



Storytelling

In Storytelling, students use computer science to tell fun and interactive stories. Storytelling emphasizes creativity by encouraging students to tell a unique story each day.

1. **Introduction to Scratch** - About scratch
2. **Dialogue** - Introduction to Dialogue and Sequencing, Setting the Scene, Speaking and Responding
3. **Check It Out** - What is Computer Science? Unexpected Encounter
4. **Setting** - Introduction to setting and Randomness, Make it Rain, Lightning Flash, Random Lightning, Making your "Stormy Day" Setting into Story
5. **Premise** - Introduction to Premise, Introduction to Modules
6. **Characterization** - Introduction to Characterization and Broadcast, Using Actions to Learn About a Character, Broadcasting Messages, Characters on Parade, Broadcasting your own Message
7. **Interactive Storytelling** - Introduction to Interactive Stories, Questions and Answers, Making Decisions, Telling the Story
8. **Personal Narrative**
9. **Your Innovation Story** - Pitching your Innovation



Music & Sound

In Music & Sound, students use the computer to play musical notes, create a music video, and build an interactive music display while learning how programming is used to create music.

1. **Introduction and Discovery** - Program Something Unexpected
2. **Dance Party** - Remix the Dance Party Starter Project, Make Cassy Dance in One Spot, Make Cassy Move, Add Dance Music for Cassy
3. **Musical Art** - Become a Music Maker, Fill the Stage with Color, Color Me Musical
4. **Guru Introduction Musical Talent Show** - Musical Talent Show Intro, Choose the Talents
5. **DJ Mixer** - Choose your Track and Play a Note, Add a Repeating Sound, Control The Speed
6. **Music Video** - Music Video Inspiration, Music and Block Making
7. **Music Sound Effects and Musical Composition** - Designing Sound Effects and Composing Music for Movies, Customize the Projectile Sprite, Make Some Noise
8. **Create Thank You Project!**
9. **Final Project**



Friends

In Friends, students are encouraged to sign up with a friend or make a new friend in the class. Friends emphasizes teamwork by allowing students to tell the story of how their friendship started and imagine a company together.

1. **Introduction and Explore** - 5 Things About Us, 5 Things!
2. **Two Truths & A Lie** - Ask a Question, Check the Answer, Alternate Answers
3. **Imaginator** - Imagine Tomorrow, Your Home will be..., Your Job will be...
4. **Our Story** - Introduction to Our Story, Set the Scene, Sequencing your Story
5. **Texting Story** - Imagine a Conversation, Start the Conversation, Reply, Complete the Story
6. **Work Together to Win** - Variables are Everywhere!, Let's Move!, One Falling Object, Many Falling Objects, Keeping Score, Shared Score
7. **Create a Company** - Imagine your Company, Pitch your Product, Ready Set Action!, Sell with Sound!
8. **Scrapbook** - Scrapbook Introduction, Narrate the Scenes
9. **Your Innovation Story** - Pitching your Innovation



Art

In Art, students create animations, interactive artwork, photograph filters, and other exciting, artistic projects.

1. **Introduction and Discovery** - Art Moves
2. **Animation** - Introduction to Animation, Time to Dance, Adding More Frames
3. **Interactive Art** - Living Artwork, Talking Artwork, Interactive Artwork
4. **Paint with Terra** - Introduction to Painting, Motion, Color and Stamping, Speed and Variables
5. **Graffiti** - Introduction to Graffiti, Moving and Stamping, Check a Condition
6. **Digital Art** - Computers, Art, and Pixels, Change Pixel Colors, Decide what to Stamp
7. **Building Blocks of Architecture** - Introduction to Architecture, Creating Clones, Creating Stamps, Copying Code, Clear Button
8. **Greeting Card** - Introduction to Greeting Card Project
9. **Final Project**



Sports

In Sports, students use computer science to simulate extreme sports, make their own fitness gadget commercial, and create commentary for a big sporting event.

1. **Victory Celebration** - Sports Introduction, Program your Victory Celebration
2. **Sports Commentary** - Introduction to Events, Show Off your Moves, Sports Commentator Talk, Comment on Athletes
3. **Net Sports** - Introduction to Conditionals, Move Athlete Around, Make the Ball Sprite Bounce, Bounce Off the Athlete
4. **Fitness Gadget Commercial** - Introduction to Modularization, Introduce Your Gadget, Performance Time, Pump Up The Volume, Final Showcase
5. **All-Star Passing Drill** - Introduction to Sensing, Pass the Ball, Aim in the Right Direction, Pass Reception, Add More Receivers
6. **Batter Up** - Introduction to Variables, Throw the Baseball, In the Strikezone, What's the count, Baseball Average Calculator
7. **Extreme Sports** - Introduction to Loops, Control the Racer, Moving Obstacles, Clone More Obstacles, Program the Losing Condition
8. **Post-Game Interview** - Season In Review, Post-Game Interview
9. **Final Project**



Game Design

In Game Design, students learn basic video game coding concepts by making different types of games, including racing, platform, launching, and more!

1. **Gaming Story** - Choose a Character, Tell a Story
2. **Racing Game** - Starter Project, Move the Sprite, Moving More Smoothly with "Repeat Until"
3. **Maze Game** - Remix the Maze Starter Project, Following the Mouse Pointer, Stay inside the Lines, Using 'if' statements to Win
4. **Platform Game** - Platform Games: Intro and Design, Use Events to Make the Sprite Jump, Move the Sprite Left and Right, Create a Winning Condition
5. **Escape Game** - Escape Games and Randomness, The Chase is on!, Programming the Player Sprite, Keeping Score
6. **Launcher Game** - Launcher Game and Randomness, Launch a Sprite, Turn the Sprite Left and Right, Spawning Enemies, Keeping Score
7. **Quest Game** - Introduction to Quest Game, Places to Go, Add an Exit, Hide the Object, Add Storytelling Elements
8. **Cave Surfing Game** - Side Scrolling Games and if-else statements, Creating a Scrolling Backdrop, Making the Parrot Rise and Fall, Winning and Losing the Cave Surfing
9. **Final Project**