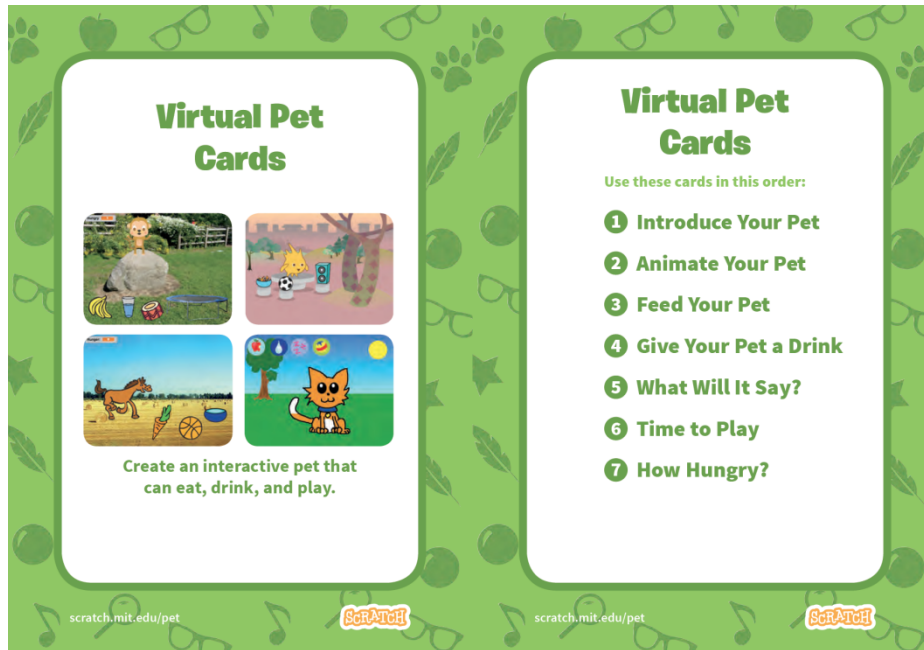


Scratch: Crafting a first project

The next time your students will be tackling Scratch, they already have a basic understanding of the language and what its possibilities are. So now it is time to create a first project or game. Luckily, the Scratch website already provides a lot of cool example projects, that are quick to try out. Just like the basics, they come in fun, easy to follow project cards: <https://resources.scratch.mit.edu/www/cards/en/ScratchCardsAll.pdf> .



Download the cards, print them out around five times and put them in sorted stacks at the front of the classroom. Let every student pick a project that they would like to complete during this activity. From that point, it is just an easy ride following the instructions.

If a student finishes early, challenge them to either improve on the project they made (by adding a score, increasing the difficulty, changing the theme of the game ...) or to create a second, more difficult one.

At the end, allow for 10 minutes so that students can test each other's projects and have a quick discussion about what they learnt so far.