

## Scratch Activities

<ul style="list-style-type: none"> <li>Getting a Scratch Account</li> <li>Getting to Scratch (Logging-In)</li> <li>Scratch's Online Community</li> </ul> <p><b>Beginner</b></p> <ul style="list-style-type: none"> <li>Intro to Scratch's Interface</li> <li>Coding Characters' Looks</li> <li>Custom Character Costumes</li> <li>Project: Moustache Party</li> <li>Events (triggering code to run)</li> <li>Project: Plant Watering</li> <li>Project: Plant Watering (Watering Can)</li> <li>Relative Motion (Make Sprites Move)</li> <li>Absolute Motion (Make Sprites Move)</li> <li>Repeat Loops (Repeating your code)</li> <li>Project: Walk the line.</li> <li>Forever Loops (Never ending games)</li> <li>Project: Walk around the circle.</li> </ul> <p><b>Intermediate</b></p> <ul style="list-style-type: none"> <li>Backpack: Saving Bits of Code</li> <li>Motion Type - Bounce Around the Screen</li> <li>Motion Type - Following Something Else</li> <li>Motion Type - Chase Something Else</li> <li>Project: Conga Line</li> <li>IF... THEN... (Sensing Mouse Touches)</li> </ul>	<ul style="list-style-type: none"> <li>All the types of sensing!</li> <li>XY Motion (Standard Game Controls)</li> <li>Project: Maze Game</li> <li>Project: Maze Game - More Levels!</li> <li>Project: Cat Chase</li> <li>Animating Your Sprites</li> <li>Custom Sprites (Draw your own character)</li> <li>Using Existing Sounds</li> <li>Recording Sounds</li> <li>Variables 1 (store and change values)</li> <li>Variables 2 (test your value)</li> <li>Variables 3 (built-in variables)</li> <li>Cloning Sprites (unlimited copies)</li> <li>Project: Fruit Catch</li> <li>Project: Fruit Catch - Scoring</li> <li>Project: Fruit Catch - Random Fruit</li> <li>Project: Fruit Catch - More Fruit Types</li> </ul> <p><b>Advanced</b></p> <ul style="list-style-type: none"> <li>Broadcasts (Sprites Communicating)</li> <li>Multiple Levels</li> <li>Multiple Levels - Detecting Level Change</li> <li>Velocity Variables (realistic movement)</li> <li>Custom Blocks (Make your own block)</li> <li>Project (Do a Back-Flip block)</li> <li>Operators (modifying values)</li> </ul>
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## Website Activities

<p><b>Beginner</b></p> <ul style="list-style-type: none"> <li>Files and Folders (what is a website?)</li> <li>Command Line Interface</li> <li>Hack a website to change how it looks.</li> <li>Glitch: Logging In</li> <li>Glitch: Setting up a new website.</li> <li>Glitch: Your Website Folder</li> <li>HTML Tags (Coding a Website)</li> <li>Project: Blank Page to Webpage</li> </ul> <p><b>Intermediate</b></p> <ul style="list-style-type: none"> <li>Styling Text Color</li> <li>Styling Background Color</li> <li>Styling Font Size</li> <li>Hyperlinks and Multiple Pages</li> <li>Line Breaks (dividing up elements)</li> <li>iFrames (websites inside websites)</li> <li>iFrames: Youtube Videos</li> <li>iFrames: Scratch Game</li> <li>Paint.Net Orientation (editing images)</li> <li>Image Element (embedding images)</li> <li>iFrames: Stencyl HTML5 Game</li> <li>Lists (bulleted or numbered)</li> <li>Project: Reviews and Collections</li> <li>Buttons (things people click)</li> </ul>	<ul style="list-style-type: none"> <li>Popup events (make buttons do things with JS alert)</li> <li>Project: Trivia and Jokes</li> <li>Span Element and CSS properties (styling words)</li> <li>Div Element (columns and boxes and regions)</li> <li>Project: W3 Schools Research</li> </ul> <p><b>Advanced</b></p> <ul style="list-style-type: none"> <li>Aligning 1 (Margins, Borders, and Padding)</li> <li>Aligning 2 (Nesting Divs inline)</li> <li>CSS Files (graduating from inline styles)</li> <li>CSS Class and IDs (efficient formatting)</li> <li>Project: Build a Burger with CSS</li> <li>Dynamic CSS (Hover and Active Selectors)</li> <li>Drop Down Menus</li> <li>JS Files (graduating from local scripts)</li> <li>JS Get Element By ID</li> <li>JS Editing Elements</li> </ul>
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## Stencyl Activities

<p><b>Beginner (My First Game)</b></p> <ul style="list-style-type: none"> <li>Creating a new game.</li> <li>Adding scenes to your game.</li> <li>Adding behaviours to your characters.</li> <li>Collision Groups (Characters Interacting)</li> <li>Collision Boxes and Physics</li> </ul> <p><b>Intermediate (Graphics)</b></p> <ul style="list-style-type: none"> <li>Stencyl Forge (adding prebuilt resources)</li> <li>Paint.net Orientation (editing images)</li> <li>Custom Resources (Draw your own items)</li> </ul> <p><b>Intermediate</b></p> <ul style="list-style-type: none"> <li>Custom Coding (Side-scrolling Camera)</li> <li>Events (Switching Scenes with Regions)</li> <li>XY Axis (Make a Trampoline)</li> <li>Project (Make a Teleporter)</li> <li>Detecting Key Presses (Teleport Around)</li> <li>Overview of all the different events.</li> <li>Actor and Camera Effects (shake, color)</li> <li>Detecting Collisions (The Floor is Lava)</li> <li>Detecting Collisions (My Skin is Acid)</li> <li>Project (Trampoline Actor)</li> <li>Partial Collision (Killer Clowns)</li> <li>Actors that Observe (Make Pressure Plates)</li> </ul>	<ul style="list-style-type: none"> <li>Layers and Backgrounds</li> <li>Behaviours vs Events (Do a Barrel Roll)</li> <li>Behaviour Attributes (Barrel Roll Spin Rate)</li> <li>Drawing Text on the Screen</li> <li>Drawing Shapes on the Screen</li> <li>Pausing by Drawing</li> <li>Game Attributes (Counting Your Kills)</li> </ul>
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