**Week 1 Introducing Scratch & Game Design**

Lesson 1.1, 1.2, 1.3, 1.4

**Student Objectives**

* I can create a Scratch project.

**Activities**

1. **Engage** (15 mins)**:** Introduce Scratch Editor 3.0

*Dive into a discussion about computers then introduce Scratch Editor*

1. **Explore** (30 mins)**:** Play Scratch Games

*Introduce the Scratch 3 games created by other kids from Code Ninjas*

1. **Enrich** (15 mins)**:** What makes Games fun (Unplugged)

*Discuss the games that you just played, what makes them fun? (OPTIONAL)*

1. **Create (home):** Create a game The Path

*To create a game, you need to play lots of games (OPTIONAL)*

**Materials**

* Tablets or computers with Scratch 3.0
* Blank paper and pencils.

**Vocabulary**

* **Programing Language-** instructions that the computer fallows
* **Algorithm-**a list of steps to solve a problem or complete a task