

Monday 17 July

Ateliers #Supercodeurs - Cap Sciences (Orange side event) (Bruno Aujard)

10:00 AM-12:30 PM CapScience

Arbalet Frontage: Outdoor coding session on a pixelated building facade (Yoan Mollard) 10:00 PM (!) Building A1 of University of Bordeaux

Tuesday 18 July

Masterclass Beetleblocks (Bernat Romagosa; Jens Mönig) 10:00 AM-04:00 PM Eirlab (ENSEIRB-Matmeca)

Décodons le numérique (Wolfgang Slany; Mags Amond; Susan Ettenheim; Jeffrey Nichols; Thierry Viéville and others) 10:00 AM-12:30 PM Auditorium

- **Enseigner la programmation sans infrastructure d'école, en utilisant les smartphones des adolescents !** (Wolfgang Slany) 10:00 AM-12:30 PM Lecture room 1
- **Piou, piou - Introducing semi-conductor circuits!** (Mags Amond) 10:00 AM-12:30 PM Lecture Room 2
- **Coding and Stitching** (Susan Ettenheim) 10:00 AM-12:30 PM Auditorium
- **Scratching Beneath the Surface of the Syrian Refugee Crisis** (Andrew Stone; Jeffrey Nichols) 10:00 AM-12:30 PM

Ateliers #Supercodeurs - Cap Sciences (Orange side event) (Bruno Aujard)

10:00 AM-12:30 PM CapScience

Preconference **Robotics in Education** 01:45 PM-05:05 PM Auditorium ENSEIRB

Opening Reception 06:00 PM-10:00 PM CapScience

- **Digital Enlightenment - live making of a lightart installation** (Uwe Geisler) 07:00 PM-07:15 PM Auditorium CapScience
- **Welcome** (Alain Turby) 07:30 PM-07:40 PM
- **Orange** (Yves Boillot) 07:40 PM-07:50 PM
- **International Mars Mission** (Francesco Mondada) 07:50 PM-08:00 PM
- **Blocks Programming in VR and AR** (Evelyn Eastmond) 08:00 PM-08:20 PM
- **Scratch Tales** (Joek van Montfort; Genevieve Smith-Nunes; Mags Amond; Margaret Low) 08:20 PM-08:30 PM
- **Digital Enlightenment - live making of a lightart installation** (Uwe Geisler) 09:00 PM-09:15 PM Auditorium CapScience

Wednesday 19 July

Scratch on the beach / Ateliers Supercodeurs (Orange side event) (Bruno Aujard)

09:30 AM-11:00 AM Place David Gambetta, 33510 Andernos-les-Bains

Plenary session 09:30 AM-10:30 AM Auditorium

- **Growing Up in Scratch** (Natalie Rusk; Ricarose Roque)
- **Ada Lovelace: The Original Woman in Tech** (Zoe Philpott)

Coffee 10:30-11:00

Ignite Talks 1 11:00 AM-12:00 PM Lecture room 1

- **How do kids use Scratch?** (Feliene Hermans)
- **Develop programming projects, grow your intelligence!** (Michael Lodi)
- **Snap! @ SAP** (Christiane Bauer; J H; Jens Mönig)
- **How I help kids to overcome their difficulties using neuroplasticity concepts and Scratch.** (Heloisa Zal)
- **Coderdojo <3 Scratch** (Peter O'Shea)
- **Citizen Code** (Serge Versille)

Orange Talks 11:00 AM-12:00 PM Lecture room 2

- **"Code for the Planet", a challenge to engage children in the UN Sustainable Development Goals** (Yves Boillot)
- **Orange Supercoders Poland** (Łucja Kornaszewska-Antoniuk)
- **Orange Supercoders Spain** (Rocio Miranda)
- **Orange Supercoders France** (Alain Liberge)

Short Talks 1 11:00 AM-12:00 PM Lecture room 3

- **Poppy Education: a pedagogical robotics kit based on Snap! and Scratch** (Théo Segonds)
- **Controlling Robots with Scratch-like languages, the Metabot approach** (Grégoire Passault)
- **Thymio: the educational robot, its programming environments and uses** (Christophe Barraud)

Workshops 11:00 AM-12:00 PM

1. **Assessment of creativity and computational thinking in Scratch projects** (Margarida Romero)
2. **Is "a bird in the hand is worth two in the bush"? Can concrete operational activities engage learners and help with understanding in CS?** (Mags Amond)
3. **Get to grips with Vector Graphics!** (Sabine McKenna)

Scratch on the beach / Ateliers Supercodeurs (Orange side event) (Bruno Aujard)

11:15 AM-12:30 PM Place David Gambetta, 33510 Andernos-les-Bains

Coffee 12:00-12:30

Short Talks 2 12:30 PM-01:30 PM Lecture room 1

- **Introducing affordable skills-based engineering lab courses in developing countries and/or low-income neighborhoods** (Alphonse Habyarimana)
- **Life Long Learning and Kenya's Digital Literacy Program** (Max Musau)
- **Moonhack - Getting kids coding in a global, space-themed world-record coding event.** (Alan McCullagh)
- **International Mars Mission** (Francesco Mondada)

Long Demos 1 12:30 PM-01:30 PM Lecture room 2

- **NetsBlox: Collaborative Visual Environment for Teaching Distributed Programming** (Brian Broll)
- **Introducing GP: A new, general-purpose blocks language** (John Maloney; Jens Mönig; Yoshiki Ohshima)

Long Talks 1 12:30 PM-01:30 PM Lecture room 3

- **Assessing Coding and CT in Scratch** (Miles Berry)
- **A three-legged approach to teaching using Scratch: teacher support, educational games and programming problems.** (Paul Gibson)

Workshops 12:30 PM-01:30 PM

1. **Physical computing with Raspberry Pi and Scratch; featuring Pibrella and micro:bit** (Neil Rickus)
2. **Scratch in Science: Connecting Climate Sensors to Scratch and Making Sense of the Data** (Steve Holmes)
- 3.
4. **Introduction to Reusable Learning Object Development Toolkit for Teachers using Scratch (OER)** (John Okewole) 12:30 PM-01:30 PM Workshop room 4
5. **Scratch Translator Meet-up** (Andrew Sliwinski) 12:30 PM-01:30 PM Workshop room 5

Lunch 01:30 PM - 03:00 PM

Ignite Talks 2 03:00 PM-04:00 PM Lecture room 1

- **Class Code - what's going on elsewhere ?** (Sophie de Quatrebarbe; Thierry Viéville)
- **Scratch in Our Busy School Life!** (Mary Brown)
- **From computational thinking to computational tinkering** (Carmelo Presicce)
- **The true story of Lola Slug: How I defeated my own digital illiteracy as an adult through Scratch and blocks programming.** (Giulia Olivares)
- **Industrial Scratch** (Vanessa Mazzari)

Short Demos 1 03:00 PM-04:00 PM Lecture room 2

- **OOP in Snap!** (Jens Mönig; Brian Harvey)
- **Ball-sorting with Snap!, using PoppyErgoJr robots** (LASSUS Gilles)
- **Programming the Internet (of things) with Snap!** (Dan Garcia; Bernat Romagosa; Jens Mönig; Michael Ball; Brian Harvey)

Short Talks 3 03:00 PM-04:00 PM Lecture room 3

- **Scratch, Vibot and Raspberry Pi. Make life with Scratch** (Melwane Gentil)
- **The Scratch Mobile Project - Let's get this cat on the road !** (Luis Arias; Sarah Nafaa; Matthieu Klein; Raphaëlle Martinez)
- **The World's Fastest Fractal Drawing Program!** (Dan Garcia; Jens Mönig)

Workshops 03:00 PM-04:00 PM

1. **Comic book and Fairy tale class with Scratch** (Feliene Hermans) 03:00 PM-04:00 PM Workshop room 1
- 2.
3. **Tiles for Tales** (Margaret Low; James Johnston; Marie Low; Jamie Bedford; Robert Low) 03:00 PM-04:00 PM Workshop room 3
4. **Creating Tailor-made Snap! "Junior" Programming Environments** (Tom Lauwers) 03:00 PM-04:00 PM Workshop room 4
5. **How Do We Support Creative Learning Communities? Designing Ways to Broaden Participation for Children in Low-Income Neighborhoods** (Neda Bebiroglu; Natalie Rusk; Shruti Dhariwal; Ricarose Roque) 03:00 PM-04:00 PM Workshop room 5

Coffee 04:00 PM - 04:30 PM

Scratch 3.0 Preview (Andrew Sliwinski; Carl Bowman) 04:30 PM-05:30 PM Auditorium

Self Organized Sessions 04:30 PM-05:30 PM

Travel

un Conference 06:00 PM-10:00 PM Marché des Doves

- **Celebrating Logo 50** (Cynthia Solomon; Brian Harvey) 07:00 PM-08:00 PM
- **TeachMeet** (Mags Amond; Drew Buddie) 08:15 PM-09:45 PM

Thursday 20 July

Keynote 09:30 AM-10:30 AM Auditorium

- **The Seeds that Seymour Sowed** (Mitchel Resnick)
- **Sonic Pi - Live Coding Education** (Samuel Aaron)

Hackathon, Code for the Planet (Orange side event) (Bruno Aujard) 10:00 AM-05:00 PM
CapScience

Coffee 10:30-11:00

Ignite Talks 3 11:00 AM-12:00 PM Lecture room 1

- **How to Scratch Wiki!** (Martin Wollenweber; Linda Fernsel)
- **The life of Korean middle school student with Scratch** (Hajun Kim; Soohwan Kim)
- **Designing an Assessment Model of Computational Thinking in Elementary and Secondary Education.** (Soohwan Kim; Seounghun Kim)
- **Code Club International, showcasing Scratch for social good.** (James Aslett)
- **How do Polish preschoolers learn programming? Best practice.** (Iwona Brzózka-Złotnicka; Anna Jedryczko; Adam Zieliński)

Orange and Africa 11:00 AM-12:00 PM Lecture room 2

- **Lessons learned from Digital Schools in Africa** (Luc Heripret)
- **Orange Supercodeurs Sénégal** (Rokhaya Solange Ndir)
- **Orange Supercodeurs Mali (French spoken)** (Ousmane Toure)
- **Orange Supercodeurs Maroc** (Nadia Mrabi)

Short Talks 4 11:00 AM-12:00 PM Lecture room 3

- **Scratch projects as technologies for social inclusion: an innovate teacher professional development course in elementary education** (Natalia Monjelat)
- **The dagstuhl triangle - A holistic model to describe digital competencies** (Beat Döbeli Honegger)
- **Writing Autograders for Snap! and Integrating them Into Your Course** (Michael Ball; Dan Garcia; Lauren Mock)

Discussion 11:00 AM-12:00 PM Workshop room 5

- **Open Space - remixing learning programming** (Richard Millwood)
- **Supporting the transition from block to text based programming languages** (Andrew Csizmadia; Mark Dorling)
- **The role of Scratch in school curricula** (Beat Döbeli Honegger)
- **What is programming?** (Feliene Hermans)

Workshops 11:00 AM-12:00 PM

1. **Getting started with IOT using NODEMCU and TUNIOT** (Adel Kassah) 11:00 AM-12:00 PM
Workshop room 1
- 2.
3. **Scratching the Physical World: Wearables and Interactive Devices** (Sue Cusack; Jacy Edelman; Kreg Hanning) 11:00 AM-12:00 PM Workshop room 3
4. **Scratch Microworlds: Simplified and Playful Introductions to Coding** (Moran Tsur; Natalie Rusk; Shruti Dhariwal) 11:00 AM-12:00 PM Workshop room 4

Coffee 12:00-12:30

Long Demos 2 12:30 PM-01:30 PM Lecture room 1

- **All-terrain Snap4Arduino. Programming and electronics for desktop, mobile, web and embedded systems.** (Bernat Romagosa)
- **Turtlestitch - Coding Designs for Textiles** (Andrea Mayr-Stalder; Michael Aschauer; Susan Ettenheim)

Long Talks 2 12:30 PM-01:30 PM Lecture room 2

- **Learning and Teaching w/Empathy: Scratch Projects that support social and emotional learning** (Kelly Tagalan)
- **Scratch and Physical Computing** (Greg Benedis-Grab)

Short Talks 5 12:30 PM-01:30 PM Lecture room 3

- **Using physical computing in the primary classroom** (Neil Rickus) 12:30 PM-12:50 PM Lecture room 3
- **InventEURs. Fostering Invention-Based Collaborative Learning for Social Change** (Eduard Muntaner Perich; Mireia Frigola; Jordi Freixenet) 12:50 PM-01:10 PM Lecture room 3
- **Nao tells "Once upon a time SCRATCH" project** (Natacha Morsa) 01:10 PM-01:30 PM Lecture room 3

Workshops 12:30 PM-01:30 PM

1. **ExperiSensing Our World** (Nadine Reynolds; Kieran Hall; Tudor Cismarescu; Matthew Earl; Alex Holmes; Mayur Dave; Margaret Low)
2. **How to put Scratch, Contemporary Music, Maths, History, Oulipo and Art in a blender and pick up a smoothie ;-)** (Jean-François Cauche)
3. **Will you solve our "Facilitation and classroom animation" Role Play Game ?** (Jean-Marie Laly)
4. **Some 3D techniques in Scratch / Techniques de 3D en Scratch** (Charles Boisvert)
5. **Frugal Tinkering Dance Party** (Vanessa Mignan; Maxime Le Roy; Ryan Jenkins)

Lunch 01:30 PM - 03:00 PM

International Mars Mission (Francesco Mondada) 01:45 PM-02:45 PM La Rue

Poster Session 03:00 PM-04:00 PM La Rue

- **Power Scratch** (Chris Dorna)
- **Twenty-One Things to Do with Scratch in the Twenty-First Century Classroom** (Hideki Mori)
- **Recoding & Remixing Computerart: A practical approach** (Joachim Wedekind)
- **Unplug your computational activities** (Marie Duflot)
- **PiRodes. A gamification project to practice collaborative and sharing learning** (Noelia Di Pretoro)
- **Scratch in Science: Connecting Climate Sensors to Scratch and Making Sense of the Data** (Steve Holmes)
- **ExperiSensing Scratch** (Mayur Dave; Nadine Reynolds; Alex Holmes; Matthew Earl; Tudor Cismarescu; Kieran Hall)
- **Turtlestitch - Coding Embroidery** (Andrea Mayr-Stalder; Michael Aschauer; Susan Ettenheim)
- **When a cat meets a raspberry (Interactive Scratch games using Raspberry Pi GPIO)** (Sarah Lacaze; Philippe Martin)
- **The Scratch Box Project** (Matthieu Klein; Sarah Nafaa; Luis Arias; Raphaëlle Martinez)
- **Scratch Memories: A dynamic visualization of your Scratch journey** (Shruti Dhariwal)
- **A Scratch Wiki in Your Native Language!** (Martin Wollenweber; Linda Fensel)
- **Scratch on Mobile Devices** (Martin Wollenweber; Linda Fensel)
- **Building a Computer Science Programme on Scratch Foundations** (Clare McInerney)
- **SAP Young Thinkers** (Christiane Bauer; J H; Jens Mönig)
- **Tinkering with Computational Tinkering** (Carmelo Presicce)
- **New Hardware for Scratch!** (Kreg Hanning)

- **Story-Making with Families using ScratchJr** (Ricarose Roque)
- **Scratch, Kinect and Arduino together: new pathways in education and rehabilitation** (Anabela Gomes)
- **Lola Slug: Inside and outside the tablet. All the magic of knowing it isn't magic!** (Giulia Olivares)
- **Computing with hands and objects to understand information and algorithms** (Jean-Marc Vincent)
- **Drawings "from Scratch"** (Alessandro Norfo)
- **How to acquire coding and programming skills for an active and responsible use of digital technology** (Beatrix Vincent)
- **The Beauty and Joy of Computing and the Snap! Programming Language** (Dan Garcia; Brian Harvey; Jens Mönig; Michael Ball; Lauren Mock; Robert Low; Bernat Romagosa)
- **Scratch Clubs in School: improving behaviours and learning outcomes** (Helena Romano; João Torres; Miguel Figueiredo)
- **The Change of Teacher Training Course for Computational Thinking Education** (Soohwan Kim; Seounghun Kim)
- **How I help kids to overcome their difficulties and taught complicated contents using Scratch** (Heloisa Zal)
- **Thymio: the educational robot, its software interfaces and uses** (Christophe Barraud)
- **Poppy Education: a pedagogical robotics kit based on Snap! and Scratch** (Stephanie Noirpoudre; Thibault Desprez)
- **Computational Thinking for Teacher Education** (Joao Orvalho)
- **APIdou, the cuddly toy controlling Scratch** (Ilann Adjedj; Rémi Bouton)
- **Early Analysis of "In-Lab" Autograding for Snap!** (Michael Ball; Dan Garcia; Lauren Mock)
- **Code Club International, showcasing Scratch for social good.** (James Aslett)
- **Youngest children, best ideas and coding - Coding Masters for preschoolers.** (Iwona Brzózka-Złotnicka; Anna Jedryczko; Adam Zieliński)
- **She Codes For Change - Girls in ICT** (Rose Funja)
- **Nurturing Innovation** (Marian Muthui)
- **Scratch-n-Sketch: Growing Africa's Tech Makers** (Mercy Ngoiri)
- **Citizen Code** (Serge Versille)
- **Pocket Code + Create@School – Smartphones, Scratch, Teenagers, Girls, ...** (Wolfgang Slany)
- **Tunisian Competition in Scratch** (Dorsaf Benna)
- **CoderDojo <3 Scratch (Chat)** (Peter O'Shea)

Coffee 04:00 PM - 04:30 PM

Ignite Talks 4 04:30 PM-05:30 PM Lecture room 1

- **Scratch as Sandbox on Screen** (Joek van Montfort)
- **Back to the roots. Our journey with Scratch.** (Frank Sabaté)
- **Sugarizer : a taste of Sugar on any device !** (Lionel Laské; Bastien Guerry)
- **Teaching Computer Science through Minecraft** (Alden Bansemer; Jeremy Millard)
- **Scratch 4 Disability: Coding For All** (Alberto Barbero)

Short Demos 2 04:30 PM-05:30 PM Lecture room 2

- **Scratch Teacher Accounts** (Moran Tsur)
- **The Hitchhacker's guide to the Scratch galaxy** (Nicolas Decoster)
- **Thymio and scratch weekly works with 12 years old students** (Joël Rivet)

Short talks 6 04:30 PM-05:30 PM Lecture room 3

- **UNICEF Coding Challenge** (Céline Hein)
- **Africa Code Week 2017 : Bigger, Bolder, Better** (Fleur-Eve Le Foll)

Workshops 04:30 PM-05:30 PM

1. **Racing with Ozobot EVO** (Manon Lapert)
2. **Smart Gardening** (Christiane Bauer; J H; Jens Mönig)
3. **Light up the Computing Classroom** (Genevieve Smith-Nunes)
4. **Scratch Pad: inventing new ways to control your Scratch projects** (Kreg Hanning; Carmelo Presicce)
5. **Neuroplasticity and Education: how can benefit from the cutting-edge knowledge and how can use Scratch to specially design projects for facilitating the learning process.** (Heloisa Zal)

Travel

unConference 06:00 PM-10:00 PM Marché des Douves

- **Orange Hackathon Award** (Gregoire Khatchadourian) 06:45 PM-07:00
- **Mary's removal** (Marie Dufлот; Guillaume Hutzler; Léo Larroche; Thierry Viéville) 07:00 PM-08:00 PM
- **Ada.Ada.Ada / AdaTheShow.com** (Zoe Philpott) 09:00 PM-10:00 PM

Friday 21 July

Keynote (Rose Funja; Alphonse Habyarimana; Mercy Ngoiri; Marian Muthui; Taryn Basel; John Okewole; Samson Goddy; Adel Kassah; Max Musau) 09:30 AM-10:30 AM Auditorium

Coffee 10:30-11:00

Ignite Talks 5 11:00 AM-12:00 PM Lecture room 1

- **Bridging the Gap Between Scratch and Arduino** (Matthew Earl; Alex Holmes; Tudor Cismarescu; Kieran Hall; Nadine Reynolds; Mayur Dave)
- **The benefits of adding a scenario to the learning process** (Axel Bourdet)
- **Lessons Learned Delivering a Customizable Course with Autograders to 200 Teachers** (Lauren Mock; Michael Ball; Dan Garcia; Brian Harvey)
- **TNT Woerden / Scratch in the Classroom** (Simone van Groenestijn)
- **Program or be programmed** (Samson Goddy)

Short Demos 3 11:00 AM-12:00 PM Lecture room 2

- **Building a chat app with Scratch in 5 minutes... and other online stuff** (Nicolas Decoster)
- **A multi-participants screen sharing system for Snap!, Etoys and GP** (Yoshiki Ohshima)

Short Talks 7 11:00 AM-12:00 PM Lecture room 3

- **From Scratch to Snap! , what visual programming brings to my students.** (Nathalie Carrié)
- **CoderDojo <3 Scratch (Poster session)** (Peter O'Shea) 11:00 AM-12:00 PM Lecture room 3
- **ALL in Scratch - An inclusive pedagogical project from preschool to higher education** (Maria Emília Bigotte) 11:00 AM-12:00 PM Lecture room 3

Workshops 11:00 AM-12:00 PM

- 1.
2. **Nails, Strings, Boxes, and Rubber bands : from the Design of Algorithms to the Intuition of Problem Complexity** (Jean-Marc Vincent)
3. **Reality Scratching** (Romain Liblau)
4. **Introducing Robus: a modular kit for facilitating the creation of robots by innovators** (Pierre Rouanet)
5. **Scratching Beneath the Surface of the Syrian Refugee Crisis** (Jeffrey Nichols; Andrew Stone)

Coffee 12:00-12:30

Long Talks 3 12:30 PM-01:30 PM Lecture room 1

- **Recoding & Remixing Computerart** (Joachim Wedekind)
- **Lessons learned making a visual programming language to remix open source games** (Jesse Himmelstein)

Short Talks 8 12:30 PM-01:30 PM Lecture room 2

- **Why Do They Come - Why Do They Stay? Career Motivations Among Technical Undergraduate Students** (Amy Beth Prager)
- **Scratch in primary schools: Activities for different ages - Finding a logical progression** (Andrew Brixey)

Workshops 12:30 PM-01:30 PM

1. **Let's play with computer science... without computers** (Marie Dufлот)
2. **The Beauty and Joy of Computing** (Dan Garcia; Brian Harvey; Jens Mönig; Michael Ball; Bernat Romagosa; Robert Low; Lauren Mock)
3. **Collaboration in team-based programming activities** (Margarida Romero; Nathalie Methelie)
4. **Poppy Education: a pedagogical robotics kit based on Snap! and Scratch** (Théo Segonds; Thibault Desprez; Francisco Molina)
5. **How Can We Support Deeper Engagement with Scratch? Sharing Opportunities and Insights** (Ricarose Roque; Natalie Rusk; Shruti Dhariwal; Saskia Leggett; Andrew Sliwinski)

Lunch 01:30 PM - 03:00 PM

Closing plenary (Taryn Basel; Linda Fernsel; Samson Goddy; Melwane Gentil; Jennifer Lin) 02:30 PM-03:30 PM Auditorium

Travel

After Party 07:00 PM-11:00 PM iBoat

- **Sonic Pi Algo Rave** (Samuel Aaron) 09:00 PM-10:00 PM

Saturday 22 July

Code and Tinker Party "C iCi" 10:00 AM-04:00 PM Marché des Douves

Hands-on with GP: A new, general-purpose blocks language (John Maloney; Jens Mönig; Yoshiki Ohshima) 11:00 AM-03:00 PM Marché des Douves