

## Course: Scratch Coding 101

---

### Details:

Start date: [Fill in this form and we will update you on our latest slots!](#)

Age range: 7 to 12 years old

Level: Beginner to Intermediate

Lessons: Weekly, 1.5 hours each lesson

Hardware: tablet or laptop (iOS or Android)

Price: \$150/ month

**Summary:** This course teaches the fundamentals of coding using Scratch coding, a high-level block-based visual programming language. By the end of the course, the students would have completed 2 collaborative mini projects and 2 individual project presentations.

### What you will learn:

- Story planning through storyboards
- Create fun and creative animations
- 3 different types of games - Maze, Quiz, Dodging and Obstacle Course games
- Design your own game
- Create beginner to intermediate games
- Learn to share code and work in teams

### Units:

1. Unit 1: Coding Basics
  - Lesson 1: Linear Algorithms
  - Lesson 2: Loops
  - Lesson 3: "My School" Animation
2. Unit 2: Story Planning
  - Lesson 4: Storyboard Planning
  - Lesson 5: Create Your Own Storyboard
  - Lesson 6: Create a Collaborative Storyboard
3. Unit 3: Story Settings
  - Lesson 7: Sprite Editor
  - Lesson 8: Create Your Own Characters
  - Lesson 9: Create Your Own Background
  - Lesson 10: A Conversation
  - Lesson 11: Collaborative Mini Project
4. Unit 4: Individual Project
  - Lesson 12: Storyboard Planning
  - Lesson 13: Story Settings
  - Lesson 14: Animation Creation
  - Lesson 15: Tutoring Session
  - Lesson 16: Project Submission and Presentation
5. Unit 5: Game Settings - Maze Games
  - Lesson 5: Storyboard Planning
  - Lesson 6: Create Your Own Storyboard
  - Lesson 7: Create Your Own Characters and Background

- Lesson 8: Create Your Own Maze Game
- 6. Unit 6: Quiz and Obstacle Course Games
  - Lesson 9: Quiz Game Tutorial
  - Lesson 10: Collaborative Quiz Game Mini Project
  - Lesson 11: Obstacle Course Games Tutorial
- 7. Unit 7: Individual Project - Obstacle Course Games
  - Lesson 12: Storyboard Planning
  - Lesson 13: Game Settings
  - Lesson 14: Game Creation
  - Lesson 15: Tutoring Session
  - Lesson 16: Project Submission and Presentation