

# Detailed Curriculum

Session	Learning Outcome	Building skills
1	Sprites and events (triggers when key pressed)	Sprite Actions (creative thinking skills)
2	Sprite behaviours and text blocks	Create Arcade game (logical thinking skills)
3	If then else Logic (conditional statement)	Double Player game (Parallel thinking skills)
4	Random location and mouse location	Creating Animation (Abstract thinking skills)
5	Drawing own sprite	Complex game (Design thinking skills)
6	Creating own functions	Creating story (creative thinking skills)
7	Algorithms (creating and applying algorithms)	Pixel art Pattern (Logical thinking skills)
8	Program Algorithms	Sketch Art (Structural thinking skills)
9	App design ( GUI design and events)	Create Mobile App ( Design and code)
10	UI controls (Checkbox & Conditional block)	Mobile App (Design thinking skills)
11	UI Controls (Set X,Y co-ordinates property)	Basic Mobile App (Design thinking skills)
12	Assessment (Game design and code)	Double Player game

**Session****Learning Outcome****Building skills****13**User defined variables and  
timed loop functionMobile App game  
( creative thinking skills)**14**UI controls  
(image , set and get property)GUI design  
(recursive thinking skills)**15**UI controls  
( slider and rgb)RGB Sliders  
(Parallel thinking skills)**16**

Textbox and String variables

String Functions  
Logical thinking skills**17**Math operators  
(arithmetic operations)Basic Native App  
(Design and code)**18**Control variables  
(timer loop )Mobile App  
(Logical thinking skills)**19**

Random Variable &amp; sound

Mobile App Game  
(creative thinking skills)**20**

Counter pattern

Complex game  
( Abstract thinking skills)**21**UI controls  
(Radio buttons)Advanced Mobile game  
( Logical thinking skills)**22**

Multiple Screens

Complex Advanced game  
(Recursive thinking skills)**23**Turtle functions  
(penUp , penDown )Turtle drawing  
( Structural thinking skills)**24**Assessment  
( UI design code)Advanced Mobile game  
( Logical thinking skills)