Stichting NIOC en de NIOC kennisbank

Stichting NIOC (www.nioc.nl) stelt zich conform zijn statuten tot doel: het realiseren van congressen over informatica onderwijs en voorts al hetgeen met een en ander rechtstreeks of zijdelings verband houdt of daartoe bevorderlijk kan zijn, alles in de ruimste zin des woords.

De stichting NIOC neemt de archivering van de resultaten van de congressen voor zijn rekening. De website www.nioc.nl ontsluit onder "Eerdere congressen" de gearchiveerde websites van eerdere congressen. De vele afzonderlijke congresbijdragen zijn opgenomen in een kennisbank die via dezelfde website onder "NIOC kennisbank" ontsloten wordt.

Op dit moment bevat de NIOC kennisbank alle bijdragen, incl. die van het laatste congres (NIOC2025, gehouden op donderdag 27 maart 2025 jl. en georganiseerd door Hogeschool Windesheim). Bij elkaar zo'n 1500 bijdragen!

We roepen je op, na het lezen van het document dat door jou is gedownload, de auteur(s) feedback te geven. Dit kan door je te registreren als gebruiker van de NIOC kennisbank. Na registratie krijg je bericht hoe in te loggen op de NIOC kennisbank.

Het eerstvolgende NIOC vindt plaats in 2027 en wordt dan georganiseerd door HAN University of Applied Sciences. Zodra daarover meer informatie beschikbaar is, is deze hier te vinden.

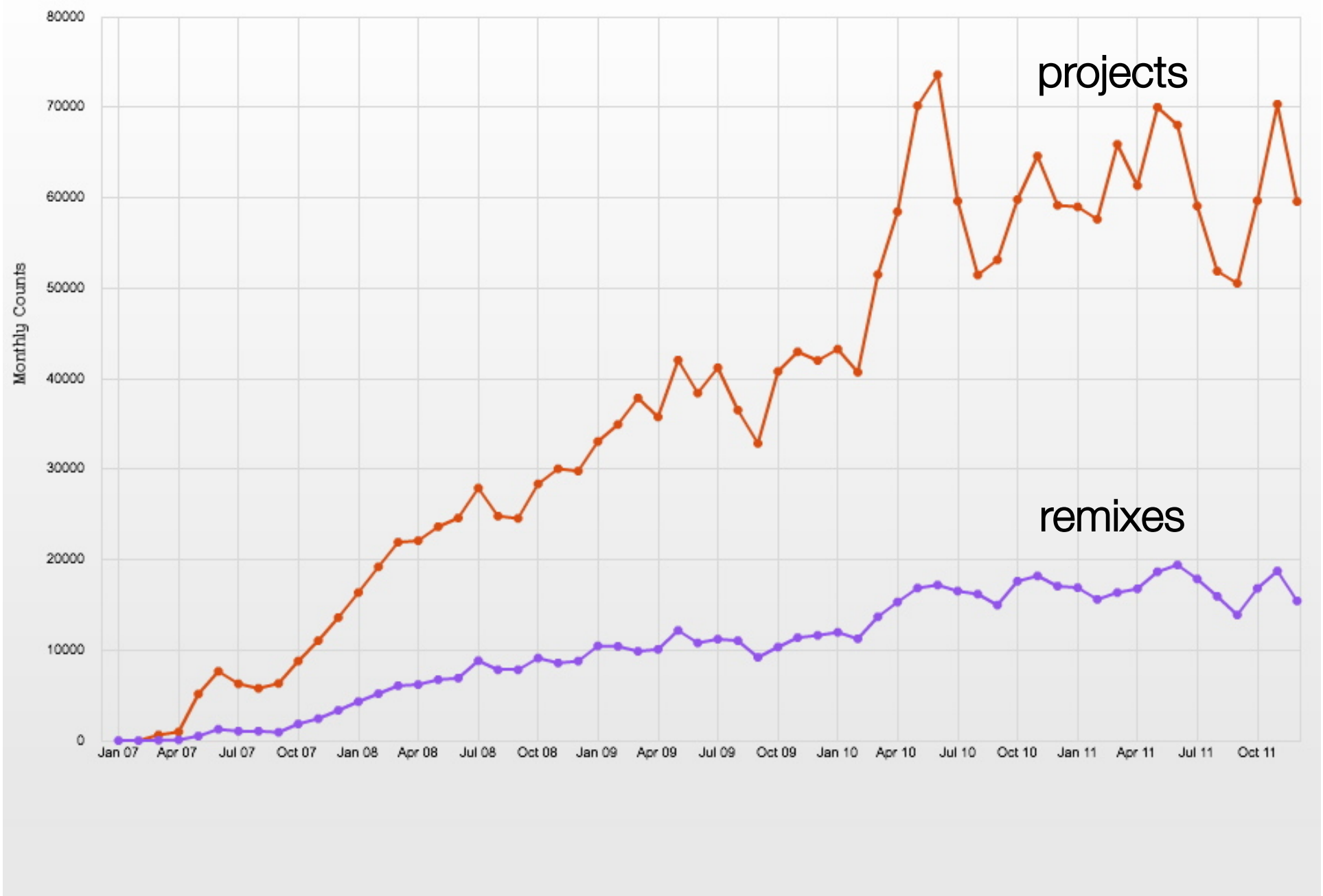
Wil je op de hoogte blijven van de ontwikkeling rond Stichting NIOC en de NIOC kennisbank, schrijf je dan in op de nieuwsbrief via

www.nioc.nl/nioc-kennisbank/aanmelden nieuwsbrief

Reacties over de NIOC kennisbank en de inhoud daarvan kun je richten aan de beheerder:

R. Smedinga kennisbank@nioc.nl.

Vermeld bij reacties jouw naam en telefoonnummer voor nader contact.


projects
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Jan 08
Apr 08
Jul 08
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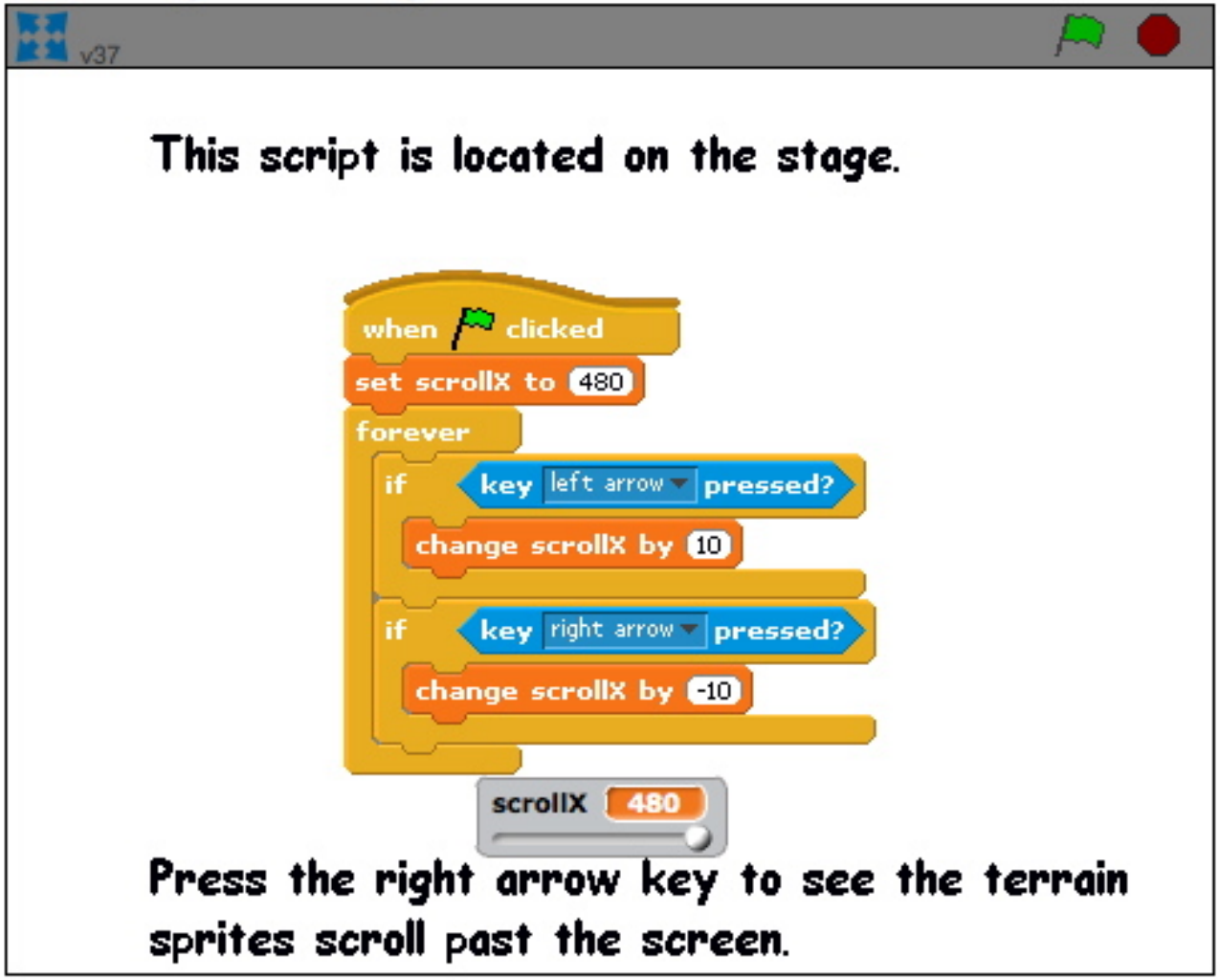
Oct 11

Scrolling Done Right



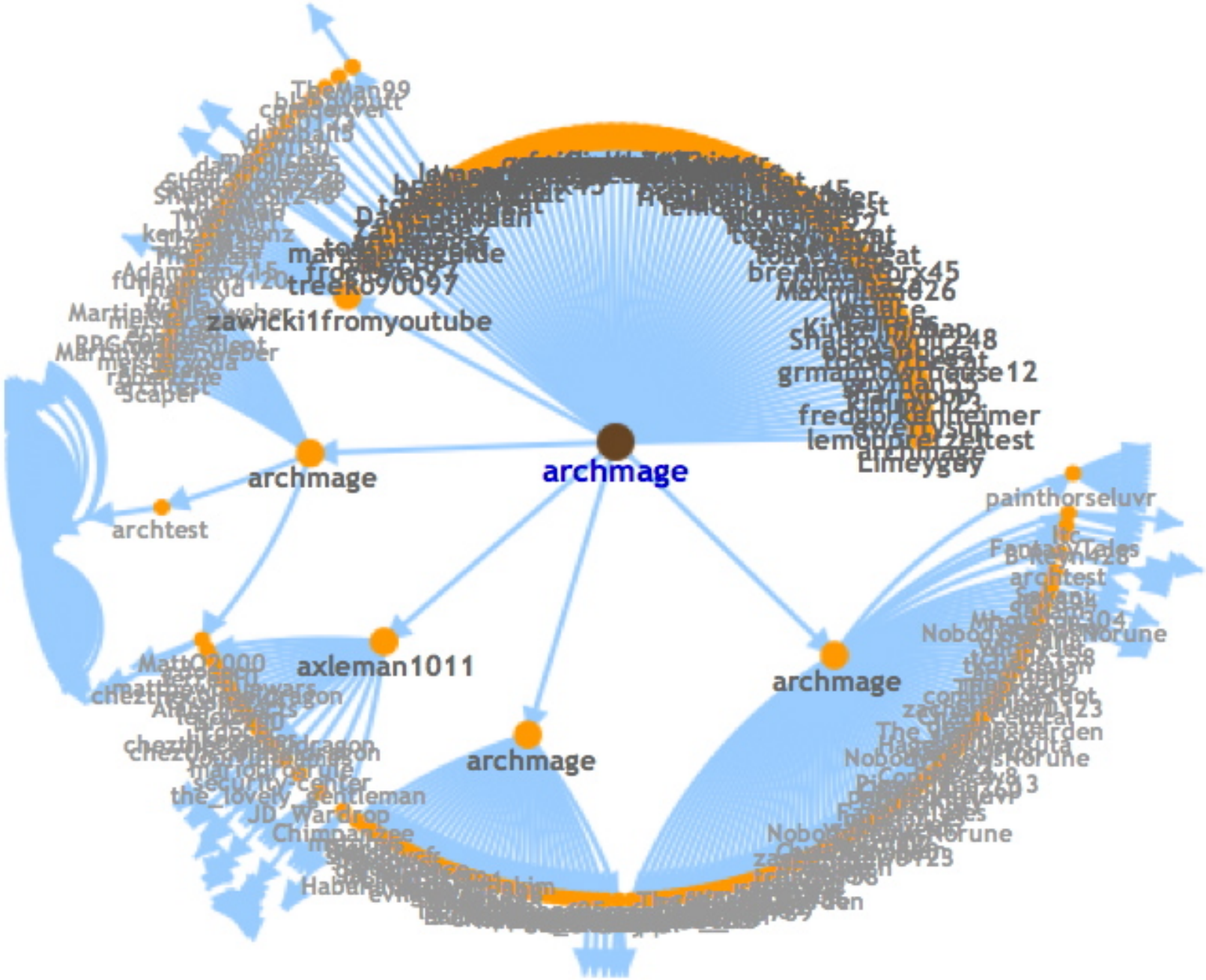
archmage shared it 3 years, 9 months ago

Some rights reserved

5051 views, 42 taggers, 129 people love it , 460 remixes by 291 people, 1208 downloads, in 29 galleries

This script is located on the stage.

Press the right arrow key to see the terrain sprites scroll past the screen.


archmage
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axleman1011
zawicki1fromyoutube
treeko90097
archtest
painthorseluvr
Limeygay

GRAY BEAR PRODUCTIONS

Panther - based on Scratch

Many thanks to Skystar for this amazing image!

Panther - What the community wants

Panther is a programming language aimed at young users with only a small knowledge of programming. Panther offers you a more advanced version of Scratch, a simple programming language developed at MIT.

With a host of new features such as file and webpage manipulation and advanced colour sensing, cloning and much more besides, Panther provides advanced usage for avid Scratchers around the globe as well as new programmers looking for a fluid, easy to understand starting language. *Why not visit our Wiki page for a full list of our features?*

Welcome to ProgrammingFreak - our newest developer for Panther 1.1!

stats:

Panther

Blockshop

But...

How do we make this interestingness accessible to more young people?

SCRATCHED
learn | share | connect

Join Sign In About Help Contact

Search All GO

Stories Resources Discussions Members Events

What is Scratch?

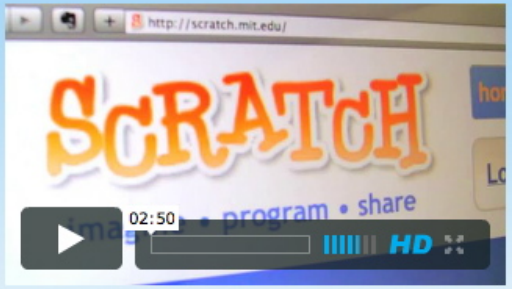
Scratch is a programming language that makes it easy to create interactive art, stories, simulations, and games – and share those creations online.

Learn more »

What is ScratchEd?

ScratchEd is an online community where Scratch educators:

share stories exchange resources ask questions find people



Get Started with Scratch

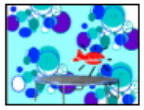
Imagine the creative possibilities with Scratch and the online community in this intro video.

New Stories

Sharing with Scratch: Episode 5 - Publishing Scratch Work Online

Sharing with Scratch is a video webseries for Scratch educators to encourage thought and conversation around the ways in which Scratch can promote cooperation and collaboration in the classroom.

Aaron Morris posted this *2 days* ago



Tech and Textile: An Interview with Gretchen Tanzer of Cape Cod Academy

Gretchen shares her story and strategies for integrating Scratch in a high school arts course.

ScratchEd Team posted this *4 days* ago

Sharing with Scratch: Episode 4 - Checking in with a Neighbor

Sharing with Scratch is a video webseries for Scratch educators to encourage thought and conversation around the ways in which Scratch can promote cooperation and

New Resources

Actividad1 - on Spanish

Marisa Conde posted this *21 hours* ago

Digital Schoolhouse Tutorial Video: Maths Quiz

ScratchEd Team posted this *3 days* ago

Digital Schoolhouse Tutorial Video: Dance Moves

ScratchEd Team posted this *3 days* ago

Digital Schoolhouse Tutorial Video: Making a Shape Calculator with Variables

ScratchEd Team posted this *3 days* ago

Find a resource

Share a resource

New Discussions

Scratch News for the New School Year - ScratchNotes Newsletter, Vol. 4, Iss. 1

ScratchEd Team posted this *14 hours* ago

New guide from Edutopia - Mobile Devices for Learning: What you Need to Know

ScratchEd Team posted this *17 hours* ago

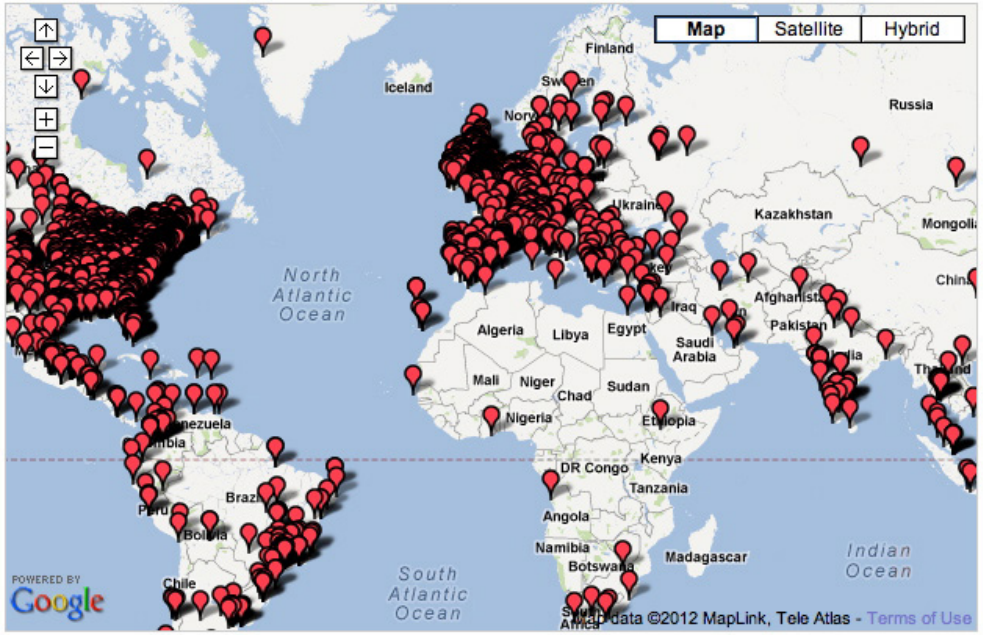
Super Scratch Programming Adventure! A new programming comic for kids

Tyler Ortman commented on this *19 hours* ago

Scratch 2.0 on Chromebooks

John Maloney commented on this *1 day* ago

Members



All Members - Most Recently Online

Kim Wilkens
Member since: September 25, 2011
Last access: September 29, 2012

I love technology and teaching kids about the amazing ways it can be used to create and share their ideas, voices and passions with the world. Even though I have been a woman in computer science for...

Karol Linkiewicz
Member since: September 17, 2012
Last access: September 29, 2012

I'm a parent of 5 and 7, looking for truly interactive toys for them. Apparently Scratch fits this category perfectly :-)

CHIH JEN LEE

Find Others

Whether close by or far away, there are numerous Scratch educators around the world for you to connect with. Explore the map or browse the members list to find people with shared interests and experiences.

Create an account

Filter by member's interests:

Curricular Area:

- [ ] Computer Science
- [ ] Engineering
- [ ] Language Arts
- [ ] Mathematics
- [ ] Music
- [ ] Science
- [ ] Social Studies
- [ ] Teacher Education
- [ ] Technology
- [ ] Visual Arts
- [ ] Other

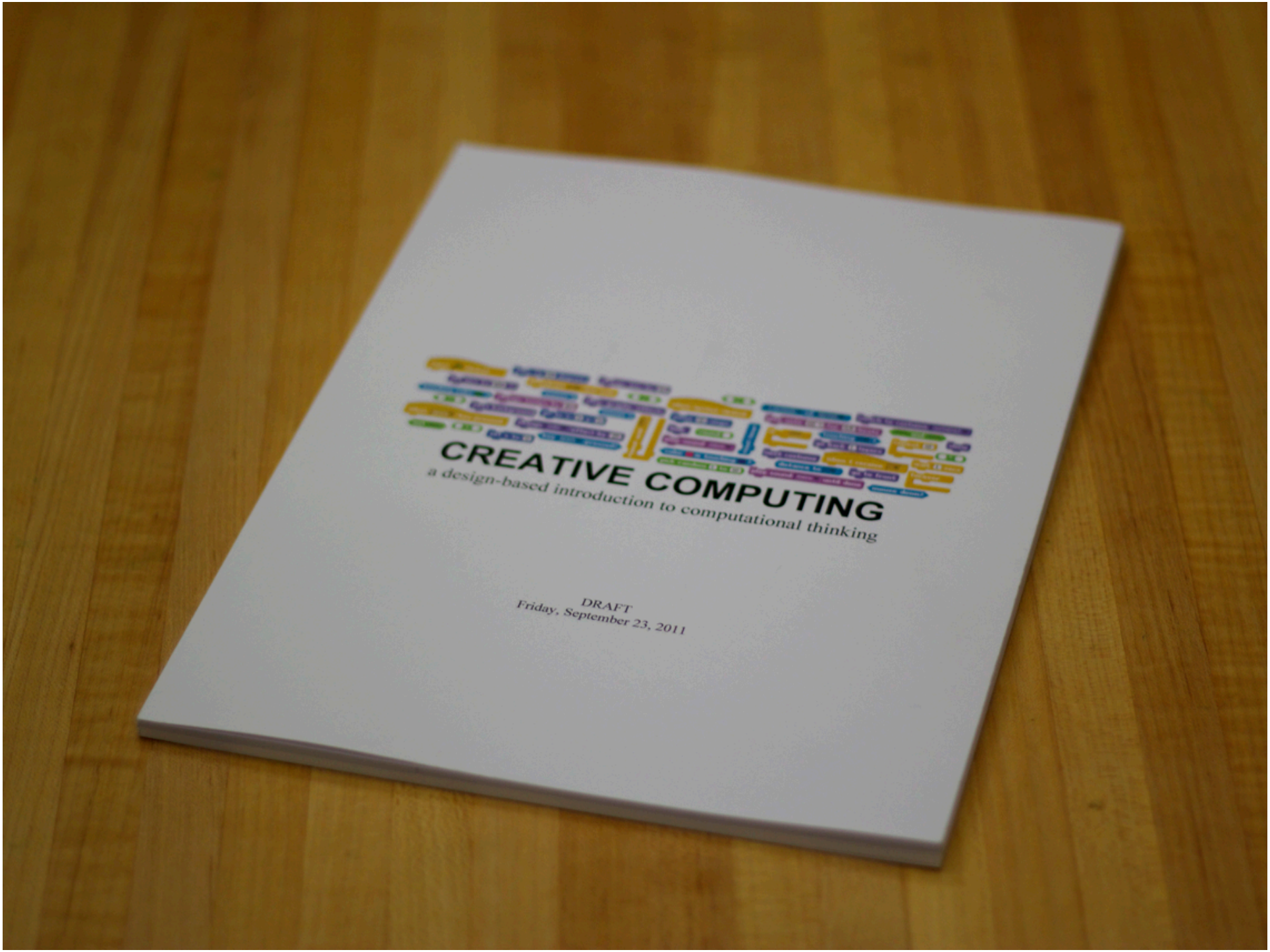
Education Level:

- [ ] Preschool and Kindergarten
- [ ] Elementary School
- [ ] Middle School
- [ ] High School
- [ ] College and University
- [ ] Professional Development
- [ ] Other

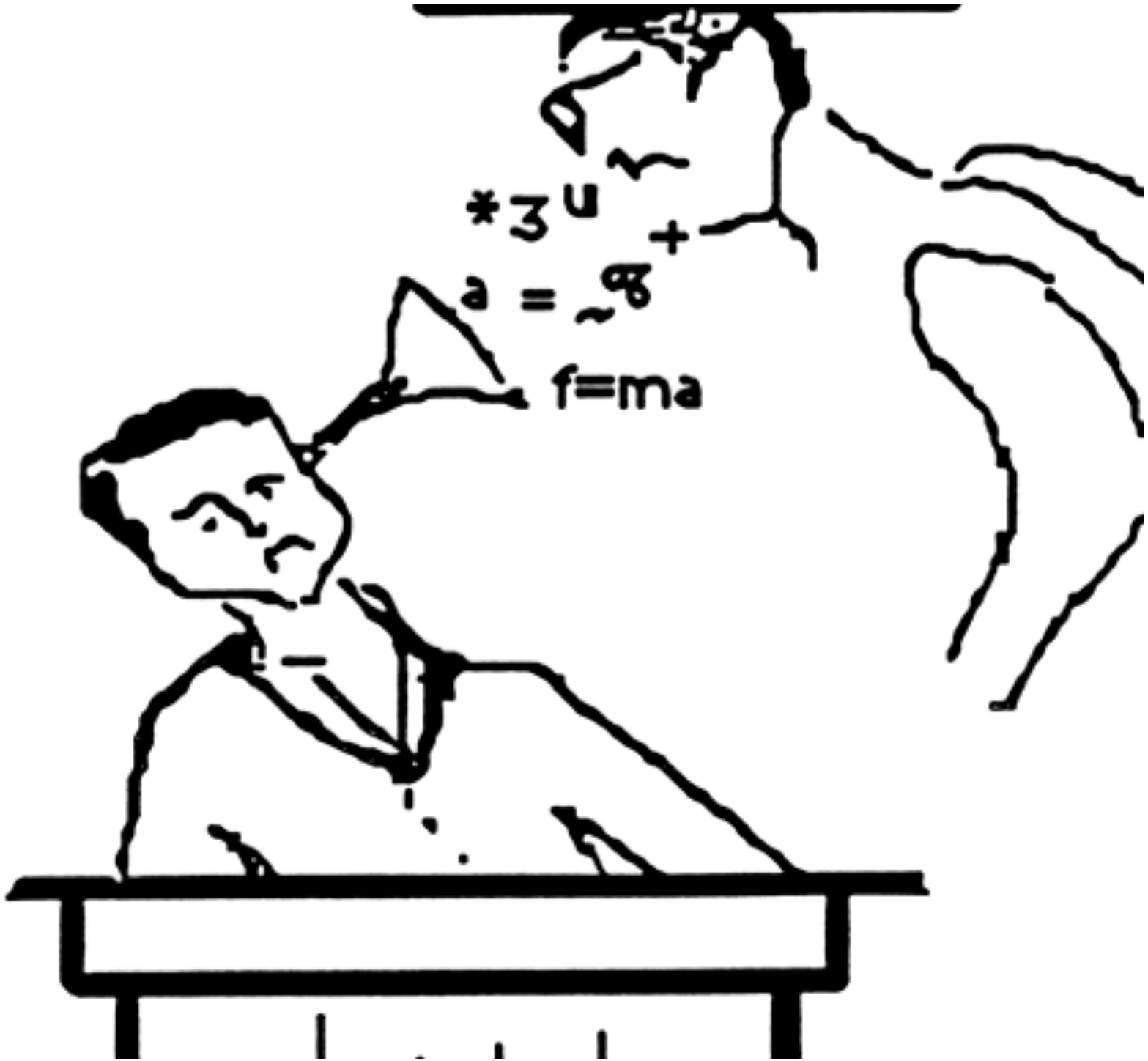
Language:

<Any>

CREATE YOUR WORLD
Scratch Goes to School
Judy Barbera
Sandra Reyes
David Grammerstorf
Nicole Hovsepian
Andrea Edwards
Genna Colonnato
Jacob Goodman
Jason Kardon
Sarah Katz
Joe Ligresti
Scratch
File Edit Share Help
Save me polar bear Sarah
Sprite4
gobo1
water gobo


CREATIVE COMPUTING
a design-based introduction to computational thinking
DRAFT
Friday, September 23, 2011

Won’t school destroy all of the interestingness that we see with out-of-school learning?


*3u
a = -8
f=ma

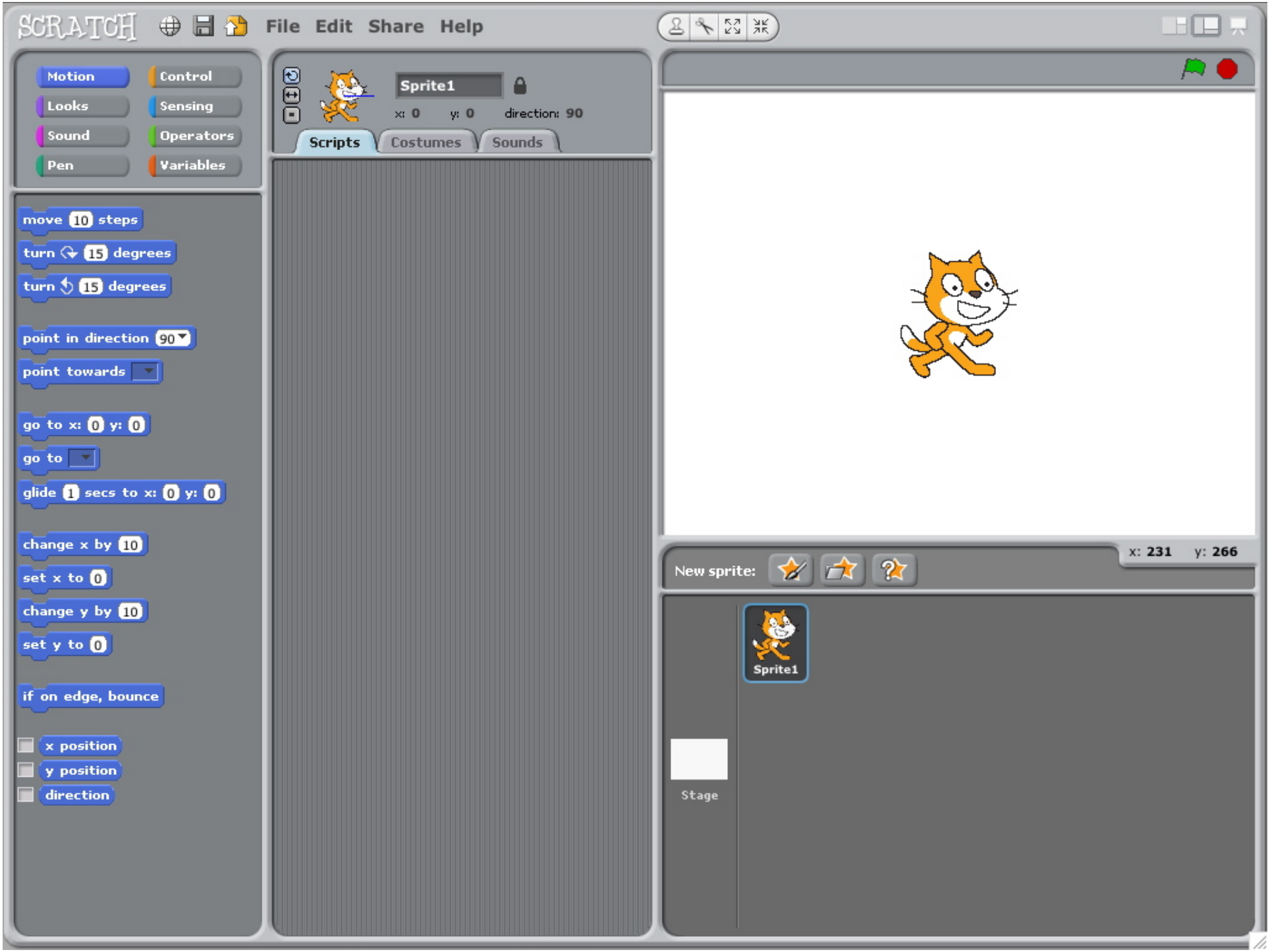
structure

Homogeneity in activity
Learning as individual process

creating
connecting

creating

connecting

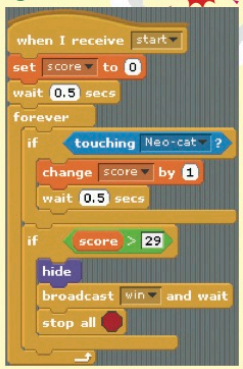

SCRATCH
File Edit Share Help
Motion
Control
Looks
Sensing
Sound
Operators
Pen
Variables
move 10 steps
turn 15 degrees
turn 15 degrees
point in direction 90
point towards
go to x: 0 y: 0
go to
glide 1 secs to x: 0 y: 0
change x by 10
set x to 0
change y by 10
set y to 0
if on edge, bounce
x position
y position
direction
Sprite1
x: 0 y: 0 direction: 90
Scripts
Costumes
Sounds
x: 231 y: 266
New sprite:
Sprite1
Stage

STAGE 4

Now we'll add more programs to the Virus to keep score. These programs use blocks from the **Control** and **Variables** palettes to record and signal the conditions for winning and losing.

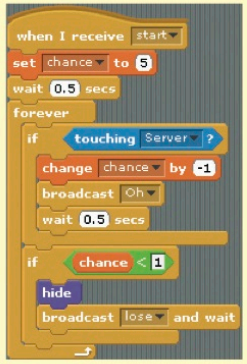
Program ❹ creates a new variable called `score` and the conditions we need to meet for the script to broadcast `win`. Your score will now appear on the Stage.

❹



Program ❺ creates a variable called `chance`, which keeps track of how many times the Virus is allowed to touch the Server sprite before the player loses. We'll give Scratchy five chances to start. When you're out of chances, the program broadcasts `lose`. Just like the player's `score`, the number of tries the player has left is displayed on the Stage as `chance`.

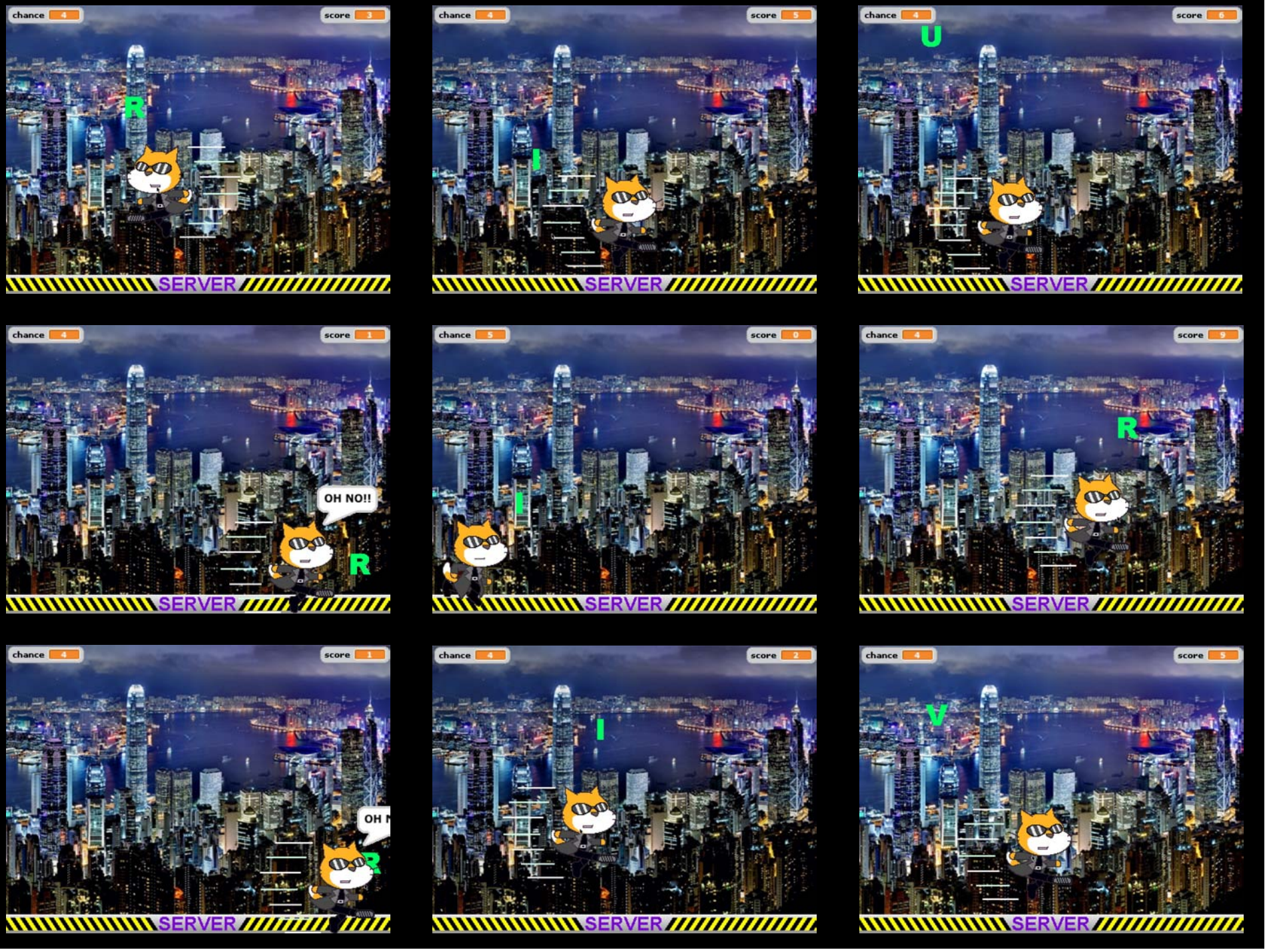
❺



Tip: When setting the rules for winning and losing in your games, use the greater-than symbol (>) or the less-than symbol (<) instead of the equal sign (=) , as we do in programs ❹ and ❺. This will prevent the game from breaking when a variable changes too quickly!

Why might the variable change too fast in this game? Scratchy might touch the Virus a few times in quick succession, and the program won't realize that you've won the game.

chance 5
score 1
Protect Hong Kong!
Defend the server from virus attacks
Click your mouse to move Scratchy!
Press <SPACE> to start!
SERVER


chance 4
score 3
R
SERVER
chance 4
score 5
I
SERVER
chance 4
score 6
U
SERVER
chance 4
score 1
OH NO!!
R
SERVER
chance 5
score 0
I
SERVER
chance 4
score 9
R
SERVER
chance 4
score 1
R
SERVER
chance 4
score 2
I
SERVER
chance 4
score 5
V
SERVER

When you do run into difficulties, it's not time to give up or cry.

It's time to think about the strategies that you have to solve your problem or to look for help.

No reason to break down or give up – you keep at it.

Taylor, Elementary School Teacher

creating

connecting

SCRATCH

imagine • program • share

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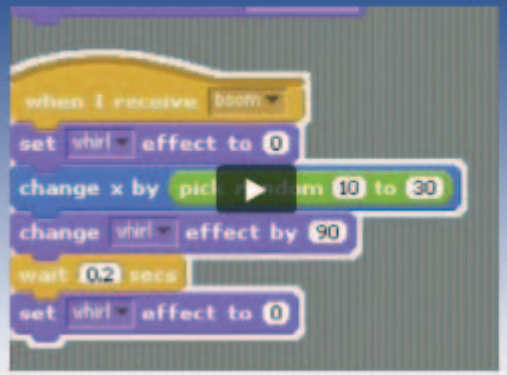
Create and share your own interactive stories, games, music, and art

Check out the 3,225,784 projects from around the world!

To create your own projects:

Download Scratch



Featured Projects

See more

Connexions
by richjones69

Scratch 2.0 Updates!
by gobo

Make your own e...
by rootsroiroi

Projects Selected by ErnieParke

Learn more

Scratch 2.0 Beta

Try out the Scratch 2.0 Beta, and help us make it better!

Check it out

Scratch Day

Be a part of Scratch Day - a worldwide network of gatherings, where Scratchers come together to meet, share, and learn.

Find out more

ScratchEd

-------- Original Message --------
Subject: Checking for remixing
Date: Sat, 3 Dec 2011 17:35:19
From: ----------
To: scratched@scratch.mit.edu

Hi, Is there a way for educators to simply check student work to determine how much is original, and how much was simply copied from the Scratch site? I don't want to upload individual projects from my students. I just want a way to see if the work is original or not. Thanks.

How are you using the Scratch website?

Coming from an English background, it was really important to me that there was a “publication” step. As a writer, the last step is always sharing, getting feedback, and critiquing.

My middle-schoolers are mostly inspired by the feedback they get from their peers and the gratification they get from sharing their projects in such a public way.

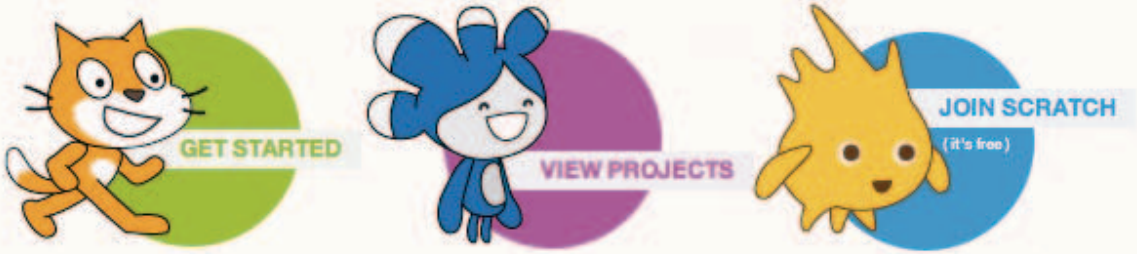
Jess, Middle School Teacher

So what’s next?

creating
connecting

Create | Explore | Discuss | Help | Search | Login

Create stories, games, and animations
Share with others around the world



A creative learning community with 3,064,516 projects shared

ABOUT SCRATCH | FOR EDUCATORS | FOR PARENTS

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Tilt Cloud
by aaroncolin

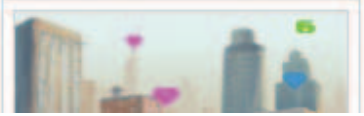
Fish Tank
by CANSLP

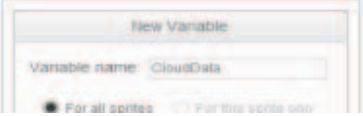
Frogs on Logs
by learnegy

Scratch 2.0 Updates!
by gobo

2.0 BUBBLE
by Failord

Featured Studios





Fish Tank

by CANSLP

DRAFT

26 scripts
19 sprites

See inside

Instructions

Cliky clicky for BUBBLES!! (And a piranah attack, but, lets just think about the bubbles ok?)
Touch puffer w/ mouse for BOOM!
Touch eel w/ mouse for ZAP!
Click eel for MEGA ZAP!!!
Movable urchins!(Suggested by cheddagirl*)
Turbo mode for "Hyperactive fish". :3
Random starfish! (Suggested by ThePancakeMan)

Notes and Credits

This got featured!!?? YES!!!! SECOND ONE THIS YEAR!! (also I have 39 messeges right now. *gasps*(now 40!)) Love it to suggest a fish.

simulations x animations x art x

Shared on: 26 Feb 2013 Last modified: 4 Apr 2013

8 29 Share to Add to Report this 566 4

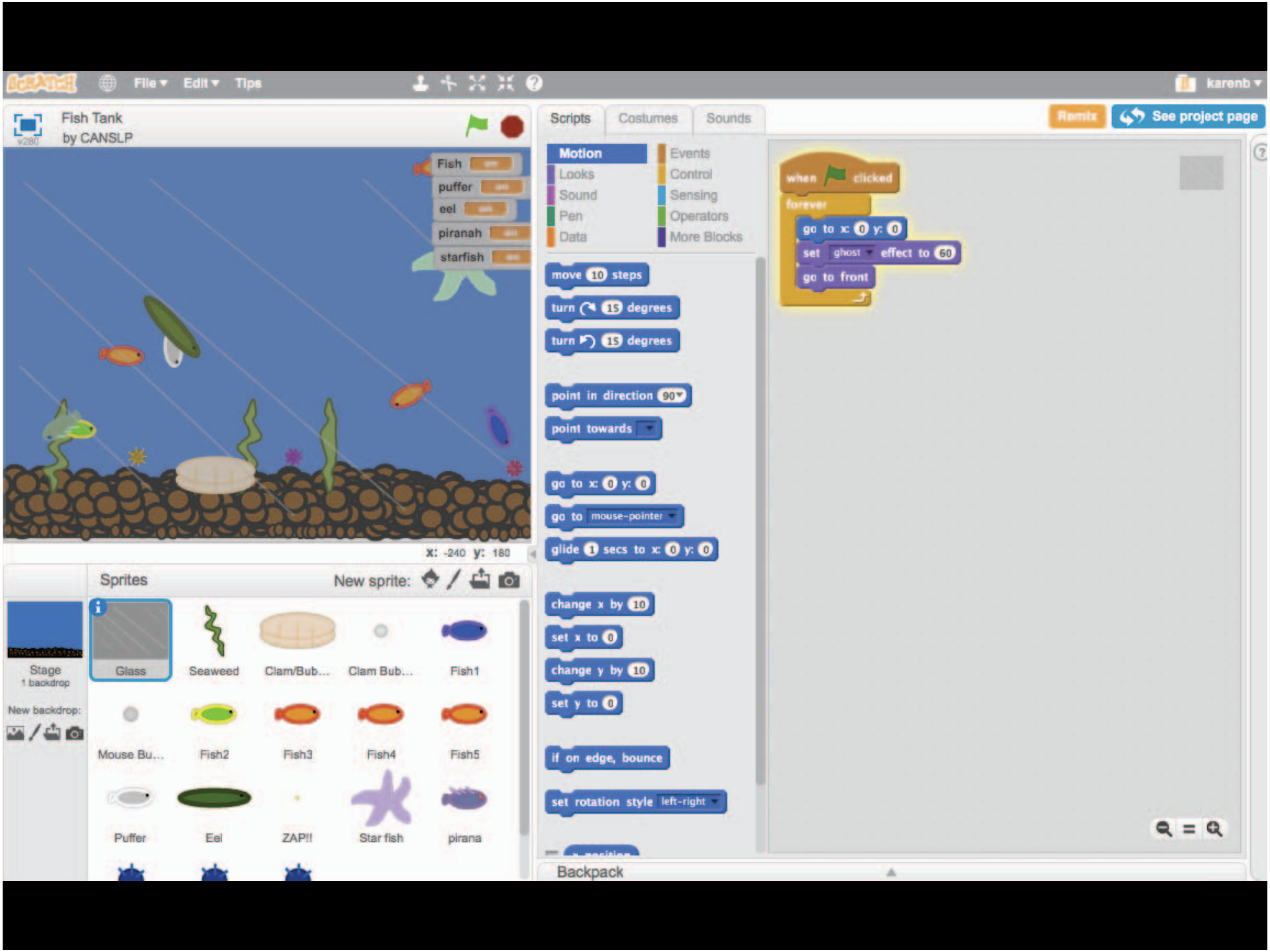
Comments (71)

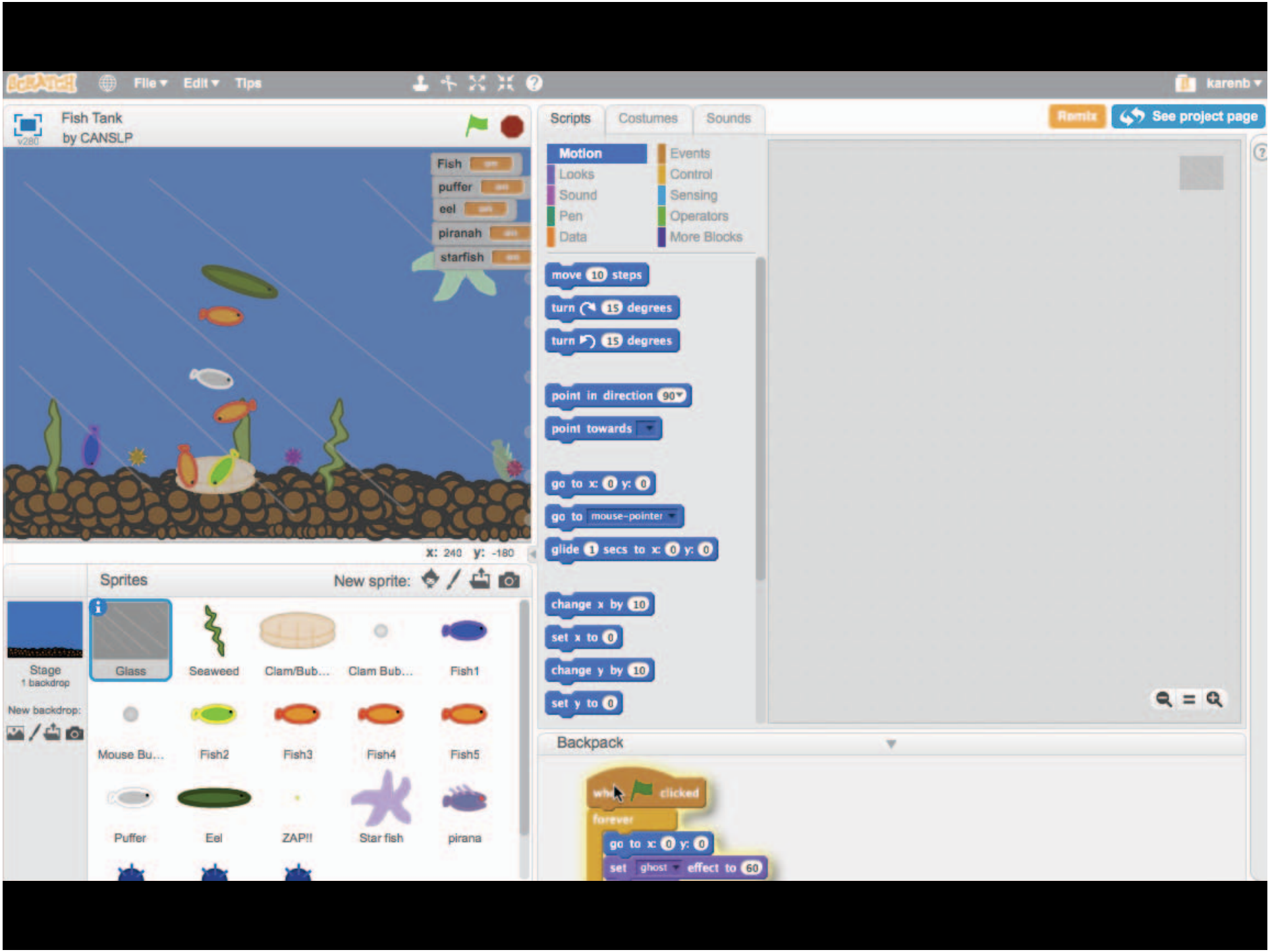
Leave a comment

Remixes (4) View all

Fish Tank Rema...
by Klinklang
14 views

More projects by CANSLP


File
Edit
Tips
karenb
Fish Tank
by CANSLP
Fish
puffer
eel
piranah
starfish
x: -240 y: 180
Sprites
New sprite:
Stage
1 backdrop
New backdrop:
Glass
Seaweed
Clam/Bub...
Clam Bub...
Fish1
Mouse Bu...
Fish2
Fish3
Fish4
Fish5
Puffer
Eel
ZAP!!
Star fish
pirana
Scripts
Costumes
Sounds
Remix
See project page
Motion
Looks
Sound
Pen
Data
Events
Control
Sensing
Operators
More Blocks
move 10 steps
turn 15 degrees
turn 15 degrees
point in direction 90
point towards
go to x: 0 y: 0
go to mouse-pointer
glide 1 secs to x: 0 y: 0
change x by 10
set x to 0
change y by 10
set y to 0
if on edge, bounce
set rotation style left-right
when clicked
forever
go to x: 0 y: 0
set ghost effect to 60
go to front
Backpack


File
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Fish Tank
by CANSLP
Fish
puffer
eel
piranah
starfish
x: 240 y: -180
Scripts
Costumes
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Data
Events
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More Blocks
move 10 steps
turn 15 degrees
turn 15 degrees
point in direction 90
point towards
go to x: 0 y: 0
go to mouse-pointer
glide 1 secs to x: 0 y: 0
change x by 10
set x to 0
change y by 10
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Sprites
New sprite:
Stage
1 backdrop
New backdrop:
Glass
Seaweed
Clam/Bub...
Clam Bub...
Fish1
Mouse Bu...
Fish2
Fish3
Fish4
Fish5
Puffer
Eel
ZAP!!
Star fish
pirana
Backpack
clicked
forever
go to x: 0 y: 0
set ghost effect to 60

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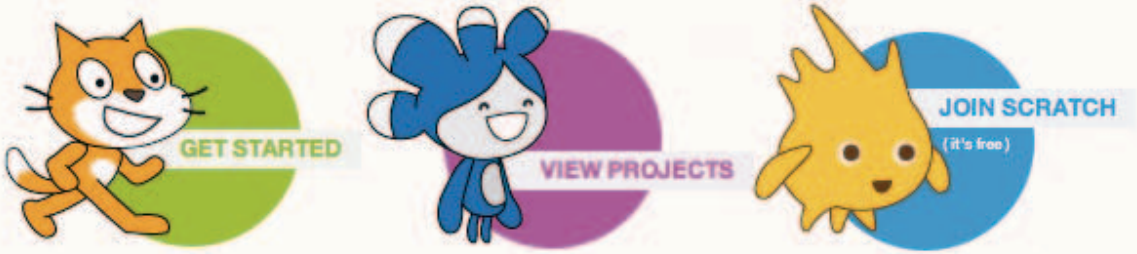
Share with others around the world



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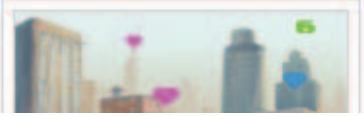

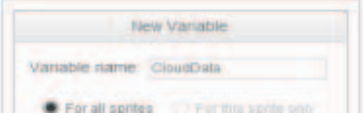

in school vs. out of school

in school
out of school

“Scratch lets you explore your imagination.
You design your own stuff, and once you start,
you just don’t want to stop.
Because as you learn more, you can see there are
more possibilities, and the more possibilities there
are, the more you want to expand on what
you just learned.”

Bradley, 12 years old

karen_brennan@gse.harvard.edu

http://scratch.mit.edu/
http://scratch-ed.org/