Schedule – 1 hour

* Start of workshop: Tim Bell’s Computer Science Unplugged exercises. Programming languages: Harold the Robot – 10 mins

Programming languages: Marching Orders – 10 mins

* Introduction to Scratch, MIT’s coding language for beginner coders.

Explanation of the User Interface – The explanations together should take 5mins

Explanation of sprites and scripts – The explanations together should take 5mins

Explanation of script commands – The explanations together should take 5mins

Walkthrough of starter project game remix of their choice – Rest of the workshop

Starter project game off of <http://scratch.mit.edu/info/starter_projects/>

Required Skills

* Counting, matching and sequencing of objects and numbers.
* Giving and following instructions; Basic communication skills
* Basic reading skills
* Basic computer use; Able to follow instructions such as click on X or Y and move X to Y position
* Not a required skill, but must have a computer with Scratch installed. Link for download is: <http://scratch.mit.edu/scratch_1.4/>

Expected Learning Outcomes

* Introduction to coding with Scratch
* Introduction to computer science:

Introduction to the concept of programming languages and how computers understand them.