

# **Session Wrap-up**

## **Coding & STEAM 2019**

**Mr Daniel Hickmott & Dr Elena Prieto-Rodriguez**

**Week 2: Teaching Coding with Scratch**

**8th August 2019**

# Recap: Overview

- Different approaches for teaching Computational Thinking:
  - Unplugged
  - Puzzles
  - Projects

# Recap: Teacher Accounts

- **Teacher Accounts** are special types of Scratch accounts:
  - Create **Classes** of **Student Accounts**
  - Create **Class Studios** for sharing and managing **Projects**
  - Reset students' passwords and view their activity
- Can use **Teacher Accounts** + **Remixing** to set up and share tasks

# Recap: Assessing Coding

- Briefly talked about different approaches for assessing Coding:
  - Unplugged
  - Multiple Choice Quizzes
  - Debug Its
  - Dr Scratch

# Homework Tasks

- Every week we will ask you to complete Homework
- Contributes towards your NESAs accreditation hours (each week is 2 hours, for a total of 16 hours from 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 2 Tasks

1. Create and share a project that introduces your [Teacher Account](#) (if you have not already)
2. Complete the [Managing Classes with Scratch Teacher Accounts](#) activity
3. Complete the [Remixing Projects with Scratch Teacher Accounts](#) activity
4. Create [Studios](#) and [Remixes](#) for two [Creative Computing Unit 1 Debug-It](#) projects

# Next Week

- Next week we will start working through the [Creative Computing](#) units
- The first unit we will start from in [Creative Computing](#) is titled: [Animations](#)
- This module combines a variety of **computational concepts**: [sequences](#), [events](#), [parallelism](#) and [loops](#)
- Includes some links to outcomes from [Creative Arts](#)

# Feedback

- If you would like to give us any feedback (e.g.: 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](https://hckmd.com/steam-feedback)