# University of Newcastle: Coding & STEAM 2019

## Week 2 Homework Tasks

In this document, we have included the Homework Tasks for Week 2 of the Coding & STEAM 2019 program. Please note that each week of the program there will be 2 hours of homework, which will count towards the total number of NESA accreditation hours (32) for participating in the program.

There are four main tasks that we would like you to complete before next week’s session. Further details about each of these tasks are given in the *Homework Tasks Detail* section. The homework tasks for Week 2 are:

1. Complete the Week 1 homework task where a Sprite introduces your Teacher Account, if you have not already
2. Complete the *Managing Classes with Scratch Teacher Accounts* activity from the Week 2 session
3. Complete the *Remixing Projects with Scratch Teacher Accounts* activity from the Week 2 session
4. Create *Studios* and *Remixes* for two more *Creative Computing Unit 1 Debug-It* projects

Please email me at Daniel.Hickmott@uon.edu.au with the subject line *“Coding & STEAM: Week 2 Homework”* before the Week 3 session and let me know whether you have completed the tasks and/or have any questions about them. Once I have received this email and have checked that you have shared the completed project, I will record that you have completed the Week 2 Homework.

## Homework Tasks Detail

In this section, we explain each of the homework tasks in more detail.

### Create and Share a Project that Introduces your Teacher Account (if you have not already)

Last week, we asked you to create and share a project in Scratch where a Sprite introduces your Teacher Account. If you did not complete this activity last week, please complete this task and let me know that you have completed it in the email you send to me. The instructions to create and share this project are in a document called *Week 1 Homework Tasks*, which you can find on the Week 1 session page, under the *Homework* heading.

### Complete the Managing Classes with Scratch Teacher Accounts Activity

In the Week 2 session, we started working through the *Managing Classes with Scratch Teacher Accounts* activity. If we did not complete the activity as a group or you did not complete the activity during this week’s session, you can finish this by downloading the *Managing Classes with Scratch Teacher Accounts* document (under the *Activities* heading on the Week 2 session page) and following the instructions in that document.

### Complete the Remixing Projects with Scratch Teacher Accounts Activity

In the Week 2 session, we started working through the *Remixing Projects with Scratch Teacher Accounts* activity. If we did not complete the activity as a group or you did not complete the activity during this week’s session, you can finish this by downloading the *Remixing Projects with Scratch Teacher Accounts* document (under the *Activities* heading on the Week 2 session page) and following the instructions in that document.

### Create Studios and Remixes for two *Creative Computing Unit 1 Debug-It* projects

In the *Remixing Projects with Scratch Teacher Accounts* activity, you created a *Class Studio* and added a *Remixed Debug-It* project to the Studio. For this task, we would like you to practice creating *Class Studios* and *Remixing Projects*.

Choose **two** *Debug-It* projects from the [Creative Computing Unit 1: Debug It! Studio](https://scratch.mit.edu/studios/475483/projects/) (except for the *Debug-It 1.1* project, as we used that in the tutorial session) and create a *Class Studio* for each of those projects. The link to the *Unit 1 Studio* is also on the Week 2 session page, under the *Assessing Coding Links* heading. If you get stuck creating these *Class Studios*, please see the instructions in Section 3 of the *Remixing Projects with Scratch Teacher Accounts* activity.

Once you have created the two *Class Studios* and added the remixed *Debug-It* projects to them, log out of your *Teacher Account* and into one of the *Student Accounts* you created when completing the *Managing Classes with Scratch Teacher Accounts* activity. Then, when logged in as one of your students, remix the *Debug-it* projects, solve the *Debug-Its*, share them and add them back to the relevant *Class Studio*. If you get stuck on this step, please see the instructions in Section 4 of the *Remixing Projects with Scratch Teacher Accounts* activity.

Once you have created the *Debug-It* studios and solved the *Debug-It* projects, please email me at Daniel.Hickmott@uon.edu.au with the subject line *“Coding & STEAM: Week 2 Homework”*. Once I have received this email and have checked that you have shared the completed project, I will record that you have completed the Week 2 Homework.