

**Train the Student on Programming using Scratch Application Workshop,
Indira Priyadarshini Government Degree College for Women, Hyderabad, 27th February, 2021**

WORKSHOP

ON



“PROGRAMMING ADVENTURE USING SCRATCH”



By

Department of computer Science & applications

at

Indira Priyadarshini Government Degree College for Women,

Nampally, Hyderabad, Telangana

27th February, 2021

INTRODUCTION

Back in 2007, much of the early use of the Scratch programming language and online community took place in homes and after-school settings, and many of the young people that I interacted with in those early days came from home environments that encouraged and supported creative explorations with technology. But, over time, a growing number of schools included Scratch in classroom activities. The adoption of tools like Scratch in schools is essential for broadening and diversifying the community of young people who can participate as computational creators.

Although the Scratch online community has a large and active membership, it was not designed primarily to support educators; it was designed for people who want to create and share projects, while educators are primarily concerned with helping other people create projects. The disparity between the design and teachers' requirements came increasingly into focus when, shortly after joining the MIT Scratch Team in 2007 as a graduate student, I began to receive numerous emails from teachers. In these messages, teachers were sharing stories about their experiences with Scratch. They were requesting curricular resources—or offering to contribute resources that they had created. They were asking questions and offering to respond to others' questions. They were looking for ways to connect with other nearby educators who were working with Scratch or had similar interests.

This project started as one of my MIT class projects and—through the support and work of many people—grew to become much larger than I could have ever imagined. Thanks to Jeff Hawson, for creating the first functional prototype and providing debugging support over the past decade; to OHO Interactive, for creating the ready-for-the-world version; and to MIT and HGSE IT staff, for ensuring that there was always a happy server from which to share ScratchEd. Thanks to Michelle Choi and Ashley Lee for working with me to get the community going, gathering the first stories and resources to share on the site, and developing strategies for encouraging others to share. Thanks to Willa Peragine and Alexa Kutler for being the ScratchEd stewards for several years each. Of course, enormous thanks to the many educators from all around the world who have visited and contributed to the community. I look forward to seeing and interacting with you in other places.

If you're interested in learning more about ScratchEd research and design, here is a small collection of additional readings:

- December 2007: Initial description of the ScratchEd Online Community, prepared as a class project.
- July 2008: First presentation of ScratchEd concept to teachers at the 2008 MIT Scratch conference.
- December 2008: Design document prepared for developers, detailing ScratchEd functionality.
- June 2009: Poster presented at CSCL 2009 in Rhodes, Greece.
- February 2013: Dissertation about structure and agency in programming, pages 42–45 introduce ScratchEd.
- July 2013: IEEE Computer article about ScratchEd.
- July 2015: Constructivist Foundations paper about how ScratchEd supports constructionist teaching.

WORKSHOP SCHEDULE

CIRCULAR

Dt: 25th Feb 2021

All the B.A, B.Com & B.Sc of I, II and III Yr Students are here by informed that the department of Computer Science & Applications is going to conduct a **workshop** on **Scratch** platform on 27th February 2021 at Seminar Hall (Second Floor) from 11:00 AM to 1:00PM

Those are interested to participate give your names to respective CR's and all the CR's will submit the list to the computers faculty by **Today Evening** without fail.

B.Com II year Elm - Joshi

B.Com I year Elm RM

B.Com IIIrd year Elm. Chattambur

B.Com IIIrd year Elm Elen

BA Ist year Elm/OM Shirley

BA II year Elm MSJ

B.Com II yr Elm Elm - MSJ

B.A IIIrd yr MSJ

Principals
PRINCIPAL
25/02/2021
Sara Priyadarshini Gov.
Tree College for Women
Hyderabad



Welcome Note for Students



Department of Computer Science & Application in Charge Ma'am Greet Student



No of Student Participated is 100

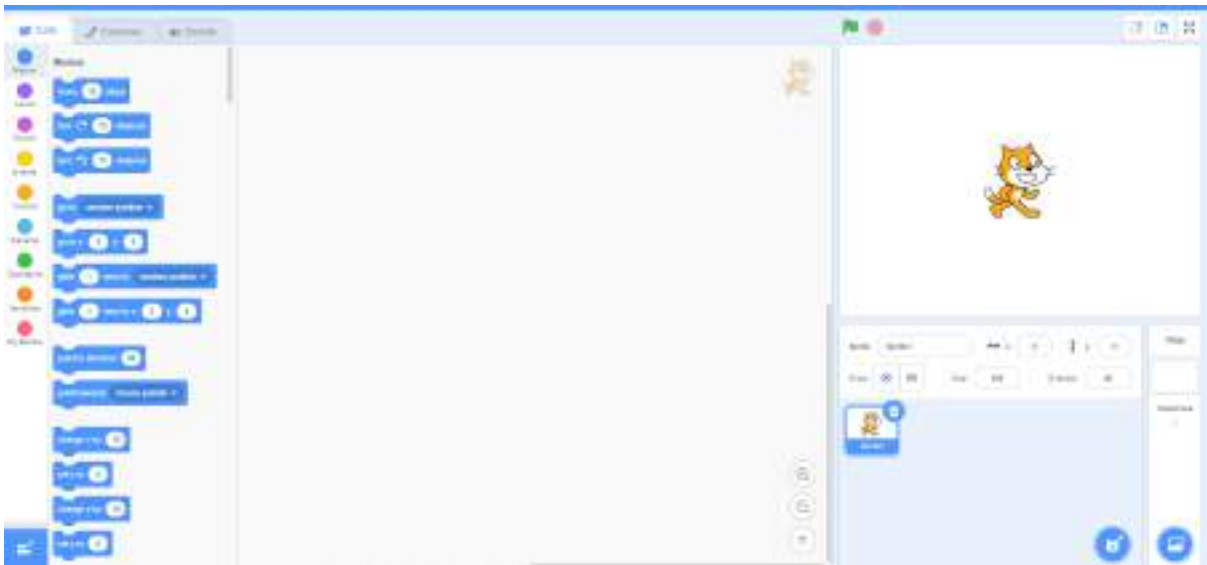


Senior Faculty gives Agenda of Workshop

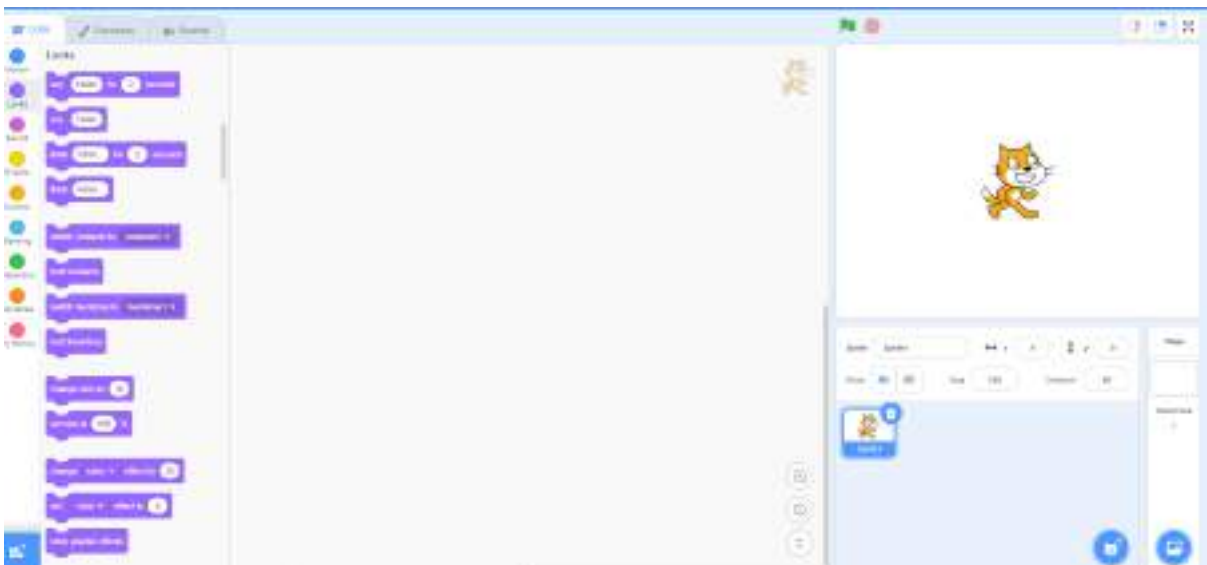


Training Faculty Resume Application Operation

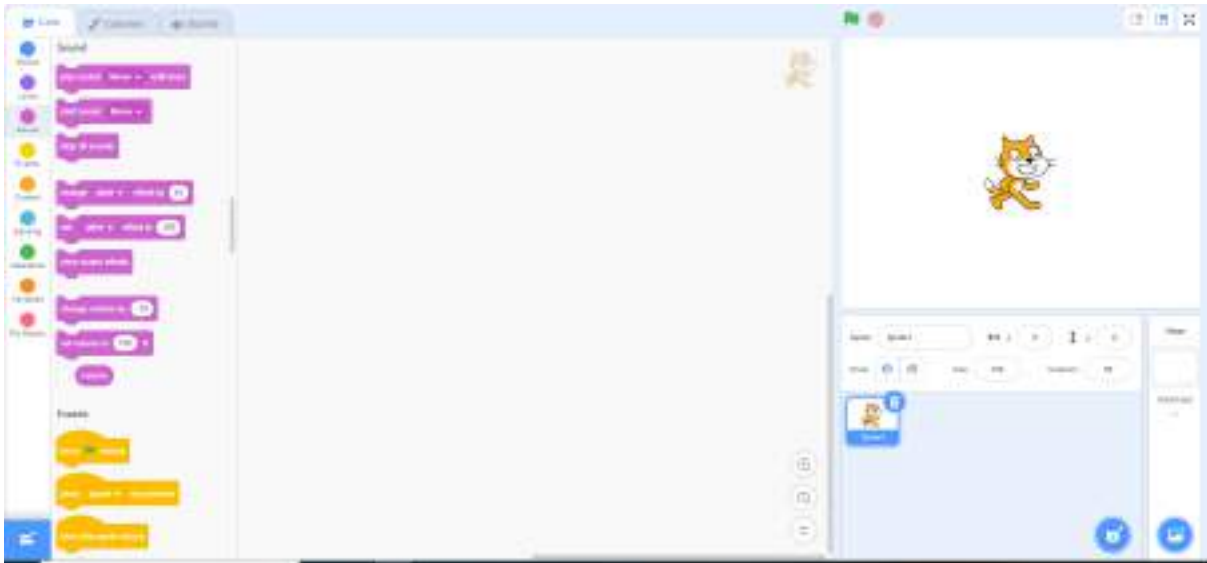
Workshop Activity



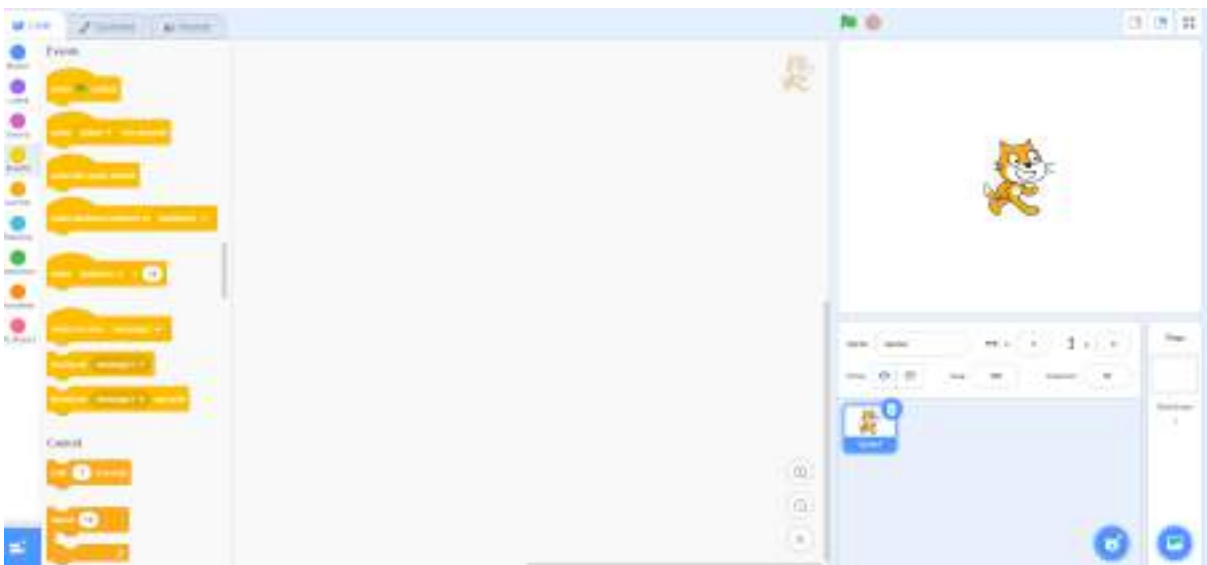
Motion Activity shown



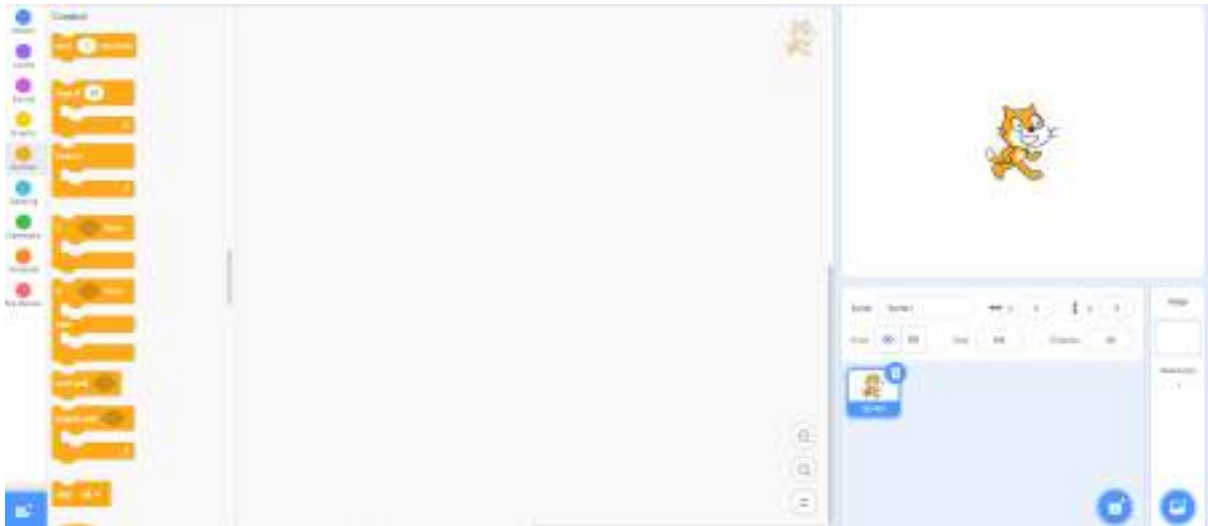
Looks Activity Shown



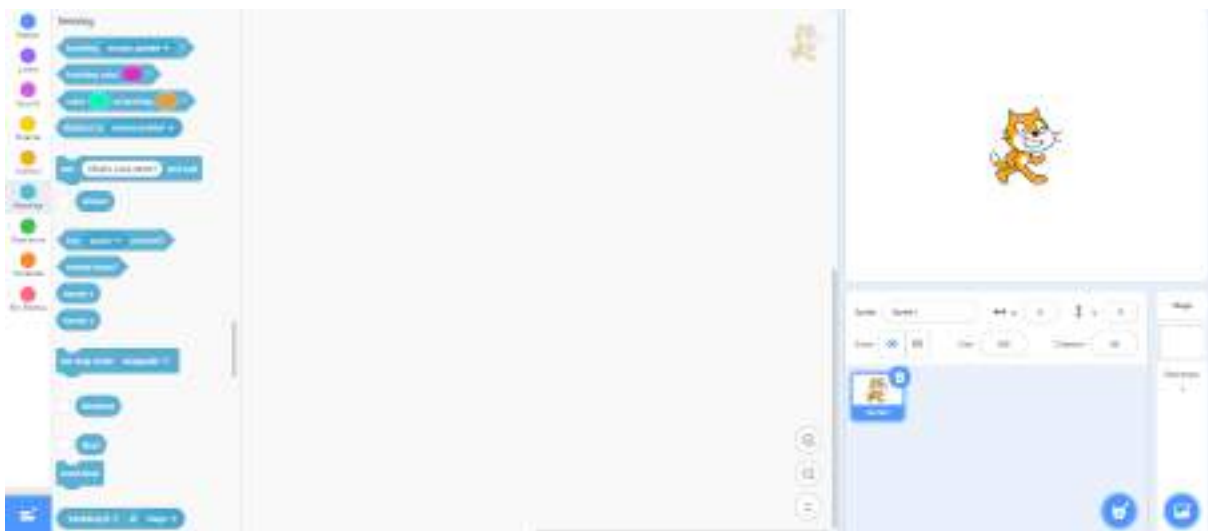
Sound Activity Shown



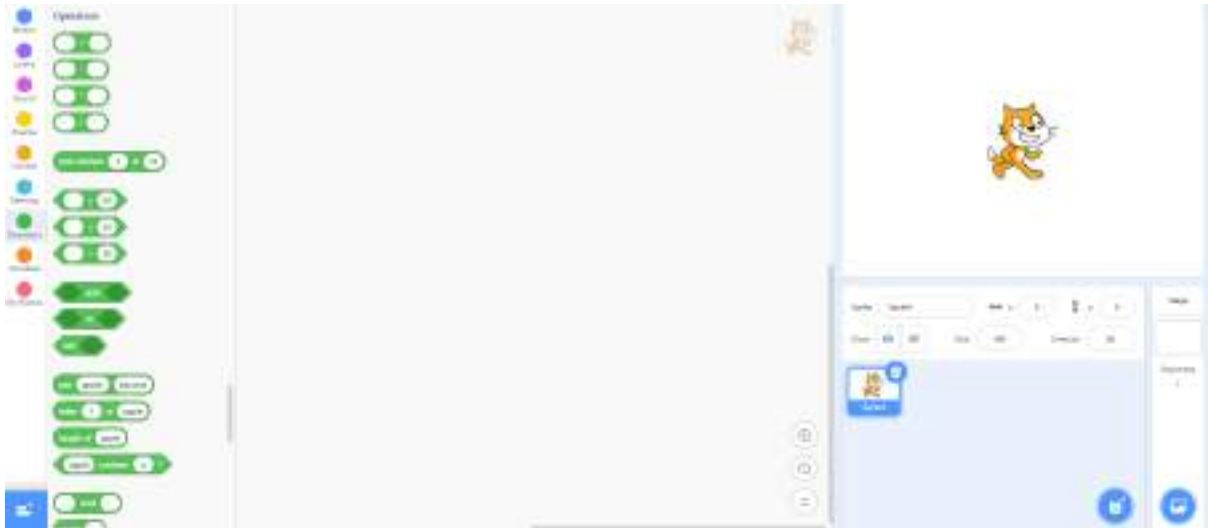
Event Activity Shown



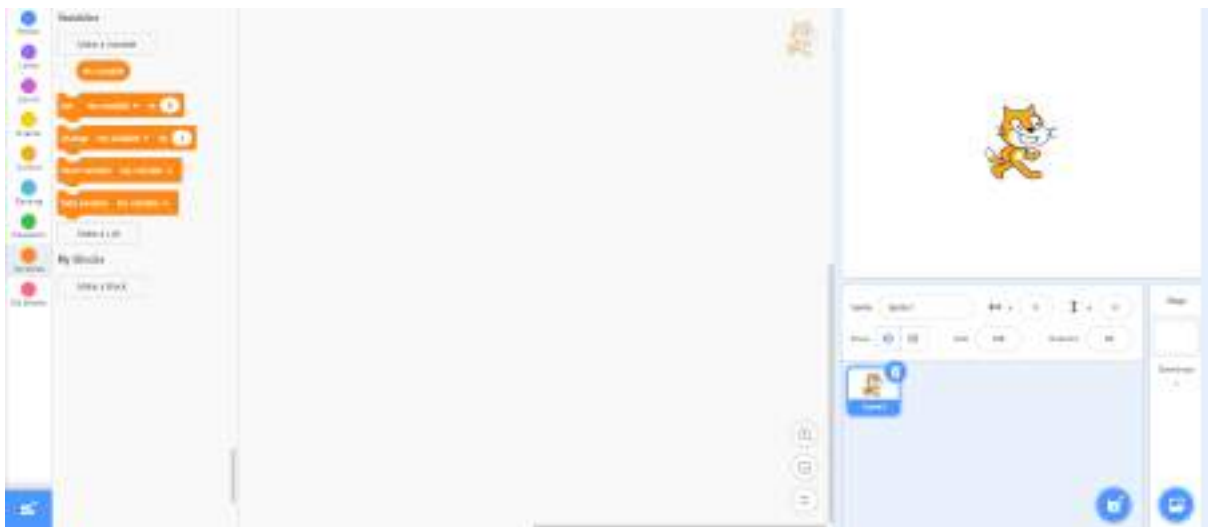
Control Activity Shown



Sensing Activity Shown



Operator Activity Shown



Variables Activity Shown

Outcome

- ➔ Student able to understand logic behind application build in a animated way.
- ➔ Student learned complex coding operation in a animation
- ➔ Student able to build real time application in a scratch
- ➔ Two dimensional game concept learned