i robokid

Coding & Game Design

Semester – 1

Session No	Topic	Description
Session 1	Introduction to Coding software	Introduction to Coding and software tools
Session 2	Motion Palette Event Palette	Introduction to coding blocks of Motion and Event Palette
Session 3	Control Palette	Introduction to program controlling blocks Like forever, repeat, wait block
Session 4	Graphical effect and costume	Animation using changing costume, and different graphic effect blocks
Session 5	Pattern Designing	Tracing of shape and pattern using pen palette
Session 6	Feed the Beetle	Introduction to Sensing palette
Session 7	Story telling	Create Storytelling project using Broadcasting concept
Session 8	Clonning	Animation using Clonning Option
Session 9	Conversion Interface + Basic Calculator	In this session kids will be learning concept of math blocks
Session 10	Collect the eggs	Create Collect the Eggs game using cloning option
Session 11	Collect the eggs	
Session 12	Quiz Session	

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Semester – 2

Session No	Topic	Description
Session 1	Ninja Hatthori - Game	Create Ninja Hatthori Sprite and create game.
Session 2	Ninja Hatthori - Game	
Session 3	Snake Game	Create All the Sprite and background required for Snake game and Write code to create game. Also add Score variable.
Session 4	Snake Game	
Session 5	Bouncing Ball Game	Creating of bouncing ball game where in ball has to hit bricks and collect points.
Session 6	Bouncing Ball Game	
Session 7	Hungry Shark Game	Create game in which shark has to eat all fish under water to collect score and protect itself from eating harmful fish.
Session 8	Hungry Shark Game	
Session 9	Super Mario Game	Create super mario game with moving background effect. And collect coins on the way. Also mario should not fall down while moving ahead in game.
Session 10	Super Mario Game	
Session 11	Super Mario Game	
Session 12	Quiz Session	

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Extra session Bank

Session No	Topic of the day	Description
Session 1	Maze Game	
Session 2	Maze Game	
Session 3	Car parking Game	Creating of multi level car parking game. In this while controlling car without touching walls car should park successfully to move to next level.
Session 4	Car parking Game	
Session 5	Endless runner	Create endless runner game
Session 6	Endless runner	