1. Objects, Methods and For Loops
   1. Using Simple Square
2. Variables and more Methods
   1. Using Houses
3. Conditionals – Ifs
   1. Using HiLow
4. Basic Concepts – Mastery
   1. Using Pentagon Crazy
5. Recursion
   1. Using Turtle Tree
6. Model View Controller
   1. Using AdLibs
7. Events
   1. Using Simple Bubble
8. Test-Driven Development
   1. Using FizzBuzz Kata\*