

PASS IT ON



SUGGESTED TIME
45–60 MINUTES

OBJECTIVES

By completing this activity, students will:

- + be able to create a Scratch project that tells a story by reusing and remixing the work of others
- + experience pair programming by working in pairs to develop a collaborative storytelling project

ACTIVITY DESCRIPTION

- ☐ Divide the group into pairs. Introduce students to the concept of a pass-it-on-story, a Scratch project that is started by a pair of people, and then passed on to two other pairs to extend and reimagine. Optionally, print out the Pass It On handout.
- ☐ Encourage students to start in whatever way they want – focusing on characters, scene, plot, or whatever element excites them. Give each pair 10 minutes to work on their collaborative story before having them rotate to extend another story by remixing the project. Encourage students to give credit for reusing or remixing content.
- ☐ After two rotations, allow students to revisit story projects with their contributions. We suggest hosting a Scratch screening: with projector and screen, present the story projects with students gathered around to watch. Optionally, invite students to add their projects to the Pass It On studio or a class studio.
- ☐ Ask students to respond to the reflection prompts in their design journals or in a group discussion.

RESOURCES

- ☐ Pass It On handout
- ☐ Pass It On studio
<http://scratch.mit.edu/studios/475543>
- ☐ Projector and screen to present student work (optional)

REFLECTION PROMPTS

- + How did it feel to remix and build on others' work? How did it feel to be remixed?
- + Where else in your life have you seen or experienced reusing and remixing? Share two examples.
- + How was working with someone else different from your prior experiences of designing your Scratch projects?

REVIEWING STUDENT WORK

- + What parts of projects did students contribute to?
- + Do students seem comfortable with the concepts of events and parallelism and practices of reusing and remixing?
If not, in what ways can these be further clarified?

NOTES

- + Consider organizing your Scratch screening as an event! Invite students from other classes to the viewing, offer snacks and drinks, or host the event in an auditorium or room with a large wall or screen for displaying projects.
- + Introduce students to the backpack (located at the bottom of the Scratch project editor) as another way to remix projects. Learn more about this tool in the Backpack video tutorial: <http://bit.ly/scratchbackpack>

NOTES TO SELF

- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____

PASS IT ON

WHAT CAN WE CREATE BY BUILDING ON OTHERS' WORK?

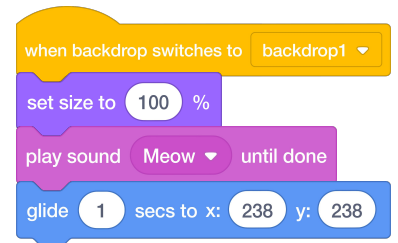
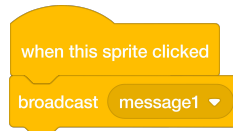
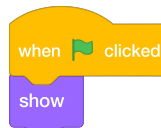
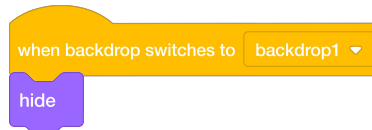
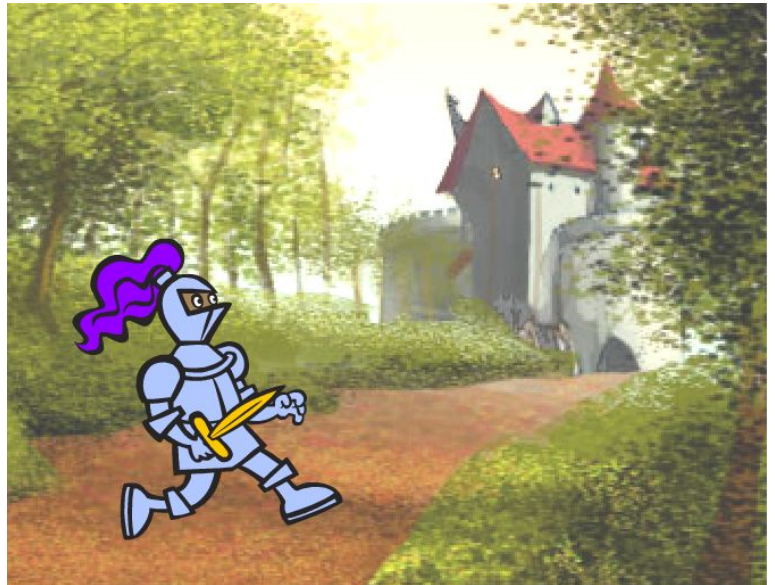
In this project, you will start developing an animated story project, and then you will pass the story on to others to remix, extend, or reimagine!

START HERE

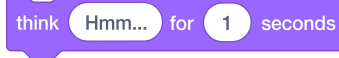
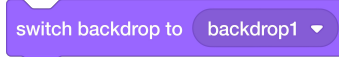
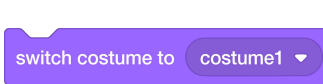
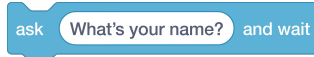
- ☐ Work on a story project that focuses on characters, scene, plot, or whatever element excites you.
- ☐ After 10 minutes, save and share your project online.
- ☐ Rotate & extend another story project by remixing it.
- ☐ Repeat!

THINGS TO TRY

- ☐ Brainstorm different possibilities for remixing, extending, or reimaging a story. Do you want to add a new scene to the end? Could you imagine what happens before the story begins? What if a new character was added? How about inserting a plot twist? What else?
- ☐ Adding comments in your code can help others understand different parts of your program. To attach a comment to a script, right click on a block and add a description.



BLOCKS TO PLAY WITH



FINISHED?

- + Add your project to the Pass It On studio: <http://scratch.mit.edu/studios/475543>
- + Help a neighbor!
- + Return to all the projects you contributed to and check out how the stories evolved!

PASS IT ON REFLECTIONS

NAME: _____

RESPOND TO THE FOLLOWING REFLECTION PROMPTS
USING THE SPACE PROVIDED BELOW OR IN YOUR
DESIGN JOURNAL.

+ How did it feel to remix and build on others' work? How did it feel to be remixed?

+ Where else in your life have you seen or experienced reusing and remixing?
Share two examples.

+ How was working with someone else different from your prior experiences of designing your Scratch projects?