**Coding Workshop V.2.0**

Contrary to the first iteration of the coding workshop, students are given a greater degree of freedom in exploring Scratch’s tools. The step-by-step coding guide has been converted into a roadmap, presenting students with problems and the tools to solve them with no specific instructions, which hopefully translates into greater interest from students to put in effort into understanding the challenge that was given to them.

This is in response to an observation that the team made during the first workshop: most students are simply powering through the step-by-step instructions that were presented to them, instead of stopping to think and develop their own problem-solving skills. In fact, in this version, there is no final solution posted in the student document, so students won’t be able to skip right to the end of each section and copy the posted code.

The two things that we should be attentive to are difficulty and engagement. The relative difficulty level of the puzzle we’re handing the students is a good indication of the quality of the presentation in the form of the student document. It is also an important factor in the workshop’s length, as minimal misunderstanding will give us a more accurate evaluation of the content quantity. Engagement is much harder to measure, as it is impossible for us to keep track of students’ commitment to the workshop during the entirety of the visit. We will probably have to refer to our feedback forms in that case.

**Feedback**

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**To-Do list**

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