



# Digital Stories & Game Creator

Digital Storytelling & Game Development (+8)

## 1 Digital Stories & Game Development

Rookie



### Description

This course introduces students to the foundations of programming using Scratch. Students explore what programming is, how programs work, and how to use Scratch blocks to create animations, drawings, and simple projects.

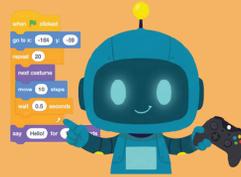
### Outcome

- Understand basic programming concepts such as sequences, loops, and reset.
- Use Scratch blocks to create animations and visual projects.
- Apply coordinates, angles, and motion to control sprites.
- Debug simple programs and explain how their projects work.

Scratch

## 2 Digital Stories & Game Development

Boss



### Description

This course focuses on building interactive projects using events, messages, and parallel actions. Students deepen their understanding of Scratch through storytelling, animations, and games that involve multiple characters and interactions.

### Outcome

- Use events and message blocks.
- Apply parallelism to make multiple actions happen.
- Design stories and games using movement, sound, and effects.
- Debug projects and improve them through testing and feedback.

Scratch

## 3 Digital Stories & Game Development

Pro



### Description

This course introduces more advanced programming concepts such as branching, variables, user input, and logical thinking. Students build logic-based games and interactive projects that require decision-making and problem decomposition.

### Outcome

- Use variables, conditions, and operators.
- Design interactive games such as quizzes, mazes, and calculators.
- Apply decomposition and algorithms to plan complex projects.
- Debug and refine projects by analyzing logical errors.

Scratch

## 4 Digital Stories & Game Development

Master



### Description

This advanced course focuses on complex game mechanics and higher-level programming concepts. Students explore functions, lists, cloning, reverse engineering, and optimization while building complete and dynamic games.

### Outcome

- Create advanced games using functions, lists, and cloning.
- Apply iteration, nested conditions, and user input effectively.
- Analyze and reverse engineer existing projects.
- Design, build, and improve complex interactive projects independently.

## Requirements

A **computer** or tablet with good **internet access** and a working webcam

Each course has **8 sessions** (1 hour per session), and **prior course completion is required.**