

Scratch Programming for Computational Thinking (Level 1)

**PRESENTED BY****Sue Mylde****SERIES SESSIONS**

Date	Time
April 16, 2024	4:30 PM - 6:30 PM

**LOCATION****Rundle College Junior High - 7375 17th Ave
SW****FEE****\$0.00****QUESTIONS?****Contact Us:****crc-register@arpcd.ab.ca****[403-291-0967](tel:403-291-0967)****REGISTER ONLINE****Visit our website to register:****crcpd.ab.ca**

Program

Target Audience: Grade 4-6 (Grade 7/8 welcome too!) teachers, pre-service teachers and educational assistants encouraged to attend.

The new Science Curriculum brings Computer Science and Computational Thinking to the fore. This provides an opportunity for our students to design and build computational artifacts, including through visual block-based languages.

Scratch is a visual programming language which can be easily introduced in the classroom to help students develop skills in computational thinking. This course is designed to empower educators with the knowledge and skills to integrate Scratch into their teaching practices.

The course is offered at two levels - Level 1 (Beginner), designed for those who have never used Scratch before; and Level 2 (Elevate), designed for those familiar with Scratch but would like to dive deeper into learning sample programs that can be brought into the classroom. Click [here](#) to sign up for Level 2.

You may choose to register for either or both depending on your familiarity with Scratch Programming.

Level 1 (Beginner):

- Introduction to the fundamentals of Computational Thinking in the classroom. What is computational thinking? What are algorithms? We'll share some practical examples that can be used in the classroom to help students understand these concepts.

- Introduction to Scratch interface for visual block-based programming, including an overview of Scratch interface and functionality, hands-on exercises to create simple Scratch projects, understanding basic coding concepts such as loops, conditionals, and variables in Scratch.
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Presenters

Sue Mylde

Sue Mylde (she/her) is an educator with several years' experience in aspects of communication, STEM and education. She is most excited about spaces where technology meets pedagogy and is an advocate for balance in today's increasingly digital world. In the classroom, Sue has been both Ed-Tech specialist and subject teacher. She is currently the Curriculum lead for Computer Science as well as leading the Innovation, Design, Entrepreneurship and Skills (IDEAS) Program at Rundle College. A lifelong learner, Sue enjoys being curious and facilitating knowledge sharing for teachers and students around the areas of digital citizenship, computer science, and the importance of technology in education, especially within the context of our globalised world. In 2018, Sue presented at TEDxYYC on the "Forgotten Power of Hands On Learning." Sue was born in Singapore, lived in Europe and has enjoyed being a Calgarian since 2011.

Registration Notes

Materials and resources will be provided for participants to use during the session.



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