



01	Topic Sequencing, instructions, concept of coding	Learning Outcome Student will get familiarized with coding, importance of coding and sequencing
02	Topic Algorithm, steps to make code	Learning Outcome Student will learn about basic tools of programming i.e., algorithm
03	Topic Graphical representation, flow control process	Learning Outcome Student will learn about basic tools of programming i.e., flowchart
04	Topic Scratch programming, different blocks, Events, Motion block	Learning Outcome Student will learn about programming interface and different commands used in programming
05	Topic Events, Looks block, sensing block	Learning Outcome Student will learn about programming interface and different commands used in programming
06	Topic Wait statement, GUI, Events, if....else block	Learning Outcome Build an app to differentiate between different kinds of foods
07	Topic Conditional statements, GUI, Logical operators	Learning Outcome Build an app to represent our solar system
08	Topic App components, Multiple sprite programming, logical operators	Learning Outcome Build an app which represents the concept of number
09	Topic Repeat block, operators, variables, Functions	Learning Outcome Students will learn to develop a game on money concept
10	Topic Game elements, GUI, Loops, Intent commands	Learning Outcome Build an app based on time management system
11	Topic Pen tool, logical operators, Event, If...else commands	Learning Outcome Build an app to draw different geometrical shapes
12	Topic Culmination 1	Learning Outcome Students will create and present their project





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Topic

Pen tool, logical operators,
Event, If...else commands

Learning Outcome

Build an app to draw different geometrical shapes.

14

Topic

Motion block, Sensing
Command, while loop

Learning Outcome

Students will learn to create animations in mBlock

15

Topic

Animation, looks block,
sound block

Learning Outcome

Build a program based on talk show

16

Topic

Variables, operators and
my blocks

Learning Outcome

Make a quiz game using mBlock

17

Topic

Blocks, While loop,
condition loop, Events.

Learning Outcome

Build a game by using mBlock to understand the working of blocks.

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Topic

Game elements, GUI,
Loops, Intent commands

Learning Outcome

Build a game by using mBlock to understand the working of blocks.

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Topic

Game elements, GUI,
Loops, Intent commands

Learning Outcome

Build a game by using mBlock to understand the working of blocks.

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Topic

Motion block, loops,
event handler

Learning Outcome

Students will learn about different types of energy

21

Topic

Motion ,looks block and
operators

Learning Outcome

Students will understand the concept of water cycle

22

Topic

Sensing block, sprites
building

Learning Outcome

Students will learn about basics of electrical circuit

23

Topic

Game elements, GUI,
Loops, Intent commands

Learning Outcome

Build a game by using mBlock to understand the working of blocks.

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Topic

Culmination 2

Learning Outcome

Students will create and present their project

