**Pre-course Preparation**

* Go through the slides and read the speaker notes to know what to present
* Go through the notes, worksheet and answer key to be familiar with the content
* Download the slides, notes, worksheets, answer key and python scripts on your laptop (there is no internet in the classroom that we will be using)

| **Time** | **Activity** | **Todo** |
| --- | --- | --- |
| **1600-1610 pm**  **(10 min)** | Welcome | * Set up the slides for lesson 1 * Welcome the students to the course, explain what they can expect from Codecamp * Brief on curriculum and learning objectives |
| **1610-1620 pm**  **(10 min)** | Intro | * Mentors introduce themselves to students * Get students to introduce themselves |
| **1620-1630 pm**  **(10 min)** | What is Coding | * Explain what coding is about * Why it is a useful skill * What they can create with code |
| **1640-1700 pm**  **(30 min)** | Catch Apple Game | * Get students to participate in the catch apple game on Scratch * Explain how the code works (which chunks are responsible for which function in the game, the logic behind certain blocks) * Students try customizing small parts of the code |

Link to Scratch tutorial:

<https://www.youtube.com/watch?v=7NN5v2wSL4U&ab_channel=ScratchTeam>