EDUCATOR GUIDE

Imagine a World

With this guide, you can plan and lead a one-hour workshop using Scratch. Participants will gain experience with coding as they create projects based on the theme *Imagine a World*.

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 projects, 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 Imagine a World tutorial shows participants how to create their own projects. Preview the tutorial by opening Scratch, clicking Create, then Tutorials. Choose the Imagine a World tutorial from the library.
scratch.mit.edu/imagine

Imagine a World

☐ **Imagine a World Coding Cards**

If you have access to a printer, print the *Imagin a World* cards for students to use. Download the PDF at:
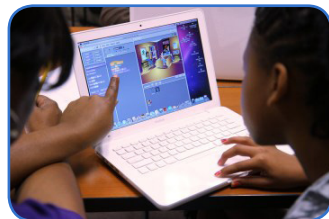**scratch.mit.edu/ideas**

☐ **Set up your workspace**

Creating with Scratch is collaborative. Arrange your space so participants can work in groups or pairs.

If you have a projector or large monitor, use it to view the *Imagine a World* video together, show examples and demonstrate how to get started.

Imagine

IMAGINE

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

Warm-up Activity: Imagine a world...

Gather the group in a circle. Start with the prompt "Imagine a world where…" and have each participant share their name and one thing they imagine in their world.

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."

Provide Ideas and Inspiration

Participants can create a wide range of projects with the Imagine a World tutorial. To spark ideas, watch the Imagine a World video together.
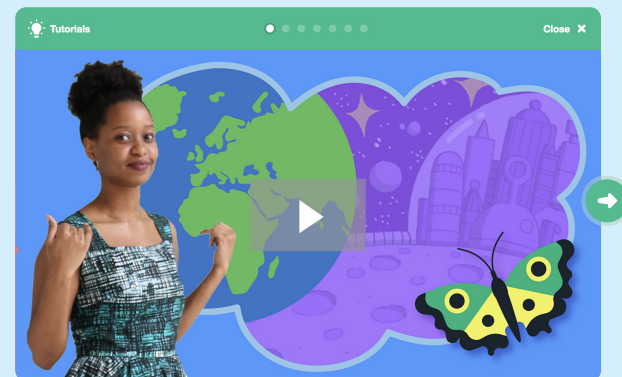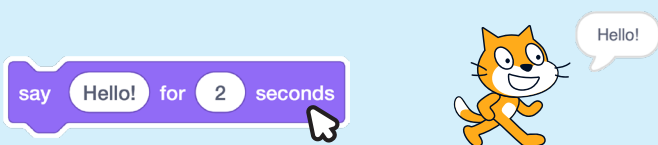
scratch.mit.edu/imagine

Demonstrate the First Steps

IMAGINE

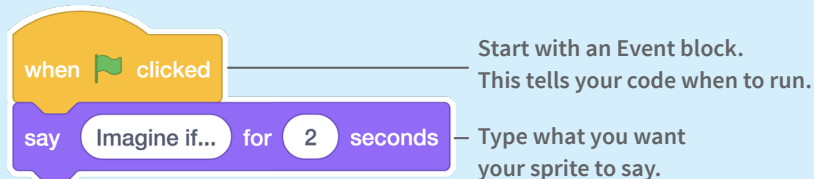Demonstrate the first few steps of the tutorial so participants can see how to get started.

In Scratch, click Create.
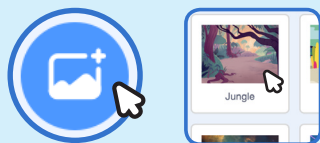**Drag out a say block, and click it to make the cat say hello!**

say Hello! for 2 seconds

Hello!

Have participants choose their own sprite.

Ruby   Sam

Wizard Girl   Wizard-toad

Wizard Girl

Now make it say something.

when 🏳 clicked

Start with an Event block. This tells your code when to run.

say Imagine if... for 2 seconds

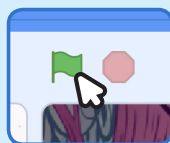Type what you want your sprite to say.

Next, choose a backdrop.

Jungle

Click the green flag to start.

Click the green flag to run your code.

Create

CREATE

Support participants as they create projects based on their ideas.

Start with Prompts
Ask participants questions to get started

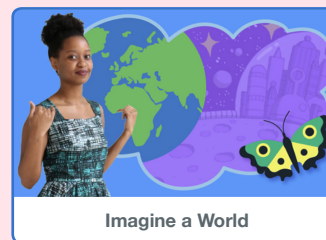What does your ideal world look like?

What could you do to help make our world a little better?

Who or what inhabits your world?

Is it full of people, animals, or creatures?

Provide Resources
Offer options for getting started

Imagine a World

Imagine if
Cards

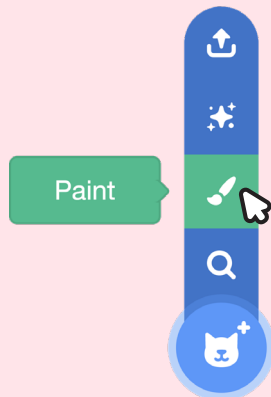Some participants may want to follow the online tutorial: **scratch.mit.edu/imagine**

Others may want to explore using the activity cards: **scratch.mit.edu/ideas**
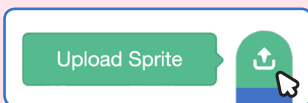
CREATE

More Things to Try

- It's your world. To draw your own images, click the Add a Sprite button, then choose Paint.
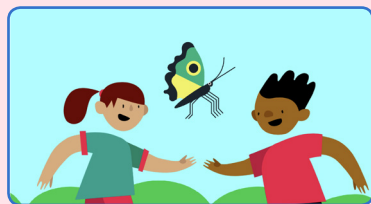
  Paint

- You can also upload a photo

  Upload Sprite

Support collaboration

- When someone gets stuck, connect them to another participant who can help.

- See a cool idea? Ask the creator to share with others.
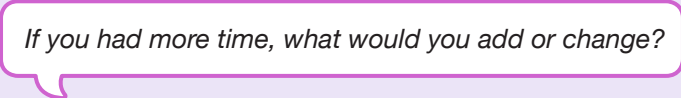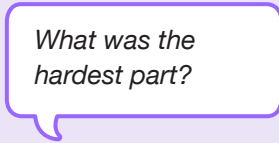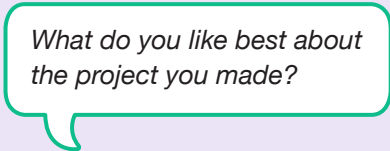
Encourage experimenting

Help participants feel comfortable experimenting with blocks. Encourage them to try different combinations and edit inputs.

> What happens when you add a repeat loop?

> What happens if you type a larger or smaller number?
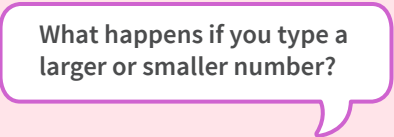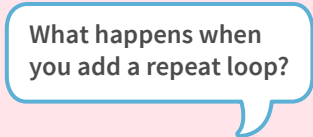
Share

SHARE

Have participants share their project with their neighbors.

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 the ideas and concepts from this workshop to create a wide variety of projects. Here are a few project ideas you could suggest:

Games for Change

Make a game with a positive outcome. The goal of your game could be something like cleaning up a local park, or spreading kindness.

How-to Guides

Create an animated tutorial or guide that shows something you know how to do. Design it for someone you know or to share with your community.