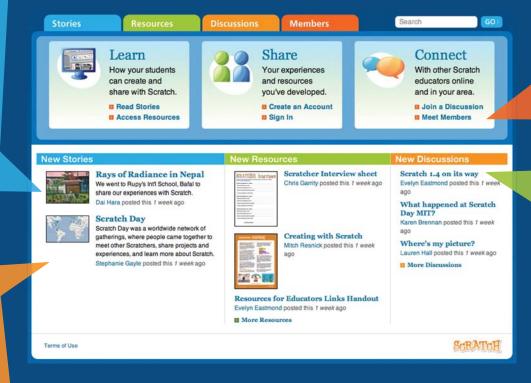
SCRATCHED

designing an online community for Scratch educators

Scratch (scratch.mit.edu) is a programming environment that enables users to easily construct a wide variety of interactive projects - including stories, games, art, and simulations - and share these creations with an online community.

(Maloney et al., 2004; Maloney et al., 2008)

The main Scratch website has 300,000 registered members, most between the ages of 8 and 16. By contrast, ScratchEd is designed to support educators concerned with helping others learn with Scratch, in both formal and informal settings.



We have designed ScratchEd based on ideas from situated learning theory. ScratchEd enables educators to organize a community of practice for Scratch around the processes of mutual engagement, joint enterprise, and shared repertoire by sharing stories, exchanging resources, facilitating discussions, and establishing connections with members.

(Lave & Wenger, 1991; Wenger, 1998)

ScratchEd will be launched in June 2009. We are adopting a mixed-methods approach to studying the online community, using quantitative methods for determining usage patterns and qualitative methods (surveys, interviews) for understanding member experiences.

http://scratched.media.mit.edu

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