## TABLE OF CONTENT

Chapter 1	INTRODUCTION TO CODING AND SOFTWARE
	Understanding the basics of coding and software development.
Chapter 2	EXPLORE LONG AND SHORT PATHS ON GRID MAT
	Learn how to move on the grid mat to find the long and short path.
Chapter 3	CHALLENGES WITH LONGEST AND SHORTEST ROUTES ON GRID MAT
	Handling challenges using the grid mat.
CHAPTER 4	EXPLORE SEA WORLD ON SEA MAT
	Sail through a coding ocean adventure by avoiding obstacles.
Chapter 5	
	OBSTACLE AVOIDANCE ON TRANSPORT MAT
	Overcoming obstacles on a transport mat through coding.
Chapter 6	INTRODUCTION TO SCRATCH
	Introduction to Scratch software and its features.
	•
Chapter 7	EXPLORING SCRATCH AND ITS TOOLS
	Exploring Scratch interface, function of tools, blocks, and sub-blocks.
CHAPTER 8	AN OVERVIEW OF EVENTS AND MOTION BLOCK
	Understanding how to run a program and control movement.

## **TABLE OF CONTENT**

Chapter 9	ANIMATE BUTTERFLY WITH EVENTS AND MOTION BLOCK
	Creating animated movements using coding for a butterfly.
Chapter 10	CHANGE APPEARANCE WITH LOOKS BLOCK
	Exploring visual design and coding blocks.
Chapter 11	CODING FUN WITH FLYING SPRITE
	Implementing code with a control block to animate sprites.
Chapter 12	EXPLORE PEN TOOL
	Utilizing Scratch's pen tool for drawing and creative effects.
Chapter 13	CODING FUN WITH NAME ANIMATION
	Using coding techniques to animate text and names.
Chapter 14	LEARN FUNCTION OF SOUND BLOCK
	Understanding how sound blocks operate and enhancing projects with audio.
	•
Chapter 15	CODING FUN WITH SENSING BLOCK
	Using sensing blocks to create a digital birthday celebration.