

AI Coding (7-9 y/o)

AI001 - Scratch Coding Based on Google CS First

Scratch is taught using the Scratch 3.0 Software and is based on Google's CS First program. We have tailored the curriculum to effectively introducing coding principles through projects, much like Scratch Jr., but with more depth and Computer Science understanding. This course is structured with 4 Sessions, each of which is based on a separate theme and increases in difficulty. Each Session is 16 Hours for a total of 64 Hours if all sessions are completed. (NOTE: Not all sessions must be completed in order to move on to the next course. This is up to the skill of each individual student.)

Contents

- **Level 1 : Storytelling with Scratch – 8 activities**

Students use code to tell fun and interactive stories. Storytelling emphasizes creativity by encouraging students to tell a unique story each day.

- **Level 2 : Sports with Scratch -- 8 activities**

Students use computer science to simulate extreme sports, make their own commercials, and create commentary for a sporting event.

- **Level 3 : Game Design with Scratch – 8 activities**

Students learn basic video game coding concepts by making different types of games, including racing, platform, and launching.

- **Level 4 : Code Your Own Projects – 3+ activities**

Syllabus: <https://school.thinkland.ai/syllabus/>

Curriculum: <https://school.thinkland.ai/curriculum>

Teachers: <https://school.thinkland.ai/teacher>

Email: contact@thinkland.ai; **Wechat ID:** [thinklandai](#)

<https://school.thinkland.ai>