



Innovative
Knowledge
Institute
Milano



CODING LEVEL 2

SCRATCH3.0

GAMES&MORES

Age 7-12 yo



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Characteristics of the program

28 Hours

Course Time:

Wednesday from 17.15 to 18

Where: School

600Euro

**Classes begin during the last
week of September**

Class Experience

This class is for students who know the basics of Scratch blockly programming and would like to explore the advanced features through project based learning. MIT's Scratch 3.0 would let the students enhance their creativity and logical thinking using coding. Our projects use video sensing, translate features and even help students to understand how to create chatbots , calculators and common pong , tic tac toe games. This class is highly interactive with personalised attention for each student.



PROJECT 1

Video Sensing

Students learn how to add the video sensing blocks and to add reactions while interacting with a sprite.

PROJECT 2

Scratch Translate

Students will explore the feature of translator provided by scratch.

PROJECT 3

Quiz the Class

Students learn how to create a quiz using the pick random command.



PROJECT 4

Pong Game

Students learn how to make the ball sprite bounce on the paddle sprite and conditions for win or lose the game, add sound and color effects.

PROJECT 5

Hungry Shark Game

Students learn how to create a game with all the use of variables and learn how to add loops.

PROJECT 6

Chat Box

Students will learn to create number of variables and lists and make their animated character intelligent. An introduction to a simple concept of machine learning.



PROJECT 7

Create your Calculator

Students will learn to make multiple sprites and program each sprite separately to create a conventional calculator on Scratch. They will understand the use of join and display command blocks.

Learning Goals

Students will learn advance level programming. They will be able to create games , chatbots, calculators and video sensing projects .



