



## Sample Agendas

Scratch Day events come in all shapes and sizes! Use the following agenda ideas to plan your own Scratch Day agenda. See the Scratch Activities Ideas document in the toolkit for inspiration.

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### Imagine

### Plan

### Invite

### Post

### Quick Links:

[Getting Started](#)

[Small Group at a Venue](#)

[Large Group at a Venue](#)

[Scratch Day for Educators](#)



**Tip:** If you'd like to translate this document, [click here to make a copy](#) of this Google doc.



# Getting Started with Scratch

Sample Agenda | 1 hour 30 minutes | Newcomers

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## Imagine

## Plan

## Invite

## Post

Use this sample agenda to plan a Scratch Day for newcomers to create and share their first Scratch projects. You can host a beginner Scratch Day almost anywhere—at home, at a school, or at a community center. Check out the Getting Started and Project Workshops sections of the Scratch Day Activities Ideas document for inspiration.

- 5 mins | Welcome participants
- 10 mins | Engage in a warm up activity
- 5 mins | Create a Scratch account online (optional)
- 45 mins | Create a Scratch project
- 15 mins | Share projects together
- 10 mins | Wrap up and next steps



# Small Group at a Venue

Sample Agenda | 3 hours | Mixed Ability

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## Imagine

## Plan

## Invite

## Post

Use this sample agenda to plan a Scratch Day for newcomers and advanced Scratchers alike. Consider holding the event at a venue that has multiple rooms or flexible space for breakout sessions, such as a museum, library, or school. For this type of event, you can offer a variety of concurrent workshops and activities, so participants can use Scratch in different ways. Check out the Getting Started and Collaborative Activities sections of the Scratch Day Activities Ideas document for inspiration.

- 5 mins | Welcome participants
- 10 mins | Engage in a warm up activity
- 1 hour | Workshop or Activity 1  
Workshop or Activity 2  
Workshop or Activity 3
- 10 mins | Share
- 10 mins | Break
- 1 hour | Workshop or Activity 4  
Workshop or Activity 5  
Workshop or Activity 6
- 10 mins | Share
- 10 mins | Wrap up and closing



# Large Group at a Venue

Sample Agenda | 4 hours | Mixed Ability

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## Imagine

## Plan

## Invite

## Post

Use this sample agenda to plan a Scratch Day for newcomers and advanced Scratchers alike at a larger venue. Consider creating a fair-like event, where participants can sample many informal, open activities, discussions, and projects over the course of the day. You can offer the same activities all day or offer different activities at different times (not limited to three). Check out the Scratch Day Activities Ideas document for inspiration.

30 mins		Registration
30 mins		Opening Ceremony
1 hour		Scratch Activity Fair
		Workshop or Activity 1
		Workshop or Activity 2
		Workshop or Activity 3
30 mins		Break & food
1 hour		Workshop or Activity 1
		Workshop or Activity 2
		Workshop or Activity 3
10 mins		Closing Ceremony



# Scratch Day for Educators

Sample Agenda | 3 hours | Mixed Ability

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## Imagine

## Plan

## Invite

## Post

Use this sample agenda to plan a collaborative learning experience for educators who want to learn more about teaching with Scratch. Consider using the unconference\* format for educators to create their own breakout sessions and facilitate conversations. *This agenda is adapted from the suggested agenda in the [Scratch Educator Meetup Guide](#).*

30 mins	Networking & Introduction
15 mins	Contribute unhangout ideas
5 mins	Categorize ideas
40 mins	Breakout sessions I
40 mins	Breakout sessions II
30 mins	Lunch
10 mins	Share projects and celebrate takeaways
10 mins	Wrap up, reflections, and announcements

*\*An unconference is a participant-driven event that focuses on peer to peer learning.*