

ScratchJr is designed for **young learners (ages 5–7)**, so the course focuses on **creativity, storytelling, and basic coding concepts**.

- **Duration:** 3 months (~12 weeks)
- **Classes per week:** 3
- **Class length:** 2 hours
- **Total classes:** 36 classes

ScratchJr Course Outline (3 Months)

Course Overview

This course introduces young learners to the basics of programming using **ScratchJr**, a visual coding app designed for children. Students will learn fundamental coding concepts such as **sequence, loops, events, characters, storytelling, and animation** while creating fun projects and games.

Month 1: Introduction to ScratchJr & Basic Coding

Week 1 – Getting Started with ScratchJr

Class 1

- Introduction to coding
- What is ScratchJr?
- Interface overview
- Adding characters and backgrounds

Class 2

- Motion blocks
- Moving characters
- Simple animation activity

Class 3

- Sequencing blocks
- Creating a simple moving story

Week 2 – Characters and Storytelling

Class 4

- Adding multiple characters
- Changing backgrounds

Class 5

- Start and stop blocks
- Creating a short animated story

Class 6

- Character interaction
- Mini storytelling project

Week 3 – Motion and Timing

Class 7

- Speed and pause blocks
- Controlling character movement

Class 8

- Jump and move blocks
 - Creating simple action scenes
-

Class 9

- Animation project: Moving animals or vehicles

Week 4 – Loops and Repetition

Class 10

- Repeat blocks
- Understanding loops

Class 11

- Creating repeated movements

Class 12

- Project: Dancing characters animation

Month 2: Interactive Stories & Creativity

Week 5 – Events and Triggers

Class 13

- Start on green flag
- Message blocks

Class 14

- Triggering actions between characters

Class 15

- Project: Interactive story

Week 6 – Sound and Dialogue

Class 16

- Adding sounds
- Recording voice

Class 17

- Speech bubbles
- Story narration

Class 18

- Project: Talking characters story

Week 7 – Simple Games

Class 19

- Creating simple interactions

Class 20

- Character chasing game

Class 21

- Mini game project

Week 8 – Drawing and Custom Characters

Class 22

- Paint editor
- Creating custom characters

Class 23

- Designing custom backgrounds

Class 24

- Project: Custom animated scene

Month 3: Projects and Game Design

Week 9 – Story Development

Class 25

- Story planning
- Beginning, middle, end

Class 26

- Building story scenes

Class 27

- Multi-scene story project

Week 10 – Advanced Animations

Class 28

- Combining blocks

- Complex movement

Class 29

- Multi-character interaction

Class 30

- Project: Animated short story

Week 11 – Game Creation

Class 31

- Designing a simple game

Class 32

- Adding challenges and actions

Class 33

- Build a playable mini game

Week 12 – Final Project & Presentation

Class 34

- Final project planning

Class 35

- Final project creation

Class 36

- Project presentation
- Feedback and certificates

Learning Outcomes

By the end of the course, students will be able to:

- Understand **basic coding concepts**
- Create **animations and interactive stories**
- Build **simple games**
- Use **loops, sequences, and events**
- Design **their own characters and backgrounds**