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)
Ignite Talks 1 11:00 AM-12:00 PM Lecture room 1
- How do kids use Scratch? (Felienne Hermans)
- Develop programming projects, grow your intelligence! (Michael Lodi)
- Snap! @ SAP (Christian 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 (Lucja 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) 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. *Introduction to Reusable Learning Object Development Toolkit for Teachers using Scratch (OER)* (John Okewole)
4. *Scratch Translator Meet-up* (Andrew Sliwinski)

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

**Workshops 03:00 PM-04:00 PM**
1. *Comic book and Fairy tale class with Scratch* (Felienne 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 Dharari; 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 Douves**
- *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

**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; Seounggun Kim)
- Code Club International, showcasing Scratch for social good. (James Aslett)
- How do Polish preschoolers learn programming? Best practice. (Iwona Brzózka-Zlotnicka; 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 Cszizmadia; Mark Dorling)
- The role of Scratch in school curricula (Beat Döbeli Honegger)
- What is programming? (Felienne 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)
• Turtlesitch - 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 with 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
• InventEUsrs. 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 &amp; 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)
• Turtlesitch - 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 Fernsel)
• Scratch on Mobile Devices (Martin Wollenweber; Linda Fernsel)
• 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 Oliveses)
• 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)
• API2Do, 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 Zielinski)
• 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)
**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 Duflot; 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 Emilia 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 Duflot)
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