

I26 - Software Programming with SCRATCH

Applying mathematical thought and skills.



More and more primary schools are introducing Scratch programming to their pupils, both within the school day and in after-school clubs. Would you like to learn a new set of skills? Would you like to launch an exciting educational initiative in your school in the coming year, based on teaching children a set of skills, which could ultimately set them on a trajectory to a future career in I.T.? If the answer is YES, then this course is definitely for you. You will acquire the 'skills set' to programme and create games in Scratch, with the children. This is an exciting, skill based, fun filled course. Unleash the programmer within!

Join the Scratch revolution sweeping through schools all over the world. Scratch is a computer programming language for children designed with learning and education in mind. As children create and share projects in Scratch, they practice and apply a range of mathematical thinking and skills in a fun, creative and real context. As they work on tasks, they are learning how to think creatively, reason systematically, work collaboratively and problem solve. In this self-paced on-line course teachers will work through a wide range of challenges, acquiring the knowledge and skills to introduce their pupils to Scratch programming. Lots of mathematical understanding is utilised and embedded while working in the scratch environment e.g. angles, measurement, geometry, grid references, direction, rotation etc.

The on-line format of the course enables you to **study when and where you want to learn**. Content is divided into 5 modules which you can complete in any order **at any time**.

Participants are encouraged to interact with one another using the communication tools (forum, chat, e-mail) provided by the CPD College learning system. Active facilitation throughout the course provides expert interaction, guidance and feedback for all participants. Assignments and questions which call for critical reflection, self-analysis and a reasoned response punctuate this highly interactive web based course.

On completion of this course each participant can download their CPD record and Certificate of completion. The Certificate of completion demonstrates your achievement in completing this professional development course.

Learning outcomes

On completion of this course teachers will be able to explain the skills their pupils can learn and acquire from Scratch programming, they will be able to create and teach pupils to create basic Scratch projects. Teachers will also be able to teach pupils to design artistic projects,

games and literacy & numeracy projects using Scratch programming.

Modules

01 - Introduction to the skills set that pupils will develop from Scratch programming. Participants are introduced to creative computing and Scratch, through basic sample projects.


02 - Creating scratch projects with an artistic twist, to include animation, drawing, shapes, music and dance.

03 - Explore storytelling through creating Scratch projects that include narrative, characters and scenes.

04 - Creating games using Scratch programming to explore and experience the concepts of goals, rules, actions, consequences and outcomes.

05 - Designing scratch projects to support learning in literacy, numeracy and other curricular areas.

Course quick links

 *Register your interest*

 *Enrol*

 *Download fact-sheet*

 *To learning centre*

Course cost: €89.00

Format: On-line

Course duration: 20 hours

"I LOVED this course - thought the content was brilliant and the resources fantastic - I would love to start over! Can't wait to get started in the classroom - have recommended this course to colleagues and friends - fantastic - thanks to course designers." - Joan, 2014

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