

SCRATCH JR CURRICULUM – VAMA EDTECH

Sr No	Topic	Learning outcome
1.	Introduction	Different blocks, choosing characters, backgrounds
2.	Basic Movements	Drag drop blocks to scripting area, connect blocks
3.	Making your own sprite	How to draw and make your own sprite.
4.	Making your own background	How to draw and make your own background.
5.	Speed, Repeat, Repeat forever activity	Move characters at different speed, repeat & repeat forever blocks to repeat a program.
6.	Voice recorder	Record sounds and add them to projects
7.	Speech bubbles	Create speech bubbles for character
8.	Change page, wait for	Adding additional pages to a project and pausing a character's program for a period of time
9.	Start on bump	Use the start on bump block to activate another character/s program
10.	Start on tap	Use the start on tap block to activate a character's program.
11.	Send message/ receive message	To activate a character's program, to initiate another character's program
12.	Project -1	Collage
13.	Project -2	Speed
14.	Project – 3	Game
15.	Project – 4	Story