



**December 14, 2019**  
**Teachers College, Columbia University**  
**New York City**

#### **Workshop Guidelines**

We are seeking to have a variety of workshops on a range of Scratch-related topics. Children, teachers, and parents will be coming to Scratch Day. Some are experienced Scratchers. Others are novices. Workshops should be active and hands-on. We are especially looking for sessions led by young people with adult supervision and guidance.

Scratch Day on December 14, 2019 in New York City is being hosted by the Communication, Media, and Learning Technologies Design Program at Teachers College, Columbia University.

You may propose a session geared to everyone, or to a more specific audience based on interest in the topic or age group. Surveys of attendees at previous Scratch Days indicate that the most popular workshops involved making games and projects that interact with the physical world.

Workshops should use software in the Scratch family: Scratch, Scratch Jr, and Snap!

Since Scratch 3.0 was introduced in January, you've had time to develop projects using this new version. Workshops that highlight new features of Scratch 3.0, including the extensions, are welcome.

Some suggested topics include

- Introduction to Scratch for beginners
- Introduction to Scratch Jr
- Creating animated stories
- Designing and building games
- Art Activities using Scratch
- Making music with Scratch
- Simulations in science and other subjects
- Snap!
- Math explorations in Scratch
- Using Scratch with WeDo and EV3

- Using Scratch with Makey Makey or Funkey
- Projects using Scratch and micro:bit
- Programming the Hummingbird with Scratch
- Scratch and Arduino
- Game controllers using Makey Makey, Funkey, or micro:bit
- Remixing and making robotic toys

Also look at the programs from previous Scratch Days for session ideas: [http://el.media.mit.edu/logo-foundation/services/scratch\\_days\\_previous.html](http://el.media.mit.edu/logo-foundation/services/scratch_days_previous.html). Do not feel limited by these suggestions. We're open to all ideas.

This is the overall Scratch Day schedule:

8:30 – 9:00	Registration and breakfast
9:00 – 9:30	Opening
9:45 – 10:45	First workshop session
11:00 – 12:00	Second workshop session
12:15 – 1:00	Closing and raffle

Workshops are one hour long. You may offer a workshop once, or repeat it in both time slots. If you repeat it, you may choose to invite participants in the first hour to stay and continue to develop their projects in the second time slot. In this case, you'll need to repeat your introduction for the newcomers.

### **Facilities and Equipment**

Breakout rooms accommodate about 25 people. Each room will have a large screen display and WiFi. We are asking participants to bring their own devices. In your proposal, be specific about what device(s) may be used in your workshop and what the system requirements are. For physical computing projects, also specify how the devices you use are connected to the user's computer – what kind of cable and connector, Bluetooth, etc.

If you have additional equipment needs, we will try to accommodate them.

[Click here to go to the workshop proposal submission form.](#)