



Name of the Activity: Coding a simple game with Scratch

	Outcomes	Teaching and Learning activities	Assessment
	Having taken this activity, the participants will be able to:	The participants will be taught to achieve this specific outcome through the following learning activities:	The participants will be assessed on their achievement of this specific outcome through the following assessment tasks:
Blended Learning Format - Face-to-face	recognize the importance of coding and programming in today's society.	Classroom discussion on the basis of the presentation with as well as videos on coding.	Pro-contra discussion
	tell about the coding process and the development of coding.	Presentation and coding video as well as own coding experiences.	Documentation in the classroom, e.g. as a wall paper.
	differentiate coding concepts and describe the reasons why they are used.	Use of the Coding Presentation and examples in the classroom as well as work in pairs.	Running examples in the classroom and a discussion on ways to improve them.
	Describe the structure of the visual programming language Scratch, its key features, and processing steps	Video on easy use and game development with Scratch as well as group work on the game structure using the coding worksheet.	The coding worksheet and the written group results.
	communicate about blocks and scripts in Scratch and the differences to other programming languages.	Discussion of the features and structure of Scratch as well as classroom presentation about creating a simple application in Python and Scratch.	Classroom and group discussions
	create own simple scripts and a simple game using Scratch and its key features (scripts, events, loops, conditions etc.).	Coding the own game, improving it and doing a documentation of the own game, it's planning and programming.	Filled-in planning worksheet and result discussion
	define coding.	H5P-task – right-wrong	Assessment via interactive tasks
	differentiate types of key features in Scratch	H5P-task – crossword	Assessment via interactive tasks



Interactive Learning Tasks, Gamification / Nudging / Online	Know about the different types of coding blocks in Scratch.	H5P-task – right-wrong	Assessment via interactive task
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