

Small Group at a Venue

SCRATCH DAY

Sample Agenda | 3 hours | Mixed Ability

Imagine Use this sample agenda to plan a Scratch Day for newcomers and advanced Scratchers alike.

Plan

Invite Consider holding the event at a venue that has multiple rooms or flexible space for breakout sessions, such as a museum, library, or school.

Post For this type of event, you can offer a variety of concurrent workshops and activities, so participants can use Scratch in different ways.

Check out the [Activities for Newcomers and Group Activities](#) in the [Scratch Day Activities PDF](#) for ideas and inspiration.

10 mins	Welcome participants
10 mins	Engage in a warm up activity
1 hour	Workshop or Activity 1
	Workshop or Activity 2
	Workshop or Activity 3
10 mins	Share
10 mins	Break
1 hour	Workshop or Activity 4
	Workshop or Activity 5
	Workshop or Activity 6
10 mins	Share
10 mins	Wrap up and closing

Notes

Large Group at a Venue



Sample Agenda | 4 hours | Mixed Ability

Imagine Use this sample agenda to plan a Scratch Day for newcomers and advanced Scratchers alike at a larger venue.

Plan

Invite Consider creating a fair-like event, where participants can sample many informal, open activities, discussions, and projects over the course of the day. You can offer the same activities all day or offer different activities at different times (not limited to three).

Post Check out the Scratch Day Activities PDF for ideas and inspiration.

30 mins	Registration
30 mins	Opening Ceremony
1 hour	Scratch Activity Fair
	Workshop or Activity 1
	Workshop or Activity 2
	Workshop or Activity 3
30 mins	Break & food
1 hour	Workshop or Activity 1
	Workshop or Activity 2
	Workshop or Activity 3
30 mins	Closing Ceremony

Notes

Scratch for Educators



Sample Agenda | 3 hours | Mixed Ability

Imagine **Plan** Use this sample agenda to plan a collaborative learning experience for educators who want to learn more about teaching with Scratch.
Invite Post Consider using the unconference format for educators to create their own breakout sessions and facilitate conversations.

This agenda is adapted from the suggested agenda in the Scratch Educator Meetup Guide.

- 30 mins | Networking and introduction
- 15 mins | Contribute unhangout ideas
- 5 mins | Categorize ideas
- 40 mins | Breakout sessions I
- 40 mins | Breakout sessions II
- 30 mins | Lunch
- 10 mins | Show & Tell
- 10 mins | Wrap up, reflections, and announcements

Notes
