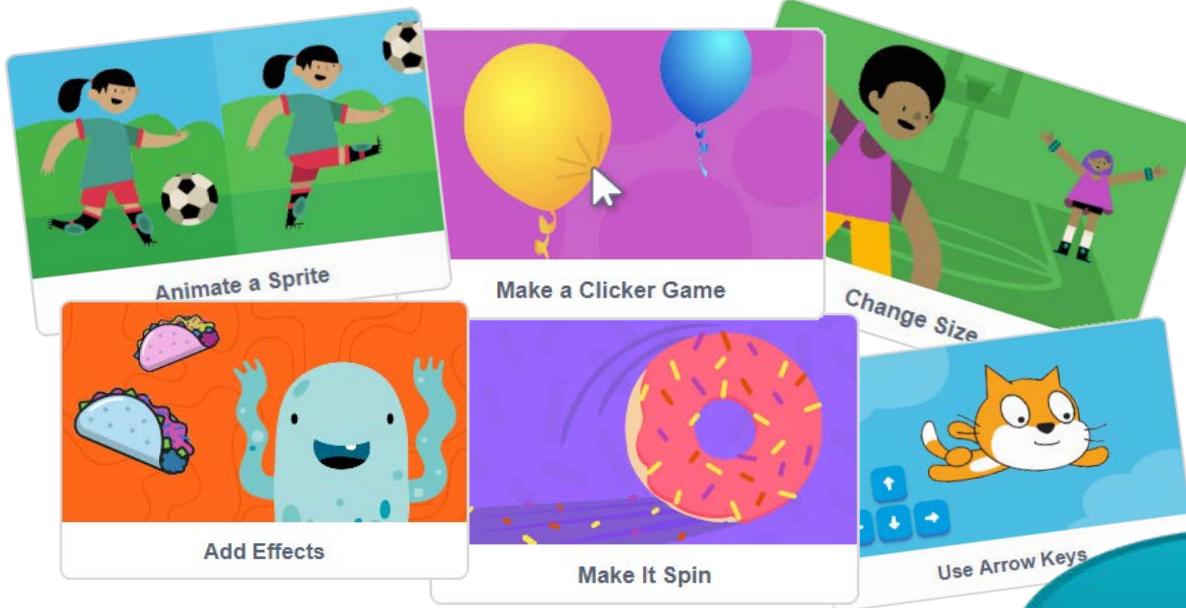




Programming for Beginners



It's fun!

Master fundamentals of Scratch programming!

This course focuses on providing the Scratch beginners with an easy way to start Scratch programming which has many robust capabilities comparing to Scratch Jr but still easy to develop programs with the integrated development environment. Your child will learn Scratch programming by solving many small projects.

Your child will learn If-then-else branch, variables, and other new capabilities and be familiar with the Scratch environment to be ready for the next step such as Game coding or AI coding with Scratch.

After this program

Your child will understand all categories of blocks, and be able to develop basic programs by him/herself using existing characters and backdrop design.

Syllabus (10 weeks/session sample)

1) Day 1

- Introduction of Scratch environment, key terminologies.
- Add a character and a background
- Delete a character
- Simple character movement

2) Day 2

- Text to speech and add sounds
- Add and control sprite

3) Day 3

- Glide around and follow the mouse
- Key control

4) Day 4

- Change sprite size and hide and show sprites.
- Screen input and output

5) Day 5

- If then else control
- Comparators

6) Day 6

- Variables
- Effects

7) Day 7

- Coordinates
- Sprite control with coordinates

8) Day 8

- Lost in space project

9) Day 9

- Ghostbusters project

10) Day 10

- Boat Race project