

Day (Classes)	TOPICS	PARTICULARS	LEARNING OBJECTIVES	LEVEL
1 - 2	Intro to Scratch	Interface (Stage, Sprites, Scripts), snapping blocks, "Tinkering" activity, and setting up digital Design Notebooks.	Student will understand computational creation and explore the Scratch environment.	Basic (Module Quiz)
2 - 3	Sequence & Motion	Step-by-step instructions, move/turn blocks, setting initial "reset" positions, and using "point in direction".	Student will be able to express complex activities as simple instruction sequences.	Basic (Fix It Challenge)
2 - 3	Events & Causation	Learning triggers: "When green flag clicked," "When sprite clicked," and changing costumes for visual animation.	Student will understand how events trigger specific actions in code.	Basic (Add It Challenge)
2 - 3	Project 1: Interactive Greeting	Project: Build a digital card with animating letters and sound effects. Speaking: Demoing the card.	Student will apply basic events and motion to create a personally meaningful artifact.	Basic (Project Build)
2 - 3	Loops & Repetition	Using "Repeat" and "Forever" blocks to automate animations and movements efficiently.	Student will learn to run sequences multiple times to simplify their scripts.	Basic (Module Quiz)
2 - 3	Parallelism & Timing	Coordinating multiple sprites to perform actions at once and using "Wait" blocks for synchronization.	Student will master making multiple scripts run simultaneously.	Basic (Fix It Challenge)
2 - 3	Project 2: Science Explainer	Project: Animate a scientific cycle (e.g., water cycle). Speaking: Acting as a "News Anchor" to explain the science code [170, 325, user request].	Student will use parallelism and speech blocks to explain complex concepts.	Basic (Project Build)
3 - 4	Communication & Broadcasting	Sprite interaction using "Broadcast" and "When I receive" blocks to coordinate scenes and conversations.	Student will learn to coordinate complex character interactions through message passing.	Intermediate (Add It Challenge)
3 - 4	Multi-Scene Storytelling	Switching backdrops, managing scene transitions, and setting starting scenes.	Student will be able to organize a story into multiple scenes with changing environments.	Intermediate (Module Quiz)
3 - 4	Project 3: Interactive Storybook	Project: Create a multi-scene narrative where the user controls choices. Speaking: The "Six-Word Story" pitch.	Student will design a narrative arc and implement it using broadcasting and scene logic.	Intermediate (Project Build)
2 - 3	Conditionals (If/Then)	Decision making: "If touching color, then bounce." Using keyboard arrow keys for sprite navigation.	Student will use logic blocks to make sprites react to boundaries and user input.	Intermediate (Fix It Challenge)
2 - 3	Sensing & Operators	Collision detection, distance sensing, and using math operators (+, -, *, /) for game mechanics.	Student will detect interactions between sprites and colors to trigger game events.	Advanced (Module Quiz)
2 - 3	Variables & Data	Creating containers to store "Score," "Health," or "Timer" values and updating them during gameplay.	Student will understand how to store and retrieve data to track progress in a digital environment.	Advanced (Add It Challenge)

3 - 4	Project 4: Advanced Maze	Project: Build a multi-level maze with obstacles, a timer, and a scoring system.	Student will build a functional game that requires advanced conditional logic and data tracking.	Advanced (Project Build)
4 - 5	Lists & Arrays	Managing Lists, adding/deleting dynamic user data, and building inventory or high-score systems.	Student will handle large sets of data using lists for professional-grade application logic.	Advanced (Module Quiz)
4 - 5	Cloning & Reusable Code	Mastering sprite cloning for "enemy AI" and "My Blocks" for procedural abstraction (Functions).	Student will learn to build modular, scalable code by abstracting repetitive tasks.	Advanced (Practice Challenge)
8 - 10	Capstone Project	Phase 1: Agile Planning. Phase 2: Prototyping. Phase 3: Full Build. Phase 4: Final Showcase Presentation.	Student will build a professional software artifact and present their code architecture to an audience.	Professional (Final Showcase)