

PELATIHAN APLIKASI SCRATCH SEBAGAI SIMULATOR PEMROGRAMAN KOMPUTER DI SMAN 1 PURWOREJO

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ABSTRACT

This training in the context of Community Service activities aims to provide knowledge and skills about learning computer programming using computer software, so that it is ready for teachers to carry out. Meanwhile, the training participants are teachers and students of SMAN 1 in Purworejo Regency.

The activity process begins with the delivery of material about scratch features. Providing material starts with an introduction to the scratch feature and its various types. After that, instructions are given on how to access and use this feature. Then taught how to apply it to computer programming.

Of the 28 participants, all of them were able to take part in the training from start to finish.

Kata Kunci: *programming, Scratch*