



# Scratch and Pre-Robotics Curriculum- Stage 1

SESSION NUMBER	SESSION NAME
Session 1	Introduction and create sprites in Scratch
Session 2	Fun with sprites and backdrops
Session 3	Create sketches and patterns
Session 4	Create sketches and patterns
Session 5	Follow Me game
Session 6	Story Animation
Session 7	Music concert
Session 8	Angry Dragon
Session 9	Snake Game Part I
Session 10	Snake Game Part II
Session 11	Magic Number game Part I
Session 12	Magic Number game Part II
Session 13	Fun with Letters
Session 14	Winnie and the Pooh Part I
Session 15	Winnie and the Pooh Part II
Session 16	Interactive quiz
Session 17	Interactive quiz
Session 18	Calculator Part I
Session 19	Calculator Part II
Session 20	Guess the Number game Part I
Session 21	Guess the Number game Part II
Session 22	Guess the Number game Part III
Session 23	STEM Activity Part I
Session 24	STEM Activity Part II
Session 25	Game Broadcasting concepts
Session 26	Game Broadcasting concepts
Session 27	Project - Part I
Session 28	Project - Part II
Session 29	Project - Part III
Session 30	Project - Part IV
Session 31	Project - Part I
Session 32	Project - Part II
Session 33	Project - Part III
Session 34	Project - Part IV
Session 35	Project - Part I
Session 36	Project - Part II
Session 37	Project - Part III
Session 38	Project - Part IV
Session 39	Project - Part V

## Disclaimer

- \*\* 1. The curriculum is subjected to changes and upgradation as per the feedback received from our customers.
2. Project and activities will depend on the type of course and tier.
3. Moonpreneur reserves all the rights to update its curriculum at any given point in time.





# Scratch and Pre-Robotics Curriculum- Stage 2

SESSION NUMBER	SESSION NAME
Session 1	Scratch animation Electronics Circuit- Part I
Session 2	Scratch animation Electronics Circuit- Part II
Session 3	Scratch animation Electronics Circuit- Part III
Session 4	Scratch animation Electronics Circuit- Part IV
Session 5	Tinkercad electronics circuit activity I
Session 6	Tinkercad electronics circuit activity II
Session 7	Tinkercad electronics circuit activity III
Session 8	Tinkercad programming activity I
Session 9	Tinkercad programming activity II
Session 10	Tinkercad programming activity III
Session 11	Hands on activity using electronic kit-Part I
Session 12	Hands on activity using electronic kit- Part II
Session 13	Hands on activity using electronic kit- Part III

**Note:** Projects would be activities based on the concepts learnt in the course. Projects would include games and story animations. Also, the projects are subject to change.

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