Core Description: USE OF SCRATCH IN DIGITAL CULTURE

Please use this space to describe the key purpose, reason for the activity with the outcomes and impact. Is this a teacher or student resource?

We celebrate the book´s week in our school. This year we will work the biography of a famous writer called "Gloria Fuertes". We have a signature called "Digital Culture" In 6th level of Primary Education and we have been working with the Scratch program. We have made a story in which we talk about this writer to explain our partners her life.

Progress: Please describe how best to use this resource, what circumstances, situations or opportunities does it offer? What range is the activity suited to?

From our point of view, this resource offers to children and teachers a great opportunity to create their own projects based on some topics related to the curriculum development in Primary Education.

Talking about this activity, we have some purposes:

-To know Gloria Fuertes´ life and work through ICT´s.

-To introduce Robotics as a part of Digital Culture subject.

-To create a Scratch presentation in which children talk about Gloria Fuertes.

-To promote creativity, personal autonomy and self-confidence in children through the use of ICT´s and Robotics.

What type of resource is this? Please explain and write links to it or hyperlink to this sheet.

It could be on 21 °C website or Google drive.

https://scratch.mit.edu/projects/157105196/
https://scratch.mit.edu/projects/157102864/

Fotos:

What resources are required for this activity? Where does it fit into the curriculum? Where would this be useful or adopted to be used?

Talking about the ICT´s resources, we have used the following:

- 15 ultra laptops provided by the Regional government with Linux operating system. Besides, Children have worked in pairs.

- Scratch programme online.

On the other hand, in order to fit Robotics and the use of Scratch into the curriculum, we will change our Education Project following the next tips:

- To fit Scratch as a part of the Digital Culture Syllabuses.

- To plan and develop Scratch projects and activities every month as a prize for students.

- To include Scratch program as a ICT resource in some subjects (English, French, Maths, etc.) according to the development of new technologies in Primary Education.