

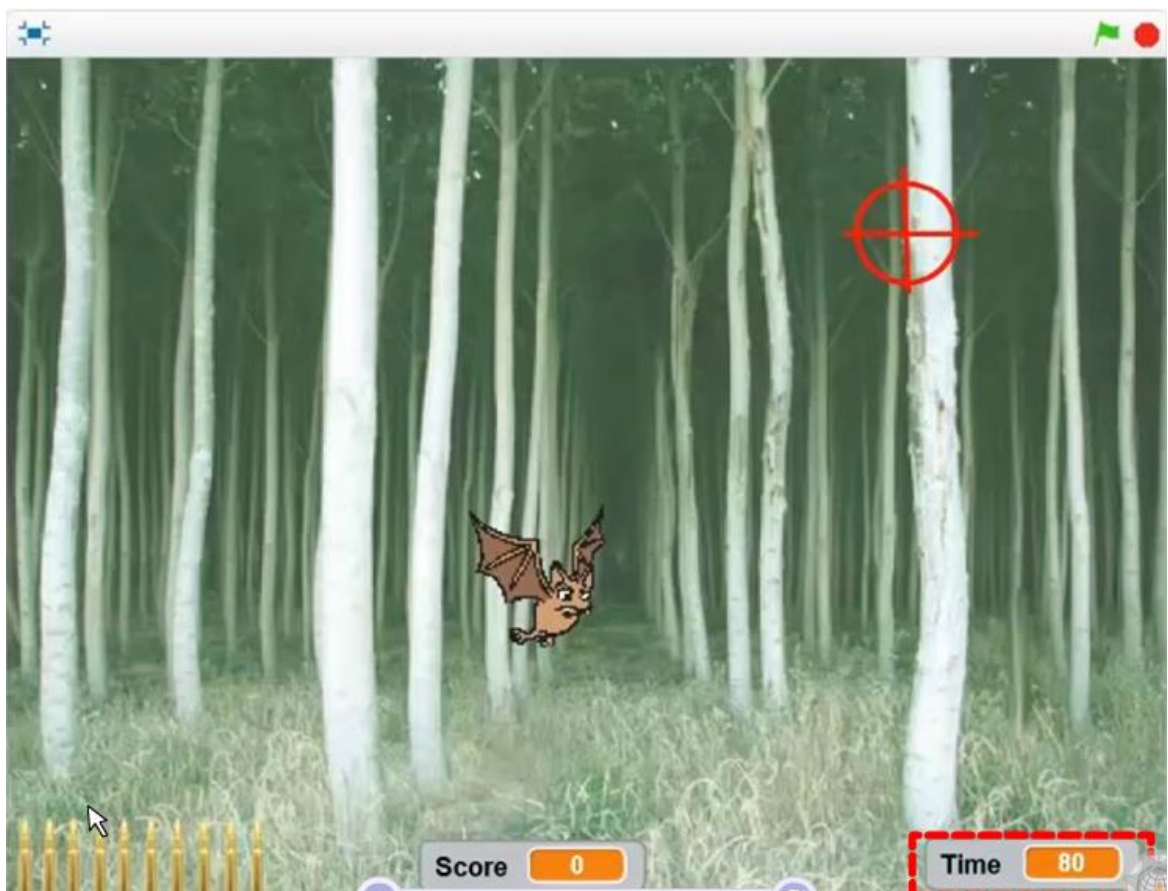
KLIC SCRATCH Programming (KLIC Certificate in SCRATCH Programming)

SCRATCH

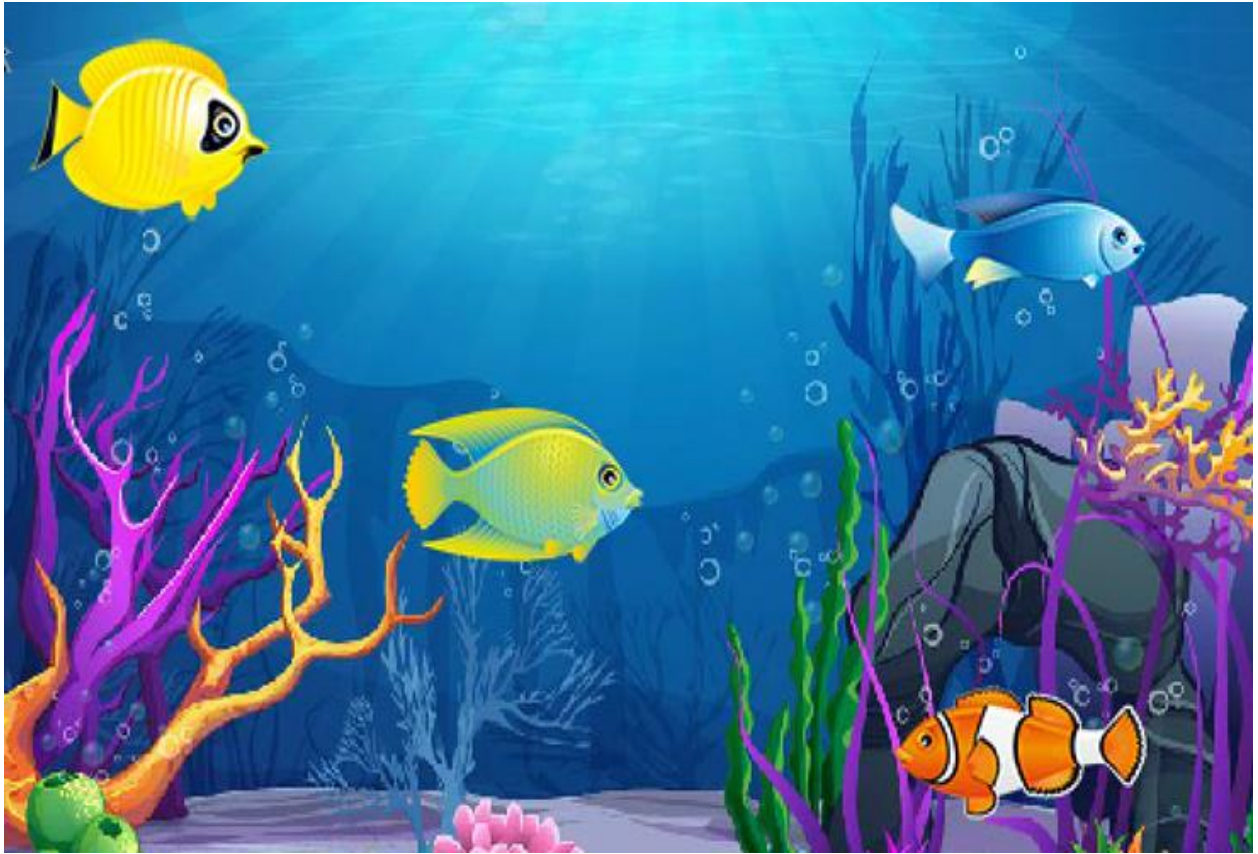
SCRATCH

Skills: Computational skills and programming concepts (like sequences, iteration, conditionals, variables, and data structures), problem-solving, project-design skills like reasoning logically, debugging problems, developing ideas from primary concepts to final completed project, and concentration & focus.

Outputs: Creating Animations, Interactive Stories, Games, Shooting Game, Aquarium, Dancing Queen, Greeting Card, Whirling Crab



Shooting Game



Aquarium

Detailed Syllabus:

KLIC SCRATCH Programming

Introduction

- What are Visual Editors?
- Introduction to Scratch
- The Scratch User Interface

Let's Start Scratching

- Dancing is also a Program!
- Step-by-Step
- Some Steps Further
- Case Study - Aquarium
- Planning a Project
- Creating an Interactive Project
- Case Study - Greeting card

Animations

- Performing Scripts
- Build a Band
- Pink Circle, Blue Square
- Animation Projects
- Case Study - Colorful Parrot

Stories

- Characters
- Conversations and Scenes
- Case Study - Dancing Queen
- Creature Creation
- Case Study – Dialogue

Games

- Starter Games
- Scores and timing
- Case Study - Creating Your Own Sprite
- Case Study - Whirling Crab

Diving Deeper

- Cloning
- Video Sensing
- Case Study – Emotions
- Case Study - Electrical Circuit

Scratch Online

- Setting up a Scratch Account
- Creating an Online Project
- Exploring Online Projects
- Scratch Studios