

Session No	Topic	Learning Outcome
1	Introduction to LEGO – Moon Base	Understand LEGO parts and design a basic space structure
2	Prosthetic Arm	Learn lever mechanism and human-assist design
3	Distance Sensor – Automatic Bridge	Understand distance sensing and automated response
4	Tilt Sensor – Rover	Learn tilt sensor working and directional movement
5	Introduction to Scratch	Understand Scratch interface and blocks
6	Coding Structure / Broadcast & Receive	Learn sequencing and event-based programming
7	Animation & Transition	Create smooth animation and scene transitions
8	Quiz It Up	Build simple quiz using logic and interaction
9	Story Mode	Create a story using sprites and backdrops
10	Game – Road Safety	Understand rules and decision-making through game
11	Catch the Fruit	Learn movement and object interaction
12	Variables – Catch the Fruit	Use variables for score and control
13	Maze Runner	Apply logic, direction, and problem-solving
14	Let's Save Aquatic Life	Create awareness through animation/game
15	Ozone Layer	Understand environmental concepts using storytelling
16	Ping Pong Game (2 Players)	Learn controls, collision, and multiplayer logic
17	Test – Scratch Concepts	Assess coding and logical understanding
18	Intro to LEGO WeDo + Scratch Extension	Understand hardware–software integration
19	Dino Game using WeDo + Scratch	Create sensor-controlled game
20	Puffer Fish – Distance Sensor (WeDo)	Apply distance sensor for interaction
21	Hit the Cat – Tilt Sensor (WeDo)	Learn tilt-based control
22	Coin Collector Game	Understand scoring and movement
23	Movement & Direction using Pen	Learn drawing through motion
24	Layer Structuring	Understand sprite layering and order
25	Shape & Music using Pen	Combine art, motion, and sound
26	Dry & Wet Waste – Part 1	Understand waste segregation concepts
27	Dry & Wet Waste – Part 2	Apply logic to environmental solution
28	Test – LEGO WeDo & Scratch	Assess sensors and coding integration
29	Project Planning	Plan year-end project using learned concepts
30	Year-End Project	Build complete LEGO + Scratch / WeDo project