

Coding Game Dev. with Scratch: Advanced Level

11-12 Years old




COURSE DESCRIPTION

In this next level with Scratch, students will continue to unleash their inner programmer by creating animated stories, designing engaging games, and tackling fun challenges. They will also get the chance to showcase their amazing projects with friends, family, and teachers.



TOPIC COVERS				
Event Handling	Broadcasting	Variables and Lists	Complex Customes	My Blocks
Sound and Music	Advanced Logic & Machanism	Dynamic Game Levels	Brainstorm and Planing	End of Course Project



COURSE RUBRIC

Quizzes: 10%

Attendance: 10%

Homework: 10%

Class Participation: 20%

End of Course Project: 50%

TEACHING/LEARNING APPROACH

- Project-Based Challenges:** Students engage in structured, goal-oriented tasks that promote critical thinking and real-world problem-solving.
- Portfolio Development:** Learners compile a body of work that showcases growth, creativity, and coding proficiency over time.
- Peer Review and Feedback:** Regular peer evaluations build reflection skills, reinforce learning, and encourage continuous improvement.
- Iterative Design:** Students refine their projects through multiple revisions, learning from testing, feedback, and self-assessment.

PARENTAL SUPPORT

Parents play a key role by encouraging regular attendance, showing interest in their child's projects, and supporting practice at home. Active involvement reinforces learning and keeps students motivated.

STUDENT COMMITMENT

This weekend course requires consistent attendance, focus during sessions, and a willingness to explore and complete projects. A positive attitude and steady participation help students gain the most from the program.

Important Note: To receive a Certificate of Completion, students must attend at least 60% of the total class sessions (8 sessions out of 12).

Rev. 2.0 / 02 May 2025