

## **Annexure A**

Day	Topic
Day 1	Course Introduction; Introduction to Programming
Day 2	Introduction to Scratch
Day 3	Graphic Design: Sprites, Costumes, Stages, & Backdrops
Day 4	Motion; Looks & Sounds
Day 5	Controls & Conditions
Day 6	Variables: the multitaskers
Day 7	Arithmetic and logical Operators
Day 8	Sensing; Loops
Day 9	Beginner project on scratch: Animate the Crab
Day 10	Beginner project on scratch: Hide & Seek
Day 11	<b>Introduction to pictoblox</b>
Day 12	Spiral Maker
Day 13	Dance Party
Day 14	Tell a Story
Day 15	Musical Band
Day 16	Maze Game
Day 17	Ping-Pong
Day 18	Virtual Tour
Day 19	Tom and Jerry
Day 20	Roll 'n' Race
Day 21	Quiz up
Day 22	Introduction to PictoBlox Mobile Application
Day 23	<b>Introduction to Artificial Intelligence</b> , uses of AI & applications of AI
Day 24	Mirror mirror on the wall using face recognition
Day 25	Play the drum using video sensing
Day 26	Automatic door unlocking system using face recognition
Day 27	Flappy Bird using human body detection
Day 28	Global Weather Station using speech recognition
Day 29	Summarization and problem-solving using speech recognition
Day 30	Assignment presentations