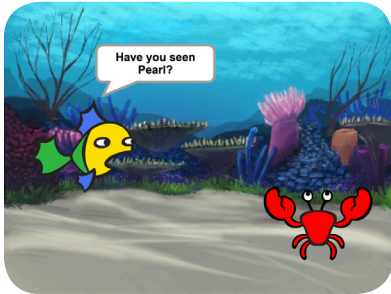
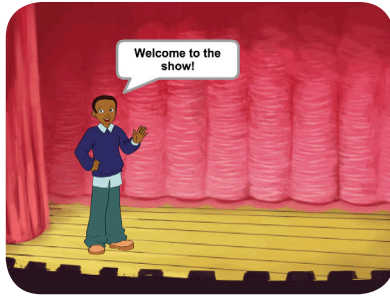


# EDUCATOR GUIDE

## Create a Story

With this guide, you can plan and lead a one-hour workshop using Scratch. Participants will create a story with settings, characters, and dialogue.



## Workshop Overview

Here's a suggested agenda for a one-hour workshop:



**IMAGINE**  
*10 minutes*

First, gather as a group to introduce the theme and spark ideas.



**CREATE**  
*40 minutes*

Next, help participants as they create story projects, working at their own pace.



**SHARE**  
*10 minutes*

At the end of the session, gather together to share and reflect.

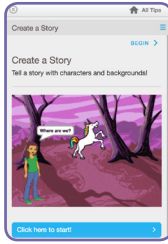
## Get Ready for the Workshop

Use this checklist to prepare for the workshop.

### Preview the Tutorial

The *Create a Story* tutorial shows participants how to create their own projects. Preview the tutorial before your workshop and try the first few steps:

[scratch.mit.edu/story](https://scratch.mit.edu/story)



### Print the Activity Cards

Print a few sets of *Create a Story* cards to have available for participants during the workshop.

[scratch.mit.edu/story/cards](https://scratch.mit.edu/story/cards)



### Make sure participants have Scratch accounts

Participants can sign up for their own Scratch accounts at [scratch.mit.edu](https://scratch.mit.edu), or you can set up student accounts if you have a Teacher Account. To request a Teacher Account, go to:

[scratch.mit.edu/educators](https://scratch.mit.edu/educators)

### Set up a studio for project sharing on Scratch

Set up a studio so participants will be able to add their projects. Go to your *My Stuff* page, then click the **+ New Studio** button. Type in a name for the studio (such as 'Our Fashion Projects').

### Set up computers or laptops

Arrange computers so that participants can work individually or in pairs.

## Imagine



Begin by gathering the participants to introduce the theme and spark ideas for projects.

### Warm-up Activity: Draw a Hat

Give each participant a piece of paper. Ask them to think of a favorite character (for example, from a book, movie, or their imagination). Then, ask them to imagine a new scene. Where could their character go? Who would they meet there? What would they say? Suggest that they write or draw the scene from their story. Ask them to share their scene with someone else in the group.

### Provide Ideas and Inspiration

Show some example Story projects to spark ideas. You can find some in the *Create a Story examples Studio* on the Scratch website.

#### Create a Story Examples

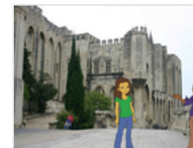
Projects ( 4 )

Comments ( 0 )

Curators

Activity

Add projects



Create a story  
by harleyquinn99000



How Scratch Cat met G...  
by logogreen



Zodiac story  
by camstah

View the studio at: [scratch.mit.edu/studios/3757922](https://scratch.mit.edu/studios/3757922)

## Demonstrate the First Steps



Demonstrate the first few steps of the tutorial so participants can see how to get started.

In Scratch, click **Create**.

Choose a setting from the **Backdrop library**:

New backdrop:



Backdrop Library

Category

All  
Indoors  
Outdoors  
Other



pathway



slopes

Choose a character from the **Sprite library**:

New sprite:



Sprite Library

Category

All  
Animals  
Fantasy  
Letters  
People

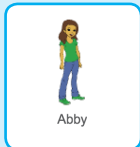


Abby



Devin

Start your story:



Abby

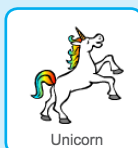
when clicked

switch backdrop to pathway

say I want to explore! for 2 secs

Choose a new character and make it appear:

New sprite:



Unicorn

when clicked

hide

wait 2 secs

show

## Create



CREATE

Support participants as they create Story projects, on their own or in pairs.

**Start with Prompts**

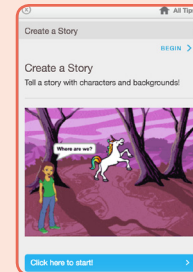
Ask participants questions to get started

Where will your story take place?

What will happen first?

**Provide Resources**

Offer options for getting started



Some participants may want to follow the online tutorial: [scratch.mit.edu/story](https://scratch.mit.edu/story)



Others may want to explore using the activity cards: [scratch.mit.edu/story/cards](https://scratch.mit.edu/story/cards)

**Suggest Ideas for Starting**

- Choose a backdrop.
- Make a character say something
- Choose a character.
- Make a character hide and show.



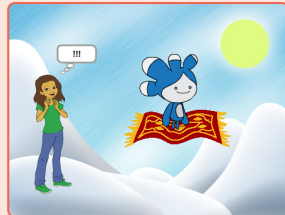
### More Things to Try

- Switch backdrops.
- Make your characters have a conversation.
- Move your characters.
- Change something when you click on it.



### Support Tinkering

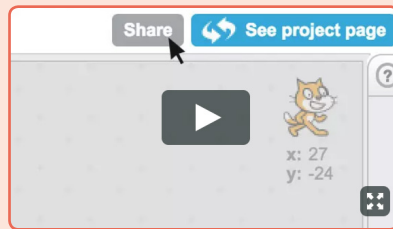
Scratch is designed to support creating by experimenting and tinkering. So, your participants may want to start their stories without planning beforehand. As they create, one idea can spark another. Celebrate their sparks of creativity and the unexpected turns their stories may take.



### Prepare to Share

To add instructions and credits to a project, click the button: "See project page".

This video shows how to share a project on the Scratch website: [vimeo.com/llk/share](https://vimeo.com/llk/share)



# Share

Help the participants add their projects to a shared studio in Scratch. Give them a link to the studio. Then they can click 'Add Projects' at the bottom of the page.

Ask for volunteers to show their project to the group.

## What's Next?

Participants can use these ideas and concepts to create a variety of projects. Here are some variations on the story project you could suggest:



### Retell a story

Start with a story you know and make it in Scratch. Imagine a new ending or a different setting.



### Neighbourhood story

Take photos of your classroom, school, or neighborhood and use them as backdrops in your story.



### Round-robin story

Give everyone 5 minutes to start a story. Then, have them switch to the next computer to add to the story. Repeat.

Scratch is a project of the Lifelong Kindergarten Group at the MIT Media Lab.