



BootUp - Agenda - 3rd - 6th grade (Scratch) PD #3-#4

0:00-0:10	Introductions, agenda for the day, reviewing norms, overview of the projects we'll discuss and explore
0:10-0:15	Demonstrating how to remix a semi-complete project
0:15-1:00	Remix the "A Friend of Mine" project and model the lesson plan with teachers
1:00-1:05	Discuss remixing as a form of differentiation
1:05-1:10	Discuss the "Virtual Museum" project and explore how this project can be used as a research project for a variety of subject areas or topics
1:10-1:55	Model the "Interactive Art" project and discuss how we've intentionally modeled different reflection and sharing approaches throughout the previous PDs
1:55-2:00	Discuss the "Reflection and Sharing" video
2:00-2:10	Discuss how to use different Scratch Studios to share class creations or curate exemplar projects
2:10-2:15	Discuss the "A Story About Me" project as a synthesis project
2:15-2:20	Discuss storyboarding prompts used within lesson plans like the "A Story About Me" project
2:20-2:30	Discuss TPAK for the previous projects
	Technological <ul style="list-style-type: none"> - Block types - Image editing - Remixing - Scratch studios Pedagogical <ul style="list-style-type: none"> - Commenting within code - Reflecting - Remixing as differentiation (easy) - Reverse engineering as differentiation (advanced) - Sharing projects Content <ul style="list-style-type: none"> - Remixing - Digital citizenship - Computational thinking
Lunch Break	

2:30-2:40	Discuss integration ideas for the three projects
2:40-3:00	Discuss strategies for fostering an inclusive culture
3:00-3:05	Discuss next set of projects
3:05-3:40	Model teaching the "Photo Editor" project and conclude with a critical response process
3:40-3:50	Explain the three roles of critical response process and discuss it as a form of assessment
3:50-3:55	Discuss the "Photo Booth" project's similarities and differences with prior projects
3:55-4:30	Model reverse engineering the "Beatbox Machine" project and provide hints every few minutes to help guide teachers to discover how to code a similar project
4:30-4:35	Discuss the "What Can You Create? Music" project
4:35-5:00	Model the "Let's Dance" project and focus in timing parallelism across multiple sprites
5:00-5:10	Discuss TPAK for the previous projects
	Technological <ul style="list-style-type: none"> - Block types - Custom sounds - Video overlay - User controls Pedagogical <ul style="list-style-type: none"> - Ipsative reflection - Feedback - Reverse engineering a project Content <ul style="list-style-type: none"> - Functions (broadcast) - Parallelism - User controls - Triggers/events - Computational thinking
Questions/Networking	
5:10-5:20	Discuss integration ideas for the modeled and discussed projects
5:20-5:35	Discuss communicating about computing
5:35-6:00	Work in small groups to customize lesson plans or remix Scratch projects