

Thursday July 25th, 2013

	Panel/discussion	Workshops	Ignite Talks	Presentations	Posters	Miscellaneous	Plenary sessions	
	Cat	Parrot	Butterfly	Girl Wizard	Wizard	Gobo	Pico, Nano, Tera, ...	
	Auditorium	Room A	Room B	Room C	Family Lab	Office	Circular meeting places 1st floor	
<b>8:30 - 9:30</b>	Registration							
<b>9:30 - 10:30</b>	Keynote session with <b>Mitch Resnick</b> (MIT Media Lab) and <b>Karen Brennan</b> (Harvard University GSE)							
<b>11:00 - 12:00</b>	<p><b>Drew Buddie</b> (Royal Masonic School) 20 kinds of game [95 I-11]</p> <p><b>Christophe THOMAS</b> (Forum Education Science Culture) Top Scratch : creativity tool to imagine and program games with Scratch [86 I-13]</p> <p><b>Joao Orvalho</b> (Polytechnic Institute of Coimbra - Portugal) Computational thinking with Scratch in teachers education [71 I-14]</p> <p><b>Frank Sabaté</b> (Escola Projecte) Connecting new teachers to Scratch: An active teacher training method [25 I-15]</p> <p><b>Stephen Howell</b> (Institute of Technology Tallaght, Dublin, Ireland) Teaching kids to program using Scratch and the Kinect [101 I-21]</p> <p><b>Connor Hudson</b> (Self) Snap! and the Real World [107 I-22]</p>	<p><b>Ronit Ben-Bassat Levy</b> (Weizmann Institute of Science) Scratch in the Service of Science Education [8 T-1]</p> <p><b>Uwe Geisler</b> (family.de) Just 0 and 1? Science Shows on Computer Science - including live scratch programming with the audience [72 T-1]</p>	<p><b>José Manuel Sáez López</b> (University of Murcia (Spain)) Integrating Scratch in Primary Education [10 T-2]</p> <p><b>Juan Ramón Fernández</b> (IES La Torreta, Elche, Spain) From Logo to Scratch 2.0 [113 T-2]</p>	<p><b>Daniel del Rio</b> (Minirobots) Programming physical objects using Scratch and Moway Robot [42 W-1]</p>	<p><b>Samantha Edwards</b> (Technology Volunteers, Warwick Volunteers, Warwick University) Connecting Our Worlds [54 W-1]</p>			Self organized sessions
<b>12:30 - 13:30</b>	<p><b>Stephen Howell</b> (Institute of Technology Tallaght, Dublin, Ireland) Connecting Scratch to the Real World; Robots, LEAP, Kinect, Arduino... [99 D-1]</p>	<p><b>Sue Gray</b> (Teacher, Fakenham High School, Norfolk, UK) Inspiring kids with Scratch without being a geek [11 T-3]</p> <p><b>Jacob Weinren</b> (Denbigh School - Milton Keynes) Scratch Club And Beyond [22 T-3]</p>	<p><b>Olav Andreas Marschall</b> (Hadsel High School, Norway) Math and Scratch in high school - a logical union? [14 T-4]</p> <p><b>Jelena Hadzi-Puric</b> (Faculty of Mathematics, University of Belgrade) Expand Your mind by solving difficult mathematical puzzles in Scratch [58 T-4]</p>	<p><b>Champika Fernando</b> (MIT Scratch Team) Introduction to Scratch 2.0 [67 W-1]</p>	<p><b>Brian Harvey</b> (UC Berkeley) Snap! (Build Your Own Blocks) [76 W-2]</p>		Self organized sessions	
<b>13:30 - 15:00</b>	Lunch							
<b>15:00 - 16:00</b>	<p><b>Wolfgang Slany</b> (Graz University of Technology, Austria) Catrobat [17 T-5]</p> <p><b>Eckart Modrow</b> (University Göttingen) BYOB in German High Schools [27 T-5]</p>	<p><b>Mine Dogucu</b> (Bogazici University Secondary School Science and Mathematics Education Department) Bringing Scratch into Everyday Classroom [21 T-6]</p> <p><b>Connor Hudson</b> (Self) Hello World: Interfacing a Web-based Programming Language with the Real World [85 T-19]</p>	<p><b>Jesús Arbués García del Moral</b> (professor secundaria Ins Vilatzara Catalunya) Shared Geometry Scratch, Arduino and RFID [23 T-8]</p> <p><b>Alberto Barbero</b> (I.I.S. "G.Vallauri" - Fossano (CN) - Italy) A cat, a king and a robot: programming with blocks [38 T-8]</p>	<p><b>Drew Buddie</b> (Royal Masonic School, Enland) Making musical instruments with Scratch [91 W-2]</p>	<p><b>Stephen Howell</b> (Institute of Technology Tallaght, Dublin, Ireland) Kinect2Scratch [98 W-2]</p>			Self organized sessions
<b>16:30 - 17:30</b>	<p><b>Margaret Low (organizing)</b> (WMG, University of Warwick) Supporting Computer Science in Schools [108 D-2]</p>	<p><b>Peter W Donaldson</b> (Computing At School Scotland) From concrete to abstract: motivating contexts for novice programmers [28 T-10]</p> <p><b>Martin Wollenweber</b> (scratch-dach.info, the German language Scratch wiki) International Scratch-Wikis in native languages: World Wide Wikis [74 T-10]</p>	<p><b>Jeremy Scott</b> (The Royal Society of Edinburgh / British Computer Society) Reinventing High School Computer Science [29 T-11]</p> <p><b>Drew Buddie</b> (Royal Masonic School) Using Jesse Schell's Learning Lenses to build Scratch games [96 T-11]</p>	<p><b>Victor Casado</b> (Citilab Team) Building and programming a small robot with Scratch for Arduino [16 W-3]</p>	<p><b>Sayamindu Dasgupta</b> (MIT Scratch Team) Scratch 2.0: Diving Deeper [82 W-3]</p>		Self organized sessions	

Friday July 26th, 2013

Panel/discussion	Workshops	Ignite Talks	Presentations	Posters	Miscellaneous	Plenary sessions
<b>Cat</b> Auditorium	<b>Parrot</b> Room A	<b>Butterfly</b> Room B	<b>Girl Wizard</b> Room C	<b>Wizard</b> Family Lab	<b>Gobo</b> Office	<b>Pico, Nano,, Gobo, ...</b> Circular meeting places 1st floor
<b>8:30 - 9:30</b> Registration						
<b>9:30 - 10:30</b> Keynote session with <b>David Cuartielles</b> (Malmö University, co-founder Arduino ) and <b>Clive Beale</b> (Raspberry Pi Foundation)						
<b>11:00 - 12:00</b> Andrew Sula (Technology Volunteers, Warwick University) <b>Homemade Scratch Sensors - Ignite Style</b> [53 I-23] Alberto Barbero (Dschola (Torino) & I.I.S. "Vallauri" (Fossano) - Italy ) <b>Italian Scratch Festival</b> [88 I-24] Jon Bustillo (University of the Basque Country) <b>Learning Scratch in a prison</b> [64 I-25] Joek van Montfort (Scratchweb.nl) <b>Scratch in Dutch vocational education</b> [3 I-31] Genevieve Smith-Nunes (Sussex Downs College) <b>6-year olds can code</b> [46 I-32] Eugeni Catalán (ScratchCatala) <b>ScratchRef - Scratch Wiki / Reference Guide for iPhone</b> [12 I-33]	<b>Vera De Leon</b> (Casa TELMEX) <b>Using Scratch to promote Innovation</b> [30 T-12] <b>Clare McInerney</b> (Lero - the Irish Software Engineering Research Centre) <b>Running a Scratch Competition</b> [47 T-12]	<b>Olga Mironova</b> (Tallinn University of Technology) <b>The Use of Scratch in Estonia</b> [65 T-24] <b>Joao Orvalho</b> (Polytechnic Institute of Coimbra - Portugal) <b>Time Learning Game with Special Educational Needs Children</b> [66 T-25]	<b>Clive Beale</b> (Raspberry Pi Foundation) <b>Raspberry Pi</b> [111 W-3]	<b>Tom Lauwers</b> (BirdBrain Technologies LLC) <b>Finch, Hummingbird, and Snap!</b> [7 W-4]	Self organized sessions	
<b>12:30 - 13:30</b> <b>Dan Garcia</b> (UC Berkeley) <b>Transforming K-12 Computer Science: The Beauty and Joy of Computing</b> [77 D-3]	<b>José Luis Ramos</b> (Universidade de Évora - CCTIC) <b>Exploring computational thinking in initial teacher training: a preliminary study and reflection on practice.</b> [31 T-13] <b>Rory McGann</b> (Mary Immaculate College) <b>Learning to Teach or Teaching to Learn?</b> [59 T-13]	<b>Vanessa Perez</b> (Tomlinson Middle School) <b>Computer Science for Preteens</b> [104 T-30] <b>Vânia Ramos</b> (EB do Castelo) <b>Scratch in Portugal</b> [110 T-30]	<b>Eckart Modrow</b> (University Göttingen) <b>Learning roboters with Snap/BYOB</b> [26 W-4]	<b>Yasushi Harada</b> (Future University Hakodate) <b>Poppet Show - Scratch, Puppet, Sensors, Music and Audience</b> [57 W-4]	Self organized sessions	
<b>13:30 - 15:00</b> Lunch						
<b>15:00 - 16:00</b> David Hellam (Riverside School, Prague) <b>Scratch in Control</b> [32 T-14] Ricardo Pedrol (Zaragoza City of Knowledge) <b>Robots take the classroom</b> [56 T-14]	<b>Galina Momcheva</b> (Varna Free University "Chernorizets Hrabar") <b>ScratchBG in Live</b> [40 T-16] <b>Andrew Murphy</b> (Primary School Teacher, UK) <b>Adventures with Scratch in School</b> [45 T-16]	<b>Sayamindu Dasgupta</b> (MIT Scratchteam) <b>MapScratch: Geographical Information with Scratch 2.0</b> [69 W-5]		<b>Claire Rocks</b> (University of Warwick) <b>The Robot Garden</b> [80 W-5]	Self organized sessions	
<b>16:30 - 17:30</b> Poster sessions, see below						
<b>18:00 - 20:00</b> Social Event, location to be announced						
<b>Victor Casado</b> (Citilab Team) <b>Connecting Scratch to the real world through Arduino boards</b> [15] <b>Wolfgang Slany</b> (Graz University of Technology, Austria) <b>Catrobat: A mobile visual programming system inspired by Scratch</b> [18] <b>Teresa Martinho Marques</b> (Centro de Competência TIC da Escola Superior de Educação do Instituto Politécnico de Setúbal - Portugal) <b>EduScratch - Spreading seeds all over Portugal</b> [19]	<b>Olav-Andreas Marschall</b> (Hadsel High School, Norway) <b>Scratch-Quiz for schools</b> [34] <b>Rocio Lara</b> (RO-BOTICA) <b>Scratch for OLLO</b> [36] <b>Vera De Leon</b> (Casa TELMEX) <b>Connecting Real and Digital Worlds with Scratch</b> [39]	<b>Rui Miguel Sousa</b> (Universidade do Minho) <b>Developing Computational Thinking with Scratch: an experience with 8th grade students</b> [43] <b>Rocio Lara</b> (Educational Area Manager / Training teacher) <b>Official presentation and hands on session of new LEGO Mindstorms Education EV3 in Spain</b> [48] <b>Andrew Csizmadia</b> (Senior Lecturer in ICT, Newman University, Birmingham, UK) <b>Discovering Computational Thinking Genes amongst Pre-service Teachers with Scratch and Scrape</b> [51]	<b>Yoshiro Miyata</b> (Chukyo University) <b>Expanding Creative Mindset in World Museum Collaboration</b> [60] <b>Ana Rita Assunção Teixeira</b> (ESEC) <b>Scratch for visually impaired children – Fruit Slicer</b> [70] <b>Tyson Spraul</b> (Fort Zumwalt School District / Shanghai American School) <b>Scratch It On: Creating a Progressive Story in Scratch</b> [75]	<b>Tomohito YASHIRO</b> (Future University Hakodate) <b>Material Programming</b> [78] <b>Drew Buddie</b> (Royal Masonic School) <b>A child's eye view of Scratch</b> [97] <b>Stephen Howell</b> (Institute of Technology Tallaght, Dublin, Ireland) <b>Scratch in CoderDojo, Schools and Colleges in Ireland</b> [102]	<b>Connor Hudson</b> (Self) <b>Snap! Extensions</b> [106] <b>Dorsaf Benna</b> (eimajuscules.info) <b>Computational Thinking</b> [114]	Self organized sessions

**Saturday July 27th, 2013**

	Panel/discussion	Workshops	Ignite Talks	Presentations	Posters	Miscellaneous	Plenary sessions
	<b>Cat</b>	<b>Parrot</b>	<b>Butterfly</b>	<b>Girl Wizard</b>	<b>Wizard</b>	<b>Gobo</b>	<b>Pico, Nano,, Gobo, ...</b>
	Auditorium	Room A	Room B	Room C	Family Lab	Office	Circular meeting places 1st floor
<b>8:30 - 9:30</b>	Registration						
<b>9:30 - 10:30</b>	Keynote session with <b>James Whelton</b> (Hello World Foundation, co-founder Coderdojo) and <b>Shuchi Grover</b> (Stanford GSE)						
<b>11:00 - 12:00</b>	<p><b>Zülfü Genç</b> (University of Firat) Using Scratch in introductory programming and game development courses: Example of Firat University [44 T-17]</p> <p><b>S. Carmin Karasic</b> (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]</p>	<p><b>Mariona Niell Colom</b> (University of Girona) Combining visual art and computational thinking. Successful activities for primary school students. [89 T-18]</p> <p><b>Jordi Freixenet</b> (University of Girona) 20th year of TICTAC Project: Creativity as a driver of Human Development [90 T-18]</p>	<p><b>Rocio Lara</b> (Educational Area Manager / Training teacher) Official presentation of new LEGO Mindstorms Education EV3 in Spain [49 T-19]</p> <p><b>Xabier Basogain Olabe</b> (University of Basque Country) Fostering the Study of Scratch in Schools of Education through Seminars and Webinars [83 T-28]</p>	<p><b>Vera De Leon</b> (Casa TELMEX) Singing, Dancing and Sensing with Scratch 2.0 [37 W-6]</p>	<p><b>Connor Hudson</b> (Self) Creating Hardware Extensions for Snap! [84 W-6]</p>	<p><b>Eduard Muntaner Perich</b> (University of Girona) Inventors4Change. Invent the change you wish to see in the world [87 T-29]</p> <p><b>Dorsaf Benna</b> (eimajuscules.info) Scratch competition in Tunisia [115 T-]</p>	Self organized sessions
<b>12:30 - 13:30</b>	<p><b>Vera De Leon</b> (Casa TELMEX) Connecting Communities [35 D-4]</p>	<p><b>Piotr Bala</b> (N. Copernicus University) Scratch in Children University [50 T-20]</p> <p><b>Carina Girvan</b> (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]</p>	<p><b>Samantha Edwards</b> (Technology Volunteers, Warwick Volunteers, Warwick University) An Exploration of Scratch Sensors with Creative Art Students in New York [52 T-21]</p> <p><b>Samir Saidani</b> (Junior Studio) Playing Scratch with Multiple Hands : a Five-year Experience [79 T-21]</p>	<p><b>Boris Susanj</b> (ACAB Srl) Scratch and a sensorboard as a tool for classroom integration. [105 W-6]</p>	<p><b>Pablo Garaizar</b> (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]</p> <p><b>Rubén del Río</b> (University of Deusto) Video-games 101: Unleashing the potential of students and teachers to create fun stuff [62 T-22]</p>	<p><b>Stephen Howell</b> (Institute of Technology Tallaght, Dublin, Ireland) LEAP2Scratch, programming with the LEAPMotion controller in Scratch [100 T-27]</p> <p><b>Tim Radvan</b> (-blob8108) <b>Kurt:</b> Scratch projects in Python [103 T-]</p>	Self organized sessions
<b>13:30 - 15:00</b>	Lunch and plenary closing session						