

Detailed Curriculum

Session	Learning Outcome	Building skills
1	Cardinal directions (E,W,N,S)	Sequence Creative thinking skills
2	Repeat Loop (Iterative loop)	Solving Puzzle Recursive thinking skills
3	Jump Action	Obstacles in game Logical thinking skills
4	Ordinal directions (NE,NW,SE,SW)	Shapes Structural thinking skills
5	Patterns and stickers	Sketch art pattern Creative thinking skills
6	Actors and its behaviour	Solving maze Logical thinking skills
7	Events & collision detections (triggers when key pressed)	Creating story Logical thinking skills
8	Events and behaviour (triggers when sprite clicked)	Sprites Creative thinking skills
9	Resizing and rotating sprites	Moving sprites Logical thinking skills
10	Random location and sound	Randomizer design thinking skills
11	Mouse location	Character control Logical thinking skills
12	Events and Pixel (moves with pixel)	Moving targets Abstract thinking skills

Session**Learning Outcome****Building skills****13**Events & draggable behaviour
(triggers when touches sprite)Creating animation
Structural thinking skills**14**If Logic
(Conditional statement)Switching costumes
Design thinking skills**15**Pixels and Angles
(Moving and turning)Pixel art
Creative thinking skills**16**Using Predefined functions
(for circle and triangle)Drawing
Structural thinking skills**17**

Character Animation

Story Board
Creative thinking skills**18**Randomizer & grouping
(Setting random background & music)Sound Effects
Abstract thinking skills**19**Events and Properties
(triggers when bass peak)Running Animations
Logical thinking skills**20**Events and loops with
code readabilityRefactoring code
Abstract thinking skills**21**When get event and scores
(triggers when get)Scoring system
Logical thinking**22**Repeat until Loop
(Iterative conditional loop)Solving Puzzle
Recursive thinking skills**23**

Game design and its Events

Designing game
creative thinking skills**24**Assessment
(Game design and code)

Shooting Game