WisCode Literati
DREAM BIG. LEARN CODE.

LOW TECH

Program Kit

At WisCode Literati, we believe that teaching our communities how to code is essential for the future! Learning to code allows individuals to interact and compete in a highly digital society by teaching computational thinking, critical decision-making, experimentation, troubleshooting, and cause and effect.

We offer various kits and resources to help librarians and educators offer coding and problem-solving programs to their communities. WisCode Literati was started by a group of librarians interested in problem solving, technology, and learning.

Scratch: An Intro to Computer Science

The purpose of this program is to teach individuals what Computer Science is all about. It is also to help gain knowledge and let individuals try their hand at coding.

Why?

The point of this kit is to allow individuals try and experience what coding and computer science is all about. I used the site scratch.mit.edu. for the coding aspect. There are many different lessons and tutorials for Scratch, but I used a short one, such as creating your own widget and backdrop. With this students were able to make their widget move, jump etc.

Who?

I put this program on for about 10-12 elementary students at the Milton Public Library. This program can be used for adults, middle school and high school. Yes, it is scalable for different ages and sized of groups. It will depend on your time frame. My time frame was 90 minutes and it was about perfect. If you were going to host this for adults I would do an all-day session and add more Scratch lesson.

Instructor need will depend on the size of your group. You can have one instructor for 30 individuals. If you have a larger group of 30 or more I would add an instructor.

What?

iPads or android tablets for the app are needed.

How?

It is all about following directions. During the Milton Public Library program, I had participants work with a partner to create a detailed list of how to make a peanut butter and jelly sandwich. (I usually give my students about 15 minutes to do this and they may work also with partners.) After about 5 minutes a lot of students will say they are done. They have created a list of 10 directions. I hand the paper back and tell them it has to be more detailed and they should be able to come up with at least 50 directions. After a while, they catch on and really start to get detailed.

After the group is done, I explain to them what the purpose of this was. I tell them that this is what computer science programming and coding is about. It is about detailed directions. If you don't give good details your program will not run. I follow up with the intro to Scratch. I have students create an account and start to create their own widget. They will then create a background and can also create a game. I explain to them that the Scratch program is trial and error. As long as your widget can move you have done it correctly. I let the students play in Scratch and see what they can do.

Extras

Just have fun with this. Practice and familiarize yourself with Scratch!

Contributor

This kit was created by Brittany Morgan (Milton High School) and Stacey Schultz (Milton Public Library)