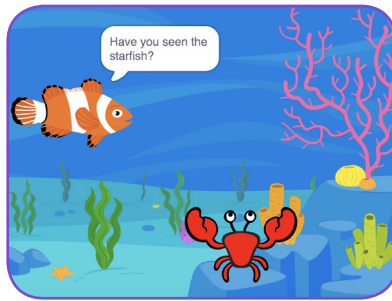


EDUCATOR GUIDE

Create a Story

With this guide, you can plan and lead a one-hour workshop using Scratch. Participants will create a story with settings, characters, and dialogue.



Workshop Overview

Here's a suggested agenda for a one-hour workshop:



IMAGINE
10 minutes

First, gather as a group to introduce the theme and spark ideas.



CREATE
40 minutes

Next, help participants as they create story projects, working at their own pace.



SHARE
10 minutes

At the end of the session, gather together to share and reflect.

Get Ready for the Workshop

Use this checklist to prepare for the workshop.

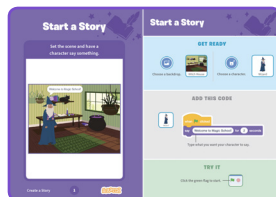
☐ Preview the Tutorial

The *Create a Story* tutorial shows participants how to create their own projects. Preview the tutorial before your workshop and try the first few steps: scratch.mit.edu/story



☐ Print the Coding Cards

Print a few sets of *Create a Story* cards to have available for participants during the workshop. You can download from this page: scratch.mit.edu/ideas



☐ Make sure participants have Scratch accounts

Participants can sign up for their own Scratch accounts at scratch.mit.edu, or you can set up student accounts if you have a Teacher Account. To request a Teacher Account, go to: scratch.mit.edu/educators

☐ Set up a studio for project sharing on Scratch

Set up a studio so participants will be able to add their projects. Go to your **My Stuff** page, then click the **+New Studio** button. Type in a name for the studio.

☐ Set up computers or laptops

Arrange computers so that participants can work individually or in pairs.

Imagine

Begin by gathering the participants to introduce the theme and spark ideas for projects.

Warm-up Activity: Story Starters in a Bag

Have participants make up a brief story by giving them a bag with three objects in it, and asking them to include all of the items in the story. In each bag, you could include small objects, pictures of animals or characters, and/or words (people, places, or things). Divide participants into groups of two or three, and have each pick a bag. Give them a few minutes to come up with a quick story.

Provide Ideas and Inspiration

You can show the *Create a Story* tutorial video to show participants how they can start making stories in Scratch.



View the video at: scratch.mit.edu/story

Demonstrate the First Steps



Demonstrate the first few steps of the tutorial so participants can see how to get started.

In Scratch, click Create.
Choose a backdrop.



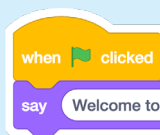
Witch House

Choose any character (in
Scratch called a *sprite*).



Wizard

Code your character to say something.



Type what you want your
character to say.

Click the green flag to start.

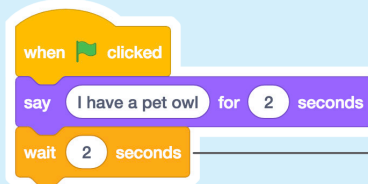


Add another character.



Witch

Add code to the new character.



Use this block to have the
second character wait before
they say something.

Create



Support participants as they create Story projects, on their own or in pairs.

Start with Prompts

Ask participants questions to get started

Where will your
story take place?

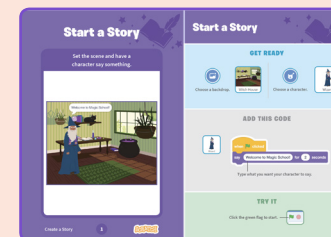
What will
happen first?

Provide Resources

Offer options for getting started



Some participants may want
to follow the online tutorial:
scratch.mit.edu/story



Others may want to explore
using the coding cards:
scratch.mit.edu/ideas

Suggest Ideas for Starting

- Choose a backdrop.
- Choose a character.
- Make a character say something
- Make a character hide and show.



More Things to Try

- Switch backdrops.
- Make your characters have a conversation.
- Move your characters.
- Change something when you click on it.



Support Tinkering

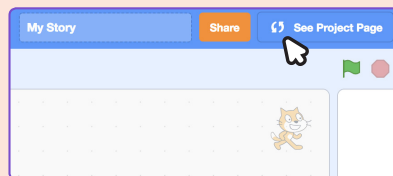
Scratch is designed to support creating by experimenting and tinkering. So, your participants may want to start their stories without planning beforehand. As they create, one idea can spark another. Celebrate their sparks of creativity and the unexpected turns their stories may take.



Prepare to Share

To add instructions and credits to a project, click the button: "See project page".

Then click the Share button if you want the project visible to others online.



Share

Help the participants add their projects to a shared studio in Scratch. Give them a link to the studio. Then they can click 'Add Projects' at the bottom of the page.

Ask for volunteers to show their project to the group.

What's Next?

Participants can use these ideas and concepts to create a variety of projects. Here are some variations on the story project you could suggest:



Retell a story

Start with a story you know and make it in Scratch. Imagine a new ending or a different setting.



Neighbourhood story

Take photos of your classroom, school, or neighborhood and use them as backdrops in your story.



Round-robin story

Give everyone 5 minutes to start a story. Then, have them switch to the next computer to add to the story. Repeat.

Scratch is a project of the Lifelong Kindergarten Group at the MIT Media Lab.