Proposal Workshop Coding for girls - SCRATCH
Duration: 2 days
Age: 8-12 or 13-18 years

How to reach girls:
- We already spoke to some experienced workshop trainers, and discussed different workshop methods and how to reach out to participants.
- Safespace herstellen. Warum ist das wichtig? Wie bekomme ich das als Trainer*in hin?

Day 1: 4-5 hours

Time	Goals	Content / Method	Document
20 min	Get to know each other and create a safe environment	The Yordle game: round of introductions Who are you and what or who do you want to be? Say your name (or the name you wish and what you are) (You can be EVERYTHING!) Example: I am: Steff - a yordle. A yordle is a small creature, it has short, curly hair and is usually very peaceful.	Scratch_WS_ Vorstellungsrunde
20 min	Getting to know scratch	Scratch is a free program that anyone can use to learn the basics of game design and programming. With the simple interface, you can create your own games quickly and easily without any programming knowledge. You can upload your own pictures and sounds and create your own characters, levels and animations for the game. We'll create an account.	Scratch_WS_ WasIstScratch Scratch_WS_DIE ANLEITUNG - Aufgabenstellung Briefgeschichte - Oder – Scratch_WS_DIE ANLEITUNG - Aufgabenstellung Wettrennen
25 min	Create your character	#Task1: We open Scratch and draw our fictional character from the introductory round.	Scratch_WS_DIE ANLEITUNG
25 min	First steps in coding	# Task2: The character takes a step when key B is pressed.	Scratch_WS_DIE ANLEITUNG

20 min	How to create a story	Basics of Storytelling	Scratch_WS_ Storytelling
20 min	Coding possibilities in Scratch	It can be a mini-game (what works in Scratch, what doesn't) or a story / interaction	https://scratch.mit.edu/ educators/
40 min	How to create a story	Tell your story / Storyboard (analogue)	Scratch_WS_ Storyboard
20 min	How to make a video game?	What is needed to make a professional video game? Discuss who is involved in a video game production and understand the complexity. Introduction: The business The jobs The market ➔ Group assignment/ role assignment, who is responsible for sounds, texts, etc.	2018_game_Arbeiten-in-der-Games-Branche_web Scratch_WS_Zugangswege Gamedesign

3) Questions for Introduction:

- What does Storytelling mean to you?
- What kind of storytelling setting do yo know from your childhood?
- What is your favorite story?
- What are the basics of a good story?
- What tools/ media/ social media do you know, that tell good stories?
  Stories are not only told in books and movies, they're also very important in digital games.

5.) Imagine yourself as a game character.

- Change the setting. Where are you now? Place yourself in another setting.
- Think of a basic story that fits your game character

6) from linear to dynamic narration

- Stories in video games need a dynamic/ interactive narration; choose what happens, based on the decisions of the players.

Day 2: 4- 5 hours

Time	Goals	Content / Method	Documents
20 min	Get to know each other and create a safe environment/ warm-up	Warm-up game: a blind story on paper	Scratch_WS_Zusammen Geschichten erzaehlen
15 min	Creating a Storyboard	Storyboard and task check: who is responsible for which task?	Scratch_WS_ Storyboard
20 min	Start: Create your Story Draw your second character	#Task3: Draw the 2nd character and change the background	Scratch_WS_DIE ANLEITUNG -
25 min	Coding	#Task4: What should the character be able to do? Start programming depending on the storyboard: speech bubble, sounds/noises, movement, rotation, color change, background change. Small steps, test phases in between	Scratch_WS_DIE ANLEITUNG -
PAUSE			
60 min	Finish your game	#Task5: The participants work together in small groups to code their game	
30 min	Play and reflect.	We play the games from the other groups and discuss them through different criteria. If we want we can use MakeyMakeys as controllers.	Scratch_WS_MakeyMakey