

Abstract

Programming has grown to become a lucrative industry that has increased exponentially in demand throughout the years and will continue into the future. We are members of the Technology Ambassador Program (TAP) at GGC. We explore different technologies in order to expose new technology to people. The purpose of our project is to introduce basic programming skills, and the world of IT through a fun and engaging game. Our project will teach basic programming concepts that include if-then statements, loops, variables, and conditions. Participants will be able to experiment with these basic concepts, which we believe are an integral part of programming. Our project will use Scratch to teach these concepts to students. Scratch is a block-coding based software that will introduce these concepts to beginners through interactive games. We hope that our project will encourage students to pursue a career in programming after they create a custom version of our candy catching game.