



GRADE 1-4 · AGES 6-10

WHERE CODING BEGINS

Scratch Programming

Course Snapshot

DURATION

15 Weeks

CLASSES

45 Classes (3x/week, 60 min)

FORMAT

Live Online & In-Person (Kathmandu)

BATCH SIZE

Maximum 8 Students

PLATFORM & TOOLS

Scratch (scratch.mit.edu) – Free, Browser-Based

DEVICE NEEDED

Laptop or Desktop, Webcam & Internet

CERTIFICATE

YCA Scratch Completion Certificate

Our Teaching Approach

- Interactive, hands-on lessons that spark real interest in coding.
- Step-by-step guidance that builds genuine coding confidence.
- Project-based learning — every class ends in a real, playable creation.



SYLLABUS

Scratch Programming Course

15 weeks · 45 classes — from the first block to a game of your own design.



PHASE 1 Learning the Blocks

Week 1–5 · 15 classes

WEEK	TOPIC	HOMEWORK
1	Motion & Looks Blocks	Make a sprite move around the stage and change costumes.
2	Sound & Events Blocks	Add sound effects triggered by a key press or click.
3	Control Blocks (loops, if-then, repeat)	Make a sprite repeat an action forever, or until a condition is met.
4	Sensing & Operators Blocks	Make a sprite react when it touches an edge, colour, or another sprite.
5	Variables & Lists Blocks	Create a score variable that increases when something happens.

PHASE 2 Building the Projects

Week 6–15 · 30 classes

With the blocks mastered, your child builds one real project after another, applying everything from Phase 1:

#	PROJECT
1	Bounce Game
2	Catching Game
3	Boat Game
4	Geometry Dash
5	Flappy Bird Game
6	Zombie Game
7	Balloon Pop Game
8	Fish Eating Game
9	Alien Invasion Shooter
10	Fruit Slicing Game
11	Quiz Game
12	Story

PROJECT 13 · FINAL PROJECT

Dance Party Finale

A multi-scene game or animation your child designs and builds solo — with no step-by-step instructions.

