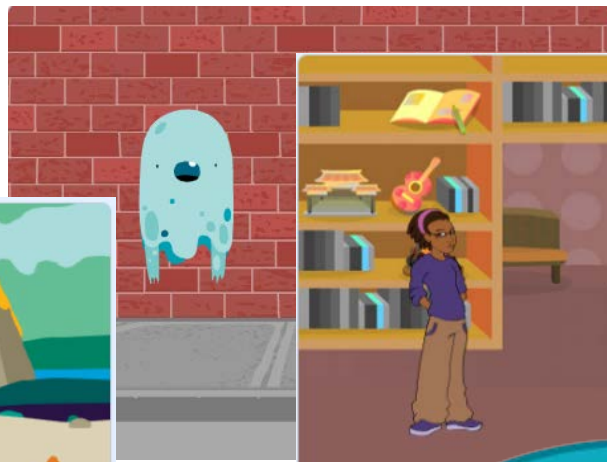
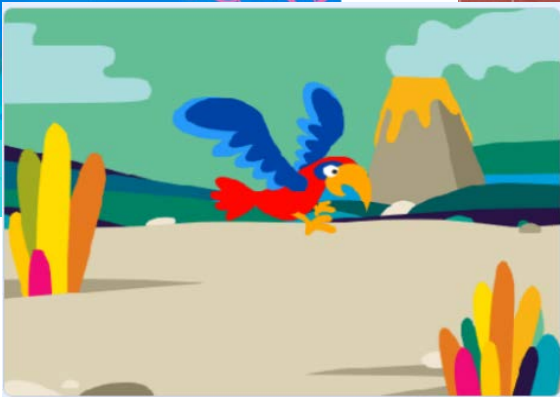
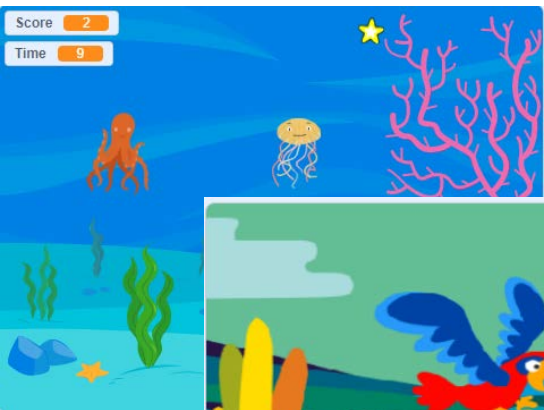




SCRATCH for Beginners



It's fun!

Master fundamentals of programming!

Introduce your child to the captivating world of programming! Our enrichment program is specially designed to provide a fundamental understanding of programming using Scratch, a child-friendly platform developed by MIT.

- ✓ **Comprehensive Introduction to Programming Basics**
- ✓ **Engaging and Enjoyable Learning Experience**
- ✓ **Fostering Creativity and Problem-Solving Skills**

Get ready for a perfect blend of learning and fun!

After this program

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

Syllabus (subject to change)

- Introduction of Scratch environment and key terminologies.
- Add a character and a background
- Delete a character
- Simple character movement
- Add and control sprite
- Project Owl
- Draw and modify a sprite
- Two modes of playing sound
- Project Theater
- Project Lost in space
- Glide around
- Change the size of a sprite
- Change costumes with a time control
- For loop
- Project Jurassic park
- Key control
- Screen input and output
- If then else control
- Comparators
- Sensing
- Variables
- Project Under the sea game
- Effects
- Coordinates
- Sprite control with coordinates
- Backdrop control
- Project Maze game
- Project Food catcher game