LOGO FOUNDATION

The Computer School

December 10, 2016

9:00 AM – 9:20 AM	Registration
9:20 AM – 9:35 AM	Opening Ceremony
9:45 AM – 10:45	Workshops
11:00 AM – Noon	Workshops
12:15 PM – 1:00 PM	Closing Ceremony: Project Sharing, and Raffle

Workshops

Using Video in Scratch to Share Your Lightbulb Moments!
Susan Ettenheim, Eleanor Roosevelt High School

We've all been stuck, and in getting unstuck, we've learned something new. In this workshop, you'll work together to identify what you've learned in one of those moments, and then use the new Scratch video feature to document your exciting breakthroughs and share them on the YouTube ScratchCardResource channel. In this workshop you will publish your first tutorials and take this experience home to continue to share and collaborate.

Audience: People of all ages with some Scratch experience

Storytelling through Game Design
Malcolm Bornmann, Hopewell Valley Central High School
Kelly Bornmann, Collegiate School
In this interactive session, we'll discuss the aspects of good storytelling, such as determining purpose and audience relatability. You will learn how to bring your own stories to life via Scratch, using techniques such as graphic and sound design. The closing discussion will focus on telling a story for the blind using Scratch.
Audience: Recommended for Scratchers eight years old and up, with some previous experience
Before Scratch Day: Please check out Wizard World and Blind Maze by MalB_Productions on the Scratch website as they will be referenced during the workshop.

Getting Started with Scratch Jr.

Julianne Ross-Kleinmann, Foote School

Introduce your child to the creative possibilities of Scratch Jr. Parent and child will create together using any of the short, easy mini-projects. You and your child can animate an adventure in the city, underwater, or on the African savannah. Imagine your story and tell it through ScratchJr.

Audience: children up to 8 years old and their parents; no prior Scratch or Scratch Jr experience is needed.

Before Scratch Day: if you are bringing your own iPad, Android tablet, or Chromebook, please download and install Scratch Jr. It is a free app.

Mix and Match - Board Games and Scratch Games

Godwyn Morris, Luc Pitre, and Portia Morrell, Dazzling Discoveries

Expand your knowledge of game design. Start by making your own physical board game and then use that as the model for developing the same game in Scratch. Or take it to the next level and make them interactive. Make and take home your own board game. All supplies included.

Audience: People of all ages with some Scratch experience

Scratch, Cardboard, and FunkeyFunkey Musical Instruments

Karen Blumberg, The Brearley School

FunkeyFunkey is a microcontroller board – just like Makey Makey - that allows you to use every-day objects and materials such as aluminum foil, playdough, and bananas to interact with your Scratch projects. We'll construct cardboard shapes, add conductive elements, connect them to FunkeyFunkey, and program different instruments, sounds, and notes using Scratch to play music and form a band!

Audience: People of all ages (children under 8 years old should bring a parent or older sibling to help out) no prior Scratch experience is needed.

Game Creation with (Finch) Robots

Dan Taylor, Abel Yemane, Larenz Quashie, Charles Bollinger, and Charles Budetti, Buzz Aldrin Middle School

You will engage with board games conceptualized and created by middle school students. Each board game will include the use of the Finch and a designated program. Alternatively, if you are already familiar with the Finches and Snap!, there will be board games that require you to build a program that will effectively meet the expectations of the game, including its rules and goals.

Audience: People of all ages, with or without Scratch experience
Before Scratch Day: Download and install the Bird Brain Server on your laptop. You may get it from http://www.finchrobot.com/software/snap

Building Community Through Scratch and Math

Meghan Clark, Packer Collegiate Institute

As you begin to learn computational thinking and programming, you can also be learning what it means to be a member of a community. Through Scratch, you will create games that can teach math to lower/elementary school students.

Audience: People of all ages with some Scratch experience

Drawing Anime Animations in Scratch

Shulamith Zumhagen and Isadora Polish, The Computer School

We are students who love to draw Anime and have created many Anime characters and animations using Scratch. This workshop will show you how you can use the bitmap and the vector graphics in Scratch to draw and animate your characters.

Audience: Experienced Scratchers of any age

Making a Two-Player Game

Julia Koerwer, Quanita Hailey, Karioki Crosby, RoboFun

Learn how to turn any of your one-player Scratch games into a two-player game! In this workshop, you'll create a simple two-player game and learn concepts that you can apply to future games!

Audience: Scratchers eight years old and up, with some previous experience

Before Scratch Day: Have at least one Scratch Game you've created that you can use in the workshop.

Get Creative with Coding

Moran Tsur, Kasia Chmielinski, Stefania Druga, MIT Scratch Team

Join this hands-on session led by members of the Scratch development team from MIT. Try a new way to get started with coding using a Scratch "microworld" - a small set of coding blocks you can snap together to program your own interactive projects. Choose from a variety of interest areas, including dance, fashion, comedy, music, and sports.

Audience: People of all ages, with or without Scratch experience

Scratch and LightPlay

Carmelo Presicce, Tim Mickel, MIT Scratch Team

LightPlay is an activity developed by the Tinkering Studio at the Exploratorium, San Francisco. In this workshop, we are going to use an experimental extension developed by the Scratch Team to make a turntable and lights programmable via Scratch.

Audience: People 8 years old and up with some prior Scratch experience

Before Scratch Day: Have a look at the LightPlay website http://tinkering.exploratorium.edu/light-play

Making Music with Scratch and MaKey MaKey

Liam Baum, MaKey MaKey

In this workshop, we will be using Scratch to program sounds, notes, scales and chords to make music. We will also create instruments to play these sounds using MaKey MaKay, an interactive device which turns everyday objects into touch pads for your computer. If you are passionate about making music and are interested in learning new ways that you can be a musician and pick up a little music theory along the way, this is the workshop for you.

Audience: People of all ages with or without Scratch experience. Children under 8 years old should bring a parent or older sibling to help out.

Note: Please bring earbuds or headphones to this workshop