**Practically**

# Scratch programming

Total Sessions : 15                     Sessions Duration : 1 Hr

## Course objective

The program focuses on educating students how to think computationally: decomposing problems, designing programs, reusing and remixing existing solutions. Students can design and create games and applications using Scratch Programming, which is a block-based programming language with a browser-based development framework. Not only students use the technology in their lives, but students also gain digital confidence and get inspired to create new apps.

## Course Content

**01**   Introduction to scratch programming

**02**   Catching apples game

**03**   Catching apples discussion & doubts

**04**   Scratch Moral Story

**05**   Doubts and Discussion on moral story

**06**   Motion & Looks, Sound & Event Tabs- 1

**07**   Motion & looks , Sound & Event Tabs -2

**08**   Snake Game

**09**   Snake Game Discussion & Doubts

**10**   Control & Sensing Tabs, Operators & Variable Tabs