WoofJS: A Transition Path from Scratch to JavaScript

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What'll we learn!

- What is WoofJS
- How to use WoofJS for weaning off of Scratch
- Its strengths and weaknesses
- Useful idioms

Scratch is a fantastic environment for learning programming

But it's a closed ecosystem with inherent limitations

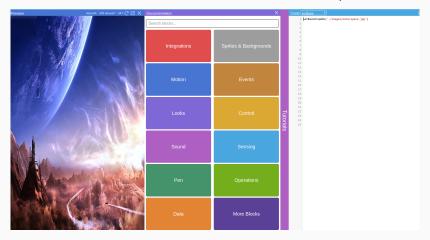Programming in Scratch is *very different* than anything else

What's WoofJS

https://woofjs.com

WoofJS is built to *feel* like Scratch, but be JavaScript

A brief overview of coding differences

$$\begin{array}{ccc} \text{sprites} & \Longrightarrow & \text{objects} \\ \text{clones} & \Longrightarrow & \text{constructors \& arrays} \\ \text{code split apart} & \Longrightarrow & \text{code in one place} \end{array}$$

A brief overview of coding differences

WoofJS games will have

- more functions
- more arrays/lists
- more loops

than an equivalent Scratch game

What's missing in WoofJS?

- No art editing tools
- No sound editing tools
- Limited ability to upload images
- Limited social media features

Let's switch gears now...

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https:
//github.com/clarissalittler/woofjs-materials
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How to integrate WoofJS into the classroom

WoofJS would make a great term-long unit for kids bored with Scratch

Where to go next?

For games programming

TIC-80 A Lua based system for retro-games

PyGame An easy to use game writing library for Python

Phaser A popular JavaScript based game writing library

Questions, comments, curses
upon mine ancestry?