SCRATCH CURRICULUM – VAMA EDTECH

SCRATCH BEGINNERS		
Sr No	**Topic**	**Learning outcome**
1.	Introduction	Introduction to scratch
2.	Sprite Movement	Coding multiple sprites
3.	Animations	Code visual effects in animation
4.	Maze	Key control
5.	Racing game	Touching other sprite
6.	Shape	Code to convert sprite into pen
7.	Dance show	Code to change backdrop and dance movement
8.	Roll the dice	Learn random Block
9.	Racing game	One key control for Multiple sprites
10.	Artificial intelligence Algorithm	Code to convert text to speech
11.	Patterns	Code beautiful patterns
12.	Jump over the blocks	Movement of up and down by using one key control
13.	Pop your balloon	Control appearance of sprites
14.	Monkey and banana game	Code for score
15.	Road cross game	Code decision making based on score
16.	Catch the fish	Cloning concept of sprites
17.	Rose pattern	Pen tool with variables
18.	Birthday card	Change backdrop by clicking on sprite
19.	Flying cat game	Using variables
20.	Revision	Revision of concepts learned

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SCRATCH ADVANCED

Sr No	Topic	Learning outcome
1.	Pong game	Code with conditional statement
2.	Pac man	Code with operators
3.	Space game	Code multiple levels in a game
4.	Catch the apple	Concept of hide and show with Axis
5.	Save me	Extending previous game
6.	Football game	Using 2 score block in 1 program
7.	Snake game	Clone with keys
8.	Snake game2	Extending previous game
9.	Shooting game	Code decision making based on score
10.	Revision	Revision of concepts learned
11.	Aim the bat	Mathematical operations
12.	Car crash	Code user defined 'my block'
13.	Pen game	Pen tool with 2 sprites
14.	Clock	Working of digital clock
15.	Card	Creating pf spites and backdrops
16.	Addition	Concept of math
17.	Subtraction	Concept of math
18.	Calculator	Making the calculator using math bloc
19.	Happy birthday notes	Learn music block
20.	Ball bounce	Code multiple levels of a game
21.	Dragon story	Concept of point of direction
22.	Shooting enemies	Creating complex programming
23.	Game	Code based on sense block
24.	Message block	Multiple sprite controlled by broadcast message
25.	Ludo	Creating complex program
26.	Ludo	Ludo using message broadcast
27.	Snake & Ladders	Using multiple 'my blocks'
28.	Time Teller	Analog watch showing the current time
29.	Alarm	Extending previous activity
30.	Revision	Revision of concepts learned

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