

Scratch COURSE DESCRIPTION



This Scratch course covers a typical beginner programming curriculum including integral concepts such as variables, loops, conditionals and sensing. This course will successfully prepare students for the Python course.

Whether you are getting ahead of the elementary school programming curriculum or wanting to learn Computer Science, this class will give you the solid foundation needed to succeed. Fundamental and important concepts will be taught in great detail leaving students with a deeper understanding of the concepts. This course is designed for third grade and up in order to equip students with the Scratch skills necessary to excel in Computer Science courses.

Homework/Assignments: Written homework or programming will be assigned.

Tests: Final Website and Exam will be graded at the end of the course

Lesson 1 - Scratch Basics

Connecting Blocks
Coordinate Grid and Turns
Costumes and colors
Conditionals

Lesson 2 - Scratch Basics Pt 2

Sprites Dialogue
Loops and Wait-Until
Switch Statement

Lesson 3 - Animation

Interactive Scenes
Using More than One Sprite
Background Changes

Lesson 4 - Animation Pt 2

Delays and Timing
Pens and Sensing
Variables/Data Types

Lesson 5 - MP3 Player Pt 1

Adding Sounds and MP3 Files
Drawing Objects
Sensors and GUI

Lesson 6 - MP3 Player Pt 2

Adding Screens
Creating Original MP3 Player and Music

Lesson 7 - Pong

Creating Boundaries
Forever Loops
Setting Directions Using Conditionals

Lesson 8 - Pong Pt 2

Score Keeping
Acceleration
Key Events

Lesson 9 - 11 Original Game

Review Concepts
Original Game Development