

EDUCATOR GUIDE

Fashion Game

With this guide, you can plan and lead a one-hour workshop using Scratch. Participants will gain experience with coding as they design a fashion game.



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 their fashion games, working at their own pace.



SHARE
10 minutes

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

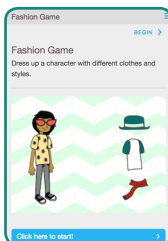
Get Ready for the Workshop

Use this checklist to prepare for the workshop.

Preview the Tutorial

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

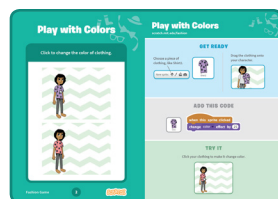
scratch.mit.edu/fashion



Print the Activity Cards

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

scratch.mit.edu/fashion/cards



Make sure participants have Scratch accounts

Participants can sign up for their own Scratch accounts at 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

Set up computers or laptops

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

Set up a computer with projector or large monitor

You can use a projector to show examples and demonstrate how to get started.

Imagine



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

Warm-up Activity: Draw a Hat

Give the participants a minute or two to sketch an imaginary hat with paper and pen. It could be a fashion statement, silly party hat, or a useful invention. When would you wear it? Have the participants show their hats to their neighbors.

Provide Ideas and Inspiration

Show some example *Fashion Game* projects to spark ideas. You can find some in the *Fashion Studio* on the Scratch website.

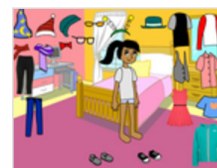
Fashion Studio

Projects (9)

Comments (0)

Curators

Activity



Fashion Dani Fashion
by 21bretzA



Dani Fashion
by Unicorn87093



Dress Up Bun-bun
by LillyMoon15

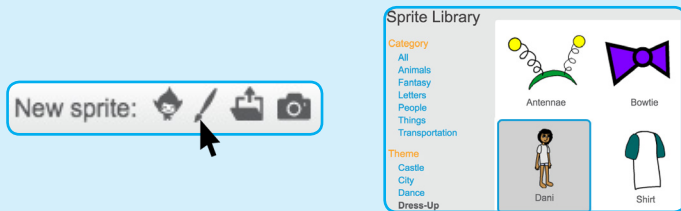
View the studio at: scratch.mit.edu/studios/1424746



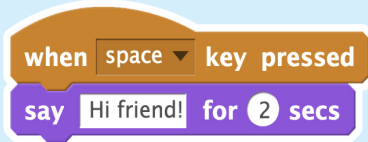
Demonstrate the First Steps

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

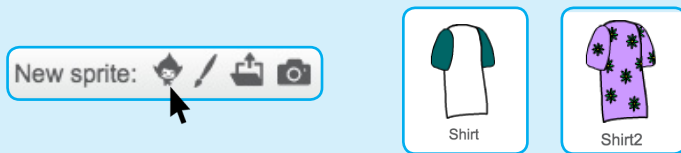
In Scratch, click Create.
Choose Dani from the Sprite Library:



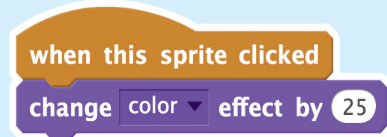
Tell Dani to say something:



Add an item of clothing:



Make the clothing change colors when you click it:



Create

Support participants as they design projects with a set of clothes to dress up a character.

Start with Prompts

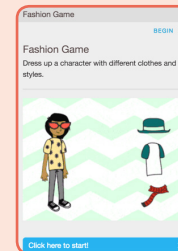
Ask participants questions to get started

What colors do you want the clothes to be?

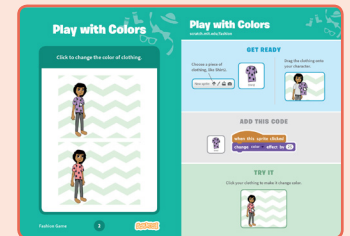
What clothing item will you add first?

Provide Resources

Offer options for getting started



Some participants may want to follow the online tutorial: scratch.mit.edu/fashion



Others may want to explore using the activity cards: scratch.mit.edu/fashion/cards

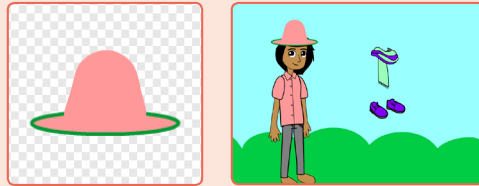
Suggest Ideas for Starting

- Pick Dani or another character
- Say something
- Pick an item of clothing
- Change the clothing's style
- Add more clothes
- Choose a backdrop



More Things to Try

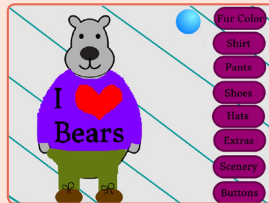
- Make the clothes glide into place.
- Reset position of the clothes when you press the green flag.
- Draw your own character or clothes.



Support Personalization

Encourage participants to customize their projects based on their own personal style and interests. Every project will be different!

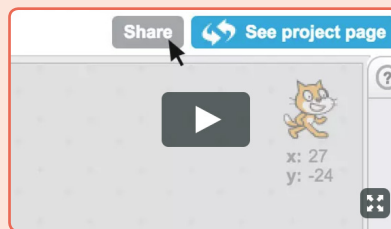
*What kind of character do you want to dress up?
What is their style?*



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



Share

Have a virtual fashion show. Ask participants to share their fashion games with each other.

Ask questions they can discuss:

What do you like best about the project you made?

What was the hardest part?

If you had more time, what would you add or change?

What's Next?

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



Historical Fashion

Research the fashion of a particular time and place in history and make a dress-up game based on that style. To find sample projects, search on Scratch for "historical fashion".



Design a Shoe

Instead of making a game based on an entire outfit, zoom in and make a game that lets you design a shoe, hat, necklace, t-shirt, or nail art.

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