

Session No	Topic	Learning Outcome
1	Know Your Kit & Safety	Identify DUPLO parts, understand safety and basic connections
2	Nifty Numbers / Spinner	Understand rotation and number sequencing
3	Electronic Spinner	Learn powered motion and cause–effect
4	Cooling Fan	Understand continuous rotation and airflow
5	Catapult	Learn force and elastic energy
6	Slingshot	Compare force, angle, and distance
7	Dancing Bird	Understand balance and rhythmic motion
8	Boat in a Storm	Learn stability and wobbling motion
9	Racing Car (DUPLO)	Understand wheels, speed, and motion
10	Seesaw	Learn balance and pivot concepts
11	Rotating Swing	Explore circular motion
12	LEGO Dancer	Understand repeated motion
13	Swivel Seat	Learn 360-degree rotation
14	Pumping Unit	Understand up-down mechanical motion
15	Alligator Mechanism	Learn lever and open-close action
16	Helicopter	Understand blade rotation
17	Goalkeeper	Learn reaction and directional control
18	Test – DUPLO	Assess mechanical understanding
19	Intro to ScratchJr	Understand interface and blocks
20	Move Your Sprites	Use motion blocks effectively
21	Sprite Conversation	Create interaction between sprites
22	Animation & Backdrops	Understand scenes and storytelling
23	Send & Receive Blocks	Learn event-based programming
24	Find the Stars Game	Apply movement and goal logic
25	Jumping Game / Rat & Snake	Understand sequencing and jumping
26	Cross the Street Game	Learn timing and obstacle avoidance
27	Racing Car Game	Understand speed and size changes
28	Shooting Game – Part 1	Learn interaction and triggers
29	Shooting Game – Part 2 / Maze Runner	Apply logic and problem solving
30	Test + Year-End Project	Build DUPLO model and ScratchJr project