Course Outline
Mario Coding Adventure

Age : 6-9 years old

Seq	Lesson	Objective
1	Build LEGO Mario	This lesson students will understand how to build their main character and learn basic concept of "Mario Flow" and how to play in scene.
2	Defeat Goomba	This lesson students will understand how their character react with "Mario Code" and understand concept of Y/N condition check.
3	My First full course	Students will understand concept of sequence by play their through 1st. full course.
4	Mary go round	Students will understand concept of multiple choice and understand how to predict future outcome. Understand how to manage time using optimize model of thinking.
5	Cloud Walking	Students will understand concept of multiple choice and understand how to predict future outcome. Student will understand how to manage time using optimize model of thinking.
6	Random box	Students will understand basic concept of random, finite random and how to predict outcome from random box.
7	React with environment	Students will understand basic concept of unsolid condition and learn how to predict the outcome.
8	Defeat Bowser Jr.	Students will understand basic concept of sequence and stack and learn how to operate in series of commands.
9	Defeat Koopa Troopa	Students will understand basic concept of sequence and stack and learn how to handle uncertain situations.

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10	Timer Timer!	This lesson students will understand how to manage time. Student will also understand how to manage time and maximize outcome of the course.
11	Hazard Cactus	This lesson students will understand how to avoide obstacles and understand how to avoid problems using short-cut
12	A Power Slide	Student will understand how to avoid minor problems using optimize method. They will practice about fine muscle skills and try to improve the result.
13	Piranha Plant Power Slide	Students will understand concept of multiple choice and understand how to predict future outcome. Understand how to manage time using optimize model of thinking.
14	Defeat the Whomp	Students will understand concept of selection with limit case. Students will understand howto improve their plan, try to find the best way to execute with proper follow up plan and write a first document.
15	Random add up	Students will understand basic concept of random, add, and understand limit of positive number.
16	Great Slider	Students will understand basic concept of linear number and practice how to use fine motor skills.
17	Defeat Torchie	Students will understand basic concept of sequence and stack and learn how to operate in series of commands.
18	Whomp's Lava Trouble	Students will understand basic concept of sequence and stack and learn how to handle uncertain situations.