Coding, Scratch and the Digital Curriculum Workshops
For Teacher Librarians, Library Staff, Makerspace Co-ordinators and Teachers from primary levels 3 to 6, and secondary 7 and 8

Introduction to Scratch Workshop &
Extend Scratch Workshop
Presented by the School Library Association of Victoria
Thursday April 27th 8.30 am – 4.00 pm
Graduate House, 220 Leicester St, Carlton VIC 3053
Facilitated by Sean M Elliott

Workshop Outline

"The Digital Technologies curriculum is part of the new Victorian Curriculum. Foundation to Level 10 curriculum provides a single, coherent and comprehensive set of prescribed content and achievement standards. All government and Catholic schools are required to implement the Digital Technologies curriculum by the beginning of 2017". http://www.digipubs.vic.edu.au/pubs/digitaltechnologies/digital-technologies-curriculum_where_to_start

The introduction of the Digital Curriculum presents a great opportunity for school libraries and library staff as they are ideally placed to not only provide a space for maker and STEM activities but lead the school in coding. The School Library Association of Victoria (SLAV) is responding to the implementation of the Digital Curriculum in 2017 by running Workshops and Conference Sessions to upskill Library staff so that the Library can offer resources and activities that support the rollout and integration of the Digital Curriculum and lead and support the instruction of students and staff in coding and digital technologies.

Todays workshops are for beginners and advanced users of Scratch to support school library staff, teachers, librarians, in fact anyone who wants to learn about Scratch and how to integrate it into the curriculum.

Scratch is one of the basic coding platforms being introduced to launch students into digital technologies. With Scratch programming, students can create their own interactive stories, games and animations. They learn to think creatively, reason systematically and work collaboratively while learning important computational ideas.

The morning workshop (8.30 am – 12.30 pm includes networking over lunch) will be an **Introduction to Scratch.** The workshop will give you a place to start with Scratch programming no matter your level of experience. You will be introduced to the fundamentals of computer programming, with connections to real classroom applications and STEM subjects.

The afternoon workshop (12.00 pm – 4.00 pm includes networking over lunch) will **Extend Scratch**. Can be a follow on from the morning's session or standalone as you and your students know the basics of Scratch programming and want to know what to do next. The workshop will look at how to take the next stepping stones from Scratch, and uses in STEM areas

2017 Theme – Collaborating beyond the school walls – engaging students, teachers, parents and the community

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&
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Program Outline

8.00 am Registration

8.30 am **Introduction to Scratch Workshop**

This workshop will give you a place to start with Scratch programming no matter your level of experience. You will be introduced to the fundamentals of computer programming, with connections to real classroom applications and STEM subjects.

The workshop includes
- Getting started with Scratch;
- The concept of algorithms and how computers think;
- Converting Algorithms into Scratch;
- Methods to introduce this to your class/makerspace

10.15 am Morning Tea

10.30 am Introduction to Scratch Workshop (Cont.)

12.00 pm Introduction to Scratch Workshop Concludes

12.00 pm Networking Lunch and Registration for the Advanced Session

12.30 pm **Extend Scratch Workshop**

You and your students know the basics of Scratch programming and want to know what to do next. This workshop will look at how to take the next stepping stones from Scratch, and uses in STEM areas, including:
- Advanced projects using Scratch;
- Other languages, such as Python;
- Beginning game making.

2.15 pm Afternoon Tea

2.30 pm Extend Scratch Workshop (cont.)

4.00 pm Extend Scratch Workshop Concludes

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About The Workshop Facilitator

Sean M Elliott, the director of Rough Science which specialises in science outreach and education to school and community groups. Since 2011, Rough Science has provided holiday programs, school incursions, interactive performances, and professional development across a range of science areas, including: computers and programming; rockets and space; codes and code breaking; building robots; and much more. For more information visit roughscience.net.