

Session Wrap-up

Coding & STEAM 2019

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Week 3: Coding and the Creative Arts Part 1

15th August 2019

Recap: Creative Computing Guide

- Introduced you to the [Creative Computing Guide](#)
- A guide for teaching Coding with Scratch (inside and outside of K-12)
- Activities, project templates and Debug It! Studios
- Is separated into 7 themed Units, e.g. [Animations](#) and [Games](#)

Recap: Units and KLAs

- Each Unit of the Guide will be linked to outcomes from a certain KLA
- For example, [Animations](#) activities are linked to the [Creative Arts](#)
- The activities in each Unit encourage learners to explore Scratch and be creative

Recap: Unit 2 - Animations

- We started the second Unit: **Animations**
- **Computational Concepts:** Sequences, Loops, Events and Parallelism
- **Creative Arts - Art Forms:** Visual Arts, Music and Drama
- We will continue with activities from this Unit next week

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)
- 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 3 Tasks

1. Create project with 2 sprites: [Blue Circle](#) and [Red Square](#)
2. Add Code to "reset" the Scene with the Green Flag
3. Add [Events](#):
 - Space Bar: both Sprites move upwards
 - [Blue Circle](#) clicked: it moves to the left
 - [Red Square](#) clicked: it moves to the right
4. Add to "STEAM 2019 Week 3 Homework" [Class Studio](#)

Next Week: Coding and the Creative Arts Part 2

- We will continue with the [Animations](#) Unit
- Activities:
 - [It's Alive](#)
 - [Debug It!](#)
 - [Music Video](#)

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