

UNIT 5

OVERVIEW

THE “BIG IDEA”

After the release of the previous version of the guide, a common piece of feedback that we received from teachers was that they (and the learners they support) wanted more “catch-up” time, time to linger, revisit, and extend the ideas and projects they had created in previous units. In response, we added this “Diving Deeper” unit.

Whether pushing ahead with advanced concepts and practices or revisiting previous experiences, this is an opportunity for learners to engage in a moment of contemplation and reflection. What isn’t as clear as it could be? What do they still want to know about Scratch? How might others help them – and how might they help others?

This is also an opportunity for you, as educator, to engage in similar acts of contemplation and reflection. What has surprised you? What has made you uncomfortable? What would you want to do differently next time? Why?

LEARNING OBJECTIVES

Learners will:

- + reflect on past experiences to self-assess current learning goals and needs
- + create a self-remix by extending a previously started project
- + be introduced to various hardware extensions that connect Scratch to the physical world
- + gain more fluency in computational concepts and practices by exploring the newest Scratch features (video sensing, cloning)
- + experiment with designing learning experiences for others



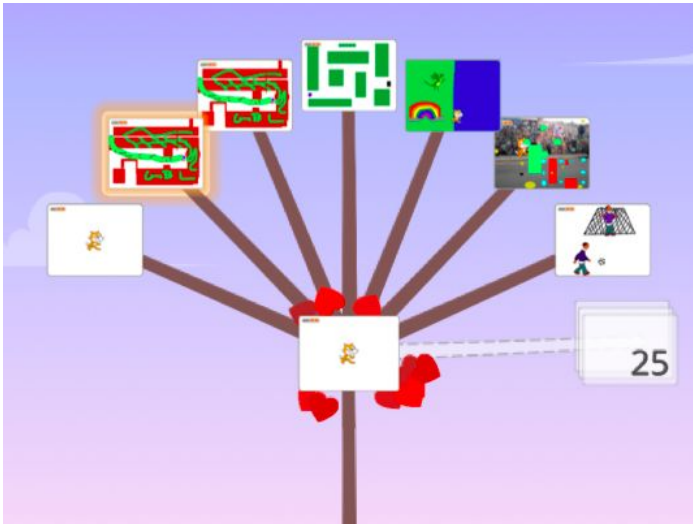
KEY WORDS, CONCEPTS, & PRACTICES

- | | |
|-------------------|--------------|
| + video sensing | + hardware |
| + cloning | + extensions |
| + peer interviews | |

NOTES

- + Not finding what you’re looking for? Feel free to remix, reuse, and reimagine any of the activities in this guide to make it work best for you and your learners.
- + Search for lesson plans, activities, and resources designed for a specific curricular area on the ScratchEd website: <http://scratched.gse.harvard.edu>

CHOOSE YOUR OWN ADVENTURE



Rather than focusing on a particular theme or genre like the three previous units, this unit is intended to create a space for reviewing and reflecting on prior work. This unit's activities are especially flexible, diving deeper into creative computing by revisiting challenges, extending skills, or refining practices.

Begin by inviting students to review their past work and engage in self-assessment of their learning goals in the Know Want Learn activity.

Then, encourage students to dive deeper into Scratch by choosing which follow-up activities to pursue.

POSSIBLE PATH

