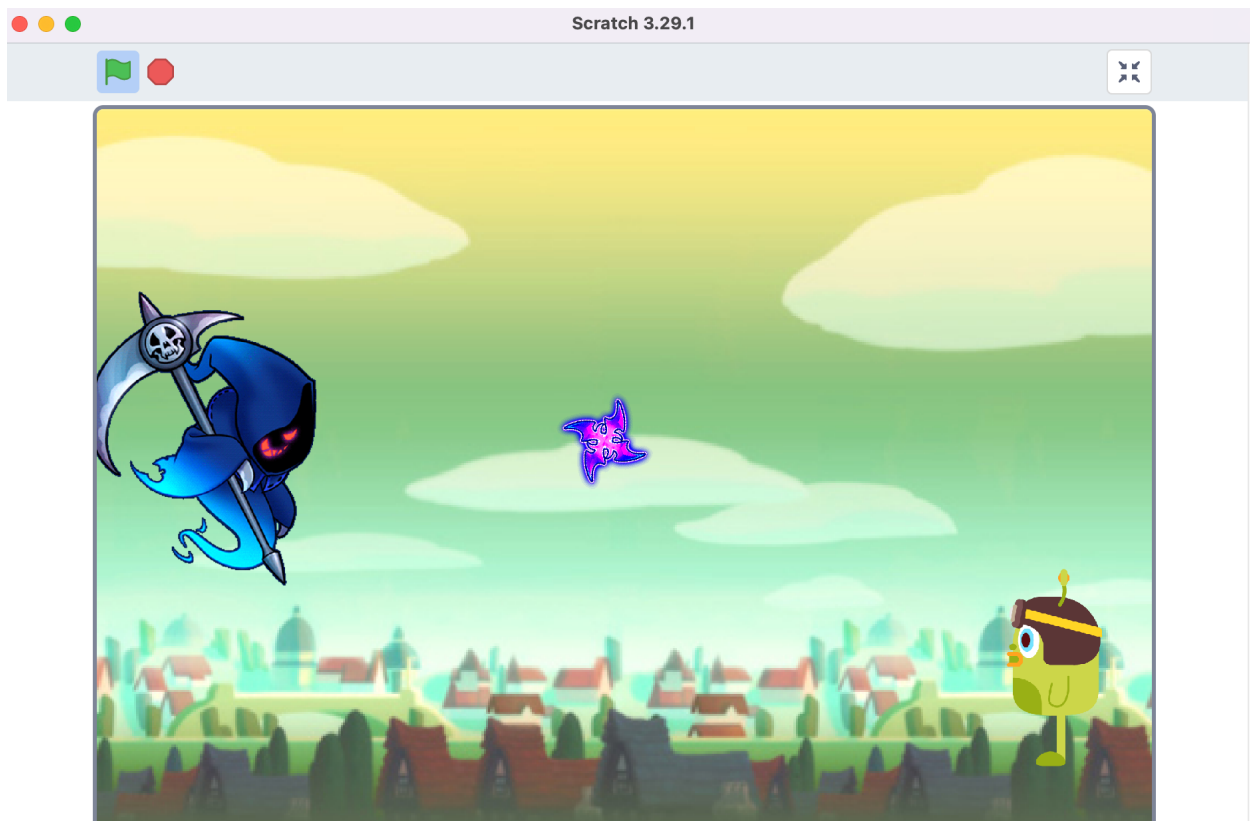


Coding with Scratch

Grade 1-3, Age 6-8

Course Overview

This course will teach students basic concepts of programming with Scratch as the programming language. Students will learn the programming skills, including loops, conditionals, events, and variables, through fun projects and games. They will also have the chance to design and create their own features in the coding projects.



Prerequisite

- Ability to perform basic computer operations
- Ability to type on the computer using keyboard

Materials

- Computer with Scratch app installed, mouse

Curriculum

Lesson	Project	Topic
1	Game: Dart Showdown	Introduction to Scratch
2	SeaWorld I	Add background and characters
3	SeaWorld II	Use conditional statements
4	Game: Racing Cars	Introduce loops and variables
5	Game: Whack-a-mole	Review conditional statement
6	Jump Over	Use costumes and review events
7	Angry Birds I	Use broadcast function
8	Angry Birds II	Review broadcast and conditional statements
9	Game: Archery Competition	Review motions and conditional statements
10	Space Adventure I	Review loops
11	Space Adventure II	Introduce operations
12	Marching Ants	Use Pen blocks
13	Game: Bouncing Balls	Review variables and loops, clone function

课程介绍

这门课程将帮助小朋友掌握编程的基本概念和技能，包括循环，条件语句，事件，变量等等。课程会通过有趣的项目和游戏，把编程知识融入到实际的操作和运用中，让小朋友对编程产生兴趣，并且加强知识的理解和运用。

课程要求及材料

学生掌握电脑基本操作，包括使用鼠标，用键盘打字。上课需要准备电脑，并安装好scratch 应用程序。