Technology Workshops with a Twist
Using Scratch in Youth Technology Workshops
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In the 21st Century, what does it take ...
To learn?

To compete?

To engage?

To succeed?
Contemporary Context

Computers, the internet, video games, social networking, facebook, myspace, youtube, friendster, scratch, flickr, databases, computer games, cell phones, texting, im, portable computing, handhelds
21st Century Literacy

Moves beyond reading & writing, math & science

Recognizes that we live in a global world –

Acknowledges that communication and production tools have changed
Attributes of 21st century learners

Global Awareness
Participatory Learning/Discovery
Collaboration
Higher Order Thinking
What's new for the 21st Century?

Learning and Innovation

Information, Media, Technology

Life and Career Skills

From the Partnership for 21st Century Skills
Learning and Innovation Skills

Critical thinking and Problem Solving

Creativity and Innovation

Communication and Collaboration
Information, Media, Technology Skills

Information Literacy
Media Literacy
Information and Communication Technology Literacy (ICT)
Life and Career Skills

Flexibility and adaptability
Initiative and self-direction
Social and cross cultural skills
Productivity and accountability
Leadership and responsibility
Where does the library fit?
Our work-in-progress solution:

Engage youth with rich media production tools

- participation in teaching
- technology skill building
- opportunities for leadership and collaboration
- creative expression
Our platform
Get Started

Scratch at MIT

Register for Scratch Day

Learn Scratch
contact us!

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