EDUCATOR GUIDE

Create a Story

With this guide, you can plan and lead a one-hour workshop using Scratch. Participants will create a story with settings, characters, and dialogue.

Workshop Overview

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

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

Next, help participants as they create story projects, working at their own pace.

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 Create a Story tutorial shows participants how to create their own projects. Preview the tutorial before your workshop and try the first few steps: [scratch.mit.edu/story](http://scratch.mit.edu/story)

- **Print the Coding Cards**
  Print a few sets of Create a Story cards to have available for participants during the workshop. You can download from this page: [scratch.mit.edu/ideas](http://scratch.mit.edu/ideas)

- **Make sure participants have Scratch accounts**
  Participants can sign up for their own Scratch accounts at [scratch.mit.edu](http://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](http://scratch.mit.edu/educators)

- **Set up a studio for project sharing on Scratch**
  Set up a studio so participants will be able to add their projects. Go to your My Stuff page, then click the +New Studio button. Type in a name for the studio.

- **Set up computers or laptops**
  Arrange computers so that participants can work individually or in pairs.

Imagine

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

**Warm-up Activity: Story Starters in a Bag**

Have participants make up a brief story by giving them a bag with three objects in it, and asking them to include all of the items in the story. In each bag, you could include small objects, pictures of animals or characters, and/or words (people, places, or things). Divide participants into groups of two or three, and have each pick a bag. Give them a few minutes to come up with a quick story.

**Provide Ideas and Inspiration**

You can show the Create a Story tutorial video to show participants how they can start making stories in Scratch.

View the video at: [scratch.mit.edu/story](http://scratch.mit.edu/story)
**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 a backdrop.**
- **Choose any character (in Scratch called a sprite).**
- **Code your character to say something.**
- **Click the green flag to start.**
- **Add code to the new character.**

**Create**

Support participants as they create Story projects, on their own or in pairs.

- **Start with Prompts**
  Ask participants questions to get started
  - Where will your story take place?
  - What will happen first?

- **Provide Resources**
  Offer options for getting started
  - Some participants may want to follow the online tutorial: scratch.mit.edu/story
  - Others may want to explore using the coding cards: scratch.mit.edu/ideas

- **Suggest Ideas for Starting**
  - Choose a backdrop.
  - Choose a character.
  - Make a character say something
  - Make a character hide and show.
More Things to Try

- Switch backdrops.
- Make your characters have a conversation.
- Move your characters.
- Change something when you click on it.

Support Tinkering

Scratch is designed to support creating by experimenting and tinkering. So, your participants may want to start their stories without planning beforehand. As they create, one idea can spark another. Celebrate their sparks of creativity and the unexpected turns their stories may take.

Prepare to Share

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

Then click the Share button if you want the project visible to others online.

Share

Help the participants add their projects to a shared studio in Scratch. Give them a link to the studio. Then they can click ‘Add Projects’ at the bottom of the page.

Ask for volunteers to show their project to the group.

What’s Next?

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

- **Retell a story**
  Start with a story you know and make it in Scratch. Imagine a new ending or a different setting.

- **Neighbourhood story**
  Take photos of your classroom, school, or neighborhood and use them as backdrops in your story.

- **Round-robin story**
  Give everyone 5 minutes to start a story. Then, have them switch to the next computer to add to the story. Repeat.