TABLE OF CONTENT

Chapter 1	EXPLORE THE WORLD OF SCRATCH SOFTWARE Discover Scratch software and its features.
Chapter 2	LEARN TO CREATE CHASING GAME Learn to develop an exciting chasing game using coding techniques.
Chapter 3	LEARN TO CREATE PING PONG GAME WITH VARIABLE BLOCK Create a ping pong game using variables in Scratch.
Chapter 4	INTRODUCTION TO OPERATORS BLOCK Get introduced to the fundamentals of operators block in Scratch.
Chapter 5	LEARN TO ANIMATE USING SCRATCH Create an animation of a blooming flower.
Chapter 6	LEARN TO DESIGN A MAZE GAME Build and navigate through intricate mazes in Scratch.
Chapter 7	LEARN TO CREATE A STORY USING SCRATCH Bring Aesop's fable of 'The Ant and The Dove' to life through animation.
Chapter 8	LEARN TO CREATE A SPACE WAR GAME Create a thrilling space war game using Scratch coding.

TABLE OF CONTENT

CHAPTER 9	LEARN TO CREATE A PROJECT BASED ON SYMBOLIC LANGUAGE
	Create an expressive project based on emojis.
	LEARN TO CREATE AN EVS PROJECT
Chapter 10	Create a Scratch project that raises awareness about noise pollution
	and its remedies.
Chapter 11	EXPLORE THE MAKECODE PLATFORM AND LEGO MINDSTORM EV3 SOFTWARE
	Introduction to Robotic history and exploring different platforms.
Chapter 12	EXPLORE GEARS BOT SOFTWARE - AN AMAZING ROBOT SIMULATOR!
	Experience a virtual journey with Gears bot software, a fascinating robot simulator.
	simulator.
Chapter 13	LEARN ABOUT SEQUENTIAL CODING
	Learn sequential coding for structured program flow.
	•
CHAPTER 14	LEARN TO CODE WITH LOOP
	Learn how to use loop blocks for efficient coding.
Chapter 15	EXPLORE MOTOR BLOCK IN MINDSTORM EV3 AND GEARS BOT SOFTWARE
	Learn how to use motor blocks for movement and turning effects.