I. History

-Questions to consider: How was the application developed? How does the application work? Are there any ways to use this application alongside others?

(Ryan) Animations, games, music, stories, and art can be created and shared using Scratch. These various forms of media can be created to allow interaction from the user. Scratch is a programming language that allows anyone to do this. (4)

(Ryan) Scratch was developed by a collection of people from MIT University. A team that works out of the MIT Media Lab, called the Lifelong Kindergarten group, served and continue to serve a large part in the development. (1)

(Ryan) Here is a great video that gives an overview of Scratch that we could embed in our wiki page: http://vimeo.com/2102968 (1) (2)

(Ryan) Here is another video that demonstrates how you can use Scratch: http://vimeo.com/4077929 (1) (3)

(Ryan) Scratch is a free application, but they do accept donations in order to keep it going. Donations go to general upkeep and future developments of the Scratch web page. (20)

(Heidi) "The name Scratch comes from the technique used by hip-hop disc jockeys, who spin vinyl records to mix music clips together in creative ways. Similarly, Scratch lets kids mix together a wide variety of media: graphics, photos, music, and sounds." (11) (4)

(Resnick) The main designer of the program of Scratch was Mitchel Resnick. (13)

Here is an actual Scratch program that shows the history of Scratch. How great! (14)

(Kelsey) This picture will be great to add on our page (17)

(Kelsey) This website is great to learn how to use Scratch. They use videos to teach the audience.

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(Kelsey) This video teaches the audience how to use Scratch-- "Scratch Image Effect" http://www.youtube.com/watch?v=ix6Hlt8xL3E

(Ryan) Here is a link to a page describing set up instructions. http://info.scratch.mit.edu/Support/Get_Started (22)

II. How "Application Title" Relates to other Applications

-Questions to consider: How does this application compare to the competitors? What are some unique uses of this specific application?

(Megan) There is a website called Sploder.com. This website is a game creating software that uses flash plugins. You can design a game and publish it on your own website. You can choose whether or not you want the whole world to see your game, or whether you want it to be private for just a few close people. However, you cannot make music or other features part of Scratch. (5)

(Raven) There is a website that is called edcreate and this website is used to help parents and teachers create games and activities for students to learn. You can go here to create lessons and other things for the students to learn new concepts. To use this site you will be given a log in and password so that it can be especially for your class. (5)

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New Information

<INSERT RESEARCH POSTS>

III. Real World Application

-This section will include 3 Lesson Plans for each Elementary, Secondary, and Post Secondary levels. One out of the three needs to be STEM (Science, Technology, Engineering, & Math) related.

-An additional section under this heading will provide information about how this application can be used in a Business/Industry Setting.

(Kelsey) This website has a variety of different lesson plans that work for different grade levels. http://wiki.classroom20.com/Scratch+Lesson+Plans

(Heidi) Used in economically underprivileged communities to:
“3. Goals
activities to enable young people to achieve deeper fluency with information technologies
Transform the use of technology at after-school centers, moving beyond basic computer
inventors with new technologies
Broader opportunities for youth from under-represented groups to become designers and
communications technologies for informal math and IT education
Advance understanding of the effective and innovative design of new
information and
accessible to larger and more diverse audiences
Make research-based educational technologies, and the ideas underlying those technologies, F
urth er collaboration of young people across geographic, cultural, and language barriers” (24)

(Raven) I also found another website that can teach how to use scratch for the post secondary level. (8)

(Heidi) Scratch is used in homes, schools, museums and community centers. It was designed to be incorporated in many different settings. (10)

(Heidi) Kids can develop these programs that will help them interact in the real world. (12)

(Logan) Using lesson plans from this website, we will be able to incorporate Scratch into them. (15)

(Megan) There is a website called ScratchEd where educators who have used Scratch in their classroom or in another educational environment can share their stories, lesson plans, etc. (16)

(Kelsey) This website shows how Scratch incorporates science with Scratch. (18)

(Heidi) For use in the business world:

"Businesses could use Scratch as an alternative to other forms of presenting information, particularly in training employees on business policies or other less exciting necessities. Its interactive capabilities and animation could add some interest value to adults with information that might not be interesting otherwise. Scratch allows users to post projects online, free of charge, and even group them by a particular category name, which would be an asset to any business who would want to use. Scratch. Their work would be easily shared with people across the world. Also, sharing of information could be done from home making particular trainings, like those mentioned above, not necessarily something that would need to occur within the workplace.” (28)

New Information

<INSERT RESEARCH POSTS>

IV. Demonstration of Educational Value

(Ryan) Scratch sparks creative thinking, promotes problem solving skills, and encourages team work and collaboration. It can also be a valuable tool in teaching young people skills in mathematics and letting them think explore ideas of computation. (4)

(Megan) Scratch is actually meant for kids from ages 8 to 16, but younger children use it with their parents, and college students also use it in some classes. (6)

(Heidi) Link to articles written about scratch that relates to its uses and how it helps learning in the classroom.

http://info.scratch.mit.edu/Research

(Heidi) Lesson plan standards:

Spelling/reading lesson plan: standards:

K.1 Students know about letters, words, and sounds. They apply this knowledge to read simple sentences.

K.6.2 Spell independently using an understanding of the sounds of the alphabet and knowledge of letter names. (Core Standard)

Math lesson plan:

5.7 Students make decisions about how to approach problems and communicate their ideas.

Science Lesson plan:

2.3 Students investigate, describe, and discuss their natural surroundings. They wonder why things move and change.

(25)

(Heidi)

• B.1.8

• Understand and describe that all growth and development is a consequence of an increase in cell number, cell size, and/or cell products. Explain that cellular differentiation results from gene expression and/or environmental influence. Differentiate between mitosis and meiosis. (Core Standard) (29)

V. How "Application Name" is used Internationally?
Provide examples and/or information about how this application can be used in countries outside of the United States.

(Raven) Scratch has many ways of translating the information to different languages so that other countries can use it as well. There are plenty of examples located there as well. (7)

(Heidi) Used to teach 4th graders in Spain how to make a video game in a 16 day program. (23)

(Heidi) Scratch Day 2010: people around the woprls collaborate and share their projects and findings on scratch (27)

(Heidi) http://day.scratch.mit.edu/

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New Information

Unique Uses:

(Ryan) http://www.picocricket.com/picoboard.html

(Ryan) http://info.scratch.mit.edu/WeDo

VI. References

(1) http://info.scratch.mit.edu/Scratch_Credits
(2) http://vimeo.com/2102968
(3) http://vimeo.com/4077929
(4) http://info.scratch.mit.edu/About_Scratch
(5) http://www.sploder.com/about.php
(6) http://info.scratch.mit.edu/Educators
(7) http://scratch.mit.edu/forums/viewforum.php?id=23
(8) http://learnscratch.org/index.php?option=com_content&task=view&id=252&Itemid=346
(9) http://www.edcreate.com/
(10) http://info.scratch.mit.edu/Educators
(12) http://info.scratch.mit.edu/Scratch_in_the_News
(13) http://en.wikipedia.org/wiki/Scratch_%28programming_language%29
(14) http://scratch.mit.edu/projects/relyt12101/125297
(15) http://www.lessonplanspage.com/
(16) http://scratched.media.mit.edu/about
(17) http://edutech.csun.edu/eduwiki/index.php/File:Scratch1.jpg
(18) http://edutech.csun.edu/eduwiki/index.php/Science_from_Scratch
(19) http://learnscratch.org/
(20) http://info.scratch.mit.edu/Donate
(21) http://newsimg.bbc.co.uk/media/images/42913000/jpg_/42913089_scratch_203.jpg (logo)
(22) http://info.scratch.mit.edu/Support/Get_STARTED
(23) http://scratched.media.mit.edu/stories/teaching-learning-scratch-catalonia-spain
(24) see attached: scratch-proposal[1]
(27) http://scratched.media.mit.edu/stories/scratch-day-2010