

# Visual Programming with Scratch

Professional Development



Our Visual Programming with Scratch Professional Development course teaches educators how to develop students' computational thinking skills and to build their interest in computer science using MIT's Scratch program.

In this program, educators will learn how to use Scratch to teach students sequences, algorithms, variables, lists, loops, and problem-solving frameworks. Participants also master key pedagogical best practices like identifying misconceptions, troubleshooting, differentiation, scaffolding, and assessment practices. Additionally, this course focuses on the creative side of coding; we have sessions on animation, digital storytelling, and game development. By the end of the course, participants will be able to implement Generation Code's Visual Programming with Scratch curriculum.

## What We Cover

- Introduction to the Computer Science Framework key concepts and practices
- Teaching fundamental CS concepts using Scratch and unplugged activities
- Fostering the creative side of coding with animation, digital storytelling, and game design

## What You Take Away

- Scratch PBL Lesson Plans
- Scratch Problem Solving Frameworks
- Scratch Assessment Practices

## How It Works

- Offered as either a 1- or 2-day workshop
- Costs: \$2,500 for a single-day workshop or \$4,000 for a 2-day workshop (up to 10 participants)

Curriculum is available for licensing; please reach out to us for more information

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## Contact Us

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[generationcode.com/pages/professional-development](https://generationcode.com/pages/professional-development)