

Middlebury College
Computer Science Seminar

Learning to Think from Scratch

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Computer science offers a rich variety of tools for thinking abstractly, modeling complex problems, and devising efficient algorithms. All students should acquire these conceptual skills, not just computer science majors. Unfortunately, the challenges of working with a traditional programming language such as Java or C++ discourage some students from exploring the beautiful ideas that the language is being used to convey. In this talk, I will describe Scratch, a fun, new visual programming language. By snapping together graphical building blocks, students of all ages can create stories, games, and animations. In the process, they learn to think both computationally and creatively.

**Wednesday, April 22, 2009
12:30 p.m. to 1:20 p.m.
McCardell Bicentennial Hall 438
Lunch will be provided @ 12:15 PM**

This event is sponsored by the Computer Science Department.