

Recap of Last Session

Coding & STEAM 2019

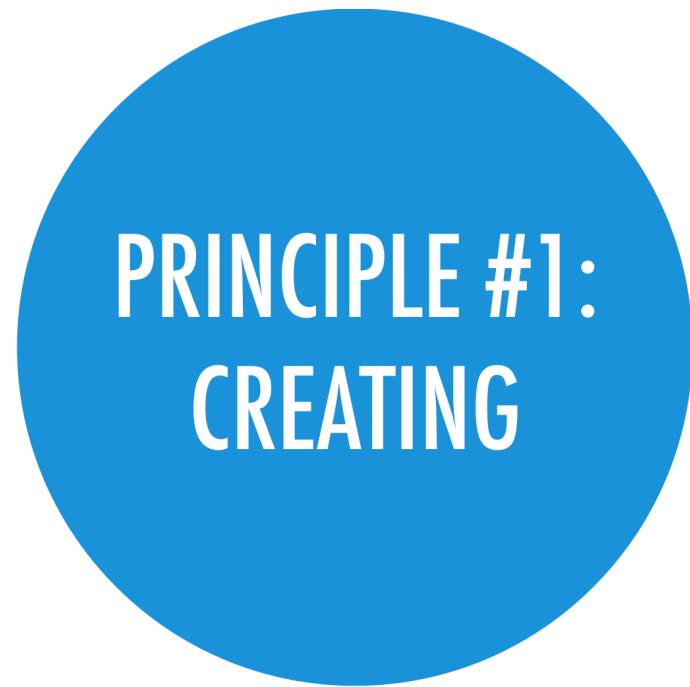
Dr Elena Prieto-Rodríguez & Mr Daniel Hickmott

Week 4: Coding and the Creative Arts Part 2

22nd August 2019

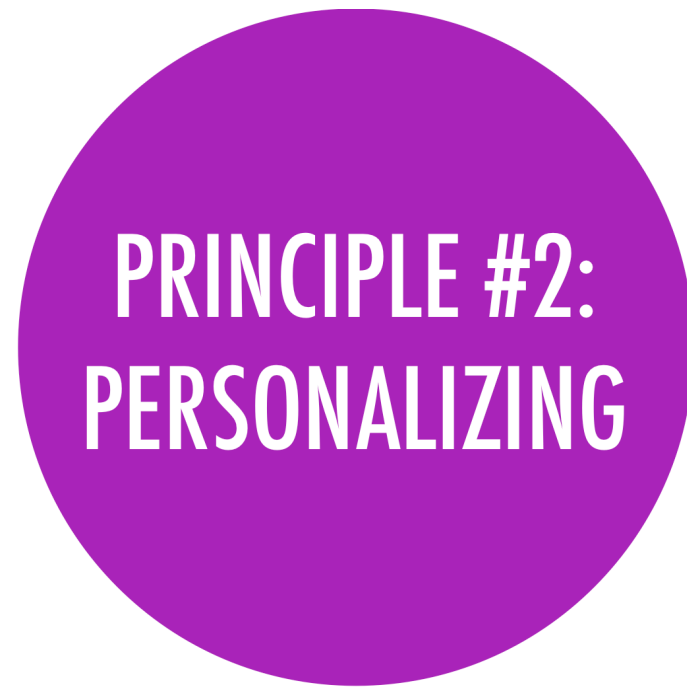
Last Session

- Introduced you to the Creative Computing Curriculum Guide
- A free guide for teaching Coding with Scratch (inside and outside of K-12)
- Includes activities, project templates and Debug It! projects
- Emphasises creativity and the creation of personally meaningful projects



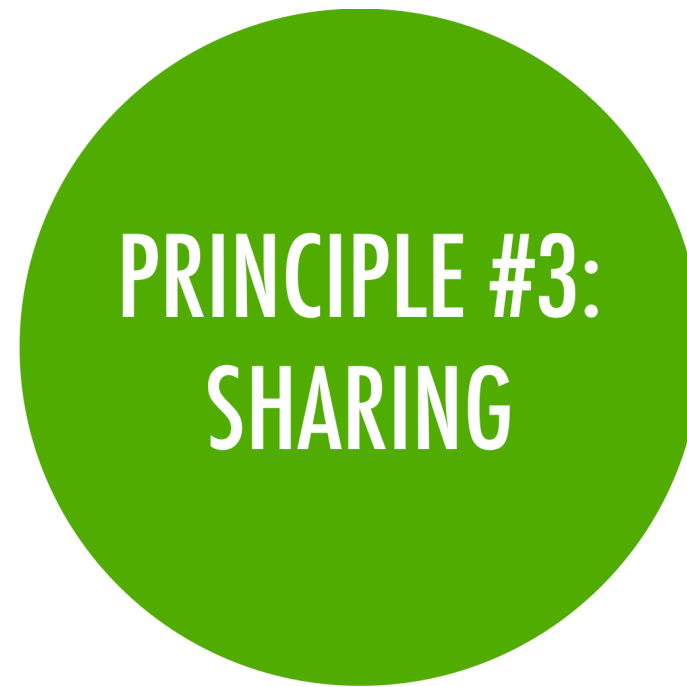
**PRINCIPLE #1:
CREATING**

Offer opportunities for learners to engage in designing and making, not just listening, observing, and using.



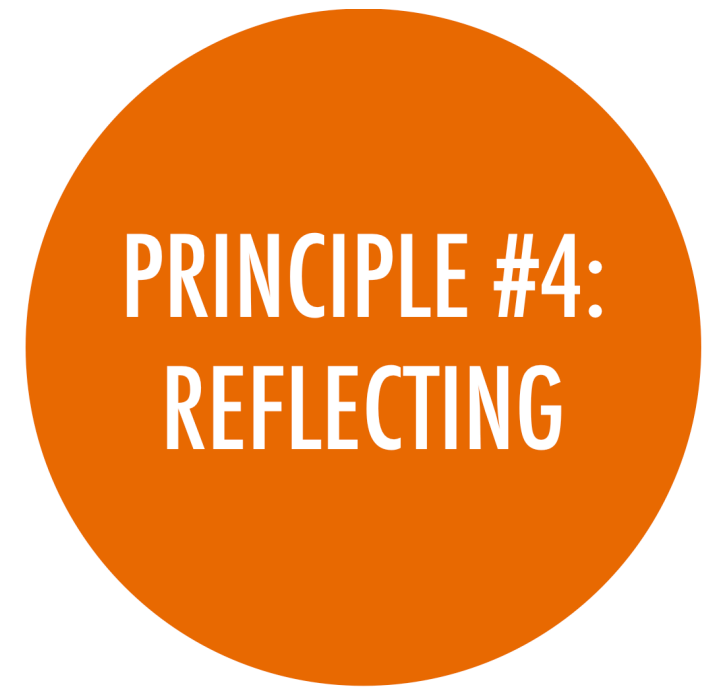
**PRINCIPLE #2:
PERSONALIZING**

Offer opportunities for learners to engage in activities that are personally meaningful and relevant.



**PRINCIPLE #3:
SHARING**

Offer opportunities for learners to engage in interactions with others as audience, coaches, and co-creators.



**PRINCIPLE #4:
REFLECTING**

Offer opportunities for learners to review and rethink their creative practices.

Teacher Accounts + Remixing

- The original Creative Computing materials were written before [Teacher Accounts](#) were made available
- We will use [Remixing](#) for the Debug It! activities today
- I will demonstrate how you can set up your own [Class Studios](#)
- I will also demonstrate how [Class Studios](#) can be used to share projects as well

Unit 1's Big Idea

"...educators sometimes worry that they don't 'know' enough about Scratch to be able to help others. We encourage you to take a broad view of what it means to 'know' Scratch. You don't need to know everything about the Scratch interface or how to solve every problem that a learner encounters. But, ...educators can serve as cognitive guides, asking questions and helping break down problems into manageable pieces."

Unit 2: Animations

- Unit 2 is called **Animations**
- Focus is on **Creative Diversity**
- **Music:** you will compose songs
- **Visual Arts:** you will create images
- **Drama:** You will write scripts for characters (Sprites) to act out

Unit 2: Animations Part 1

- Three activities from the Guide:
 - Performing Scripts
 - Build-a-Band
 - Orange Square, Purple Circle
- Computational Concepts: **Sequences, Loops, Events** and **Parallelism**