

SCRATCHED

designing an online community for Scratch educators

Scratch (scratch.mit.edu) is a programming environment that enables users to easily construct a wide variety of interactive projects - including stories, games, art, and simulations - and share these creations with an online community.

(Maloney et al., 2004; Maloney et al., 2008)

The main Scratch website has 300,000 registered members, most between the ages of 8 and 16. By contrast, ScratchEd is designed to support educators concerned with helping others learn with Scratch, in both formal and informal settings.

Stories Resources Discussions Members Search GO

Learn
How your students can create and share with Scratch.
■ Read Stories
■ Access Resources

Share
Your experiences and resources you've developed.
■ Create an Account
■ Sign In

Connect
With other Scratch educators online and in your area.
■ Join a Discussion
■ Meet Members

New Stories

Rays of Radiance in Nepal
We went to Rupy's Int'l School, Bafal to share our experiences with Scratch.
Dai Hara posted this 1 week ago

Scratch Day
Scratch Day was a worldwide network of gatherings, where people came together to meet other Scratchers, share projects and experiences, and learn more about Scratch.
Stephanie Gayle posted this 1 week ago

New Resources

Scratcher Interview sheet
Chris Garny posted this 1 week ago

Creating with Scratch
Mitch Resnick posted this 1 week ago

Resources for Educators Links Handout
Evelyn Eastmond posted this 1 week ago
■ More Resources

New Discussions

Scratch 1.4 on its way
Evelyn Eastmond posted this 1 week ago

What happened at Scratch Day MIT?
Karen Brennan posted this 1 week ago

Where's my picture?
Lauren Hall posted this 1 week ago
■ More Discussions

Terms of Use **Scratch**

We have designed ScratchEd based on ideas from situated learning theory. ScratchEd enables educators to organize a community of practice for Scratch around the processes of mutual engagement, joint enterprise, and shared repertoire by sharing stories, exchanging resources, facilitating discussions, and establishing connections with members.

(Lave & Wenger, 1991; Wenger, 1998)

ScratchEd will be launched in June 2009. We are adopting a mixed-methods approach to studying the online community, using quantitative methods for determining usage patterns and qualitative methods (surveys, interviews) for understanding member experiences.

<http://scratched.media.mit.edu>

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