

Detailed Curriculum

Session	Learning Outcome	Building skills
1	Linear Sequence (step by step programming)	Solving puzzle Creative thinking Skills
2	Angles and Pixels (Turning and moving)	Drawing Structural thinking skills
3	Repeat Loop (iterative recursive loop)	Sketch art Recursive thinking skills
4	Patterns and For loop (Iterative conditional loop)	Pixel art Creative thinking skills
5	Properties & Jump Action (moves to specific location)	Digital Art Design thinking skills
6	Repeat until Loop (Iterative conditional loop)	Solving Puzzle Recursive thinking skills
7	Sprite and its behaviour	Sprites Creative thinking skills
8	When Event (triggers when key pressed)	Sprite Actions Logical thinking skills
9	Mouse and random locations	Randomizer Design thinking skills
10	Events (triggers when touches sprite)	Moving targets Abstract thinking skills
11	Drawing own Sprite	Advanced game Logical thinking skills
12	Assessment (Game design and code)	Single shooter game

Session

Learning Outcome

Building skills

13	If Logic (Conditional statement)	Character control Logical thinking
14	Join method and Show title on screen	Collision Detection Abstract thinking skills
15	Predefined events and functions	Designing game Creative thinking skills
16	Randomizer & grouping (setting random background & music)	Sound Effects Abstract thinking skills
17	Events and Properties (triggers when bass peak)	Animations Logical thinking skills
18	Actors and actions	Chase game Algorithm and design
19	Data variables	Scoring system Logical thinking
20	Repeat forever loop and math block	Complex game Logical thinking skills
21	Nested Loops (Iterative conditional loop)	Endless Runner game Parallel thinking skills
22	Arithmetic operations	Solving puzzle Logical thinking skills
23	Game design and its events	Flappy game Creative thinking skills
24	Assessment (Game design and code)	Arcade Game