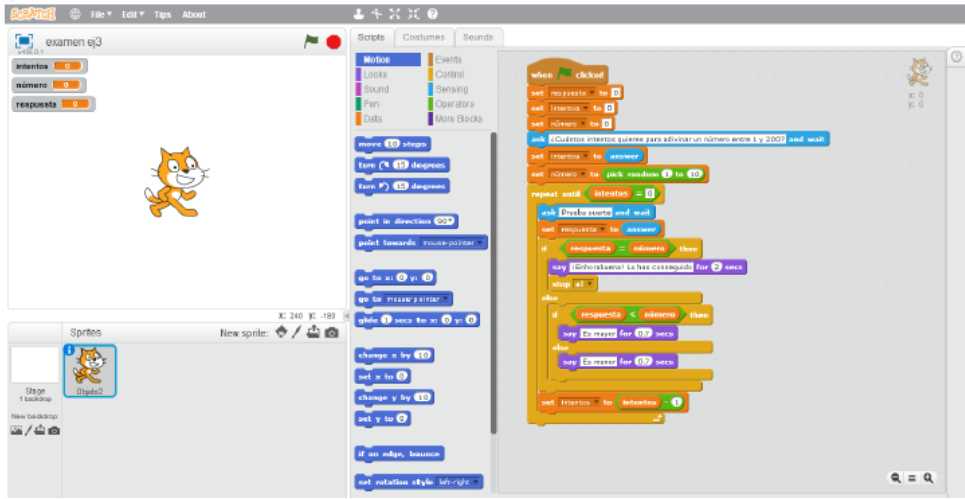


Inspiring Teaching practice example

Using scratch to create videogames

Author	Roberta de la Igesia – Spain
Title	Using Scratch to create videogames
TET-SAT Area	Digital Content Use and Production
Number and name of the illustrated competence	Question 17. Teachers' knowledge, understanding and use of programming languages
Estimated level for this competence	Proficient
Learning outcome(s) associated with it	The students learn the basics notions of programming in a fun way. They also create some programs to solve Mathematics problems
Type or name of ICT used	Scratch 2.0
What you do that meet this level	I propose to my students different alternatives to create a program, and they decided which one is more interesting for them. They develop their scratch project, and they share their impressions with the rest of the class.
Image or link to the example	
Draft actions to move to the next level	Teach them another more advanced programming language.