Session Title
Animate an Under-the-Sea Scene with Scratch

Presenters
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Elevator Pitch
If you've ever wanted to learn how to create a simple animation, which can be built into a digital story or a game, Scratch is an ideal starting point! We will build an animated under-the-sea scene together.

Materials

Devices, Scratch.MIT.edu online account, imagination and creativity Teacher Expectation

Overview

In this session, students will learn the basics of programming with Scratch to create an under-the-sea scene. This can serve as an introduction to a larger project and options that can span any content and incorporate digital storytelling or games and more!