

Scratch is a visual programming language that allows you to create your own interactive stories, games and animations.

MODULE I: Introduction to Scratch - (13 HOURS)

Course Overview and Importance of Coding, Introduction to Scratch Interface, Creating Your First Scratch Project, Understanding Sprites and Backdrops, Simple Animations and Adding Sound Effects, Exploring Scratch Blocks and Scripts, Variables and Data Types in Scratch, Conditional Statements (If-Else) in Scratch, Loops in Scratch (Repeat and Forever), Project: Creating an Interactive Story with Scratch.

MODULE II: ADVANCED SCRATCH PROGRAMMING – (13HOURS)

Broadcasting and Handling Events ,Understanding Cloning and Parallelism ,Sensing the Environment in Scratch,Operators and Math Functions, Project: Designing and Building a Simple Game. Working with Images and Custom Sprites , Adding Music and Sound Effects to Projects ,Creating Custom Blocks and Procedures, Project: Building a Digital Art Gallery ,Sharing and Showcasing Scratch Projects.