

# Animation and Game with Scratch

## 11-12 Years old



### COURSE DESCRIPTION

With Scratch, a super fun and easy platform, Students will learn powerful coding skills with the ability to create interactive games and animations, and explore the endless possibilities of programming. With Scratch, a super fun and easy platform, Students will learn powerful coding skills with the ability to create interactive games and animations, and explore the endless possibilities of programming.



**Expected Learning Outcome**



**CONFIDENT CODING**



**CRITICAL THINKER**



**BE PERSISTENT**



**BE ENGAGED**

### TOPIC COVERS

Scratch Tools	Design and Code	Sequencing	Loops	Events
Animation/Game Mini Project	Logical Conditions	Variable	Brainstorm and Planing	End of Course Project

**COURSE RUBRIC**

Quizzes: 10%

Attendance: 10%

Homework: 10%

Class Participation: 20%

End of Course Project: 50%



### TEACHING/LEARNING APPROACH

- **Project-Based Creative Learning:** Students use coding skills in meaningful projects to enhance creativity and relevance.
- **Unplugged and Plugged Integration:** Concepts are taught through hands-on activities and reinforced digitally.
- **Collaborative Learning:** Peer programming fosters communication, teamwork, and problem-solving.
- **Logical Reasoning and Debugging:** Students improve analytical thinking by tackling coding challenges.
- **Facilitative Teaching Role:** Teachers guide inquiry and exploration instead of providing direct instruction.

### PARENTAL SUPPORT

Parents play a key role by encouraging regular attendance, showing interest in their child's projects, and supporting practice at home. Active involvement reinforces learning and keeps students motivated.

### STUDENT COMMITMENT

This weekend course requires consistent attendance, focus during sessions, and a willingness to explore and complete projects. A positive attitude and steady participation help students gain the most from the program.

**Important Note:** To receive a Certificate of Completion, students must attend at least 60% of the total class sessions (8 sessions out of 12).