Live Session Guide

Session Duration: 30 minutes
Objective: Students will see their Scratch programs run on Patch the robot in real-time

Suggested setup:

A live session with Patch can only be accessed by one logged-in user — the same Microsoft or Google account used to book the session. We suggest that you project your screen to the class, and get the students to come up one by one.

You should have a timer available (like the one on your phone) and you should know how long their code takes so you can divide the time evenly amongst your group.

While you can't extend a session, you can book more than one session but only after you have completed each session. Testing is part of coding! Remind your students that testing (QA: Quality Assurance) is part of development. Encourage them to test each others scripts, as you don't want broken code in the live session.

Before the Session (15 minutes prep)

1. Prepare Student Files

- **Collect student Scratch projects ahead of time**: Ask students to share their project links via your learning platform OR download their .sb3 files if working offline
- **Create a folder** on your desktop with all student files clearly labeled (e.g., "Emma_Dance-challenged.sb3")
- **Test one file** to ensure you can load it quickly

2. Access Your Session Link

- Go to the Codemates website → **"My Sessions"** → Find today's session
  (Or you can add it to your calendar)
  Click the link to reach the loading page and your session will start shortly. It can take up to 2 minutes

3. Set Up Your Classroom

- Log in to your teacher machine Connect to projector/screen so all students can see
- Ensure that sound is working properly
- Open the session link 5 minutes before start time
- Keep the page visible on the main screen

4. Create a Running Order

- **List student names** in the order they'll present (5-6 students max in 30 mins)
- It may help to have a “on deck” spot so it’s clear who is next
- Allow ~4 minutes per student (1 min setup, 2 min demo, 1 min discussion)
- Have this list visible on a clipboard or secondary screen

5. Brief Introduction (Do this BEFORE session starts)

- Explain: "In a few minutes, we'll connect to Patch the robot through the screen"
- Remind students: "Your Scratch code will control the real robot!"
- Set expectations: "Watch quietly, cheer for your classmates, and we'll get through 5-6 demos today"
- Show the running order so students know when their turn is coming

During the Session (30 minutes)

Session Start (1 minute)

- Once the session loads, the connection to Patch will go live
- Keep commentary minimal - just ensure students can see the robot clearly on screen
- Depending on screen size, you can make the Patch window larger
- Begin calling students immediately to maximise demo time, so they can interact with Patch via their code

For Each Student Demo (4 minutes each)

Before they come up:

- Have their file ready to load on your computer
- Call the student's name clearly

When student arrives at computer:

- Load their project (you do this quickly while they stand ready)
- Click the green flag together or let the student click
- Step back and let them watch Patch respond
- Ask one quick question: "What did you expect to happen?" or "What surprised you?"

Quick tips to avoid delays:

- Don't let students search for their own files
- Keep transitions brisk and encouraging
- If a program has issues, note it and move on ("We'll troubleshoot this later!")

Managing Common Issues

Problem	Quick Fix
File won't load, code doesn’t run	Have a backup student ready; troubleshoot later
Robot doesn't respond	Check connection indicator on screen; skip if needed
Student's code is very long	Set a 2-minute timer; stop at interesting moments
Too many volunteers	"We'll do 5-6 today; everyone else will get a turn next session"

Closing (2 minutes)

- Thank students for their participation
- Quick reflection: "What was different seeing code on a robot vs. on screen?"
- Preview: "Next time, you'll add more features to make Patch do even cooler things!"

Post-Session (5 minutes)

- Save any modified student files back to their folders
- Note any technical issues to share with Codemates
- Celebrate! Share photos (with permission) on your class platform

Pro Tips for Smooth Sessions

Do all intro/setup BEFORE the 30-minute window – maximize robot time!

Pre-load files in tabs or have a second device ready

Use a timer to keep things moving

Celebrate small wins – even simple programs are exciting on a robot!

Have a backup student ready in case of technical issues

Keep energy high – your enthusiasm sets the tone!

Remember: The goal is engagement and excitement, not perfection. Keep it fun, keep it moving, and watch your students' faces light up when their code comes to life!