LEARNING TO CODE

| THEME	Remixing projects
FORMAT	Pairs (in computers)
PREPARATION TIME	1 hour
ACTIVITY LENGHT	1:30 – 2:15 hours
DIFFICULTY LEVEL	Average

PEDAGOGICAL GOALS

This activity seeks to introduce students to remixing practices, based on the use of remix trees in Scratch. When modifying projects, students have the opportunity to take inspiration from other people's projects to continue developing them based on their own ideas, to understand the functioning of certain types of blocks that they do not yet know, and to analyze the program to understand how does it work.

This activity has as specific objectives:
- Offer the opportunity for creative expression.
- Encourage collaborative practices in programming and reflect on its importance
- Understand the function and possible uses of certain blocks and concepts..

NECESSARY MATERIALS

- Computer with Internet connection (one computer for each pair of students)
- Project created and shared in Scratch
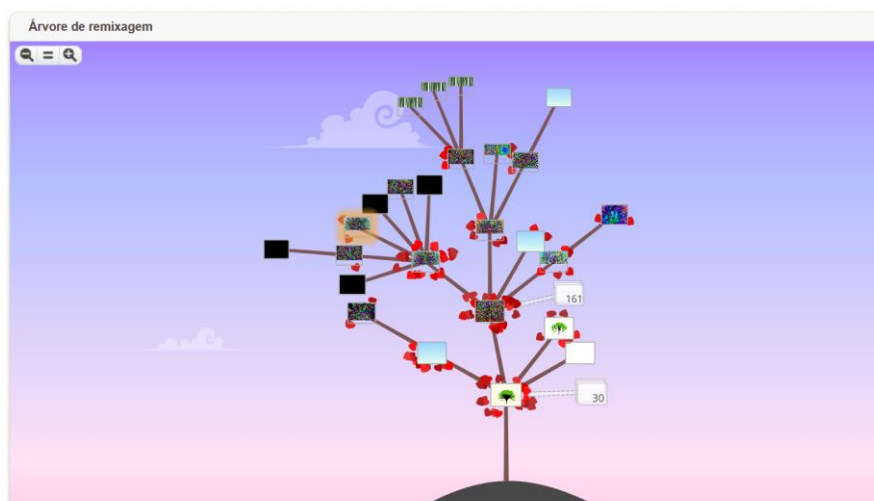
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Preparation:
- Search for projects in Scratch that can be used as a starting point, or create a new project. To create your project, follow these steps:
    1. Log in to Scratch.
    2. Create a simple and intriguing project, with possibilities for modification or continuation.
    3. Share the project on Scratch.

Tips:
- Create a short URL to facilitate access to the project (on sites like http://bit.ly/, for example).
- When creating your project, ensure that the complexity of the initial code is appropriate to the level of knowledge of your students, and focus on including the blocks that you consider essential for the lesson.
- Select two or more projects with different themes for the class (the projects can be similar in terms of the selected blocks, featuring different characters and backgrounds). In this way, students will be able to choose the one that seems most interesting to them to remix, which will be reflected in higher levels of engagement.

Leading the activity:
- Introduce students to the projects selected for the class and ask them to choose what they like best to create a remixed (modified) version of the project.
- Ask your students to log in to Scratch before starting the activity. Thus, they will be able to share the created project, contributing to the growth of the remix tree.
- Encourage students to experiment with different possibilities and to be creative in project development.
- Fifteen minutes before the end of the activity, ask students to share their projects online, and include the credits due on the project page. Then ask them to open the remix tree, to get to know the projects created by the others (just add / remixtree / after the address of the original project).
- If you are a teacher in more than one class, ask the next group of students to start the activity by knowing the remix tree of the project and, from there, choose projects to remix and continue.

Discussion and reflection:
If you have access to a projector, present the Remix Tree for the classes at the end of the activities. You can ask some students to share their projects with the rest of the class, and ask them to explain some concepts learned.
Then, introduce other Scratch projects that have large remix trees, and show how a starting point can lead to different paths (you can use this example if you like:
https://scratch.mit.edu/projects/168329256/remixtree/)
Discuss good practices in the remixing process, and the importance of providing the appropriate credits when we modify a project, showing good examples in Scratch.
You can also reflect with your students on the importance of collaborative work, and how we can go far when people share what they do so that others can be inspired and improve our projects.

Credits:
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