

Scratch Curriculum

Age 5 - 10+



earn a

SCRATCH EXPLORER

Badge

Module 1


Session 1 - 4

Introduction of
Block-based
Programming


Introduction to
Sprite

Session 5 - 8

Introduction to
basic of scratch and
blocks


sequencing blocks
loops blocks
movement block

Session 9 - 12

Introduction to
Advance blocks

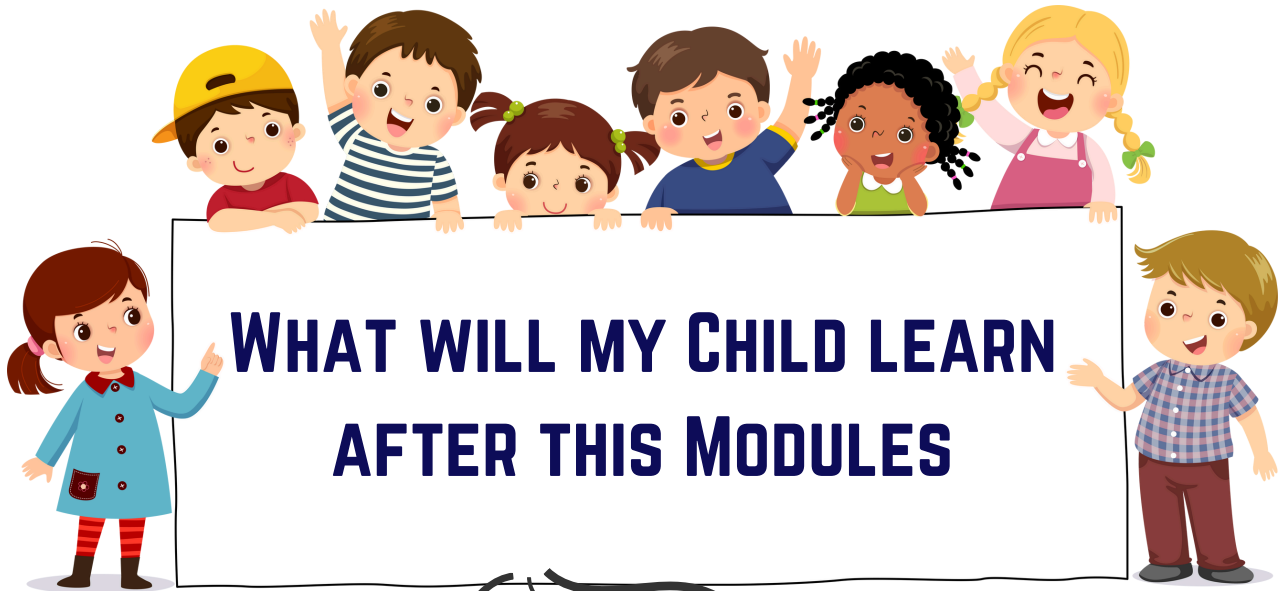

Iteration blocks
Broadcasting
Messages

Session 13 - 16

Interactive Game
Design


Random Balls
Dance Party





**WHAT WILL MY CHILD LEARN
AFTER THIS MODULES**

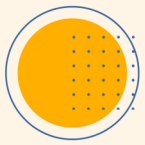
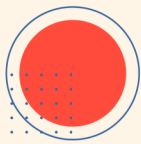
**5
ANIMATIONS**

5 STORIES

5 GAMES

**EXPOSURE TO BLOCK-
BASED CODING AND HOW
TO BRING THEIR
IMAGINATION TO LIFE**

SCRATCH



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SCRATCH CREATOR'S

Badge

Module 2

Session 17 - 20

Fundamentals of
block-based
programming

Sequential
Programming
Interactive Animation

Session 21 - 24

Logic
Fundamental

Cloning
Event driven program

Session 25 - 28

Control
Flow

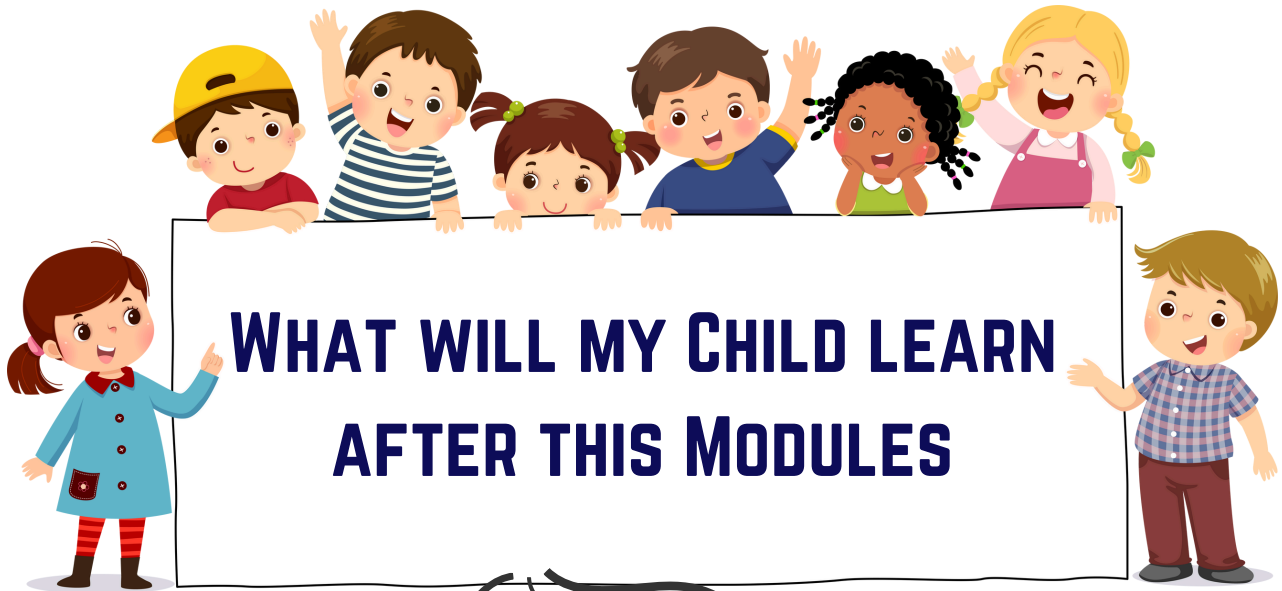
Iteration
Loops
Conditionals

Session 29 - 32

Interactive Game
Design

Variable
Game Design





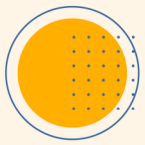
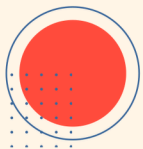
**10
INTERACTIVE
ANIMATIONS**

**2
PROJECTS**

10 GAMES

**BUILDING ON THE BASICS
OF BLOCK-BASED CODING
AND CLONING OF
INTERACTIVE GAMES**





Scratch Curriculum

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SCRATCH INNOVATOR'S

Badge

Module 3


Session 33 - 36

Operators

 Mathematical,
String &
Conditional Operators


Session 37 - 40

**Variable
&
Function**

 Using variable
Types of variable
Functions


Session 41 - 44

**Extension &
Libraries**

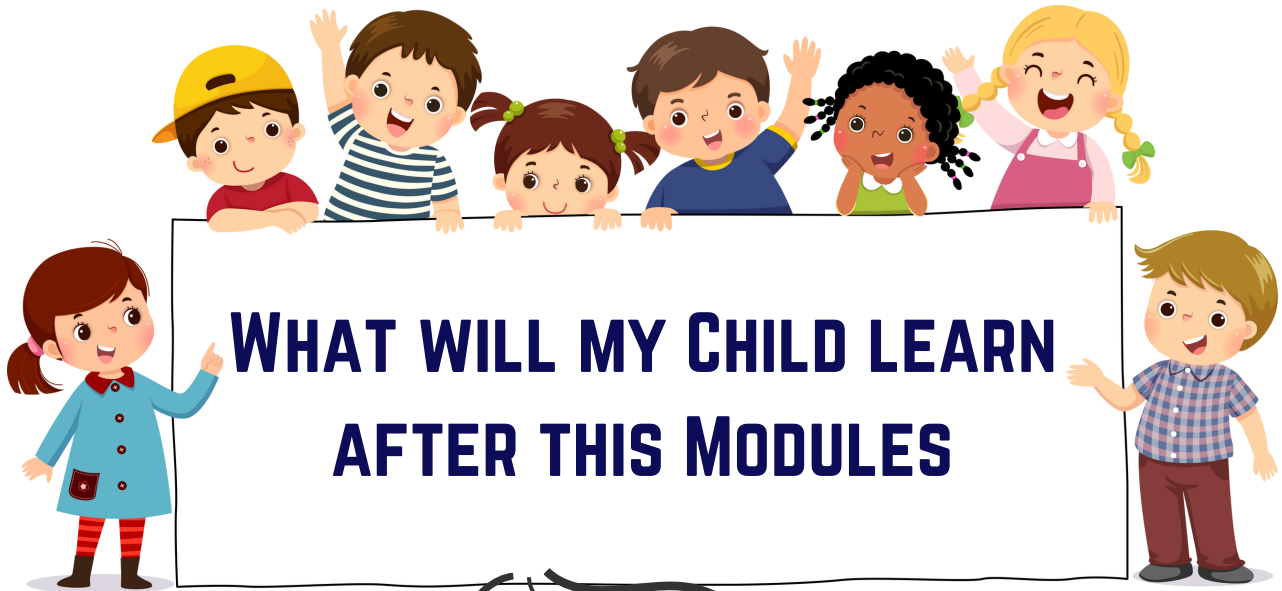
 Using Libraries
Extension
Video sensing

Session 45 - 48

**Array &
List**

 Introduction to list
Operation list
Self made project





**WHAT WILL MY CHILD LEARN
AFTER THIS MODULES**

**10
MULTI-LEVEL
GAME**

**5
PROJECTS**

**10
PLATFORMER**

**HOW TO WORK WITH
FUNCTIONS, LIBRARIES
AND EXTENSION TO BUILD
MULTI-LEVEL AND
PLATFORMER GAMES**

SCRATCH