

# ScratchJr Connect: Sharing resources for digital making around the world

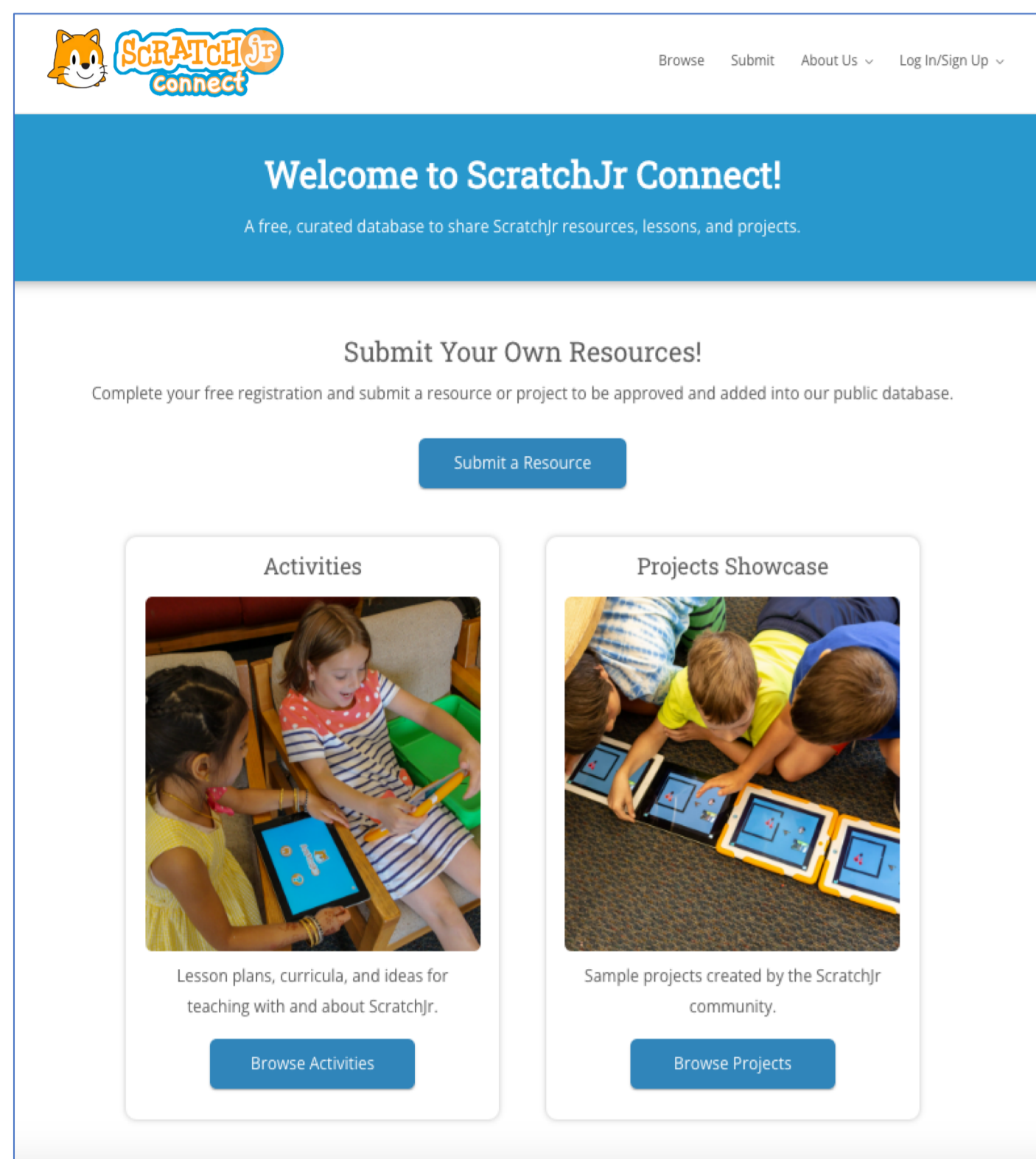


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## INTRODUCTION

Figure 1a. ScratchJr Connect Home Page



ScratchJr is a free introductory programming app for young children (5-7) that promotes playful, expressive creation and introduces foundational concepts of computer science in a developmentally appropriate way (Bers & Resnick, 2015). While ScratchJr supports creative coding, it is crucial to have appropriate scaffolding in the form of activities and lesson plans as well as project examples to provide an engaged, meaningful experience. The DevTech Research Group at Boston College and educators around the world have worked to create these resources to support the millions of ScratchJr users. However, until recently there has not been a way for these resources to be shared. This need is met with ScratchJr Connect (Figure 1a) - a curated database of ScratchJr educators and family members to share ScratchJr activities, lesson plans, and project showcases.

ScratchJr Connect is curated by DevTech researchers. Each submission is reviewed before being published in the interest of maintaining a high-quality set of resources that align with DevTech's pedagogy for teaching computer science and digital making. Each activity is rated on "the 6 C's" (Figure 1b) which are the six positive behaviors identified in the Positive Technological Development (PTD) Framework (Bers et al., 2012).

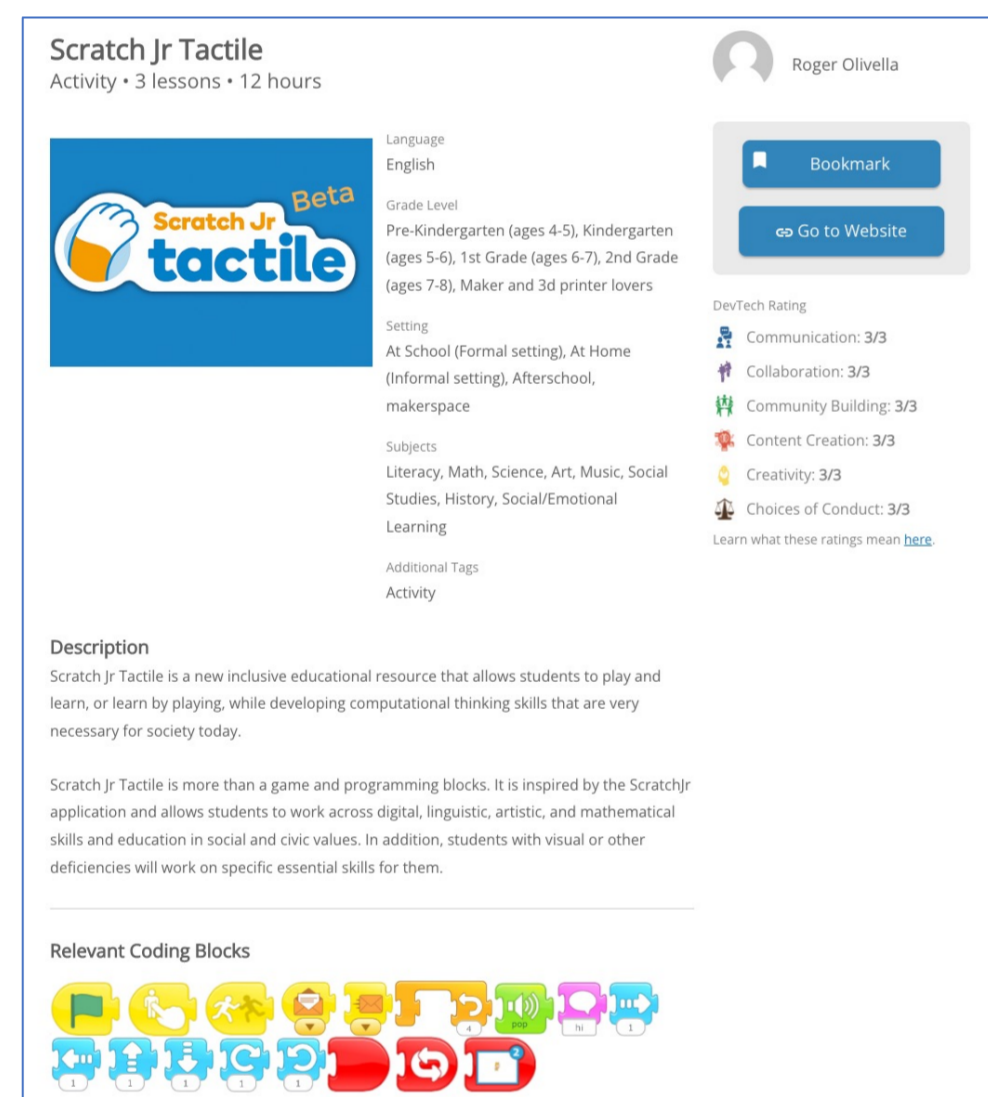
Figure 1b. The 6 C's



## CONNECT CONTENT

ScratchJr Connect allows users to submit two types of resources: Activities (Figure 2a) and Project Showcases (Figure 2b).

Figure 2a. Activity Submission



Activities can be any educational material devoted to teaching about or with ScratchJr. For each post, users can add descriptions, tags, and other specifications such as age and environment.

Activities include:

- Stand-alone lesson plans
- Multi-lesson curricula
- Video tutorials
- Project websites
- Event instructions and materials

Project showcases are for users to display what they have done on or with ScratchJr, typically in the form of ScratchJr projects.

Figure 2b. Project Showcase Submission

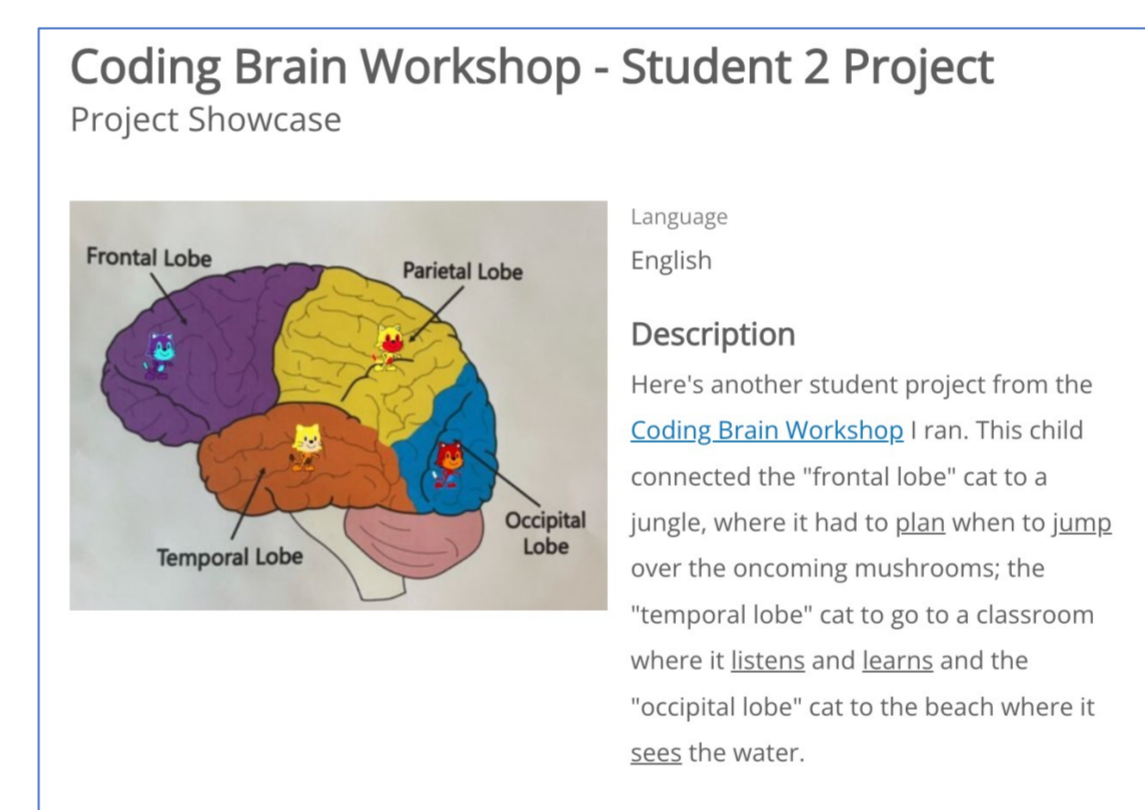
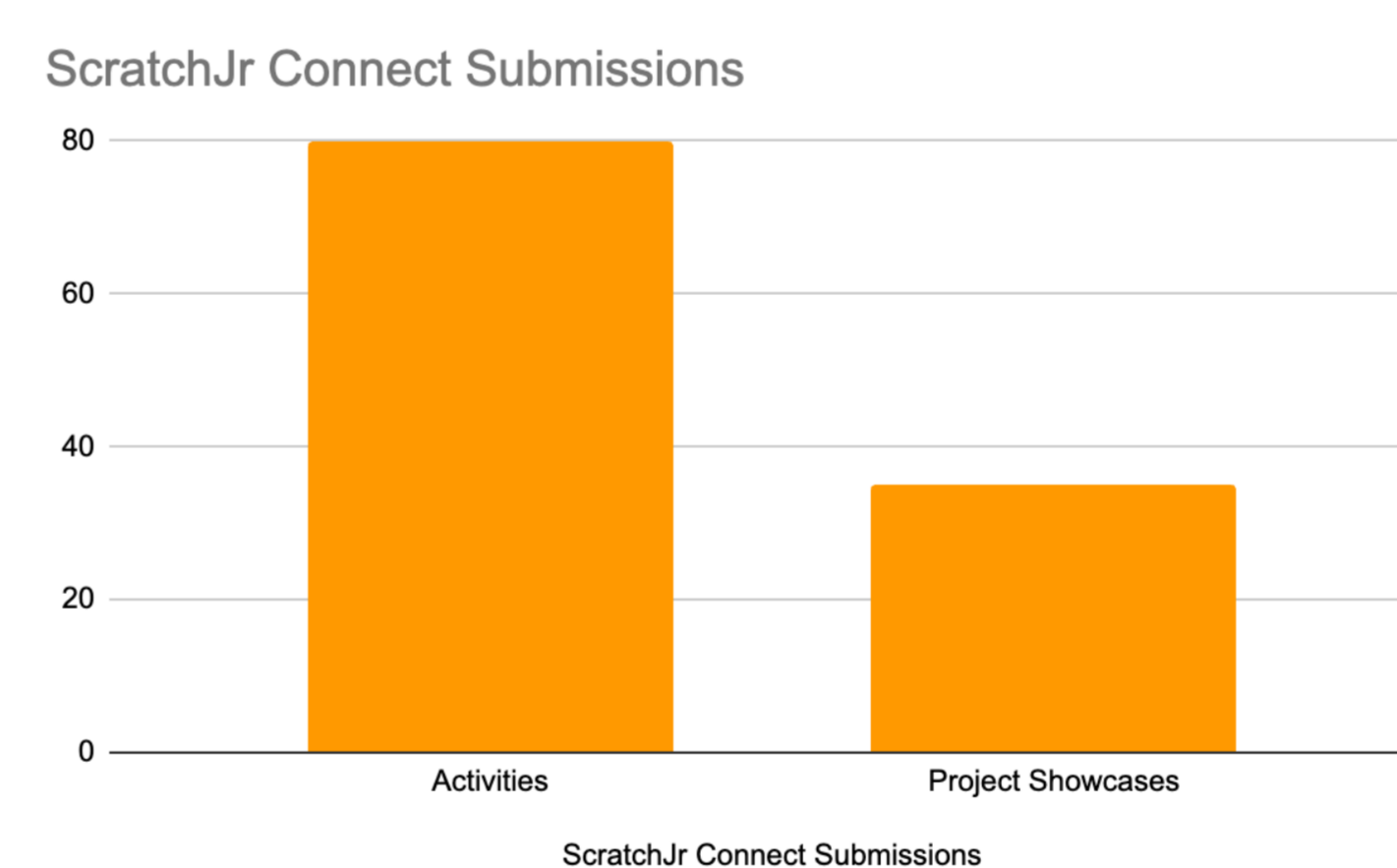


Figure 3

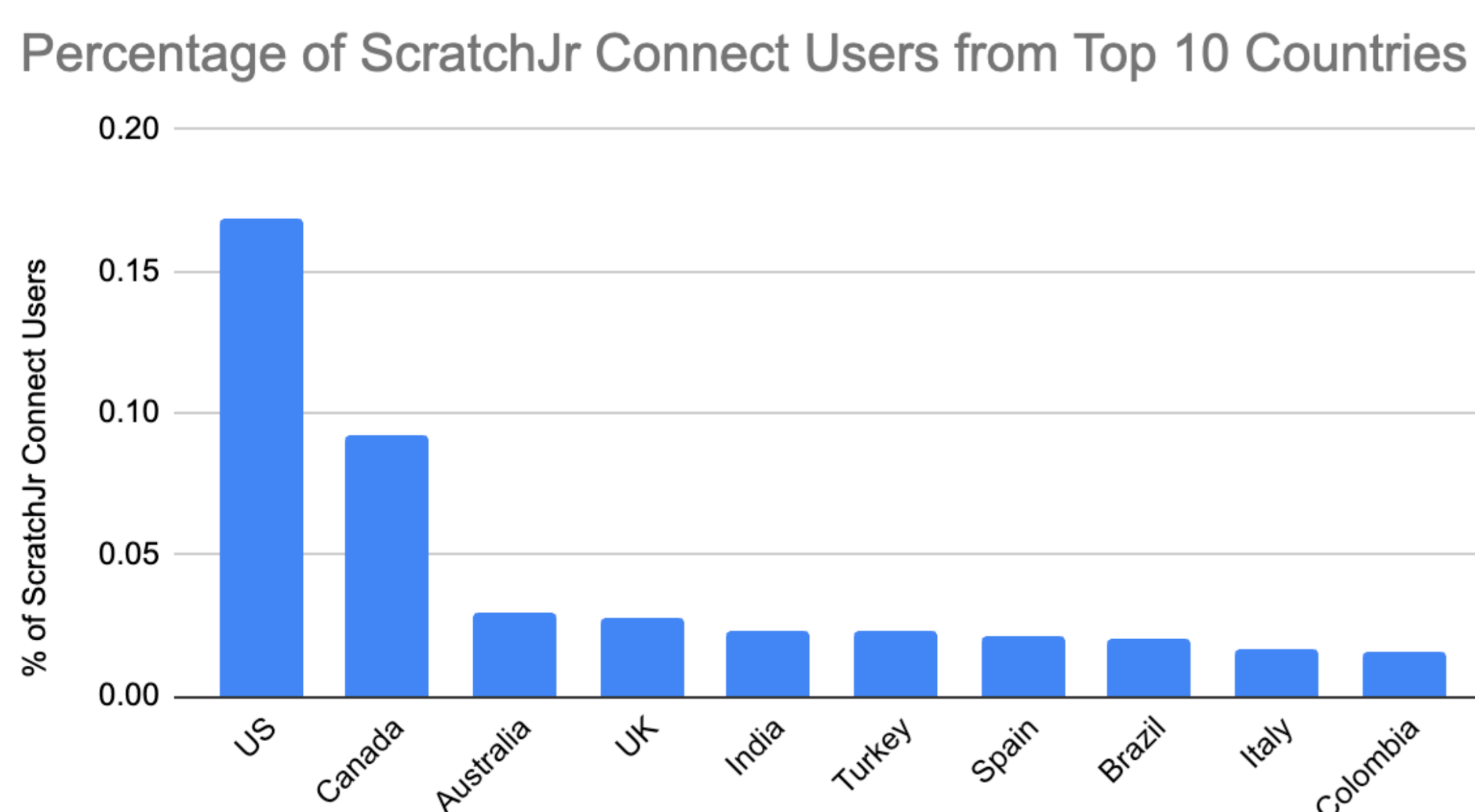
### Activity and Project Showcase Published Submissions



As of June 2023, there have been 80 published activities and 35 published project showcases on ScratchJr Connect.

Figure 4

### ScratchJr Connect Users by Country



From January 2021 to June 2023, ScratchJr Connect has gained 3,533 users from 128 countries around the world. The top country represented is the US, comprising 16% of ScratchJr Connect users. This wide range of countries suggests immense potential for building a virtual, global community of ScratchJr educators.

## CONCLUSIONS

- Since launch, the ScratchJr Connect has gained over 3,000 users from around the globe.
- In relation to the amount of users gained, the number of published submissions remains relatively low, which may suggest user difficulties with submitting resources or lack of awareness about the resource.
- The number of published activity submissions is over double that of project showcases, which may be due to the difficulty of sharing ScratchJr projects.

## REFERENCES

- Bers & Resnick (2015) The Official ScratchJr book, SF: No Starch Press
- Bers, M., Doyle-Lynch, A., & Chau, C. (2012). Positive technological development: The multifaceted nature of youth technology use toward improving self and society. In Ching, C. C. & Foley, B. J. (Eds.) *Constructing the Self in a Digital World* (pp. 110-136). New York: Cambridge University Press.

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Connect here:

[connect.scratchjr.org](https://connect.scratchjr.org)

