



# Activity Swap

Have your Scratchers ever felt like they were in a creative slump? Have you, or they, ever run out of ideas for new projects, or are you/they simply looking for things to do? An Activity Swap could be just the thing for you!

Our January “Activity Swap” Scratch Event is two weeks filled with opportunities to swap ideas, try new crafts, design your own tutorials, or suggest activities for other Scratchers to try! Everyone is invited to join.

In this guide, we are going to share what you need to know to get your Scratchers ready to participate in the Scratch “Activity Swap” Event, as well as ways to facilitate community and recreate this event anytime within your classroom/after school group/club group.

In this guide, you’ll find:

- [Activity Swap Scratch Event](#)
- [How to Run Your Own Activity Swap Studio](#)
- [How to Replicate an Activity Swap in an Offline Scratch Environment](#)
- [\(Optional\) Show-and-Tell Sharing Sheet](#)
- [Starter/Example Projects & Quick Ideas](#)

## Getting Started

If you don’t have a Scratch account yet and you want to participate in the event online, you can sign up for a free account on our website. To learn more information on accounts, you can see our FAQ page (<https://scratch.mit.edu/faq#accounts>). Without an account, you can still play other people’s projects, read comments, and even create your own projects. But you need an account to save and share projects, write comments, and participate in other "social" activities in the community (like "loving" other people’s projects).

And if you 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>) and Teacher Account Guide (<http://bit.ly/Your-Teacher-Account>) for more information.



# Activity Swap Scratch Event

Search: <https://scratch.mit.edu/search/studios?q=activity%20swap>

ScratchCat's 2023 Informational Projects:

Week 1 - Prompts & Inspiration: <https://scratch.mit.edu/projects/776354596>

Week 2 - Show-and-Tell: <https://scratch.mit.edu/projects/776354604>



For two weeks each January, Scratch hosts an Activity Swap. While the informational project links and studio links will change each year, you can keep an eye on the Scratch News section of the homepage in January for event announcements and links. You can also search for “Activity Swap” studios using the link above; look for the studios hosted by ScratchCat and those studio descriptions will contain relevant project links. There are three studios associated with this event: the two main studios listed below and the “Activity Swap! Translation” studio.

The Two Main Studios	
Activity Swap! Prompts & Inspiration	Activity Swap! Show-and-Tell
<p>For the first week, in this studio, create a project with a craft, idea, tutorial, or activity that others can use as inspiration to try in their own projects. For example, you could:</p> <ul style="list-style-type: none"><li>• Design a project idea generator</li><li>• Create a project to teach someone how to do something on Scratch</li><li>• Demonstrate how to draw something in the paint editor</li><li>• Write the beginning of a story and invite others to finish it</li><li>• Have a favorite craft or DIY (Do It Yourself) activity? Create a tutorial for others to try</li><li>• Have a favorite hobby? Make a project explaining it and invite others to try it</li><li>• Invent a sport or a board game and create a project to show others how to play</li></ul> <p>Remember, the examples listed above are just a few ideas. The options of what activities we can swap with one another are endless! You are welcome to create as many prompts and inspiration projects as you would like for the studio, so long as they fit the theme.</p>	<p>For the second week, in this studio, share your project inspired by the project prompts/tutorials/activities shared in the Activity Swap! Prompts &amp; Inspiration studio.</p> <p>We suggest directly remixing a project from the Prompts &amp; Inspiration studio, as it is the best way to show which activity you are trying! Or be sure to give thanks for the project inspiration in the Notes &amp; Credits of your project.</p> <p>The options of what to make are endless! You are welcome to create as many projects as you would like for the studio, so long as they are inspired by a shared Activity Swap Prompts &amp; Inspiration project.</p> <p>What will you create for the Activity Swap? =^..^=</p>



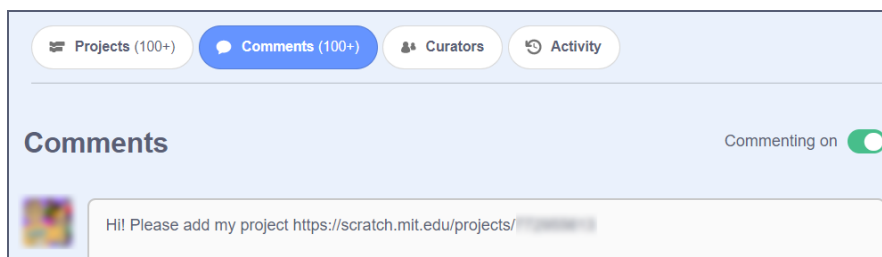
## How Can I Participate?

- Week 1: Scratchers are asked to **share projects with prompts and inspiration**.
- Week 2: Scratchers have a **show-and-tell of the projects** they made, which were inspired by those prompts and inspiration projects. *(Note: The second studio for show-and-tell will not go live until week two, to keep the focus of the first week on providing ideas.)*
- Either week: We ask Scratcher volunteers, who can speak and write in more than one language, to **translate the studio descriptions** of our two studios into their own language to help others. Look in the Activity Swap studio descriptions for links to our translation studio for the event, if interested.

If you are looking for ways to engage with this activity in your classroom, see the suggestions we have under How to Run Your Own for [facilitating a coding session](#) and [engagement opportunities](#).

## How Do I Share My Projects/Get My Projects In the Studio?

- In order for your project to appear in a studio, it **must first be shared**. On any shared project, you have the option to turn comments on or off for the project. It can also be helpful in the “Instructions” section of your project page to share any special notes about how to interact with a project (click green flag? use keyboard keys? click somewhere?).
- For Scratch Event studios, including translation studios, users must **comment with a link** to their shared Scratch project so that event curators can review the project and ensure it fits our event theme and meets any guidelines (including our Community Guidelines) before adding it to the studio.



- Once a curator has reviewed your project, they should indicate in a comment below yours if they have added the project or, if not, constructive feedback about why something wasn't added. *(Please Note: Our curators are volunteers who live in a variety of time zones and aren't always available to review projects, so we ask Scratchers to be patient and not spam the comments with repeated requests.)*



## Special Participation Notes for Activity Swap

- When sharing to the “Activity Swap! Show-and-Tell” studio, we suggest directly remixing a project from the Prompts & Inspiration studio, as it is the best way to show which activity you are trying! Or be sure to give thanks for the project inspiration in the Notes & Credits of your project.
- If your project is a show-and-tell project, it might also be nice to provide a few words in the “Notes and Credits” section about the experience or thanks to the prompt creator.

## Can I Be a Curator?

- Curators are Scratchers that have been invited to help in the studio by adding projects, responding to comments and questions, and being a resource to others participating in the studio. If Scratchers hope to become curators in a Scratch Event studio, we recommend being helpful, active, and kind. We also host multiple Scratch Events a year, so if a Scratcher isn’t chosen as a curator for a particular event, there are future opportunities.
- In addition to Scratch Event studios, curation opportunities exist in the Scratch Design Studios (SDS) and as part of the Front Page Curator (FPC) program. You can learn more about these programs in the “SDS Updates” studio <https://scratch.mit.edu/studios/5257203> or the “Front Page Curator Applications” studio <https://scratch.mit.edu/studios/386359>.
- And, of course, everyone is welcome to create a project as a way of participating in the Scratch Event studio.



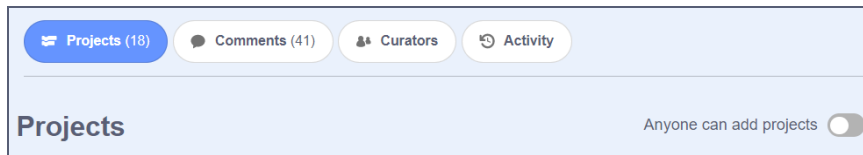
# How to Run Your Own Activity Swap Studio

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

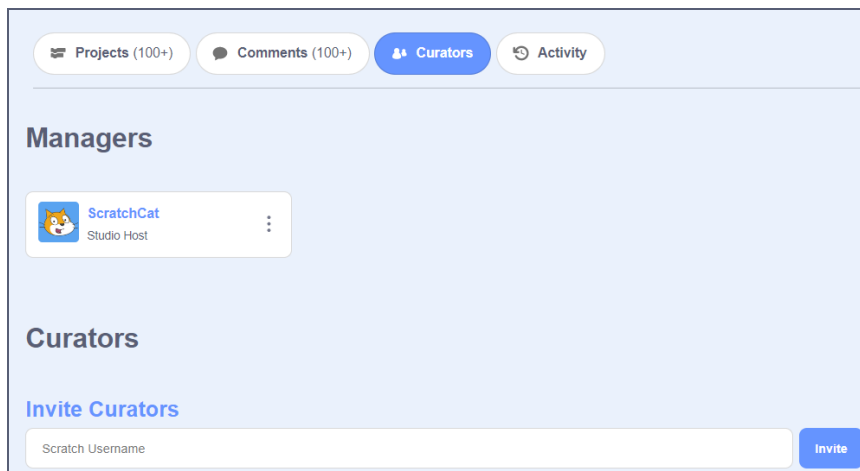


## Setting Up Your Studio

- Think about whether you would like to have one studio or two studios (divided up into Prompts & Inspiration and Show-and-Tell). If you have a small group, one studio to hold both types of projects might work just fine and be less work on the part of the managers and curators.
- Feel free to reuse some studio language from the Scratch Activity Swap studios. To set yours apart, consider using a different title or studio image, etc.
- 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 the Activity Swap

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.

For the Activity Swap, you may also want to plan on two or more one-hour sessions: the first focused on creating a prompt or inspiration project and the second creating a show-and-tell project inspired by a prompt.

## Session Overview

### *Imagine (10 minutes)*

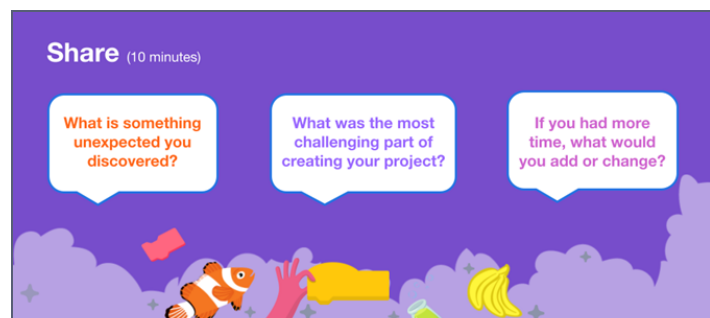
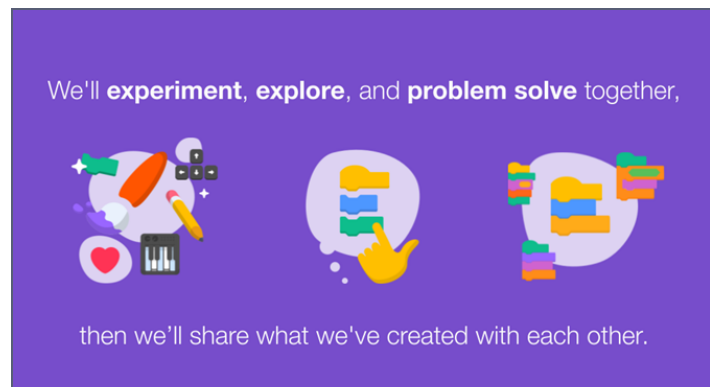
- Welcome everyone with a related icebreaker or warm-up activity to get their creativity flowing
- Give everyone time to think before you open the conversation up for sharing ideas

### *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 Activity Swap.
- Include some example projects in your studio to show what you are looking for. Silly, random prompt generator projects are always fun. Or perhaps there is a theme you are interested in, like swapping activities focused on a scientific principle or DIY (Do It Yourself) (Do It Yourself) art or using a specific Scratch code block. See the Activity Swap [Starter Projects and Quick project ideas](#) in this document as possible examples to add.
- 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 project?
  - What is your favorite code block or favorite sprite? Why?
  - What did you learn from someone else's prompt/inspiration 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 ([see our suggested sample in this document](#)) where participants can share what they liked, challenges they faced, and receive written feedback.
- 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.



# How to Replicate an Activity Swap in an Offline Scratch Environment



If you are interested in creating your own Activity Swap within your classroom/after school group/club group any time of the year in the offline Scratch environment, read on! You can download the Scratch App offline editor at <https://scratch.mit.edu/download>.

## Facilitating the Activity Swap

- For the Activity Swap, you may want to plan on two or more one-hour sessions: the first focused on creating a prompt or inspiration project and the second creating a show-and-tell project inspired by a prompt.
- Create an informational project to help participants understand what you are looking for or to model projects. Silly, random prompt generator projects are always fun. Or perhaps there is a theme you are interested in, like swapping activities focused on a scientific principle or DIY (Do It Yourself) art or using a specific Scratch code block. See the Activity Swap [Starter Projects and Quick project ideas](#) in this document as possible examples.

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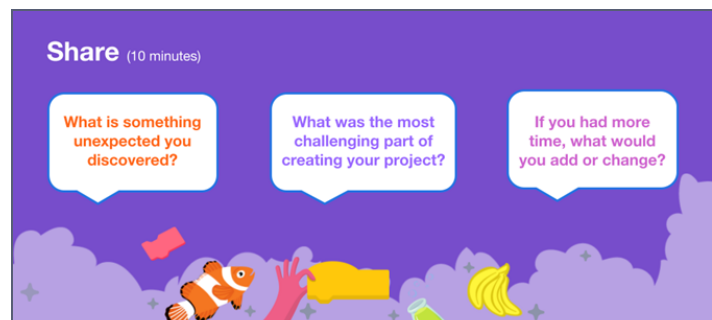
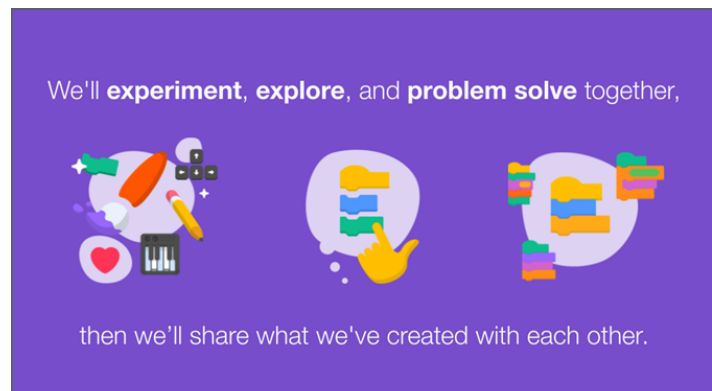
- Welcome everyone with a related icebreaker or warm-up activity to get their creativity flowing
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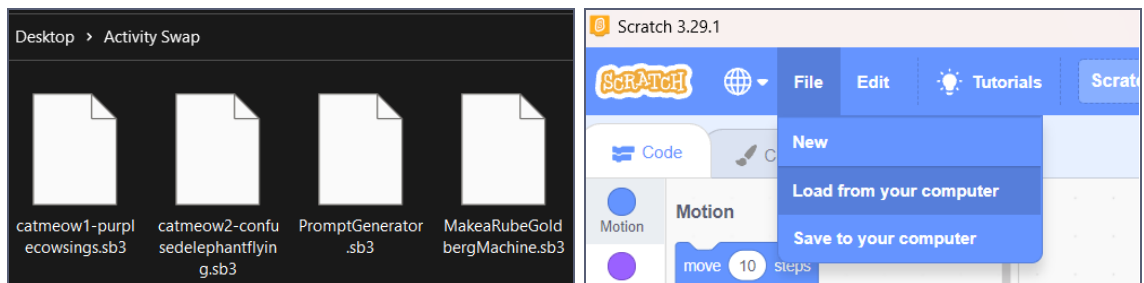




## Setting Up to Share

- One option is to create a shared folder where participants can add their saved Scratch files. Users can upload the files to their Scratch offline editor (File > Load from your computer) to experience the project. If they are viewing a project giving a prompt, they can make their changes, and save their show-and-tell/prompt response project back to the shared folder.

You can organize the folder with subfolders for “prompts” vs “show-and-tell” and create a naming convention to understand who created the project or what inspired the project.



- Another option is to display a project giving a prompt on a large screen or distribute prompts on a sheet of paper and ask participants to create and save a show-and-tell project in response.
- 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 ([see our suggested sample in this document](#)) where participants can replicate what they might have included in the “Notes and Credits” section of a project shared online or in comments. You could rename “What is the title of your project?” to “What is the name of your file?” if desired.



# Activity Swap! 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 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?	
<b>For Fellow Scratchers to Complete</b>	
<b>Name:</b>	<b>Constructive Feedback/Comment:</b>

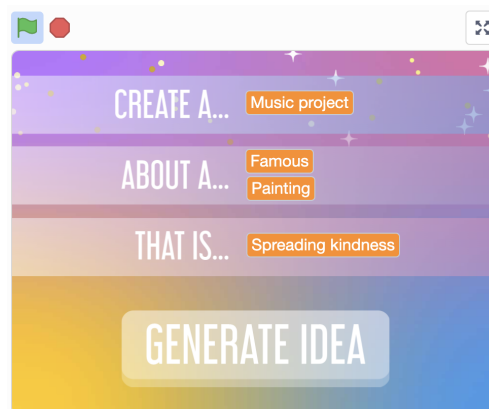


# Starter/Example Projects & Quick Ideas



## Starter/Examples Projects:

- Random Idea Generator by ScratchCat  
<https://scratch.mit.edu/projects/780041203>
- Blinking Animation Tutorial by ceebee  
<https://scratch.mit.edu/projects/561878701>
- Coloring Flowers (coloring pages) by ceebee  
<https://scratch.mit.edu/projects/749472379>
- Elder Wand [DIY] by ceebee  
<https://scratch.mit.edu/projects/207903065>
- Bringing Our Drawings to Life by algorithmmar <https://scratch.mit.edu/projects/706094849>
- Simple Platformer Game Base - Bouncing Blue by codifiedconcepts  
<https://scratch.mit.edu/projects/374027278>
- Flappy Game Base by codifiedconcepts <https://scratch.mit.edu/projects/364779173>
- Maze Score Five Starter by codifiedconcepts <https://scratch.mit.edu/projects/268913153>
- A bat becoming a bat becoming a bat becoming... by starry\_sky7 is a great example of responding to a prompt <https://scratch.mit.edu/projects/747572666>, as you can see in the Notes and Credits where she notes her inspiration and makes some reflections.



## Quick Project Ideas:

- |                       |              |                         |                     |
|-----------------------|--------------|-------------------------|---------------------|
| • Icon creator        | • Tutorial   | • Arcade Game           | • Music blocks      |
| • Speeddraw           | • Game       | • Informational project | • Music project     |
| • Blockshade          | • Platformer | • Interview             | • Story             |
| • Interactive artwork | • Poem       | • Animation             | • Interactive story |
| • Coloring pages      | • Quiz       | • "About Me" project    | • Prompt generator  |
| • Pen project         | • Simulation |                         |                     |

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



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