Week 1: Introduction to Programming and Scratch

Class 1: Getting Started with Scratch

- **What is Programming?**
    - Explaining programming as giving instructions to a computer.
    - Why coding is cool and important.
- **What is Scratch?**
    - Introduction to Scratch as a fun tool for creating projects.
- **Getting Familiar with Scratch:**
    - Navigating the Scratch screen where you build your projects.
    - Learning about sprites (characters), backdrops (backgrounds), and scripts (instructions).
- **Starting Your First Project:**
    - Using basic blocks to make your first Scratch project.

Class 2: Motion and Looks

- **Character Placement and Appearance:**
    - How to position and change the look of characters.
- **Basic Motion Blocks:**
    - Learning how to move, turn, go to specific spots, and glide.
- **Scratch Coordinates:**
    - Understanding X and Y coordinates to position characters.

Weekly Assessment:

- Create a short animation with characters moving and talking.

Week 2: Control Structures and Blocks

Class 3: Program Control and Events

- **Control Blocks:**
    - Learning how to use blocks to control actions (like loops and conditions).
- **Events Blocks:**
    - Using events to start actions (like clicking a sprite).
- **Looks Blocks:**

    - Changing how sprites look (like changing costumes).
- **Sound Blocks:**
    - Adding sounds to your project.

Class 4: Advanced Control Structures

- **Sensing Blocks:**
    - Detecting things in your project (like touching an object).
- **Variables Blocks:**
    - Using variables to keep track of information (like scores).
- **My Blocks (Custom Blocks):**
    - Creating your own blocks to simplify code.

Week 3: Advanced Concepts, Sensing, and Final Project

Class 5: Advanced Concepts

- **Broadcasting:**
    - Sending messages to make sprites talk to each other.
- **Custom Blocks:**
    - Creating and using custom blocks for special actions.
- **Advanced Sensing:**
    - Using sensors to detect things like environmental changes.

Class 6: Final Project and Presentation

- **Final Project:**
    - Work on a project that uses everything you've learned.
- **Presentation:**
    - Show and explain your final project to the class.