

## Technology Workshops with a Twist



# Using Scratch in Youth Technology Workshops



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## In the 21<sub>st</sub> 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?



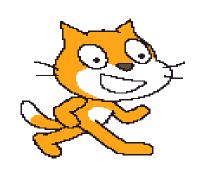
## Our work-in-progress solution:

#### 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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