

# Scratch Programming Fundamentals

## (Class 3 to Class 5)

Get introduced to the Scratch platform and understand how block-based coding works through simple interactions.

### What will you learn

#### **Session 1: Getting Started with Scratch**

Learn what coding is and explore the Scratch interface including sprites, stage, and basic blocks.

#### **Session 2: Direction Sense and Motion**

Understand the concept of direction and movement by learning how and when to move sprites on the screen.

#### **Session 3: Moving and Gliding**

Learn to create simple games using move and glide blocks for smooth sprite movement.

#### **Session 4: Looks and Sounds**

Learn how to change costumes, add sounds, and make sprites more interactive and expressive.

#### **Session 5: Tour the Solar System**

Build a block-based project around the solar system.

#### **Session 6: Transitions and Events**

Understand transitions and event blocks to create logical connections between actions and animations.

#### **Session 7: Conditional Statements and Loops**

Learn the basics of conditions (if-else) and loops (repeat, forever) to control sprite behavior.