# Replicate an Event Studio in an Offline Scratch Environment

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 have limited/no internet and/or are interested in creating your own event within your classroom/after school group/club group any time of the year in the offline Scratch environment, read on!
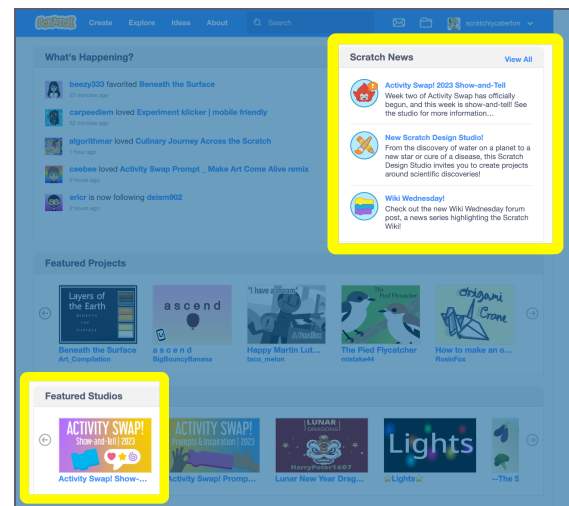
In this guide we are going to share:

- how to get started

- how to facilitate your event

- setting up to share

- an optional Show-and-Tell Sharing Sheet to use

Getting Started

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 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.

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
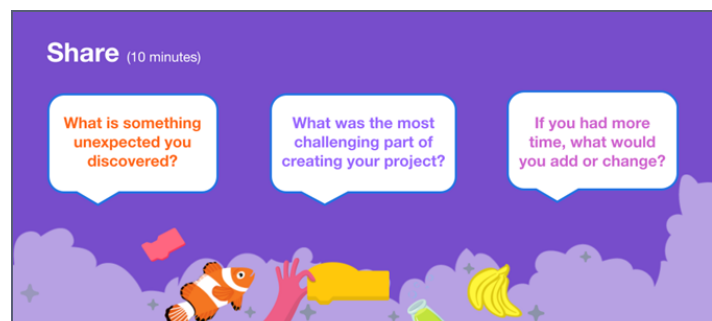
Session Overview

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
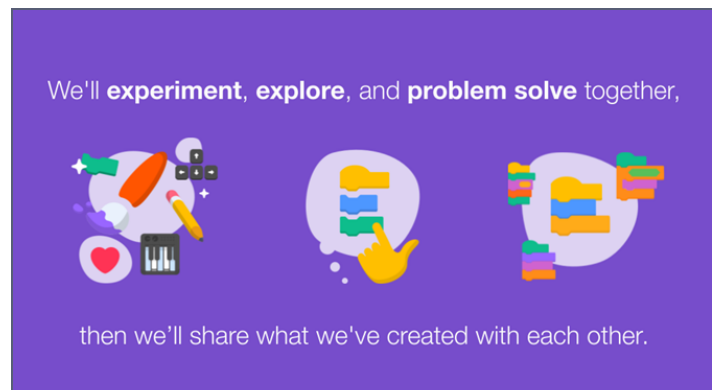
Create (30-40 minutes)

- 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

We'll **experiment**, **explore**, and **problem solve** together,

then we'll share what we've created with each other.

Share (10 minutes)

What is something unexpected you discovered?

What was the most challenging part of creating your project?

If you had more time, what would you add or change?

Setting Up to Share

- One option is to create a shared folder where participants can add their saved Scratch files (this could be created in a class Google Drive folder or other accessible location). Users can upload the files to their Scratch offline editor (File > Load from your computer) to experience the project.

  You can organize the folder with subfolders for each event and create a naming convention to understand who created the project and what the prompt was.
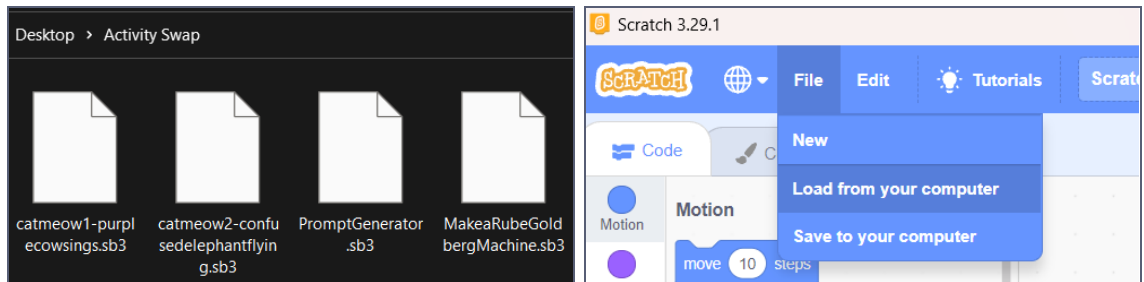
- Another option is to display one project at a time on a large screen.

- Or 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.

- Create sharing sheets where participants can replicate what they might have included in the "Notes and Credits" section of a project shared online or in comments. (See our suggested sample in this document or download at https://resources.scratch.mit.edu/www/events/en/Scratch_Show-and-TellSharingSheet.pdf.)

Show-and-Tell Sharing Sheet

Your name: _____

What is the name of your file/title of your project?	
What was the prompt/inspiration? **Why did you choose this prompt/inspiration project?**	
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?	

For Fellow Scratchers to Complete	
Name:	**Constructive Feedback/Comment:**