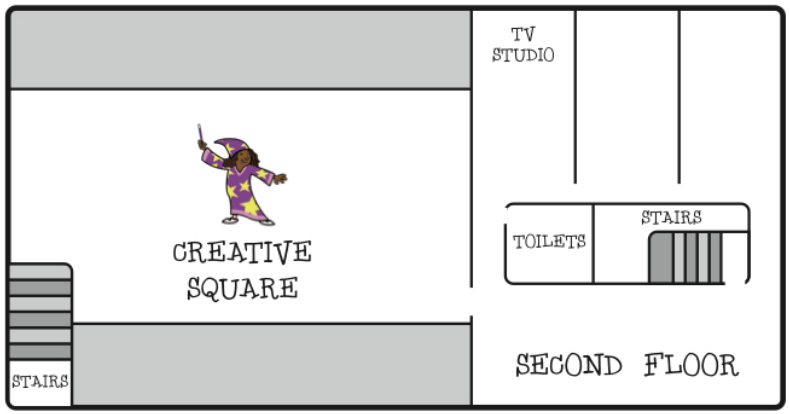

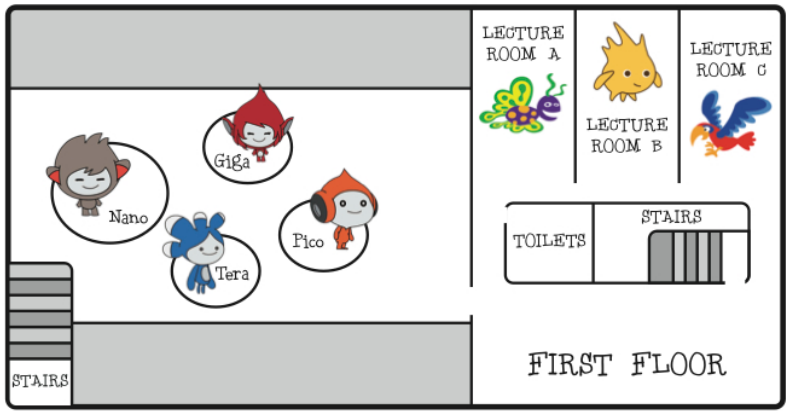

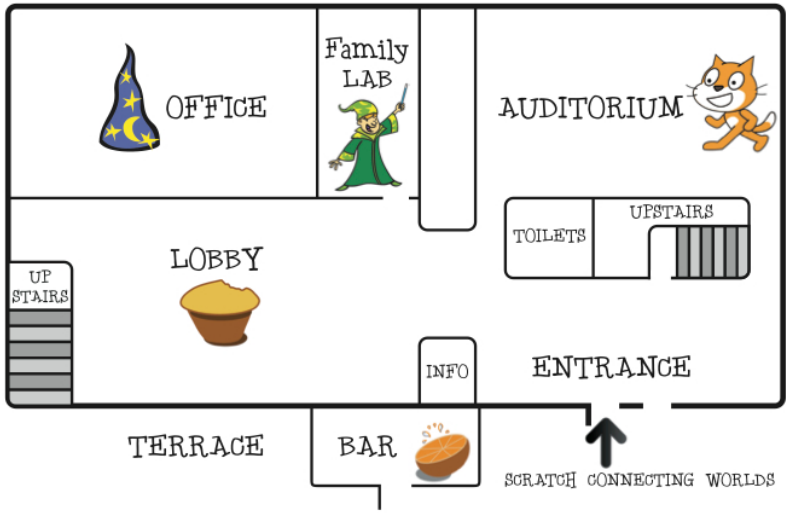

Colors used in programme
Keynote
Presentation
Ignite talk
Workshop
Panel discussion
Poster session
Self-organized-session

FREE WiFi

SSID: scratch2013bcn

Password: scratch2013bcn

If you need any help outside Citilab, you can call the reception of Citilab on

+ 34 93 551 0660

Thursday July, 25 – page 1

	Cat 	Butterfly 	Parrot 	Wizard Girl 	Wizard Boy 
9.30 – 10.30	Imagination Mitch Resnick and Karen Brennan	-	-	-	-
11.00 – 12.00	20 kinds of game Drew Buddie Top Scratch Christophe Thomas Computational thinking with Scratch in teachers education Joao Orvalho Connecting new teachers to Scratch Frank Sabaté Teaching kids to program using Scratch and the Kinect Stephen Howell Snap! and the real world Connor Hudson	Inventors4Change. Invent the change you wish to see in the world Eduard Muntaner Perich Scratch in the Service of Science Education Ronit Ben-Bassat Levy	Integrating Scratch in Primary Education José Manuel Sáez López From Logo to Scratch 2.0 Juan Ramón Fernández	Programming physical objects using Scratch and Moway Robot Daniel del Rio	Connecting Our World Margaret Low
12.30 – 13.30	Connecting Scratch to the Real World Stephen Howell	Inspiring kids with Scratch without being a geek Sue Gray Scratch Club And Beyond Jacob Weinbren	Math and Scratch in high school – a logical union? Olav Andreas Marschall From concrete to abstract Peter W Donaldson	Introduction to Scratch 2.0 Champika Fernando	Fostering the Study of Scratch in Schools of Education through Seminars and Webinars Xabier Basogain Olabe

Thursday July, 25 – page 2

	Cat 	Butterfly 	Parrot 	Wizard Girl 	Wizard Boy 
13.30 – 15.00	Lunch [in Lobby] 				
15.00 – 16.00	Catrobat Wolfgang Slany BYOB in German High Schools Eckart Modrow	Hello World: Interfacing a Web-based Programming Language with the Real World Connor Hudson Just 0 and 1? Science Shows on Computer Science Uwe Geisler	A cat, a king and a robot: programming with blocks Albert Barbero Shared Geometry Scratch, Arduino and RFID Jesús Arbués García del Moral	Making musical instruments with Scratch Drew Buddie	Kinect2Scratch Stephen Howell
16.30 – 17.30	Supporting Computer Science in Schools Margaret Low	International Scratch-Wikis in native languages: World Wide Wikis Martin Wollenweber Expand your mind by solving difficult mathematical puzzles in Scratch Jelena Hadzi-Puric	Reinventing High School Computer Science Jeremy Scott Using Jesse Schell's Learning Lenses to build Scratch games Drew Buddie	Scratch 2.0: Diving Deeper Sayamindu Dasgupta	Building and programming a small robot with Scratch for Arduino Victor Casado

Self-organized-sessions: the programme is on the announcement screen at the entrance.

Friday July, 26 – page 1

	Cat 	Butterfly 	Parrot 	Wizard Girl 	Wizard Boy 
9.30 – 10.30	Tinkering David Cuartielles and Clive Beale	-	-	-	-
11.00 – 12.00	Italian Scratch Festival Alberto Barbero Learning Scratch in a prison Jon Bustillo 6-year olds can code Genevieve Smith-Nunes ScratchRef - Scratch Wiki / Reference Guide for iPhone Eugeni Catalán How Scratch fits in an all-girls school Mags Amond Homemade Scratch Sensors - Ignite Style Andrew Sula	Using Scratch to promote Innovation Vera De Leon Running a Scratch Competition Clare McInerney	The Use of Scratch in Estonia Olga Mironova Time Learning Game with Special Educational Needs Children Joao Orvalho	Raspberry PI Clive Beale	Finch, Hummingbird, and Snap! Tom Lauwers
12.30 – 13.30	Transforming K-12 Computer Science: The Beauty and Joy of Computing Dan Garcia	Exploring computational thinking in initial teacher training José Luís Ramos Learning to Teach or Teaching to Learn? Rory McGann	European Schoolnet Alexa Joyce	MapScratch: Geographical Information with Scratch 2.0 Sayamindu Dasgupta	Poppet Show - Scratch, Puppet, Sensors, Music and Audience Yasushi Harada

Friday July, 26 – page 2





	Cat	Butterfly	Parrot	Wizard Girl	Wizard Boy
13.30 – 15.00	Lunch [in Lobby] 				
15.00 – 16.00	Scratch in Control David Hellam Robots take the classroom Ricardo Pedrol	ScratchBG in Live Galina Momcheva ~~Adventures with Scratch in School~~ (CANCELLED) Andrew Murphy	Computer Science for Preteens Vanessa Perez Scratch in Portugal Ana Pina	Learning roboters with Snap/BYOB Eckart Modrow	The Robot Garden Claire Rocks
16.30 – 17.30	-	Poster sessions Catrobat: A mobile visual programming system inspired by Scratch // Scratch It On: Creating a Progressive Story in Scratch // EduScratch - Spreading seeds all over Portugal // Material Programming // Scratch-Quiz for schools // A child's eye view of Scratch // Scratch for OLLO // Scratch in CoderDojo, Schools and Colleges in Ireland // Connecting Real and Digital Worlds with Scratch // Computational Thinking // Snap! Extensions // Developing Computational Thinking with Scratch: an experience with 8th grade students // Official presentation and hands on session of new LEGO Mindstorms Education EV3 in Spain // Discovering Computational Thinking Genes amongst Pre-service Teachers with Scratch and Scrape // Start Scratch - for iOS, Android and Windows Phone // Expanding Creative Mindset in World Museum Collaboration // Connecting Scratch to the real world through Arduino boards // Scratch for visually impaired children – Fruit Slicer // ShrimpKey – build your own MakeyMakey	-	-

Self-organized-sessions: the programme is on the announcement screen at the entrance.

Saturday July, 27 – page 1

	Cat 	Butterfly 	Parrot 	Wizard Girl 	Wizard Boy 
9.30 – 10.30	Education James Whelton and Shuchi Grover	-	-	-	-
11.00 – 12.00	From Zero to Scratch Game Development in 8 Weeks Carmin Karasic Impact of Scratch on the development of Computational Thinking Juan Carlos Lopez	Combining visual art and computational thinking. Successful activities for primary school students. Mariona Niell Colom 2nd year of Tictac Project: Creativity as a driver of Human Development Jordi Freixenet	Scratch Competition in Tunisia Dorsaf Benna Official presentation of new LEGO Mindstorms Education EV3 in Spain Rocio Lara	Singing, Dancing and Sensing with Scratch 2.0 Vera De Leon [in Gobo]  Snap! (Build Your Own Blocks) Brian Harvey	Creating Hardware Extensions for Snap! Connor Hudson
12.30 – 13.30	Connecting Communities Karen Brennan	Scratch in Children University Piotr Bała	An Exploration of Scratch Sensors with Creative Art Students in New York Samantha Edwards Playing Scratch with Multiple Hands : a Five-year Experience Samir Saidani	Scratch and a sensorboard as a tool for classroom integration. Boris Susanj [in Gobo]  Kurt: Scratch projects in Python Tim Radvan LEAP2Scratch, programming with the LEAPMotion controller in Scratch Stephen Howell	Scratch Eguna: from Scratch Day to Scratch Every Day Pablo Garaizar Video-games 101: Unleashing the potential of students and teachers to create fun stuff Rubén del Río

Saturday July, 27 – page 2

	Cat 	Butterfly 	Parrot 	Wizard Girl 	Wizard Boy 
13.30 – 15.00			Lunch [in Lobby] 		
			Closing session [in Lobby] Mitch Resnick and Joek van Montfort		

Self-organized-sessions: the programme is on the announcement screen at the entrance.

Information for speakers

- There are free lockers available near the reception desk. The lockers must be empty by 21.00/09.00PM every day!
- If you have larger items to be stored, you can put them in the 'Wizard Hat'-room (at your own risk).
- Please allow yourself enough time to make sure your equipment is working properly in the designated room (there's a 30 minute break before each session).
- Each presentation (marked green) is scheduled for 30 minutes. Please end on time to allow the next presentor to start on time.
- Every room will be staffed with a host (if possible). Please follow their instructions, particularly with respect to time.
- If you need help or more information, please contact staff (they have a orange badge).