Day 1 – Introductions, Scratch and Block

**Introductions**

**Set up GitHub accounts if students do not have one already**

**Get a feel of where students are at. If students are more comfortable we can skip to HTML and CSS or other exercises.**

**Scratch game**

Go through what scratch can do

Go through events

Go over control options

repeat

wait

forever

if's

wait until

repeat until

stop

let students play around and ask questions

**Break**

**Block Game**

Go through the exercise with the students and explain how each step works

**Choice**

They can either continue what they have been working on today or pick something new to work on.