Detailed Curriculum

Session	Learning Outcome	Building skills
1	Events (triggers when touches sprite)	Moving sprite Creative thinking skills
2	Sprites Behaviour and show title	Arcade game Logical thinking skills
3	If then else and score variables	Complex game Recursive thinking skills
4	UI controls (Button, Onevent, Set property & play sound)	Create Mobile App Design and code
5	UI controls & Variables (label , set number & get number)	Basic Native App Design and code
6	UI controls (image & its properties)	GUI design recursive thinking skills
7	UI controls (slider and rgb)	RGB Sliders Parallel thinking skills
8	Textbox and String variables	String Functions Logical thinking skills
9	User defined variables and timed loop function	Mobile APP game Creative thinking skills
10	UI control (x,y coordinate position)	Single player game Logical thinking skills
11	Counter pattern and random variable	Complex game Abstract thinking skills
12	Control variables (Timer loop)	Basic Native App Design and code

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Session	Learning Outcome	Building skills
13	Assessment (UI design code)	Mobile App
14	GUI design & code	Mobile App Game Creative thinking skills
15	UI controls & code	Mobile App Game Creative thinking skills
16	UI controls (radio button)	Advanced Mobile game Logical thinking skills
17	Mutiple screens	Advanced Mobile game Logical thinking skills
18	Turtle functions (penUp , penDown)	Turtle drawing Structural thinking skills
19	Creating functions	Drawing Structural thinking skills
20	x,y coordinates	Solving puzzle Creative thinking skills
21	Drawing	Sketch Art Abstract thinking skills
22	Creating costumes and frames	Designing sprites Creative thinking skills
23	Animations	Character control Logical thinking skills
24	Assessment (code)	Drawing

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