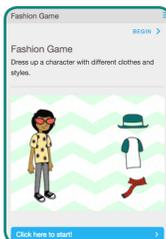
## Get Ready for the Workshop

Use this checklist to prepare for the workshop.

### Preview the Tutorial

The *Fashion Game* tutorial shows participants how to create their own projects. Preview the tutorial before your workshop and try the first few steps:

[scratch.mit.edu/fashion](https://scratch.mit.edu/fashion)



### Print the Activity Cards

Print a few sets of *Fashion Game* cards to have available for participants during the workshop.

[scratch.mit.edu/fashion/cards](https://scratch.mit.edu/fashion/cards)



### Make sure participants have Scratch accounts

Participants can sign up for their own Scratch accounts at [scratch.mit.edu](https://scratch.mit.edu), or you can set up student accounts if you have a Teacher Account. To request a Teacher Account, go to:

[scratch.mit.edu/educators](https://scratch.mit.edu/educators)

### Set up computers or laptops

Arrange computers so that participants can work individually or in pairs.

### Set up a computer with projector or large monitor

You can use a projector to show examples and demonstrate how to get started.

## Imagine



Begin by gathering the participants to introduce the theme and spark ideas for projects.

### Warm-up Activity: Draw a Hat

Give the participants a minute or two to sketch an imaginary hat with paper and pen. It could be a fashion statement, silly party hat, or a useful invention. When would you wear it? Have the participants show their hats to their neighbors.

### Provide Ideas and Inspiration

Show some example *Fashion Game* projects to spark ideas. You can find some in the *Fashion Studio* on the Scratch website.

#### Fashion Studio

Projects ( 9 )

Comments ( 0 )

Curators

Activity



**Fashion Dani Fashion**  
by 21bretzA



**Dani Fashion**  
by Unicorn87093



**Dress Up Bun-bun**  
by LillyMoon15

View the studio at: [scratch.mit.edu/studios/1424746](https://scratch.mit.edu/studios/1424746)



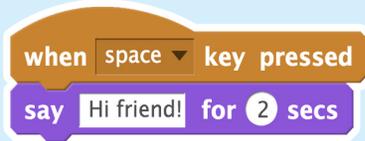
## Demonstrate the First Steps

Demonstrate the first few steps of the tutorial so participants can see how to get started.

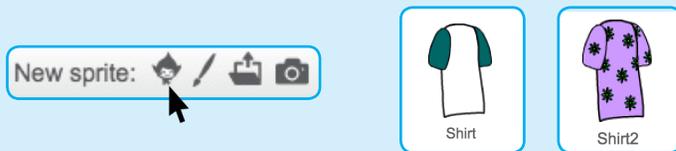
In Scratch, click Create.  
Choose Dani from the Sprite Library:



Tell Dani to say something:



Add an item of clothing:



Make the clothing change colors when you click it:



## Create

Support participants as they design projects with a set of clothes to dress up a character.

### Start with Prompts

Ask participants questions to get started

*What colors do you want the clothes to be?*

*What clothing item will you add first?*

### Provide Resources

Offer options for getting started



Some participants may want to follow the online tutorial: [scratch.mit.edu/fashion](https://scratch.mit.edu/fashion)



Others may want to explore using the activity cards: [scratch.mit.edu/fashion/cards](https://scratch.mit.edu/fashion/cards)

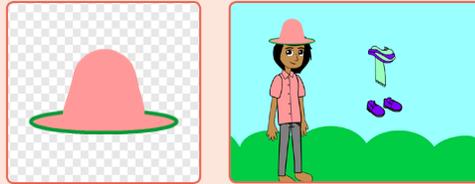
### Suggest Ideas for Starting

- Pick Dani or another character
- Say something
- Pick an item of clothing
- Change the clothing's style
- Add more clothes
- Choose a backdrop



### More Things to Try

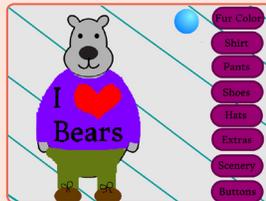
- Make the clothes glide into place.
- Reset position of the clothes when you press the green flag.
- Draw your own character or clothes.



### Support Personalization

Encourage participants to customize their projects based on their own personal style and interests. Every project will be different!

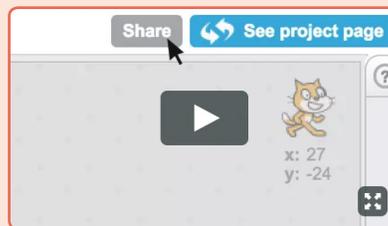
*What kind of character do you want to dress up?  
What is their style?*



### Prepare to Share

To add instructions and credits to a project, click the button: "See project page".

This video shows how to share a project on the Scratch website: [vimeo.com/llk/share](https://vimeo.com/llk/share)



# Share

Have a virtual fashion show. Ask participants to share their fashion games with each other.

### Ask questions they can discuss:

*What do you like best about the project you made?*

*What was the hardest part?*

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

## What's Next?

Participants can use these ideas and concepts to create a variety of projects. Here are two variations on the fashion game project you could suggest:



### Historical Fashion

Research the fashion of a particular time and place in history and make a dress-up game based on that style. To find sample projects, search on Scratch for "historical fashion".



### Design a Shoe

Instead of making a game based on an entire outfit, zoom in and make a game that lets you design a shoe, hat, necklace, t-shirt, or nail art.

Scratch is a project of the Lifelong Kindergarten Group at the MIT Media Lab.