

AFROCODE ACADEMY

Group 1 (Ages 4 - 7)

Week 1: Topic: Introduction to Scratch Jr. and basic programming concepts Activities:

- Introduction to Scratch Jr.: explain what Scratch Jr. is and how it works
- Basic programming concepts: introduce sequencing and logic by giving examples of everyday tasks that require steps (e.g. getting dressed, brushing teeth)
- Create a simple Scratch Jr. project together: demonstrate how to use the interface and drag-and-drop blocks to make a character move and make a sound
- Let the children explore Scratch Jr. on their own: give them some time to experiment with the blocks and create their own simple project

Week 2: Topic: Animations and storytelling Activities:

- Recap of last week's lesson: review basic programming concepts
- Animations: teach how to use the motion and look blocks to create simple animations
- Storytelling: introduce the concept of telling a story through a Scratch Jr. project
- Group storytelling activity: work together to create a Scratch Jr. project that tells a story (e.g. a day at the beach, going on a trip)
- Let the children work on their own Scratch Jr. project: encourage them to tell a story with their project

Week 3: Topic: Games Activities:

- Recap of last week's lesson: review animations and storytelling
- Games: teach how to create simple games using Scratch Jr.
- Group game-making activity: work together to create a simple game (e.g. catch the falling objects)
- Let the children work on their own Scratch Jr. game: encourage them to come up with their own game ideas

Week 4: Topic: Final projects Activities:

- Recap of previous lessons: review programming concepts, animations, storytelling, and games
- Final project: give each child time to work on their own Scratchjr. project, using any of the concepts they have learned so far
- Showcase: have each child present their project to the group and explain what they learned and enjoyed about Scratch Jr.

Throughout the month, encourage the children to share their projects with their parents or guardians, and provide resources (such as Scratch Jr. tutorials or online Scratch Jr. communities) for continued learning and exploration outside of class. Remember to make the lessons fun and interactive, and provide plenty of opportunities for hands-on learning and experimentation.

Group 2 (Ages 7 - 12)

Week 1: Topic: Introduction to Scratch Jr. or Scratch and basic programming concepts Activities:

- Introduction to Scratch Jr. or Scratch: explain what Scratchjr. or Scratch is and how it works
- Basic programming concepts: introduce sequencing, loops, and conditional statements by giving examples of everyday tasks that require them (e.g. making a sandwich, playing a game)
- Create a simple Scratch Jr. or Scratch project together: demonstrate how to use the interface and drag-and-drop blocks to make a character move and make a sound
- Let the children explore Scratch Jr. or Scratch on their own: give them some time to experiment with the blocks and create their own simple project

Week 2: Topic: Animations and storytelling Activities:

- Recap of last week's lesson: review basic programming concepts
- Animations: teach how to use the motion and look blocks to create simple animations
- Storytelling: introduce the concept of telling a story through a Scratch Jr. or Scratch project
- Group storytelling activity: work together to create a Scratch Jr. or Scratch project that tells a story (e.g. a day at the beach, going on a trip)
- Let the children work on their own Scratch Jr. or Scratch project: encourage them to tell a story with their project

Week 3: Topic: Games Activities:

- Recap of last week's lesson: review animations and storytelling
- Games: teach how to create simple games using Scratch Jr. or Scratch
- Group game-making activity: work together to create a simple game (e.g. catch the falling objects)
- Let the children work on their own Scratch Jr. or Scratch game: encourage them to come up with their own game ideas

Week 4: Topic: Final projects Activities:

- Recap of previous lessons: review programming concepts, animations, storytelling, and games
- Final project: give each child time to work on their own Scratch Jr. or Scratch project, using any of the concepts they have learned so far
- Showcase: have each child present their project to the group and explain what they learned and enjoyed about Scratch Jr. or Scratch.

Group 3 (Ages 13 - 18)

Week 1: Topic: Introduction to Scratch and basic programming concepts Activities:

- Introduction to Scratch: explain what Scratch is and how it works
- Basic programming concepts: introduce sequencing, loops, and conditional statements by giving examples of everyday tasks that require them (e.g. making a sandwich, playing a game)
- Create a simple Scratch project together: demonstrate how to use the interface and drag-and-drop blocks to make a character move and make a sound
- Let the students explore Scratch on their own: give them some time to experiment with the blocks and create their own simple project

Week 2: Topic: Animations and storytelling Activities:

- Recap of last week's lesson: review basic programming concepts
- Animations: teach how to use the motion and look blocks to create simple animations
- Storytelling: introduce the concept of telling a story through a Scratch project
- Group storytelling activity: work together to create a Scratch project that tells a story (e.g. a day at the beach, going on a trip)
- Let the students work on their own Scratch project: encourage them to tell a story with their project

Week 3: Topic: Games Activities:

- Recap of last week's lesson: review animations and storytelling
- Games: teach how to create simple games using Scratch
- Group game-making activity: work together to create a simple game (e.g. catch the falling objects)
- Let the students work on their own Scratch game: encourage them to come up with their own game ideas

Week 4: Topic: Final projects Activities:

- Recap of previous lessons: review programming concepts, animations, storytelling, and games

- Final project: give each student time to work on their own Scratch project, using any of the concepts they have learned so far
- Showcase: have each student present their project to the group and explain what they learned and enjoyed about Scratch.