Beginner Class (Slow-paced, for first-timers):

Day 1: Students will setup their account, learn the interface, explore, and let to try Scratch.

Day 2: Students will be taught sprite creation and options surrounding it.

Day 3: Students will learn what each category of blocks does, and what they’re used for.

Day 4: Students will be guided through a simple ‘Animate Your Name’ project.

Day 5: Students will use their knowledge to make a maze-style game, aided by the instructor.

Intermediate Class (Medium-paced, for previous Scratch users):

Day 1: Students will learn variable, operator, and control block usages and applications.

Day 2: Students will learn how to take the input of a user, collect it into lists, and relay it.

Day 3: Students will learn how to create ‘Guess My Number’ and ‘Guess Your Number’ games.

Day 4: Students will learn event, motion, and sensing usages and applications.

Day 5: Students will be guided through making a ‘Whack-a-Mole’ game.

Day 6: Students will be guided through making a ‘Dodgeball’ game.

Day 7: Students will be guided through making a modern adaptation of the classic ‘Pong’ game.

Day 8: Students will be guided through making a physics engine and a short platformer game.

Day 9: Students will be guided through making a scrolling engine and a level generator.

Day 10: Students will be make a full scrolling platformer game, aided by the instructor.

Advanced Class (Fast-paced, for successors of the Intermediate class):

 Day 1: Students will learn how pen and custom blocks work, as well as advanced variable usage.

 Day 2: Students will be guided through making a system which splits text into separate words.

 Day 3-5: Students will be guided through making the logic system and its layers.

 Day 6-7: Students will be guided through making a stamp-based text engine, and create a font.

 Day 8: Students will be guided through joining the two systems, and polishing it off.

 Day 9: Students will create a menu, sound effects, etc. to complete their ‘Text Adventure’.

 Day 10: Students will share and get feedback from other students, and tweak they’re game.

Professional Class (Fast-Paced, for successors of the Advanced class):

 Day 1: Students will learn about cloud data, and how to modify it to work.

 Day 2: Students will learn about scrolling isometric engines, and how to make one.

 Day 3: Students will learn about creating an avatar able to interact with the engine.

 Day 4: We take the money and run.