

## Scratch Activity

### What is Scratch and how can you download it?

Scratch is a programming language that has its own stand-alone environment. It is free and userfriendly. It is a great way to introduce difficult programming concepts, such as:

- **Parallel programming:** Many programs that seemingly run in parallel.
- **Object-oriented programming:** Each object is programmed separately, such as our character or obstacles.
- **Event-driven programming:** The object moves based on events / events that occur, such as pressing a button.

You can use Scratch online as well as standalone on a computer/tablet.

Below you can find ways to download the appropriate program for your needs.

- **Online:** You can download Scratch from the link below:

<https://scratch.mit.edu/projects/editor/>

- **Desktop app:** You can download Scratch for your computer from the link below:<https://scratch.mit.edu/download>

Follow the instructions based on your operating system.

You can also download the app from Microsoft Store or Mac App Store.

- **Mobile devices (mobile/tablet):** You can download Scratch using the play store of your device (**Google Play**, **App Store**, etc.).

### Women in Science storytelling program

#### Aims of the activity

- Students will learn to work cooperatively.
- Students will be introduced to the concept of programming.
- Students will be introduced to algorithmic thinking.
- Students will understand how a character can speak through a cloud dialog.
- Students will learn how to search for facts in the Internet.

#### Tools and materials you will need

- Tablet or computer (laptop/desktop), in which the Scratch app is pre-installed.
- Internet connection so students can search for facts online, or books with information, or students can search information as homework the day before.

## Activity description

### Introduction

- The theme is introduced to the students with questions such as: “Do you know a great woman scientist?”.
- Introduce the Scratch environment to the students.

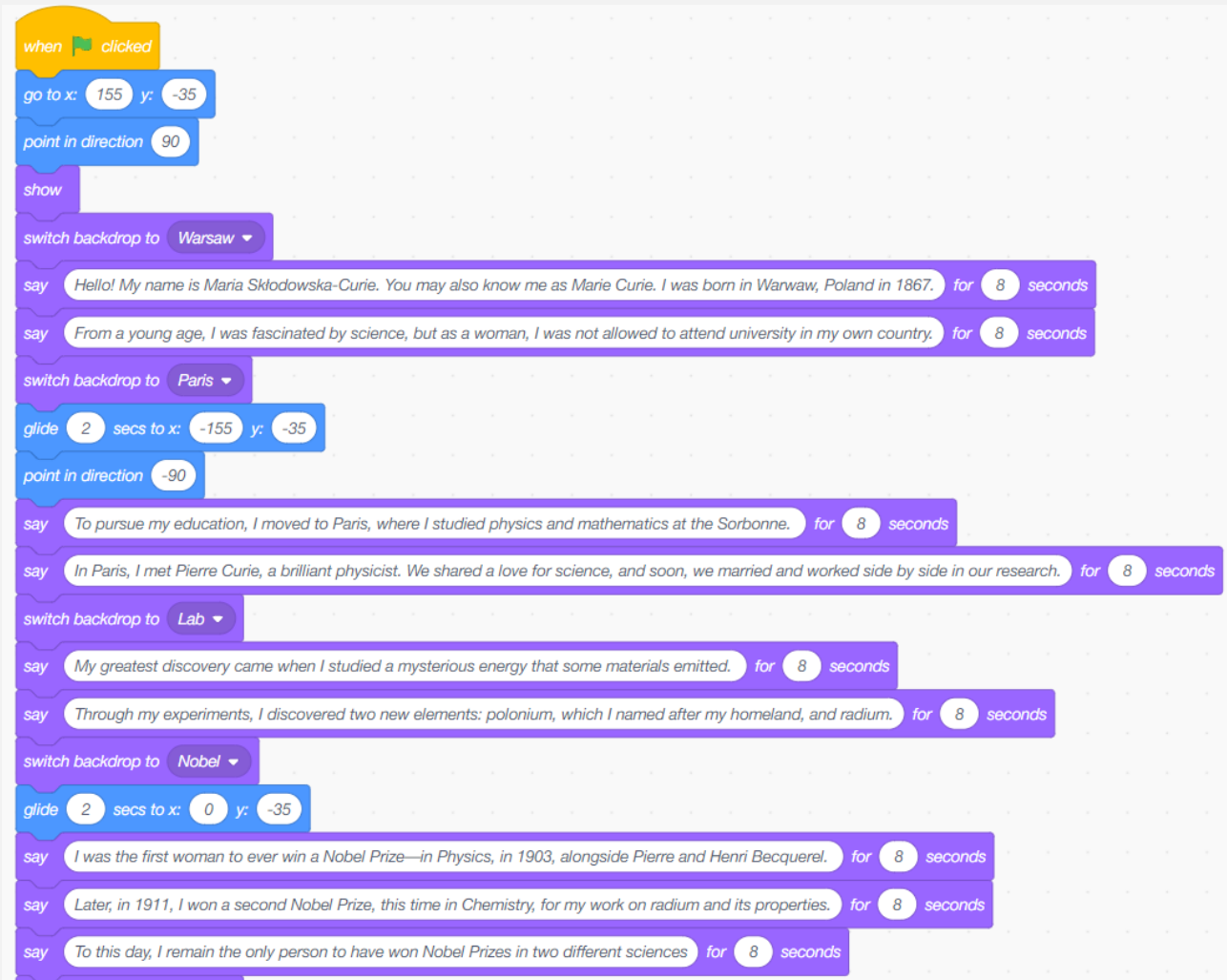
### Activity

The aim of this activity is to create a storytelling program for a woman in Science or technology. This example is a storytelling for Marie Curie.

- Students create teams of 2-4 people, each team can take on the task of presenting another female scientist (Marie Curie, Grace Hopper, Katherine Johnson, Hedy Lamarr, Ada Lovelace, etc.)
- At first, students need to find the facts for the woman they chose.
- They can also search for a picture or a sprite to use as the narrator of the story.
- Students can also find images to use as background for their story.(optional)
- They can use movements so their story is more interactive, and not just a simply narration. (optional)
- They can also create a background with a known quote from the person they chose. (optional)

The basic program can be found in the images below.

For the narrator's sprite:



```
switch backdrop to Lab
glide 2 secs to x: 155 y: -35
point in direction 90
say During World War I, I developed mobile X-ray units, called 'Little Curies', to help doctors treat wounded soldiers on the battlefield. for 8 seconds
say My research paved the way for many medical advancements, including cancer treatments using radiation therapy. for 8 seconds
say I devoted my life to science, and though my exposure to radiation ultimately harmed my health, I do not regret my work. for 8 seconds
say I believed that science should be used to benefit humanity, and that knowledge belongs to everyone for 8 seconds
say To young women in science, I say: for 8 seconds
say Be curious for 2 seconds
say Be determined for 2 seconds
say and never let anyone tell you that you cannot achieve greatness for 5 seconds
switch backdrop to υποβαθρο2
hide
```