



How to Run Your Own Event Studio

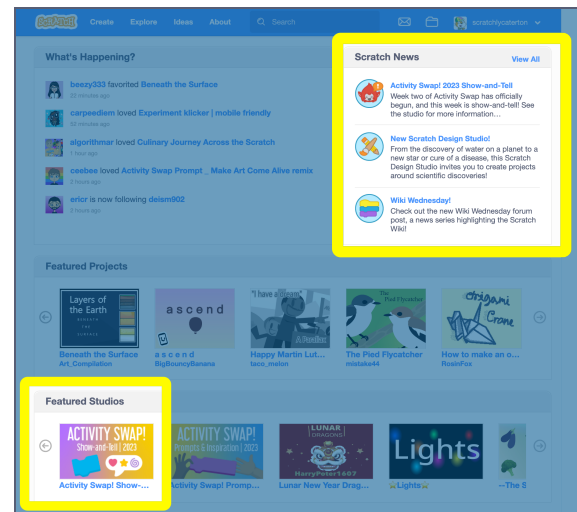
Scratch Events are held throughout the year. During those events, we invite you to imagine, create, and share along with us in the Scratch online community by participating in our featured studio.

Scratch Events are announced in the “Scratch News” section of the homepage. And, when an event is running, you can visit the “Featured Studios” section of the Scratch homepage to quickly access the event studio. You can also learn more about participating in our event studios here: https://resources.scratch.mit.edu/www/events/en/ScratchLearningResource_ScratchEventStudios.pdf

However, if you are interested in creating your own event studio within your classroom/after school group/club group any time of the year, read on!

In this guide we are going to share:

- [how to get started](#)
- [how to set up your studio](#)
- [how to facilitate your event](#)
- [an optional Show-and-Tell Sharing Sheet to use](#)



Getting Started

If you or your students are new to Scratch and just getting started, we have a guide for that! Check out our Getting Started Guide (<http://bit.ly/Scratch-Getting-Started-Guide>) for more information. In addition, the Scratch Ideas page (<https://scratch.mit.edu/ideas>) is a great place to find tips for getting started, tutorials, Scratch Coding Cards, and more, before jumping into creating your first project.



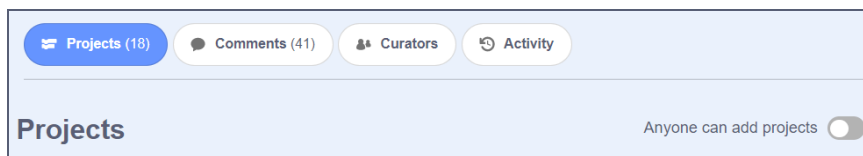
You can also check out our Teacher Account Guide (<http://bit.ly/Your-Teacher-Account>) for more information on setting up teacher accounts, setting up student accounts, and managing classes and class studios.

Have limited internet access? The downloadable Scratch app (<https://scratch.mit.edu/download>) allows users to create and save projects with or without an internet connection. Projects can then be uploaded to an online Scratch account later, if desired. If working offline, see our guide here on “How to Replicate an Event Studio in an Offline Scratch Environment”:

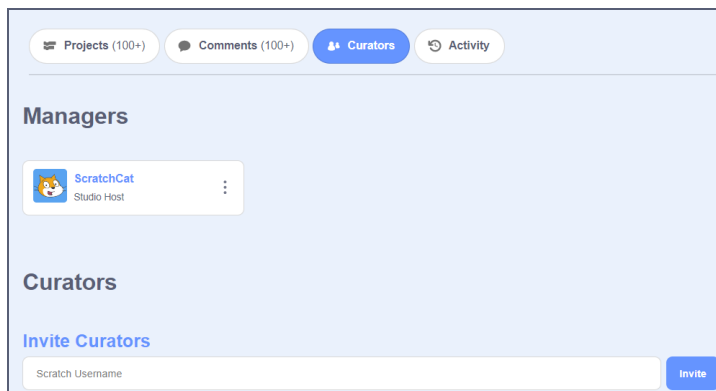
https://resources.scratch.mit.edu/www/events/en/ScratchLearningResource_ReplicateEventStudioOffline.pdf

Setting Up Your Studio

- Feel free to reuse some studio language from a Scratch Event studio if you want a studio on a similar theme. To set yours apart, consider using a different title or studio image, etc.
- Everyone can follow a studio and see studio comments and projects. Be sure your title and description don’t reveal any personal information (like school name or student’s full names).
- Think about who can add projects. Anyone on Scratch? Just Scratchers in your class/group? If you want to limit who can add projects, be sure to toggle off “Anyone can add projects”



If you want your class/group to be able to add projects without you/the studio manager needing to review them, you’ll want to make those individuals curators in your studio by inviting them under the Curators tab.



- For more information on setting up and managing studios, see our Scratch Studios Guide (<https://resources.scratch.mit.edu/www/guides/en/scratch-studios-guide.pdf>)

Facilitating Your Event

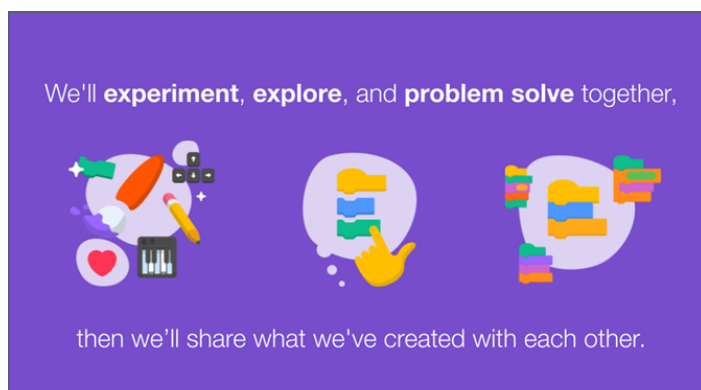
There are a few things you can do **prior to your class or workshop**, to help things run more smoothly:

- Check to see if students have Scratch accounts, and that they can successfully log in.
- Set up your studio(s).
- If you plan to start this activity by sharing your own example, prepare your example.
- Determine how many sessions/lessons it may take to complete your event

Session Overview

Imagine (10 minutes)

- Welcome everyone with a related icebreaker or warm-up activity to get their creativity flowing
- Give everyone time to think before you open the conversation up for sharing ideas

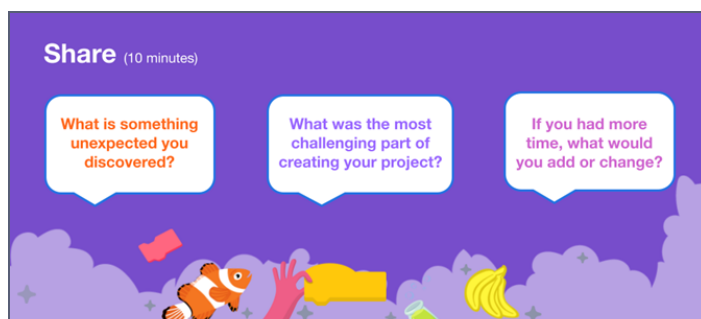


Create (30-40 minutes)

- Help participants as they create their projects, working at their own pace
- Demonstrate Scratch by coding together

Share (10-20 minutes)

- Gather together to share and reflect



Engagement Opportunities

- Create an informational project to help studio visitors understand how you are running your event.
- Include some example projects in your studio to show what you are looking for.
- Consider asking a daily question for studio engagement. You can choose to add your question to the studio description or share via a comment. For instance:
 - What inspired your project? Why did you choose this prompt/inspiration?
 - What is your favorite code block or favorite sprite? Why?
 - What did you learn from someone else's project?
 - What challenges came up for you while creating your project?
- Some Scratchers may not want to allow public comments on their projects, or you may want to share feedback internally. You could create sharing sheets where participants can share what they liked, challenges they faced, and receive written feedback. ([See our suggested sample in this document](#) or download at https://resources.scratch.mit.edu/www/events/en/Scratch_Show-and-TellSharingSheet.pdf.)
- Set up a viewing gallery! Have each participant's project open on their computer or other device.
 - Participants can walk around a room, or take turns sharing their screen in a virtual space, to experience each other's projects and offer verbal or written feedback.
 - Take time to reflect after the gallery walk. What did you see? What did you wonder? Participants can share answers to these questions aloud, they could leave sticky notes with answers to these questions at each workspace, or they can leave comments with these answers in a chat window in a virtual space.
 - Encourage and model constructive feedback. Creators might also want targeted feedback. You can ask creators to write down the answer to: "What is something you are looking for feedback on? What question would you like to ask viewers of your project?" and share that on a sticky note at their workstation or in the chat window of a virtual space so viewers can provide that targeted feedback.



Show-and-Tell Sharing Sheet



Your name: _____

What is the title of your project?	
What was the prompt/inspiration?	
Why did you choose this prompt/inspiration?	
What did you like about creating this project?	
What challenges came up for you?	
If I had two more days, I would add...	
What is something you are looking for feedback on? What question would you like to ask viewers of your project?	
<i>For Fellow Scratchers to Complete</i>	
Name:	Constructive Feedback/Comment:



Tip: If you'd like to translate this guide, [click here to make a copy](#) of this Google doc.



Created by the Scratch Team (scratch.mit.edu) and shared under the Creative Commons Attribution-ShareAlike 4.0 International Public License (CCbySA 4.0).