ScratchJr Family Day

Protocol Packet

ScratchJr Family Day was created by the Developmental Technologies (DevTech) Research Group, co-creators of ScratchJr, at Tufts University headed by Prof. Marina Umaschi Bers.



The following packet provides resources and suggestions for hosting your own ScratchJr Family Day event, including:

The What and Why Behind ScratchJr Family Day..... 2
Recruitment..... 2
Materials..... 3
Sample Agendas (1-hour, 1.5-hours, 2-hours) 3
Sample Activity Prompts..... 5
Facilitator Tips..... 5
Handout A: ScratchJr Tip Sheet..... 7
Handout B: Activity Prompts..... 9
Handout C: Suggested Questions..... 10
Handout D: ScratchJr Coloring Sheets..... 11
Handout E: Sample Recruitment Flyer..... 14

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The What and Why Behind ScratchJr Family Day

ScratchJr Family Day is a community event where parents, grandparents, siblings, extended family members, and children can work together to create projects in ScratchJr! The goal of Family Day is not only to help adults and children feel more comfortable using ScratchJr, but also to encourage collaboration between adults and children while creating ScratchJr projects.

This event is for anyone who wants to create a ScratchJr community! It can be done through schools, museums, afterschool programs, community centers, or anywhere else where families can come together. Children between the ages of 57 as well as their family members (including siblings or family members who are older or younger) are encouraged to participate!

Recruitment

Now that you are planning to host a ScratchJr Family Day in your community, we'd like to provide a few recommendations for recruiting families to attend. We advise facilitators to recruit family participants from their respective community to come for a family coding event, through social media posts, email, or flyers. Recruiting materials should have the following points of information about the event (see Handout E: Sample Recruitment Flyer for example):

- Date, time, and location of event
- Description of the ScratchJr programming app: *"A free tablet app, developed by the DevTech Research Group at Tufts University and the Lifelong Kindergarten Group at MIT, that allows young children to program their own interactive stories and games, teaching problem solving, coding, creativity, collaboration, and more."*
- An event tagline such as: *"Families can collaborate to learn programming and new technologies together! Join [name of institution] for a family coding event with the ScratchJr programming app on [date] at [time]."*
- Indication that this event is for children ages 57 (or in kindergarten through second grade) and their families can include siblings, parents, grandparents, etc.
- Instructions for bringing tablets, or note that institution will provide tablets to borrow, depending on capability of institution
- Instructions for signing up to RSVP for event (i.e. Google form, email address, signup sheet)

This event can be run with any number of families. We recommend each event have at least 3 facilitators, and that they be familiar with ScratchJr and comfortable teaching others how to use it. Generally, one device is advised per family. However, if there are multiple children within the ScratchJr age range (57), it may be worthwhile to have a second device available. Remember, the goal is to make sure that adults are able to work with their children (rather than having children working on their own).

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Materials

Below is a list of materials that may be helpful to have when running a ScratchJr Family Day. Any handouts listed here are included at the end of this packet.

- 1 Device per family with ScratchJr downloaded (see www.scratchjr.org for a list of supported devices)
- Sign in sheet
- Name tags
- Printed copies of Handout A: ScratchJr Tip Sheet
- Printed copies of Handout B: Activity Prompts
- Printed copies of Handout C: Suggested Questions
- Printed copies of Handout D: ScratchJr Coloring Sheets
- Offscreen activities (optional; see Sample Agendas for examples)
- Index Cards (optional, for "Group Share Time")
- Paper and Markers (optional, for offscreen project planning)
- Projector (optional, for group share of family projects at the end of the event)

Sample Agendas (1-hour, 1.5-hours, 2-hours)

Below are sample agendas for 3 differently timed ScratchJr Family Day events: 1-hour, 1.5-hours, and 2-hours. You may adapt the protocol to accommodate your timing needs, though we recommend 1.5- or 2-hour events to allow families enough time to complete their projects. Activities will be described in more detail in the next section.

1-Hour ScratchJr Family Day

5 min	Arrival and Check-In	Families check in using your sign in sheet, check out devices to parents if needed (one device per family, families have option to bring their own device or borrow). Depending on your resources, families can either bring their own device or the facilitators can provide them, or a combination of the two.
15 min	Introduction to ScratchJr	We recommend splitting up adults and children for a ScratchJr introduction session. One facilitator can take the children to one room (or one side of the room) and the other can take the adults to explain how ScratchJr works and answer any questions the groups have. *(1) Children Introduction:* welcome game, what is programming introduction, ScratchJr interface introduction (TIP: try printing large versions of ScratchJr blocks for offscreen programming games like Simon Says or matching: http://scratchjr.org/teach/curricula *(2) Adults Introduction:* welcome, handson introduction (with devices), hand out and go over Handout A: ScratchJr Tip Sheet, introduce schedule for event, have open discussion/Q&A about programming and technology in early childhood
25 min	Family Coding	Family members work together to create one project in ScratchJr using Handout B: Activity Prompts as inspiration.
10 min	Group Share	Families can share their completed projects with the whole group.
5 min	Clean Up	Families clean up materials and return devices if they borrowed them.

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1.5-Hour ScratchJr Family Day

10 min	Arrival and Check-In	Families check in using your sign in sheet, check out devices to parents if needed (one device per family, families have option to bring their own device or borrow). Depending on your resources, families can either bring their own device or the facilitators can provide them, or a combination of the two.
20 min	Introduction to ScratchJr	We recommend splitting up adults and children for a ScratchJr introduction session. One facilitator can take the children to one room (or one side of the room) and the other can take the adults to explain how ScratchJr works and answer any questions the groups have. *(1) Children Introduction:* welcome game, what is programming introduction, ScratchJr interface introduction (TIP: try printing large versions of ScratchJr blocks for offscreen programming games like Simon Says or matching: http://scratchjr.org/teach/curricula *(2) Adults Introduction:* welcome, handson introduction (with devices), hand out and go over Handout A: ScratchJr Tip Sheet, introduce schedule for event, have open discussion/Q&A about programming and technology in early childhood
20 min	Family Coding	Family members work together to create one project in ScratchJr using Handout B: Activity Prompts as inspiration.
5 min	Family Swap and Share Time	Families pair up to share what they have created so far; families give each other feedback on their project using Handout C: Suggested Questions.
10 min	Family Coding (cont.)	Parents and children collaborate as a group to add on to their projects and incorporate suggestions from the Family Swap & Share Time.
15 min	Group Share	Families can share their completed projects with the whole group.
10 min	Clean Up	Families clean up materials and return devices if they borrowed them.

2-Hour ScratchJr Family Day

15 min	Arrival and Check-In	Families check in using your sign in sheet, check out devices to parents if needed (one device per family, families have option to bring their own device or borrow). Depending on your resources, families can either bring their own device or the facilitators can provide them, or a combination of the two.
30 min	Introduction to ScratchJr	We recommend splitting up adults and children for a ScratchJr introduction session. One facilitator can take the children to one room (or one side of the room) and the other can take the adults to explain how ScratchJr works and answer any questions the groups have. *(1) Children Introduction:* welcome game, what is programming introduction, ScratchJr interface introduction (TIP: try printing large versions of ScratchJr blocks for offscreen programming games like Simon Says or matching: http://scratchjr.org/teach/curricula *(2) Adults Introduction:* welcome, handson introduction (with devices), hand out and go over Handout A: ScratchJr Tip Sheet, introduce schedule for event, have open discussion/Q&A about programming and technology in early childhood
20 min	Family Coding	Family members work together to create one project in ScratchJr using Handout B: Activity Prompts as inspiration.

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10 min	Family Swap and Share Time	Families pair up to share what they have created so far; families give each other feedback on their project using Handout C: Suggested Questions.
15 min	Family Coding (cont.)	Parents and children collaborate as a group to add on to their projects and incorporate suggestions from the Family Swap & Share Time.
20 min	Group Share	Families can share their completed projects with the whole group.
10 min	Clean Up	Families clean up materials and return devices if they borrowed them.

Sample Activity Prompts

Here are some activity ideas for families to get started on their own ScratchJr projects during the "Family Coding" portion of the event. Remember, throughout the event, families should be encouraged to create only one project together (rather than multiple projects). These activity prompts are meant to *inspire* families; encourage families to go "outside the box" instead of being confined by the prompts. You, as the event host, are also encouraged to create your own activities that may be more relevant to your own community. These activities are also included in Handout B: Activity Prompts, so they can be printed out and displayed for families to see.

1. **ScratchJr Dance:** What is your favorite dance? Is it the Hokey-Pokey? The Cha Cha Slide? Program a character in ScratchJr to do your favorite dance alongside you! Remember, the order (or sequence) of the programming actions you choose will change the way your character looks. Don't forget to customize your character using the paint editor when you're all done!
2. **ScratchJr Animal:** Lions, tigers, and bears, oh my! Create and program an animal character on ScratchJr. Once you've programmed what your animal will do, don't forget to customize your background so that your animal has a habitat.
3. **ScratchJr Play:** Lights, camera, action! Create and program a character in ScratchJr to act out a scene from your favorite movie or play. The order (or sequence) of the programming actions you choose will change the way your character acts and moves. Don't forget to customize the background and character when you're all done!

Facilitator Tips

Below are some helpful tips for facilitators.

- The schedule was designed so that there is a separate, facilitated introduction to ScratchJr for adults and for children. This was specifically done because adults and children need different scaffolds to get started and feel comfortable. In the adult session, it is helpful to have a handson introduction where parents can follow along in ScratchJr on their own devices. Additionally, providing any tips for how to use ScratchJr or ways to encourage collaboration between adults and children could be helpful. In the child session, it is helpful to start with a warmup game so that children can get to know the facilitators as well as the other children. Additionally, introducing

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and explaining the word "programming," as well as the types of projects that they can create in ScratchJr will help them get acclimated.

- During the adult introduction as well as throughout the event, remind adults that this event is designed for adults and children to work collaboratively in ScratchJr!
- If desired, provide alterative, offscreen activities for siblings who may not be as engaged in ScratchJr. Ideas for activities include ScratchJr coloring pages, picture books, and drawing/craft materials.
- During the "Family Share Time," an easy way to pair up families is to hand out index cards with one color on them. Have families find their matching color, and that is their partner.
- Room Setup: Have ample spaces set up for families to work together. This can be at a table, on the floor/rug, or wherever else they may feel the most comfortable. You may also want to designate places where families can work by themselves as well as in pairs.
- If desired, have paper and markers available to families if they want to plan their ScratchJr projects offscreen first.
- Foster a learning environment of asking questions rather than always providing answers. As a facilitator, you should encourage exploration, experimentation, and risk-taking! Encourage participants to move out of their comfort zones to try new concepts.
- Remind families that this event is not about producing a final product; instead, it is about sharing the joy of programming and having a fun experience as a family!
- After running your event, make sure to share with your community about how it went. Use the hashtags **#ScratchJrFamily** and **#ScratchJr** to share on Twitter and Facebook about your event! Don't forget to tag us **@ScratchJr** and **@TuftsDevTech** we can't wait to hear about it!

Handouts

A: ScratchJr Tip Sheet: Print this sheet double-sided and hand it out during the parent introduction to help parents get started in ScratchJr.

B: Activity Prompts: Print this handout and place at each table, so families have ideas for projects to create in ScratchJr.

C: Suggested Questions: Use during "Family Share Time" to help facilitate conversation between families. The document is set up so that one page has questions for 3 families.

D: ScratchJr Coloring Sheets: These coloring sheets can be printed out and used as an additional offscreen activity.

E: Sample Recruitment Flyer: Use this flyer template to recruit families to attend your event. Modify the date/time and distribute flyers to your local community or via email/social media.

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Handout A: ScratchJr Tip Sheet

SCRATCH jr TIPS

Add/Edit a Character

Click on the plus sign and then scroll through the character images. When you find a character you like, tap on it and then press the blue check mark in the top right corner. Want to change how your character looks? Click the paintbrush image to the right of the character and customize its appearance.



Delete a Character

If you decide you do not want a character anymore, simply tap the character and hold down until you see a red "x" appear." Then, tap the red "x."



Add/Edit a Background

To add a background, click the background icon (located in the middle of the top of the screen). When you find a background you like, tap on it and check the blue checkmark in the top right corner. Want to create your own background? Click on the paintbrush icon in the top right corner instead, which will bring you to the Paint Editor.





Block Categories
The blocks in ScratchJr are divided into categories based on function. When you tap on a block in the pallet space, the name of the block will appear.

How to Create a Program
Drag each block that you would like to use down into the programming area. Notice the shape of the blocksthey look like puzzle pieces. By dragging the blocks next to one another, they will automatically snap together, creating one straight sequence.





Remember, you can give every character a program if you'd like. To go between characters, simply tap on the character you would like to program on the left side of the screen and make sure it is highlighted in orange. Then, add the desired programming blocks.

How to Change the Numbers
You can change the amount of times a character does an action by changing the number parameter located at the bottom of the block. Tap the number, and a small key pad with appear. Then, input a number to see what happens when you run your program.



How to Add a Page (and Go To Next Page)
To add a new page, tap on the plus sign (on the right side of the screen). This will add another page to your project, where you can create more content. If you want your project to transition from page to page, go to the Red blocks section and you will notice a new end block with a number and image of the page. Drag the block to the end of your program, and this will "turn the page" for you.



Handout B: Activity Prompts

Directions: Print out the following prompts and display them for families to see throughout the event. These prompts are for the "Family Coding" portion of the event where families are creating their own ScratchJr projects.

ScratchJr Dance

What is your favorite dance? Is it the Hokey-Pokey? The Cha Cha Slide? Program a character in ScratchJr to do your favorite dance alongside you! Remember, the order (or sequence) of the programming actions you choose will change the way your character looks. Don't forget to customize your character using the paint editor when you're all done!

ScratchJr Animal

Lions, tigers, and bears, oh my! Create and program an animal character on ScratchJr. Once you've programmed what your animal will do, don't forget to customize your background so that your animal has a habitat.

ScratchJr Play

Lights, camera, action! Create and program a character in ScratchJr to act out a scene from your favorite movie or play. The order (or sequence) of the programming actions you choose will change the way your character acts and moves. Don't forget to customize the background and character when you're all done!

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Handout C: Suggested Questions

Directions: Below is a list of questions that families can ask one another during "Family Share Time." Each family should have one set of questions (the document is set up so that one page has questions for 3 families).

Suggested Questions:

1. What did you make for your project?
2. What programming blocks did you use to make your project?
3. What would you still want to add if you had more time?
4. Do you have any ideas on how we could improve our project?

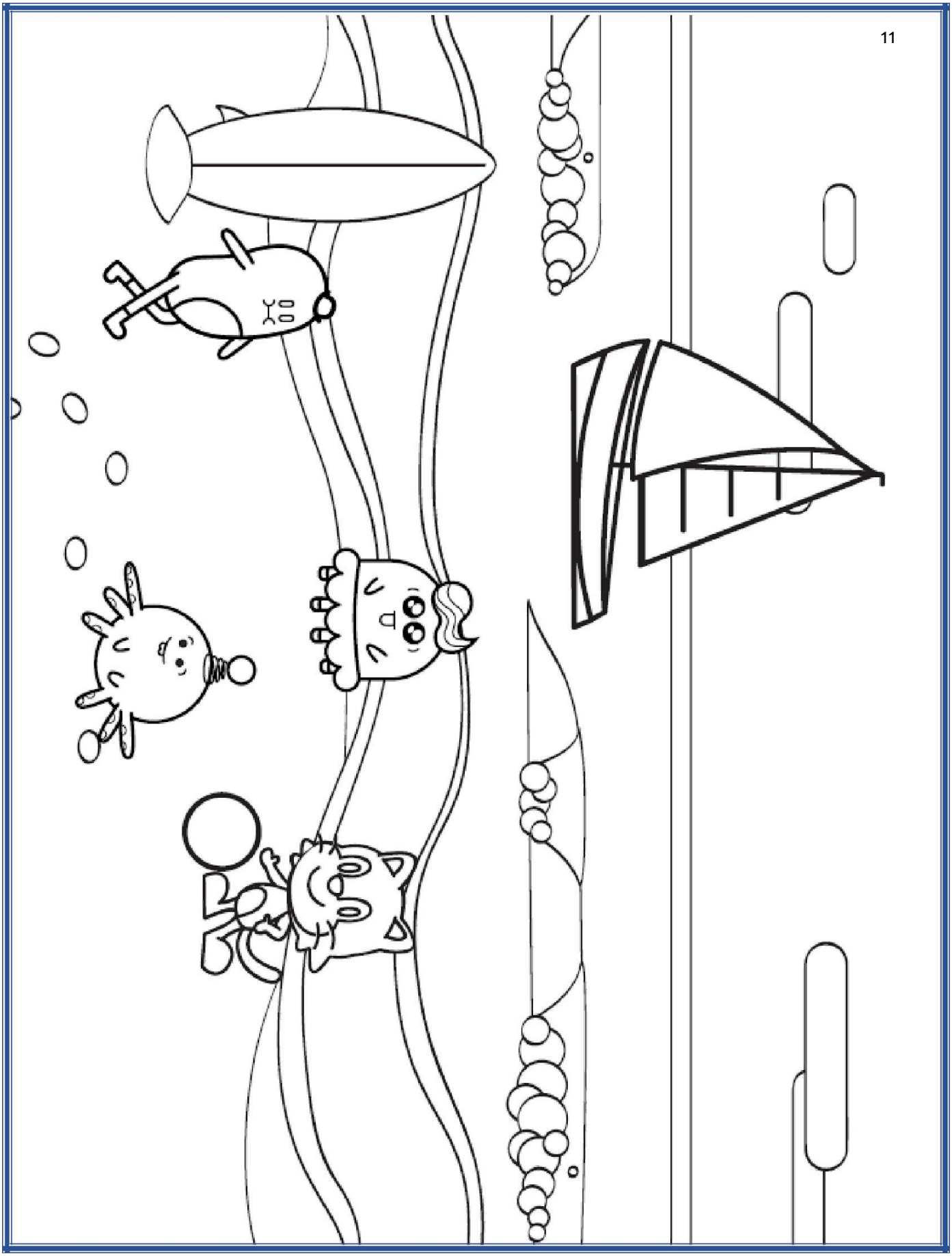
Suggested Questions:

1. What did you make for your project?
2. What programming blocks did you use to make your project?
3. What would you still want to add if you had more time?
4. Do you have any ideas on how we could improve our project?

Suggested Questions:

1. What did you make for your project?
2. What programming blocks did you use to make your project?
3. What would you still want to add if you had more time?
4. Do you have any ideas on how we could improve our project?

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Handout E: Sample Recruitment Flyer

Directions: Modify the text with the correct date, time and location. Copy and paste into a new document and print two to a page.



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