

Scratch Programming and Python Programming for kids

Scratch Programming

Module-1 Introduction

- How to use Scratch
- Scratch interface
- Characters
- Blocks and scripts

Module-2 Basic Block

- Moving characters
- Costumes
- Special effects
- Event blocks
- Loops

Module-3 (game project)

- The Hungry Shark (octopus)
- The Hungry Shark (shark)
- The Hungry Shark (cheesy puffs)

Module-4 (Art project)

- Zig Zag Coloring
- Ice vs Fire.

Module-5 Intermediate blocks

- Variables
- Operator blocks
- Strings and lists

- Coordinates

Module-6

- Dice Roll
- Cookie Clicker.

Module-7 Advance Block

- True or false
- Decision branching
- Sensing blocks
- Complex loops
- Broadcasting and receiving

Module-8 (game project)

- Angry Bat (penguin).
- Angry Bat (fish).
- Angry Bat (bat)

Mini Python Syllabus

Basics

- What is Python
- print() and simple math

Variables & Input

- Store data (name, age)
- Take input from user

Conditions

- if / else

- Make simple decisions

Loops

- for loop, while loop
- Repeat actions

Lists

- Store multiple items
- Basic list operations

Fun Graphics

- Use Turtle
- Draw shapes and designs