



Scratch Jr programming



Create amazing stories!

This program is designed for beginner programmers without previous programming experience and is the first stepping stone to following Scratch programming. Your child will learn programming fundamentals like step-by-step movement, loops, and event-driven programming. After learning programming fundamentals 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 his/her own multi-stage stories with the 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