



Setting up the Scratch Peer Review and Assessment Tool (SPRAT)



Installing the Grader

1. Install Python
 - Open a browser and navigate to - <https://www.python.org/downloads/>
 - Select your operating system and download the installer.
 - Install.
2. Download the Grader
 - Open a browser and navigate to - <https://csed.uni.edu/sprat/>
 - Locate the zip file download on the page.
 - Save and unzip to a known location on your computer.

Configuring the Grader

1. Create one or more public Scratch studios
 - Login to your account on Scratch
 - Navigate to "My Stuff" using either the menu or the folder icon.
 - Click on the "New Studio" button.
 - Name the studio appropriately.
 - Select the option to "Allow anyone to add projects"
 - Note the studio ID number from the URL (eg. <https://scratch.mit.edu/studios/20570566/>)
2. Locate and open for editing sprag.py on your computer
 - I suggest using IDLE, the default Python editor.
 - On Windows right-click on the file and select "Edit with IDLE"
 - Locate the configuration variables section.
 - While most variables can remain as is to get started, it is necessary for you to change the first two variables (baseUrl and assignList) to reflect your environment.
 - baseUrl is the URL to the main website where your homework assignments will be stored
 - assignList is where you configure the individual assignments that will be displayed in your progress table. It consists of a tuple of size 2 or 3.
 - a. Studio ID # - The number you noted in step 1 of this section
 - b. Title – A short name to identify the assignment
 - c. Instruction URL – An optional link to the page giving instructions for the assignment. If appropriate, you should use the baseUrl variable with this.
3. Run/Test the script
 - Double-click on sprat.py
 - Wait until the code finishes execution.
 - Locate and view output.html