



















Young Coding Entrepreneurs

















Level 1

Sessions - 8

-  **Day 1**  **1 Hour**
✓ Introduction to Algorithm, Scratch and Motion Instruction
-  **Day 2**  **1 Hour**
✓ Creating Algorithms, Moving Blocks and Repeating Blocks
-  **Day 3**  **1 Hour**
✓ Learning How to Combine Blocks Together and Events Blocks
-  **Day 4**  **1 Hour**
✓ Control Blocks and Create a Project
-  **Day 5**  **1 Hour**
✓ Use of Sound Instructions and Create Talking Animation/app
-  **Day 6**  **1 Hour**
✓ Uploading Your Own Sprite and Make Your First Animated Story
-  **Day 7**  **1 Hour**
✓ Completing Your Second Story With More Complexity Using Multiple Sprites
-  **Day 8**  **1 Hour**
✓ Introduction to Game Development Using MIT Scratch

Level 2

Sessions - 8

-  **Day 1**  **1 Hour**
✓ Revision of Basic MIT Scratch and Game Development
-  **Day 2**  **1 Hour**
✓ Sensing Blocks and How to Use Them
-  **Day 3**  **1 Hour**
✓ Maths Behind Operator Blocks and If and Else Blocks
-  **Day 4**  **1 Hour**
✓ Making Your Own Variable and Combining All Blocks Together
-  **Day 5**  **1 Hour**
✓ Starting Your Game Development
-  **Day 6**  **1 Hour**
✓ Moving Character With Keyboard and Applying Sensing Blocks
-  **Day 7**  **1 Hour**
✓ Increasing Score and Making Objects Move With Command
-  **Day 8**  **1 Hour**
✓ Start and End a Gaming Project