

# PHASE 0

## GETTING STARTED WITH SCRATCH

### BEFORE START

1

Install Scratch [offline](#) in all computers or use it [online](#)

2

Create an account for the classroom

### READY? LET'S START!

3

Build a project with Scratch (2-3 hours)

4

Divide the class in groups, ideally 1 or 2 per computer

[Scratch examples project](#)

[Creative computing Guide \(activities\)](#)

5

Share and comment the project in the [Scratch Community](#) (4hours)

6

[Evaluate your work](#)



Have a look at the website before starting. Let the children try some projects.