

EDUCATOR GUIDE

Imagine a World

With this guide, you can plan and lead a one-hour workshop using Scratch. Participants will gain experience with coding as they create projects based on the theme *Imagine a World*.



Workshop Overview

Here's a suggested agenda for a one-hour workshop:



IMAGINE
10 minutes

First, gather as a group to introduce the theme and spark ideas.



CREATE
40 minutes

Next, help participants as they create their Imagine a World projects, working at their own pace.



SHARE
10 minutes

At the end of the session, gather together to share and reflect.

Get Ready for the Workshop

Use this checklist to prepare for the workshop.

Preview the Tutorial

The Imagine a World tutorial shows participants how to create their own projects. Preview the tutorial by opening Scratch, clicking Create, then Tutorials. Choose the Imagine a World tutorial from the library.

scratch.mit.edu/Imagine

Link needs to be created



Imagine a World Coding Cards

Activity cards provide extra guidance to students as they create their projects. Print your own or have students use them digitally. Download the PDF at:

scratch.mit.edu/ideas

Imagine cards need to be added



Set up your workspace

Creating with Scratch is collaborative. Arrange your space so participants can work in groups or pairs.

If you have a projector or large monitor, use it to view the *Imagine a World* video together, show examples and demonstrate how to get started.



Imagine

Begin by gathering the participants to introduce the theme and spark ideas for projects.

Warm-up Activity: Imagine a world...

Gather the group in a circle. Start with the prompt “Imagine a world where...” and have each participant share their name and one thing they imagine in their world.

This activity can be playful, or it can be more focused on social or environmental issues. Set the tone by starting off the activity. For example, “My name is Maya and I imagine a world where everyone can fly,” or, “My name is Devon and I imagine a world where no one goes hungry.”

Provide Ideas and Inspiration

To spark ideas, watch the Imagine a World video together. Participants can create a wide range of projects with the Imagine a World tutorial. Encourage them to try new things and collaborate with one another.





Demonstrate the First Steps

Demonstrate the first few steps of the tutorial so participants can see how to get started.

In Scratch, click Create.
Drag out a say block, and click it to make the cat say hello!



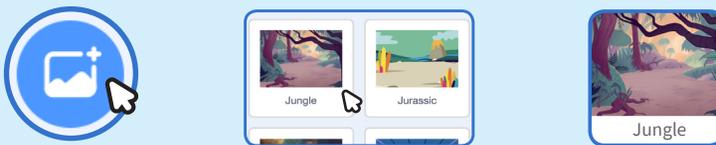
Have participants choose their own sprite.



Now make it say something.



Next, choose a backdrop.



Create

Support participants as they create Imagine a World projects.

Start with Prompts

Ask participants questions to get started

What does your ideal world look like?

What could you do to help make our world a little better?

Purpose: essential questions can help participants create projects around specific topics. They can also inspire playful exploration.

Who or what inhabits your world?

Is it full of people and animals, or creatures that no one has ever seen before?

Provide Resources

Offer options for getting started



Some participants may want to follow the online tutorial: scratch.mit.edu/ideas

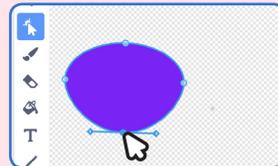


Others may want to explore using the activity cards: scratch.mit.edu/ideas



More Things to Try

- It's your world, add yourself to it by taking a photo and editing it using the bitmap paint editor tutorial.
- Draw your own sprites using the vector paint editor tutorial
Find these tutorials in the Scratch Getting Started guide: scratch.mit.edu/gettingstarted



Support collaboration

- When someone gets stuck, connect them to another participant who can help.
- See a cool idea? Ask the creator to share with others.



Encourage experimenting

Help participants feel comfortable experimenting with blocks. Encourage them to try different combinations and edit inputs.

What happens when you add a loop?

What happens if you type a larger or smaller number?



Share

Have participants share their project with their neighbors.

Ask questions they can discuss:

What do you like best about the project you made?

What was the hardest part?

If you had more time, what would you add or change?

What's Next?

Participants can use the ideas and concepts from this workshop to create a wide variety of projects. Here are a few ways participants can expand on their Imagine a World projects.



Games with purpose

Make a game with a positive outcome. The goal of your game could be something like cleaning up a local park, or spreading kindness.



Guides for good

Create a guide that teaches people how to do something that creates a positive impact, like plant a tree or recycle.