Learning how to Scratch

**Summary:** We have seen how Scratch can enhance both digital skills, making users familiarise with concepts like coding and programming, as well as softs skills, like problem-solving, critical thinking, creativity, teamwork and so on. The aim of this activity is to make the participants learn how to use Scratch while improving their language skills and meeting new people from the online community.

**Key words:** Block based coding, Scratch, language skills.

**Aims:** Developing computational thinking; learning block based coding; meeting new people and exchanging knowledge and skills.

**Participants:** Trainers, teachers and students of all school levels.

**Description:** For this activity the participants will be divided into small groups. Each one of them will have to register on the Scratch website. During the first phase the facilitators will train the participants on how to use it and will give them some time to look at the projects that have been created by other members of the community. After they have become acquainted with the platform, each group will have to choose a project and remix it. It’s not important which topic they pick or the type of project they choose, it can be a game, an animation, a tutorial, etc, but they will have to write the content in the L2. Each member of each group will have to contribute and create something. If the group runs into unexpected difficulties it can start a conversation with other Scratch users and ask for their help (obviously in the L2 as well). After, the groups will present their work to the others and will explain what changes they have made to the original version and will describe how they have done it. When everyone has made the presentation, the participants will discuss sharing opinions, feedback and suggestions.

**Material:** Multimedia room with pcs and internet connection, pieces of paper, pens.

**Method:** Cooperative Learning, Learning by Doing, Active Learning.

**Advice for Facilitators:** During the activity make sure the participants familiarise with the platform, explain them the different panes, blocks, the features of the sprites and so on and supervise them while they create their own project.

**Contributor:** School administration, refugee institutions, youth welfare institutions, migrant associations.