Detailed Curriculum

Session	Learning Outcome	Building skills
1	UI controls (image & its properties)	GUI design Recursive thinking skills
2	UI controls (Textbox, variable and math operators)	Basic Native App Design and code
3	UI controls (slider and rgb)	RGB Sliders Parallel thinking skills
4	Control functions (set timeout & interval)	Single player game Creative thinking skills
5	Debugging using console.log variables	Single player game Creative thinking skills
6	Defining own functions	Double player game Logical thinking skills
7	Counter pattern	Double player game Logical thinking skills
8	Nested if-then-else statements	Complex mobile Game Recursive thinking skills
9	Math functions (random number)	Complex mobile Game Recursive thinking skills
10	Turtle functions (penUp , penDown)	Turtle drawing Structural thinking skills
11	Creating functions (square,rectangle,arc,circle)	Drawing Structural thinking skills
12	Assessment	Assessment

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Session	Learning Outcome	Building skills
13	Gui Design & Code	Mobile App Logical thinking skills
14	Control functions (Timer loop)	Mobile App Logical thinking skills
15	Variables using array	Advanced Mobile game Design thinking skills
16	Data base	Advanced Mobile game Design thinking skills
17	x,y coordinates	Solving puzzle Creative thinking skills
18	Drawing in game lab	Sketch Art Abstract thinking skills
19	Shapes and parameters	Drawing sprite Structural thinking skills
20	Creating costumes and frames	Designing sprites Creative thinking skills
21	Animations	Animation to sprite Abstract thinking skills
22	Custom Functions (Creating functions)	Character control Logical thinking skills
23	Controlling sprite using mouse	Designing Game Design thinking skills
24	Assessment	Assessment

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