SCRATCH 3

PROJECTS, PASSION, PEERS, AND PLAY

A new version of Scratch is here, and we can't wait to share it!

STORY BY Mitch Resnick

Scratch 3 includes many new things to be excited about. With new 'extensions', you can program Scratch characters to talk out loud, or get inputs from sensors to control your games, stories, and animations. With new video tutorials, it's easier than ever to get started with Scratch – and to go further. And Scratch now runs on a wider range of platforms, including tablets and other touch devices.

But I'm most excited about what's not changing in Scratch 3. The goals and values of Scratch have stayed the same since we launched the first version of Scratch back in May 2007. As we developed new features and capabilities for Scratch 3, we made sure to stay true to our mission of providing all kids, from all backgrounds, with new opportunities to express themselves creatively with new technologies.

How do we stay true to this mission? We're guided by four core principles, which we call the Four P's of Creative Learning: Projects, Passion, Peers, and Play.
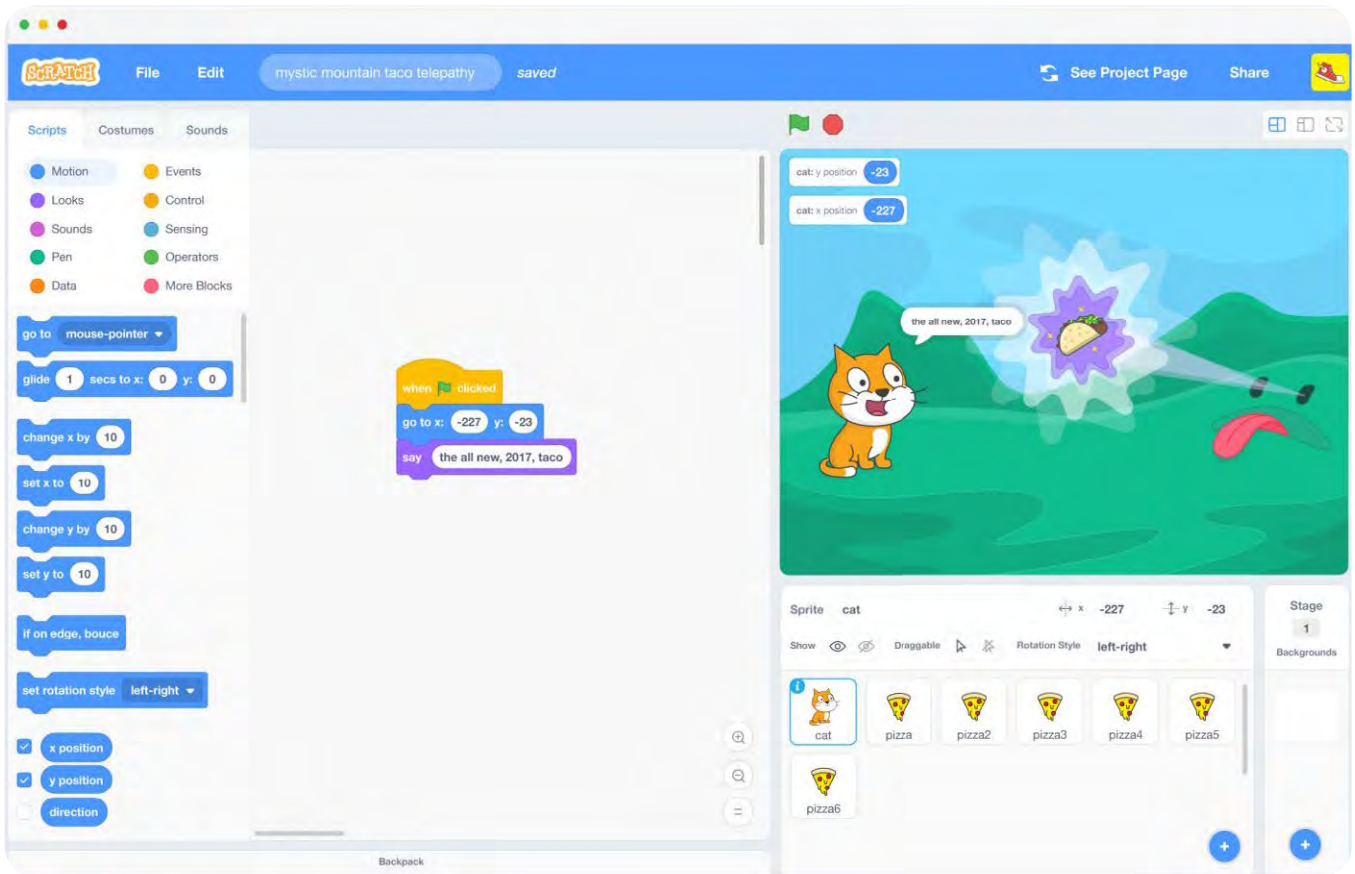
Projects

In most introductions to coding, kids are asked to solve puzzles. With Scratch, we focus on projects, not puzzles, so that kids learn the process of turning an initial idea into something that can be shared with others. As they create projects, kids learn not only how to solve problems, but how to find new problems, how to develop new strategies, and how to refine their ideas over time. Kids around the world have shared more than 40 million projects on the Scratch website. We've made sure that all previous projects continue to work in Scratch 3.

Passion

When kids work on things they care about, they're willing to work longer and harder, and persist in the face of difficulties. Since different kids have different passions, it's important that Scratch supports many different types of project. So as we developed new features for Scratch 3 (new extensions, new images, new tutorials),

our goal was to open opportunities for more types of projects, to connect with the interests of more kids.

Peers

Learning involves social interaction, with people sharing ideas, collaborating on projects, and building on one another's work. The Scratch online community supports social interaction in two ways. It provides an audience: when kids share their projects, they get feedback and suggestions from peers. At the same time, the community provides inspiration: when kids try out projects made by peers, they can get new ideas for their own projects. We designed Scratch 3 to support and encourage more social interaction.

Play

We see play not as an activity, but rather as an attitude: a way of engaging with the world. When people are playful, they are constantly experimenting, trying new things, taking risks, and testing the boundaries. We've designed Scratch to facilitate playful tinkering, encouraging kids to modify code and remix images. In Scratch 3, we focused especially on expanding the ways kids can play with sounds, making it easier for them to record sounds, add special effects, and interact with sounds through new sound effect coding blocks.

We can't wait to see what kids create and share with Scratch 3! **(HW)**

> ❝ WE'VE DESIGNED SCRATCH TO FACILITATE PLAYFUL TINKERING, ENCOURAGING KIDS TO MODIFY CODE AND REMIX IMAGES