Help students open the Scratch project editor by navigating to the Scratch website at http://scratch.mit.edu, signing in to their Scratch accounts, and then clicking on “Create” at the top of the page. Optionally, have the Scratch Surprise handout and Scratch Cards available to guide students during their explorations.

Give students 10 minutes to explore the Scratch interface in an open-ended way. Prompt students with, “You have 10 minutes to make something surprising happen to the Scratch cat.” Or, “Take 10 minutes to explore the interface fearlessly. What do you notice?” Encourage students to work together, ask each other for help, and share what they are figuring out.

Ask for 3 or 4 volunteers to share with the entire group one thing that they discovered. Optionally, after the volunteers have shared, offer several challenges to the students:
- Did anyone figure out how to add sound?
- Did anyone figure out how to change the background?
- Did anyone figure out how to get help with blocks?

A major goal of this activity is to establish a culture of fearlessness, exploration, and peer collaboration. It is expected that students (and their teachers!) will not know everything ahead of time – and the environment becomes a space where everyone is learning together.
CAN YOU MAKE THE SCRATCH CAT DO SOMETHING SURPRISING?

In this activity, you will create a new project with Scratch and explore different Scratch blocks to make the cat do something surprising!

What will you create?

START HERE

❑ Go to the Scratch website: http://scratch.mit.edu

❑ Sign into your account.

❑ Click on the “Create” tab located at the top left of the browser to start a new project.

❑ Time to explore! Try clicking on different parts of the Scratch interface to see what happens.

❑ Play with different Scratch blocks! Drag and drop Scratch blocks into the scripting area. Experiment by clicking on each block to see what they do or try snapping blocks together.
+ What did you figure out?

+ What do you want to know more about?