Scratch: finishing a novel project & presentation

And finally, showing the games the students made can be a real success story. They can proudly show their creation to the other participants and even share it on their Facebook-wall or on other social media. Maybe not all the games are completely finished yet or some might still contain some bugs... but that's part of the process and because it's so easy to edit your code right away this part is actually a good kind of beta-testing phase.

The most fun way to approach the presentation of the games is to approach it like the arcades. The students are probably too young to remember the arcades but you can bet some know what an arcade cabinet is. Basically you give them the task to think about how to present their game in the best possible way. Is it with the adapted Makey Makey controls or just with the keyboard and/or mouse? Every laptop on a separate table, or do we put every laptop next to each other on one long table?

If the students worked in pairs you can do an Arcade carousel: One student moves from laptop to laptop to try every game. He can move to another laptop when the trainer gives a certain sign like a hand-clap or an alarm. The other student stays with the laptop to give an explanation on how the game works and can change some of the code if the visiting student gives feedback or if a bug arises. When the carousel is finished it's time for the other student to explore the other games and the roles switch.

If every student made their own project it's best to work in small groups. Put students by maximum four and let them show their game to each other. This way they have different input and can already try different games at the same time. It will be a bit more chaotic but it's a lot of fun!

And if the games are suitable for it you can also make it a bit competitive: try to get the highest score, be the fastest to finish a maze-game, etc.

It's important to let the students present their game, it gives them the feeling they finished an entire project on their own. Let them know this is just the beginning however, there is so much more to learn from Scratch and if they ever need more inspiration they can always play and remix hundreds of games on the Scratch online platform.

Implementation: Evaluation & reflection

The majority of learning experiences happen during the coding activities and games, but also while reflecting. This is why your students will learn how to perform fun evaluation activities with the pupils. This doesn't mean that they will be testing them or giving points. In this program, we use *Active Reviewing* techniques to evaluate the past activities in a fun but meaningful way. This will ensure that pupils will retain much better what they learnt and go home with a more positive experience.

In Appendix IV, you can find five different activities to use as an evaluation. However, there are plenty more of them to be found on the internet.

At the end of the 10 hour training program, the trainer will perform a thorough evaluation with your students, through one of these techniques. Aside from simply doing it themselves, you will also discuss with your students on the benefits and reasons for an evaluation.