Session Wrap-up
Coding & STEAM 2019

Mr Daniel Hickmott & Dr Elena Prieto-Rodriguez

Week 1: An Introduction to Scratch

1st August 2019

Recap: Overview

— The Program and Research

— Coding and Computational Thinking in K-6

— Introduced Computational Thinking Framework:

  — Computational concepts

  — Computational practices

  — Computational perspectives

Recap: Computational Concepts

Explored the use of some key computational concepts in Scratch:

— Sequences (following steps in order)

— Loops (also referred to as Repetition or Iteration)

— Events (Hat blocks in Scratch)

Homework Tasks

— Every week we will ask you to complete Homework

— Contributes towards your NESA accreditation hours (each week is 2 hour, for a total of 16 hours) for the homework

— After you have finished, please email me and let me know, so I can record this

— The tasks and links to complete this homework will always be available on the session page, under the Homework heading

Week 1 Tasks

1. Request a Scratch Teacher Account (if you haven't already)

2. Work through the Week 1 Homework Exercises to check your understanding of concepts learned today

3. Create a Scratch project with a Sprite that introduces your Teacher Account

4. Share the completed project in Scratch

Next Week

— Next week's session is titled: Teaching with Scratch

— Learn about different approaches for teaching and assessing Coding and Computational Thinking, such as:

   — Design projects

   — Solving puzzles

— Activities involving using Scratch Teacher Accounts and Studios

Feedback

— If you would like to give us any feedback (concepts you found tricky or pace of session) please complete the feedback form

— Responses can be anonymous

— Link to Feedback Form is on session page, under Links heading

— Or go to hckmd.com/steam-feedback