

Erasmus +: Digital Inclusion

Digital Inclusion Transforming and Internationalizing Schools through Technology

Good practices collection

Prepared by Open Europe

Aim of the project:

To extend and develop educators' competencies, including their digital skills and knowledge of ICT tools, to create an inclusive classroom climate.

Aim of the collection of good practices:

To share the different good practices to improve the academic results and motivation in our pupils.

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Annex 1:

Using SCRATCH to Programme through Painting	
Good practice description	Scratch is a program that teaches how to program through paintings. They can create stories, animations and games and share them within their class or in the webpage to show them to the world. Through this activities, they learn to think creatively, reason and collaborate, as they can work in pairs.
Level	Regional
School subjects it deals with	Programming
Country	Spain
Name of the Institution	Scratch
Type of institution involved and main functions	School
Involved target group	Institutional level - managers, heads of departments, teachers/trainers/researchers, technical and administrative staff, adult learners, adult education institutions' staff
Main challenges key success enabling factors	 It focuses on creating stories, creativity while learning how to program They can practice on the class or on their own, with the tablets or computers at home They can be inspired by other stories they see in the webpage



Lessons Learnt and Recommendations	 The children should learn a little how to program before they start and while they are using it. If they are stuck with a story or with a command, they should be encouraged to ask their classmates before they ask the teacher.
Tool / tools used for self-evaluation	Computer, tablet
Visual elements	https://agora.xtec.cat/ceipmariafortuny/curs-scratch-primaria/ forever imagine program share