

Keynote speakers

Mitch Resnick (MIT Media Lab)

Karen Brennan (Harvard University GSE)

David Cuartielles (Malmö University, co-founder Arduino)

Clive Beale (Raspberry Pi Foundation)

James Whelton (Hello World Foundation, co-founder Coderdojo)

Shuchi Grover (Stanford GSE)

Workshops (hands on)

Daniel del Rio (Minirobots)

Programming physical objects using Scratch and Moway Robot [42 W-1]

mOway gives life to everything the students program on their screens, and helps them to understand and assimilate concepts

Samantha Edwards (Technology Volunteers, Warwick Volunteers, Warwick University)

Connecting Our Worlds [54 W-1]

Champika Fernando (MIT Scratch Team)

Introduction to Scratch 2.0 [67 W-1]

Brian Harvey (UC Berkeley)

Snap! (Build Your Own Blocks) [76 W-2]

Drew Buddie (Royal Masonic School, Enland)

Making musical instruments with Scratch [91 W-2]

Stephen Howell (Institute of Technology Tallaght, Dublin, Ireland)

Kinect2Scratch [98 W-2]

Victor Casado (Citilab Team)

Building and programming a small robot with Scratch for Arduino [16 W-3]

Sayamindu Dasgupta (MIT Scratch Team)

Scratch 2.0: Diving Deeper [82 W-3]

Clive Beale (Raspberry Pi Foundation)

Raspberry PI [111 W-3]

Tom Lauwers (BirdBrain Technologies LLC)

Finch, Hummingbird, and Snap! [7 W-4]

Eckart Modrow (University Göttingen)

Learning roboters with Snap/BYOB [26 W-4]

Yasushi Harada (Future University Hakodate)

Poppet Show - Scratch, Puppet, Sensors, Music and Audience [57 W-4]

Using rhythms and sounds, the audience will create music for the 'Poppet Show'. At of the show they will be the performers.

Sayamindu Dasgupta (MIT Scratchteam)

MapScratch: Geographical Information with Scratch 2.0 [69 W-5]

Claire Rocks (University of Warwick)

The Robot Garden [80 W-5]

Hear how young people program robot gardeners using enchanting and LEGO MINDSTORMS. You can even have a go yourself!

Vera De Leon (Casa TELMEX)

Singing, Dancing and Sensing with Scratch 2.0 [37 W-6]

Connor Hudson (Self)

Creating Hardware Extensions for Snap! [84 W-6]

Learn how to program extensions for Snap! and start interacting with the real world!

Boris Susanj (ACAB Srl)

Scratch and a sensorboard as a tool for classroom integration. [105 W-6]

Presentations (30 minute talks)

Ronit Ben-Bassat Levy (Weizmann Institute of Science)

Scratch in the Service of Science Education [8 T-1]

Uwe Geisler (family.de)

Just 0 and 1? Science Shows on Computer Science - including live scratch programming with the audience [72 T-1]

José Manuel Sáez López (University of Murcia (Spain))

Integrating Scratch in Primary Education [10 T-2]

Juan Ramón Fernández (Tecno-elx)

From Logo to Scratch 2.0 [113 T-2]

Programming robots to select balls

Sue Gray (Teacher, Fakenham High School, Norfolk, UK)

Inspiring kids with Scratch without being a geek [11 T-3]

Jacob Weinbren (Denbigh School - Milton Keynes)

Scratch Club And Beyond [22 T-3]

Jacob (1999) talks about his experience of creating and running a Scratch club (4 years experience)

Olav Andreas Marschall (Hadsel High School, Norway)

Math and Scratch in high school - a logical union? [14 T-4]

Is "edutainment" and "gamification" of the Mathematics Curriculum a realistic hope?

Jelena Hadzi-Puric (Faculty of Mathematics, University of Belgrade)

Expand Your mind by solving difficult mathematical puzzles in Scratch [58 T-4]

Wolfgang Slany (Graz University of Technology, Austria)

Catrobat [17 T-5]

Running Scratch projects on smartphones and tablets – and programming on them too!

Eckart Modrow (University Göttingen)

BYOB in German High Schools [27 T-5]

Mine Dogucu (Bogazici University Secondary School Science and Mathematics Education Department)

Bringing Scratch into Everyday Classroom [21 T-6]

Learning, Struggles and Opinions of Turkish Pre-Service Science and Math Teachers

Jesús Arbués García del Moral (professor secundària Ins Vilatzara Catalunya)

Shared Geometry Scratch, Arduino and RFID [23 T-8]

Alberto Barbero (I.I.S. "G.Vallauri" - Fossano (CN) - Italy)

A cat, a king and a robot: programming with blocks [38 T-8]

Peter W Donaldson (Computing At School Scotland)

From concrete to abstract: motivating contexts for novice programmers [28 T-10]

Martin Wollenweber (scratch-dach.info, the German language Scratch wiki)

International Scratch-Wikis in native languages: World Wide Wikis [74 T-10]

Jeremy Scott (The Royal Society of Edinburgh / British Computer Society)

Reinventing High School Computer Science [29 T-11]

Drew Buddie (Royal Masonic School)

Using Jesse Schell's Learning Lenses to build Scratch games [96 T-11]

Vera De Leon (Casa TELMEX)

Using Scratch to promote Innovation [30 T-12]

Clare McInerney (Lero - the Irish Software Engineering Research Centre)

Running a Scratch Competition [47 T-12]

José Luís Ramos (Universidade de Évora - CCTIC)

Exploring computational thinking in initial teacher training: a preliminary study and reflection on practice. [31 T-13]

Rory McGann (Mary Immaculate College)

Learning to Teach or Teaching to Learn? [59 T-13]

The educational promise, Scratch, affordances and challenges, as seen through the eyes of children and their (student)teachers

David Hellam (Riverside School, Prague)

Scratch in Control [32 T-14]

Ricardo Pedrol (Zaragoza City of Knowledge)

Robots take the classroom [56 T-14]

Galina Momcheva (Varna Free University "Chernorizets Hrabar")

ScratchBG in Live [40 T-16]

Andrew Murphy (Primary School Teacher, UK)

Adventures with Scratch in School [45 T-16]

Zülfü Genç (University of Firat)

Using Scratch in introductory programming and game development courses:

Example of Firat University [44 T-17]

S. Carmin Karasic (National Faculty: Lesley University, School of Education,

Educational Technology Master Degree Program - Cambridge, MA, USA)

From Zero to Scratch Game Development in 8 Weeks [109 T-17]

Mariona Niell Colom (University of Girona)

Combining visual art and computational thinking. Successful activities for primary school students. [89 T-18]

Jordi Freixenet (University of Girona)

2on year of TICTAC Project: Creativity as a driver of Human Development [90 T-18]

Rocio Lara (Educational Area Manager / Training teacher)

Official presentation of new LEGO Mindstorms Education EV3 in Spain [49 T-19]

Connor Hudson (Self)

Hello World: Interfacing a Web-based Programming Language with the Real World [85 T-19]

Scratch 2.0 is web-based, which limits the ability to connect to the physical world. See how Snap! connects to the real world

Piotr Bała (N. Copernicus University)

Scratch in Children University [50 T-20]

Carina Girvan (Centre for Research in IT in Education, School of Computer Science and Statistics Trinity College, University of Dublin)

Scratch meets Second Life [112 T-20]

Samantha Edwards (Technology Volunteers, Warwick Volunteers, Warwick University)

An Exploration of Scratch Sensors with Creative Art Students in New York [52 T-21]

Samir Saidani (Junior Studio)

Playing Scratch with Multiple Hands : a Five-year Experience [79 T-21]

Pablo Garaizar (Scratch Eguna (Scratch Day in the Basque Country))

Scratch Eguna: from Scratch Day to Scratch Every Day. Bringing computer programming into primary schools [61 T-22]

Rubén del Río (University of Deusto)

Video-games 101: Unleashing the potential of students and teachers to create fun stuff [62 T-22]

Olga Mironova (Tallinn University of Technology)

The Use of Scratch in Estonia [65 T-24]

Joao Orvalho (Polytechnic Institute of Coimbra - Portugal)

Time Learning Game with Special Educational Needs Children [66 T-25]

Stephen Howell (Institute of Technology Tallaght, Dublin, Ireland)

LEAP2Scratch, programming with the LEAPMotion controller in Scratch [100 T-27]

Xabier Basogain Olabe (University of Basque Country)

Fostering the Study of Scratch in Schools of Education through Seminars and Webinars [83 T-28]

Eduard Muntaner Perich (University of Girona)

Inventors4Change. Invent the change you wish to see in the world [87 T-29]

Vanessa Perez (Tomlinson Middle School)

Computer Science for Preteens [104 T-30]

Vânia Ramos (EB do Castelo)

Scratch in Portugal [110 T-30]

Tim Radvan (~blob8108)

Kurt: Scratch projects in Python [103 T-]

Poster presentations

Victor Casado (Citilab Team)

Connecting Scratch to the real world through Arduino boards [15 P-]

Wolfgang Slany (Graz University of Technology, Austria)

Catrobat: A mobile visual programming system inspired by Scratch [18 P-]

Teresa Martinho Marques (Centro de Competência TIC da Escola Superior de Educação do Instituto Politécnico de Setúbal - Portugal)

EduScratch - Spreading seeds all over Portugal [19 P-]

EduScratch spreads Scratch among Portuguese schools by training teachers to promote students computational thinking

Olav-Andreas Marschall (Hadsel High School, Norway)

Scratch-Quiz for schools [34 P-]

A «quiz-motor» for making quizzes about any subject in education based on Scratch as software and Buzz!-buttons as hardware.

Rocio Lara (RO-BOTICA)

Scratch for OLLO [36 P-]

Vera De Leon (Casa TELMEX)

Connecting Real and Digital Worlds with Scratch [39 P-]

Rui Miguel Sousa (Universidade do Minho)

Developing Computational Thinking with Scratch: an experience with 8th grade students [43 P-]

Promoting computational thinking with 8th grade students by developing games. What will be the impact of this strategy?

Rocio Lara (Educational Area Manager / Training teacher)

Official presentation and hands on session of new LEGO Mindstorms

Education EV3 in Spain [48 P-]

Andrew Csizmadia (Senior Lecturer in ICT, Newman University, Birmingham, UK)

Discovering Computational Thinking Genes amongst Pre-service Teachers with Scratch and Scrape [51 P-]

Yoshiro Miyata (Chukyo University)

Expanding Creative Mindset in World Museum Collaboration [60 P-]

Collaboration in World Museum for expanding creative mindset to build a global learning community for 21.

Ana Rita Assunção Teixeira (ESEC)

Scratch for visually impaired children – Fruit Slicer [70 P-]

Tyson Spraul (Fort Zumwalt School District / Shanghai American School)

Scratch It On: Creating a Progressive Story in Scratch [75 P-]

*Make computing meaningful with collaboration, storytelling, and social issue themes-
- Scratch It On*

Tomohito YASHIRO (Future University Hakodate)

Material Programming [78 P-]

Material Programming is a visual programming development environment with material which means real blocks of Scratch.

Drew Buddie (Royal Masonic School)

A child's eye view of Scratch [97 P-]

Stephen Howell (Institute of Technology Tallaght, Dublin, Ireland)

Scratch in CoderDojo, Schools and Colleges in Ireland [102 P-]

Connor Hudson (Self)

Snap! Extensions [106 P-]

Want to program robots with Scratch/Snap! or make games that use Wii remotes? See Snap! control Lego NXTs, Wii remotes and more

Panel discussions

Stephen Howell (Institute of Technology Tallaght, Dublin, Ireland)

Connecting Scratch to the Real World; Robots, LEAP, Kinect, Arduino... [99 D-1]

Margaret Low (organizing) (WMG, University of Warwick)

Supporting Computer Science in Schools [108 D-2]

What do educators consider to be enabling factors and barriers to wider adoption of Computer Science activities?

Dan Garcia (UC Berkeley)

Transforming K-12 Computer Science: The Beauty and Joy of Computing [77 D-3]

Vera De Leon (Casa TELMEX)

Connecting Communities [35 D-4]

Ignite Talks

Drew Buddie (Royal Masonic School)

20 kinds of game [95 I-11]

Christophe THOMAS (Forum Education Science Culture)

Top Scratch : creativity tool to imagine and program games with Scratch [86 I-13]

Joao Orvalho (Polytechnic Institute of Coimbra - Portugal)

Computational thinking with Scratch in teachers education [71 I-14]

Learning Scratch for computational and creative thinking: as a new approach to enhance the primary school teacher education.

Frank Sabaté (Escola Projecte)

Connecting new teachers to Scratch: An active teacher training method [25 I-15]

Stephen Howell (Institute of Technology Tallaght, Dublin, Ireland)

Teaching kids to program using Scratch and the Kinect [101 I-21]

Connor Hudson (Self)

Snap! and the Real World [107 I-22]

Explore the possibilities of connecting Snap! with the real world and programming with multiple hardware interfaces.

Andrew Sula (Technology Volunteers, Warwick University)

Homemade Scratch Sensors - Ignite Style [53 I-23]

Alberto Barbero (Dschola (Torino) & I.I.S. "Vallauri" (Fossano) - Italy)

Italian Scratch Festival [88 I-24]

Jon Bustillo (University of the Basque Country)

Learning Scratch in a prison [64 I-25]

Joek van Montfort (Scratchweb.nl)

Scratch in Dutch vocational education [3 I-31]

Primer in programming for our future network administrators

Genevieve Smith-Nunes (Sussex Downs College)

6-year olds can code [46 I-32]

kids can code, debug and be agile. Use scratch in the classroom to teach both the students and instructors.

Eugeni Catalán (ScratchCatala)

ScratchRef - Scratch Wiki / Reference Guide for iPhone [12 I-33]