

# SCRATCH JR programming



It's fun!

## Create amazing stories!

This program is designed for beginner programmers who do not have any previous programming experience and the first stepping stone to next Scratch programming. Your child will learn the fundamentals of programming such as step-by-step movement, loops, and event-driven programming.

After learning the fundamentals of programming by solving challenges, your child will develop creative interactive stories by designing characters, recording sounds, and programming the movements.

The rental cost of the tablet is included in the class fee.

## After this program

Your child can design and develop own multi-stage stories with visual programming of Scratch Jr. Your child also understands the fundamentals of programming such as loops and event-driven programming.

## Syllabus (10-week session sample)

- 1) Day 1
  - Introduction of Scratch Jr.
  - Add a character and a background
  - Delete a character
  - Simple character movement
- 2) Day 2
  - Screen Interface guide and tips
  - Character control
  - How to start scripts
- 3) Day 3
  - Review of previous weeks
  - How to start scripts with a message
- 4) Day 4
  - Repeating blocks and loop
  - Quizzes
- 5) Day 5
  - Review of repeating blocks
  - Programming challenge 1A
- 6) Day 6
  - Review of blocks
  - Edit or create a character
  - Programming challenge 1B
- 7) Day 7
  - Edit or create a background
  - Programming challenge 2A
- 8) Day 8
  - Programming challenge 2B
  - Develop one page story
- 9) Day 9
  - Programming challenge 3A
  - Develop multi-page story
- 10) Day 10
  - Develop multi-page story
  - Presentation