Scratch Programming

1. Introduction to Scratch

- What is Scratch?
- Overview of Scratch interface (Stage, Sprites, Blocks, Scripts area)
- How to create a Scratch account and start a new project
- Basic terminology: Sprites, Backdrops, Costumes, Sounds

2. Basic Programming Concepts in Scratch

- **Events**: Triggering actions (e.g., `when green flag clicked`, `when key pressed`)
- **Motion**: Moving sprites using motion blocks (e.g., move, glide, turn)
- **Looks**: Changing the appearance of sprites (e.g., say, hide, show, change costume)
- **Control**: Loops and conditional statements (e.g., `forever`, `repeat`, `if`)

3. Creating Interactive Projects

- **Animations**: Simple sprite animations using motion and looks blocks
- **User Interaction**: Moving sprites with the keyboard (e.g., arrow keys, spacebar)
- **Sound**: Adding sound effects to your projects

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4. Using Variables and Basic Game Elements

- **Variables**: Creating and using variables for tracking data (e.g., score, timer)
- **Lists**: Storing multiple values in a list (e.g., high scores)
- **Simple Game Design**: Creating basic interactive games (e.g., catch the falling object)

5. Debugging and Troubleshooting

- Identifying and fixing common issues in your projects
- Using comments to explain and organize your code
- Testing your projects for errors

6. Sharing and Publishing Projects

- Saving and sharing your Scratch projects with the community
- Remixing other users' projects
- Getting feedback and improving your projects