Session Wrap-up

Coding & STEAM 2019

Mr Daniel Hickmott & Dr Elena Prieto-Rodriguez

Week 1: An Introduction to Scratch

1st August 2019

Recap: Overview

- The Program and Research
- Coding and Computational Thinking in K-6
- Introduced Computational Thinking Framework:
  - *Computational concepts*
  - *Computational practices*
  - *Computational perspectives*

Recap: Computational Concepts

Explored the use of some key *computational concepts* in Scratch:

- *Sequences* (following steps in order)
- *Loops* (also referred to as *Repetition* or *Iteration*)
- *Events* (*Hat blocks* in Scratch)

Homework Tasks

- Every week we will ask you to complete Homework
- Contributes towards your NESA accreditation hours (each week is 2 hour, for a total of 16 hours) for the homework
- After you have finished, please email me and let me know, so I can record this
- The tasks and links to complete this homework will always be available on the session page, under the *Homework* heading

Week 1 Tasks

1. Request a *Scratch Teacher Account* (if you haven't already)
2. Work through the *Week 1 Homework Exercises* to check your understanding of concepts learned today
3. Create a Scratch project with a Sprite that introduces your *Teacher Account*
4. Share the completed project in Scratch

Next Week

- Next week's session is titled: *Teaching with Scratch*
- Learn about different approaches for teaching and assessing *Coding* and *Computational Thinking*, such as:
  - Design projects
  - Solving puzzles
- Activities involving using *Scratch Teacher Accounts* and *Studios*

Feedback

- If you would like to give us any feedback (concepts you found tricky or pace of session) please complete the feeback form
- Responses can be anonymous
- Link to *Feedback Form* is on session page, under *Links* heading
- Or go to hckmd.com/steam-feedback