



## Scratch, Libraries and Learning

### Media MashUp

- Demonstration project assessing the capacity of public libraries to offer technology based programming for youth
- Learning what skills staff need, what administrative structures best support technology based activities

### More about Media MashUp

Visit the project's website at Hennepin County Library's Extranet

(<http://www.hclib.org/extranet>)

Media MashUp Ning

(<http://mediamashup.ning.com>)

### Scratch: a literacy-based tool for library programs

- Ages 8 and up - really 10-12 for projects, scaling older
- Natural flow of involvement - move in, move out - don't necessarily expect same kids to stick with it years on end

### Scratch: where it came from

[All I really need to know \(about creative thinking\) I learned by \(studying how kids learn\) in kindergarten](#) by Mitch Resnick

<http://web.media.mit.edu/~mres/papers/kindergarten-learning-approach.pdf>

The latest research on Scratch is on the Scratch [website](#)

<http://info.scratch.mit.edu/Research>.

[Celebrating Scratch in Libraries](#) by Jennifer Nelson

<http://www.schoollibraryjournal.com/article/CA6654567.html>

[Scratch Programming for All](#) by Mitchel Resnick and the Scratch Team

<http://cacm.acm.org/magazines/2009/11/48421-scratch-programming-for-all/fulltext>

### Learn More about Scratch

[ScratchedEd](http://scratched.media.mit.edu/) (<http://scratched.media.mit.edu/>) has great tutorials, guides and ideas for using Scratch with learners. For very specific suggestions, check out the [Workshop Design Guide](#).

<http://scratched.media.mit.edu/resources/designing-scratch-workshop>

**What is Scratch?** Dan Hawk provides some clear and easy to follow tutorials.

<https://mywebspace.wisc.edu/dhawk/scratch/>

**Learn Scratch** from Christian Brothers University has video tutorials for all types of learners.

<http://www.learnscratch.org/>

More tutorials and lesson plans are available on Redware's **Scratch site**.

<http://scratch.redware.com/>

Companion free software that allows you to widen the walls includes **Picasa**

(<http://picasa.google.com/>) and **Gimp** (<http://www.gimp.org/>) (photo organizers/editors),

**ArtRage** (a drawing program) and **Audacity** (<http://audacity.sourceforge.net>) (an audio editor).

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## **Libraries in the 21st century**

- Informal learning
- Technology
- Serving all audiences (focus in last 5-10 years on teen specialists, for example)
- and, of course, literacy

### **More about Informal Learning**

**Informal Learning: a Threshold forum**

-<http://www.ciconline.org/thresholdwinter08>

**Spotlight on Digital Media and Learning - MacArthur Foundation**

[http://spotlight.macfound.org/btr/entry/libraries\\_role/](http://spotlight.macfound.org/btr/entry/libraries_role/)

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## **Learning and Literacy in the 21st Century**

- Awareness of needs of different learners and learning style
- Literacy outcomes are very different today than when most of us became librarians
- Not just reading, math, science but information literacy, ICT, media, even programming literacy

### **More about literacy in the 21<sup>st</sup> century**

The American Association of School Librarians has issued **Standards for 21<sup>st</sup> Century Learners**.

<http://www.ala.org/ala/mgrps/divs/aasl/guidelinesandstandards/learningstandards/standards.cfm>

**Museums, Libraries and 21st Century Skills** includes a self-assessment from the Institute for Museum and Library Services

<http://imls21stcenturyskills.org/>

Review the **Partnership for 21<sup>st</sup> Century Skills** initiative

<http://www.21stcenturyskills.org/>

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