

Scratch Junior Level I, II and III

Course introduction

In this course, students start programming with block-based coding. Through coding puzzles, projects and stories, students grasp basic concepts in mathematics and programming such as time, speed and conditionals.

This is the most fundamental course in a series of courses aimed at laying the basic foundation for learning programming.

What you'll learn

Level I concepts:

- Introduction to sequential thinking
- Controlling the motion of sprites
- Directions and dimensions
- Programming the looks of sprites
- Creating simple animations with sounds

Level II concepts:

- Sprite interactions and initiation
- Conditional operations
- Control flow
- Creating simple games

Level III concepts

- Broadcasting
- Time calibration
- Parallel coding
- Creating advanced games with many backgrounds

In this course students will be equipped with solid fundamental programming skills and concepts such as time, speed, message broadcasting, directions and dimensions. Through games, students will develop a deeper understanding of the concepts learnt and apply them directly in projects and animations.

Course information

Prerequisite: none

Suitable for grades: 1, 2, and 3

1 class per week

45 minutes per class