

Movie in MIT Scratch | Form 1

Objective

Students will use MIT Scratch to create a movie.

Lesson Observations

Stream A (4 groups)	Stream B (6 groups)
03/09/2017: Most students went straight to the <i>Scratch by Example</i> book, with some taking notes onto a piece of paper, some reproducing scripts on their own computer, etc. I can see that most students aren't immediately getting to the task of making a movie, but that's fine, as we have enough time in the rest of the term to allow for initial experimentation.	03/10/2017: Same observations as for Stream A. One student successfully reproduced a script from the <i>Scratch by Example</i> book to make the cat trace a complex multi-colored shape, which she clearly enjoyed.
03/10/2017: Students continued to read the book, takes notes from it, and reproduce the scripts within it.	03/14/2017: Reading of the <i>Scratch by Example</i> book, experimenting etc. This class seemed to work more independently today than in groups. If that continues, I'll need to provide more direction and vision than they currently have.
03/13/2017: More reading of the <i>Scratch by Example</i> , playing around, etc.	03/16/2017: Independent work continued for the most part, will likely need to motivate students better towards accomplishing a goal as a group.
03/16/2017: One group asked for a popular Tanzanian song to be used in their project, so there is still some group effort going on, but most groups remain without a central goal to work towards.	03/21/2017: Due to lack of effort / direction, I had to be a downer today and tell them that if they don't show group progress by next week, we'll have to end projects. Too many students are working independently and doing the same thing each class. One student said he wanted to move on to another topic before class started, although no one else felt the same when asked (or felt comfortable saying so during class).
03/20/2017: I provided the requested song to the group that asked for it, and of course after I did so, the other groups wanted it as well. Hopefully they incorporate it into a bigger project, but I will likely still need to show them some kind of demo of my own creation to get them in the right direction.	03/28/2017: I showed this class my mock-up of Muziki, then did the same as I did for Stream A: I compiled a list of the various songs they wanted to recreate, and plan to get the songs / music videos off the Internet for them to use going forward.
03/27/2017: Over the weekend, I created a mock-up of the music video <i>Muziki</i> by Darassa in Scratch, then showed it to Stream A today in	03/29/2017: I was also disappointed with the number of students watching music videos instead of actually working in Scratch to mock

<p>order to give them an idea of what's possible in Scratch and what I'm looking for them to do. They liked the video and seemed to get motivated by it, so I went around and had the groups think of movies or music videos for which they'd like to do the same. I compiled a list of the various songs they wanted to recreate, and plan to get the songs / music videos off the Internet for them to use going forward.</p>	<p>those videos up. I will give them a few more days to make progress, but I sense that ultimately we'll have to move on to something more guided, in an application other than Scratch.</p>
<p>03/28/2017: I distributed music videos to the appropriate groups, but was disappointed by what I suspected would happen: too many students just watched the videos instead of doing anything in Scratch. It's likely that I'll need to stop group projects entirely and move to something more guided.</p>	

03/30/2017: I informed students that projects in Scratch would end due to lack of student interest in creating long-term artifacts. Next week I plan to start a mix of independent/guided lessons using an offline instance of Blockly Games (<https://blockly-games.appspot.com/>).