

ScratchJr Programming Curriculum – Level 0 (45 Sessions)

SESSION	TOPIC	DESCRIPTION
1	Introduction to ScratchJr	Understanding what ScratchJr is and exploring the interface
2	Exploring the ScratchJr Workspace	Getting familiar with sprites, stage, and tools
3	Creating Your Own Character	Designing and customizing sprites
4	Painting Your Own Background	Creating custom backgrounds using the paint editor
5	Introduction to Coding Blocks	Understanding basic ScratchJr blocks
6	Backdrops and Grid View	Using grid view for positioning and alignment
7	Algorithmic Sequencing with Motion Blocks	Creating step-by-step movement sequences
8	Mini Project 1	Applying motion blocks in a simple project
9	Assessment 1	Evaluating understanding of basic concepts
10	More with Motion Blocks	Using advanced motion combinations
11	Understanding Sprite Rotation	Learning direction and rotation concepts
12	STEM Project 1	Applying motion and logic to a STEM activity
13	Introduction to Looks Blocks	Using appearance-based blocks
14	Using Hide and Show Blocks	Controlling sprite visibility
15	Using the Wait Block	Managing timing in programs
16	Using Grow and Shrink Blocks	Changing sprite size dynamically
17	Mini Project 2	Creative project using looks and motion
18	Assessment 2	Checking progress on learned concepts
19	STEM Project 2	Logic-based STEM challenge
20	Introduction to Sound Blocks	Adding sound effects to projects

21	Playing and Controlling Sounds	Managing sound playback
22	Introduction to Event Blocks	Understanding triggers and start actions
23	Using the On Bump Block	Detecting collisions between sprites
24	Send and Receive Message Blocks	Communicating between sprites
25	More with Message Blocks	Creating interactive programs
26	Mini Project 3	Interactive storytelling project
27	STEM Project 3	Problem-solving based STEM activity
28	Major Project Planning	Designing a complete ScratchJr project
29	Set Speed Block	Controlling the speed of sprite movement
30	Using Repeat Block	Creating loops for repeated actions
31	Using Stop All Block	Stopping programs effectively
32	Using Camera for Sprites and Backgrounds	Using camera features creatively
33	Mini Project 4	Camera-based creative project
34	Assessment 3	Evaluation of mid-level concepts
35	STEM Project 4	Advanced logic and creativity challenge
36	Adding Score to Projects	Tracking scores in simple games
37	Adding Lives to Sprites	Introducing life systems in games
38	Mini Project 5	Game-based mini project
39	Assessment 4	Overall concept assessment
40	STEM Project 5	Integrated STEM activity
41	Using Forever Loop	Creating continuous actions
42	Game Building Session 1	Planning and building a game
43	Game Building Session 2	Enhancing game features
44	Game Building Session 3	Finalizing the game
45	Final Assessment and Project	Final evaluation and project presentation