**Scratching the Surface (cancelled)**

Thursday 19 Mar 2015 at 17:00 (00h20')

**Content:**
The presentation discusses the use of the programming environment "Scratch" to teach the topics of Simulations and HPC to students at secondary schools in Germany, in the context of the project "Simulated Worlds". Scratch is a programming environment that was developed at MIT. It allows for a visual programming style that, while not preventing logical errors, saves users from making syntactic mistakes. It is possible to create simple graphics output and motion with relative ease, while still allowing the development of rather complex programs. The talk introduces selected Scratch-examples used to teach the topic of "Simulations" in courses at schools in the German state of Baden Württemberg in a life demo, and discusses what can and cannot be taught with respect to real-life simulations in this environment.

**Summary:**
An overview of the Scratch programming environment, used for teaching the topics of "Simulations" and "HPC" at secondary schools in the German state of Baden Württemberg.

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