OBJECTIVES
By completing this activity, students will:
+ be introduced to computational creation with the Scratch programming environment by watching the Scratch overview video or exploring sample projects
+ be able to imagine possibilities for their own Scratch-based computational creation

RESOURCES
- projector for showing Scratch overview video (optional)
- Scratch overview video
  http://vimeo.com/65583694
  http://youtu.be/-SjuiawRMU4
- sample projects studio
  http://scratch.mit.edu/studios/137903

REFLECTION PROMPTS
+ What are the different ways you interact with computers?
+ How many of those ways involve being creative with computers?

REVIEWING STUDENT WORK
+ Did students brainstorm a diverse range of project ideas? If not, try showing a wide variety of projects to give students a sense of the possibilities.

NOTES
+ If you don’t have internet access, download the Scratch overview video from Vimeo before class, available at http://vimeo.com/65583694
+ Instead of writing out their answers to the reflections prompts, encourage students to get creative by drawing their responses. (e.g., “Draw different ways you interact with computers.”)
What are the different ways you interact with computers?

How many of those ways involve being creative with computers?
When clicked

Repeat 10

Move 10 steps

Change color by 25

Play sound "Meow" until done

Say "Welcome to Scratch!"