



**ITCH**

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Product datasheet  
[www.itchcode.com](http://www.itchcode.com)

# Ucodemy's Itch brings all the features of Scratch into the classroom environment. With a private social environment on our own servers we provide all the features of Scratch but without all the headaches of the open Internet.



We provide an integrated video tutorial based system that allow students to follow along with videos and directions **all in the same window** so they no longer need to continually navigate back and forth and or miss following directions entirely.

Want to use Scratch in your favorite e-Learning system? With Itch it's possible since it is LTI compliant as well!



ITCH has a full curriculum aligned to K12 standards, that includes rubrics, quizzes, daily lesson plans and activities. We will have you up and started with coding in the classroom in as little as one hour.

We've repeatedly had teachers use our program that have little or no coding experience, with diverse backgrounds such as English or Elementary.



Looking to bring in your own activities or lesson plans for coding to supplement the ITCH curriculum? No problem! Many schools have extended itch with several units of their own; often we are able to share these back to the entire ITCH community.

With ITCH you can add whatever cross-curricular activity you can think of based off of core skills. We have sample courses that cover Math, Science, English and Arts.



Are your students stuck trying to work out something? Just ask your question to our **online forums** and our experts will respond. Don't spend your class time on just a few of the tricky problems, especially if you have limited experience with Scratch; your time is better spent fostering a collaborative peer-learning environment.



Does it take you forever to get your class signed into your learning system and then again into scratch before they can even get started on projects; that can take up to 10 minutes of class time; easily eating up 4 hours of learning time? Well with our **single sign on** students are **automatically signed into Itch** with the single account credentials; don't lose out on valuable class instruction time.

# ITCH

Try it free at [www.itchcode.com](http://www.itchcode.com)

Some of our customers



**Calgary Board  
of Education**



**Education**

**SNO-ISLE  
LIBRARIES**



**Marysville  
School District**

**SNOHOMISH  
SCHOOL  
DISTRICT**

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**Northshore  
School District**

Strengthening Our Community Through Excellence in Education

Do this first! You can add new students (or teachers if you are an admin) to your academy here. These users will be available to all teachers in your academy.

Select your students for your class here (they will see all activities you have made **Active**) when they login

Our activity tiles

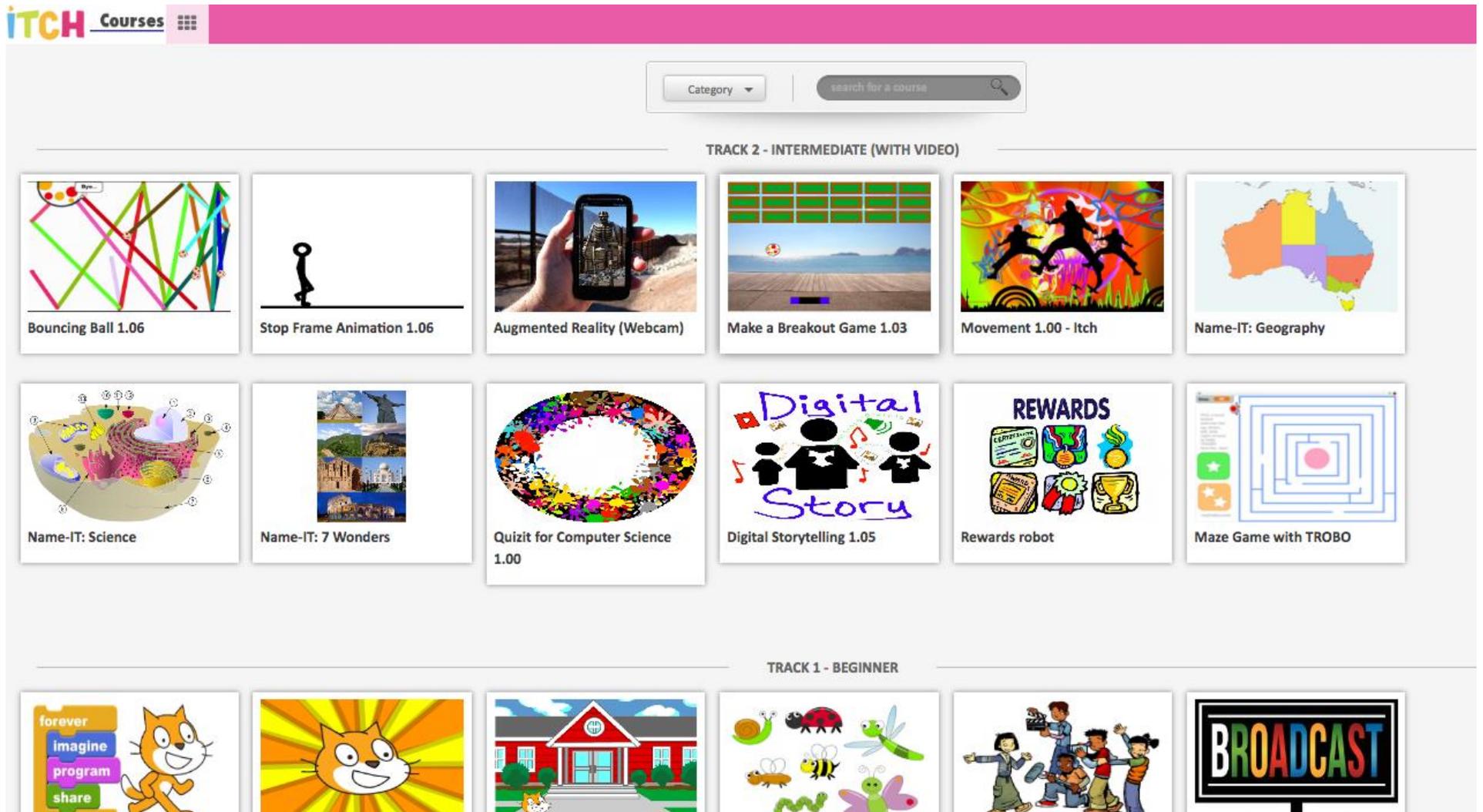
- The **Active** toggle lets you control if your class will see this activity.
- See how many students have **Submitted Projects** at a glance
- See detailed **Student Progress** for each student
- **Enter** the course workspace from here

The screenshot shows the iTCH Teacher Dashboard interface. At the top, there is a navigation bar with the iTCH logo, a user profile icon, a group icon, a help icon, and the user name 'jason.rukman@gmail teacher' with a settings gear. Below the navigation bar is a grid of activity tiles. Each tile has a title, an 'Active' toggle, a 'Submitted Projects' progress indicator, and an 'Enter' button. The tiles are: 'Itch - Bouncing Ball 1.0 - Rukm' (red header, 0% progress), 'Activities I am developing for co' (orange header, 5% progress), 'Development course' (green header, 0% progress), 'Template course' (red header, 0% progress), 'Development course' (orange header, 0% progress), and 'Test Template data' (green header, 0% progress). Annotations with pink arrows point to the user profile icon, the help icon, the 'Active' toggle, the 'Submitted Projects' progress indicator, and the 'Enter' button.

Need help or have feedback?  
Click our cloud support to send us requests for coding help, curriculum feedback or anything at all.

# Teacher dashboard

# Some of our courses



The screenshot displays the iTCCH Courses website interface. At the top left is the iTCCH logo and the word "Courses" with a grid icon. A navigation bar contains a "Category" dropdown menu and a search bar labeled "search for a course".

The main content is divided into two tracks:

- TRACK 2 - INTERMEDIATE (WITH VIDEO)**: This track features 12 course cards arranged in a 2x6 grid. The courses are:
  - Bouncing Ball 1.06: A colorful ball bouncing on a grid.
  - Stop Frame Animation 1.06: A stick figure on a black background.
  - Augmented Reality (Webcam): A hand holding a smartphone showing a 3D model of a building.
  - Make a Breakout Game 1.03: A classic breakout game interface with a ball and bricks.
  - Movement 1.00 - Itch: Silhouettes of people dancing against a colorful, abstract background.
  - Name-IT: Geography: A map of Australia divided into colored regions.
  - Name-IT: Science: A cross-section diagram of a cell or planet with numbered parts.
  - Name-IT: 7 Wonders: A collage of the Seven Wonders of the World.
  - Quizit for Computer Science 1.00: A circular collage of colorful icons.
  - Digital Storytelling 1.05: The words "Digital Story" in a stylized font with icons of people and musical notes.
  - Rewards robot: The word "REWARDS" above icons of a robot, a book, a globe, and a trophy.
  - Maze Game with TROBO: A maze with a pink dot in the center and a TROBO character icon.
- TRACK 1 - BEGINNER**: This track features 6 course cards in a single row:
  - forever: imagine program share: A card with the Scratch logo and the text "forever", "imagine", "program", and "share".
  - Scratch Cat: A card with the Scratch Cat character against a sunburst background.
  - Schoolhouse: A card with a red schoolhouse and a small cat icon.
  - Insects: A card with various colorful insects like a snail, ladybug, bee, and dragonfly.
  - Children: A card with a group of diverse children playing.
  - BROADCAST: A card with the word "BROADCAST" in large, colorful letters on a black background.

# Some sample student projects

Digital Storytelling... DIGITAL STORYTELLING EDIT 374 Jason

The screenshot shows a digital storytelling gallery interface. At the top, there is a pink header bar with the text "Digital Storytelling..." on the left, "DIGITAL STORYTELLING" in the center, and "EDIT" on the right. To the right of the header, there is a user profile for "Jason" with a 374-point score. Below the header, there are six project cards arranged in a 2x3 grid. Each card features a 3D-rendered scene, a title, the author's name, and engagement metrics (likes, views, and shares).

- Turning off the power Copy** by Luis: 1 like, 1 view, 0 shares. The scene shows a man in a purple shirt and pants standing in a bedroom with his arms raised, while two other people look on.
- Girls Playing soccer** by Madison: 1 like, 7 views, 0 shares. The scene shows three girls on a soccer field, one in a white uniform and two in casual clothes.
- Navajo Code Talkers** by Brandon: 1 like, 5 views, 0 shares. The scene shows three men in green military uniforms walking through a forest. There are "Japan" and "USA" labels with faces in the top corners.
- Story 1.0 Remix** by Brandon: The scene shows a man in a purple shirt standing on a grassy field next to a bowl of orange food. The text "The End" is visible in the scene.
- Jack and Jill Meet The Giant** by Christian: The scene shows a path leading to a large, stone castle with a red roof.
- When Paul stands up to Erik an...** by Kayla: The scene shows a man in a blue shirt standing in front of a red brick wall.