



Introduction to Coding – Basic concepts of coding to familiarise students with computational thinking.

Drag & Drop – Introduction to drag-and-drop coding, allowing students to create sequences without needing to type.

Sprites & Characters – Understanding and creating characters, also known as sprites, to bring interactive visuals to life.

Motion & Sound – Using code to add motion and sound effects to characters, enhancing creativity.

Sequencing – Learning to arrange actions in a specific order to create meaningful animations and interactions.

Infinite Loops – Introduction to loops, enabling characters to perform continuous or repeating actions.

