# Scratch - An introduction to programming

**Course Objective:** An introduction to the world of programming, which drives children to think creatively, reason systematically, and work collaboratively.

**Course Outline:**

- ❖ **Day 1**
    - o Account creation/intro to scratch
    - o Work environment Overview + Block placement
    - o Intro to arrow keys
- ❖ **Day 2**
    - o Chase game development
    - o Sprite/backdrop creation + manipulation
    - o Variables
    - o If/then statements
- ❖ **Day 3**
    - o Maze Game Beginning
    - o Improved arrow keys
    - o Pen feature
    - o Complex blocks
    - o Duplication
- ❖ **Day 4**
    - o How to paint sprites
    - o Costumes and basic animation
    - o Broadcasts
    - o Levels
    - o Concept integration
    - o A lot about making mazes
- ❖ **Day 5**
    - o Intro to animation and sound dynamics
    - o Two player compatibilities
    - o Game improvement
    - o Practice, review, and expansion on previous concepts
- ❖ **Day 6**
    - o Syntax, errors, bugs, etc.
    - o Troubleshooting
    - o Syntax concept in python
- ❖ **Day 7**
    - o Timer function implementation
    - o Scratch extensions
    - o Bug fixing
- ❖ **Day 8**
    - o Last day Overview
    - o Feedback
    - o Student project presentations

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