

What Is Scratch?

Scratch helps young people learn to think creatively, reason systematically, and work collaboratively - essential skills for life in the 21st century.

Scratch was developed especially for young people 8 to 16 years old. There is also ScratchJr, a simplified version designed for ages 5 to 7.

Scratch is a programming language which is entirely free and ad-free to download and use on any computer for any purpose, even commercially. Scratch can also be used entirely online without any download. Scratch is **used in more than 150 different countries and available in more than 40 languages**.

Scratch is also a learning community. From its release in 2007 through its 10-year anniversary last year, **more than 18 million people joined the Scratch online community**, from every country in the world. The Scratch online community has **over 38 million projects shared**.

With Scratch, you can program your own interactive stories, games, and animations - and share your creations with others in the online community.

Common Core Relevancy

Looking at the English / Language Arts (ELA) Standards, beginning at the 3rd grade we see:

- Describe the relationship between a series of historical events, scientific ideas or concepts, or steps in technical procedures in a text, using language that pertains to time, sequence, and cause/effect.

At the 4th grade level:

- Explain events, procedures, ideas, or concepts in a historical, scientific, or technical text, including what happened and why, based on specific information in the text.
- Interpret information presented visually, orally, or quantitatively (e.g., in charts, graphs, diagrams, time lines, animations, or interactive elements on Web pages) and explain how the information contributes to an understanding of the text in which it appears.

Grade 5:

- Draw on information from multiple print or digital sources, demonstrating the ability to locate an answer to a question quickly or to solve a problem efficiently.

At the 7th grade level:

- Integrate and evaluate content presented in diverse media and formats, including visually and quantitatively, as well as in words.

Looking at the Mathematics Standards... it's hard to find a Math standard that *isn't* addressed – and addressed effectively and elegantly.

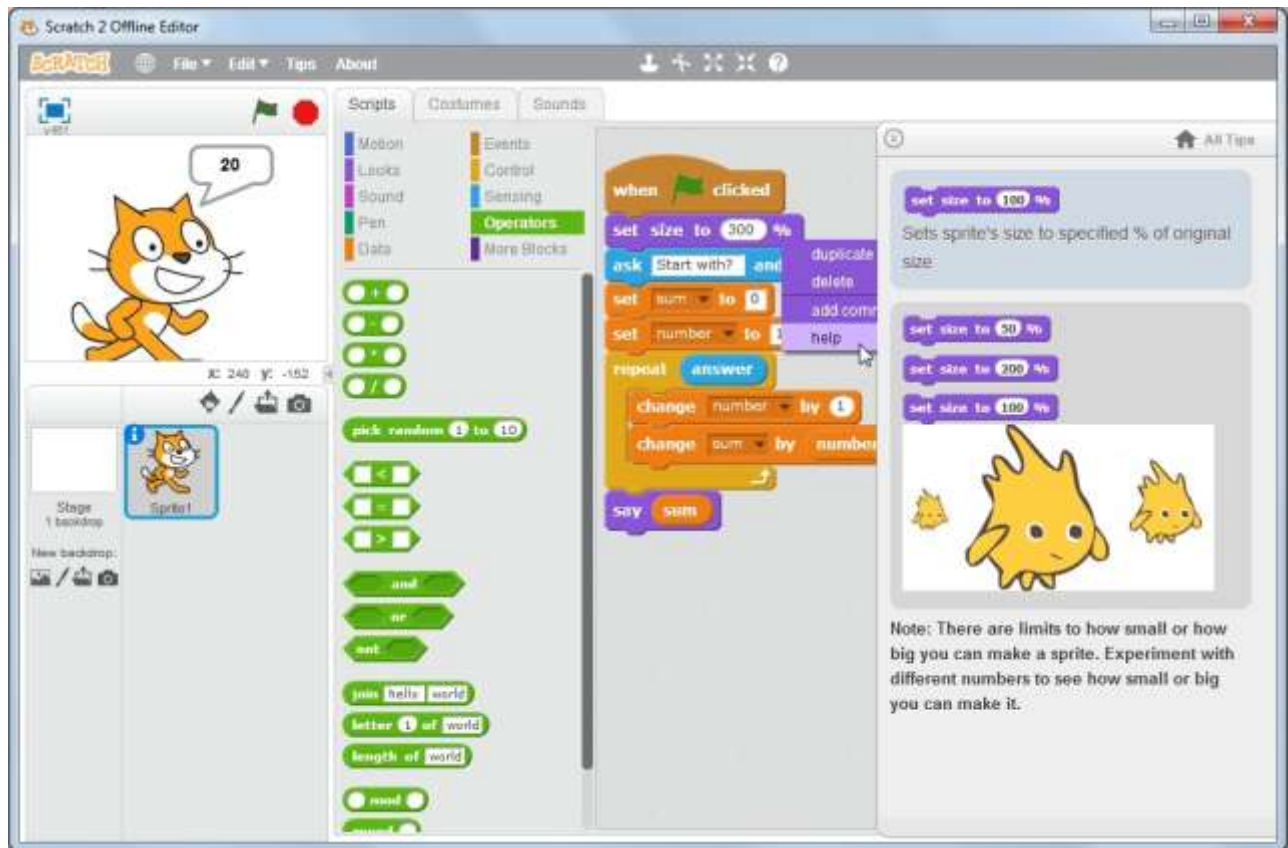
Best Way to Integrate Scratch at School?

There are so many possibilities – I recommend starting to explore at scratch.mit.edu/about – but to my mind, the best possible vehicle is simply to introduce students to Scratch – and let them take it from there. Let them learn to learn, on their own, at their own pace (which will probably amaze you), in their own direction. Possibilities include using Scratch as an after school activity, an indoor recess option, or a weekly classroom incentive.

Interested?

If you want more information, a presentation, or want to host an introductory session, contact Gary Grosso at gary53@aapro.net.

View of Scratch Editor Showing Integrated Help Text



Sample "Featured Projects" at scratch.mit.edu/explore/projects/all

