



Block / Visual programming course for School students | Grade 3 – 6

Lecture No	Topic	Date	Homework	Assignment & Project classes
Lecture 1	Sequencing	25 July 2020 5PM - 6 PM	In the class	27 July - 31 July 2020
Lecture 2		26 July 2020 5PM - 6 PM	In the class	
Lecture 3	Sequencing	1 August 2020 5 PM - 6 PM	In the class	3 August - 7 August 2020
Lecture 4	Events	2 August 2020 5 PM - 6 PM	In the class	3 August - 7 August 2020
Lecture 5	Events	8 August 2020 5 PM - 6 PM	In the class	10 August - 14 August 2020
Lecture 6		9 August 2020 5 PM - 6 PM	In the class	
Lecture 7	Loops	15 August 2020 5 PM - 6 PM	In the class	17 August - 21 August 2020
Lecture 8		16 August 2020 5 PM - 6 PM	In the class	
Lecture 9	Conditionals	22 August 2020 5 PM - 6 PM	In the class	24 August - 28 August 2020
Lecture 10	Story telling and animation- Infinity lab - FROZEN	23 August 2020 5 PM - 6 PM	In the class	24 August - 28 August 2020
Lecture 11	Final Project	29 August 2020 5 PM - 6 PM	In the class	31 August - 4 September 2020
Lecture 12		30 August 2020 5 PM - 6 PM	In the class	
Lecture 13	Loops revisited	5 September 2020 5 PM - 6 PM	In the class	7 September - 11 September 2020
Lecture 14		6 September 2020 5 PM - 6 PM	In the class	



Lecture 15	Conditionals in detail	12 September 2020 5 PM - 6 PM	In the class	14 September - 18 September 2020
Lecture 16		13 September 2020 5 PM - 6 PM	In the class	14 September - 18 September 2020
Lecture 17	Binary	19 September 2020 5 PM - 6 PM	In the class	21 September - 25 September 2020
Lecture 18		20 September 2020 5 PM - 6 PM	In the class	21 September - 25 September 2020
Lecture 19	Functions	26 September 2020 5 PM - 6 PM	In the class	28 September - 2 October 2020
Lecture 20		27 September 2020 5 PM - 6 PM	In the class	28 September - 2 October 2020
Lecture 21	Variables	3 October 2020 5 PM - 6 PM	In the class	5 October - 9 October 2020
Lecture 22		4 October 2020 5 PM - 6 PM	In the class	5 October - 9 October 2020
Lecture 23	For Loops	10 October 2020 5 PM - 6 PM	In the class	12 October - 16 October 2020
Lecture 24	For Loops	11 October 2020 5 PM - 6 PM	In the class	12 October - 16 October 2020
Lecture 25	Sprite Lab (Final Project)	17 October 2020 5 PM - 6 PM	In the class	12 October - 16 October 2020
Lecture 26	Gaming in Sprite Lab	18 October 2020 5 PM - 6 PM	In the class	19 October - 23 October 2020
Lecture 27	Game Lab and Animation	24 October 2020 5 PM - 6 PM	In the class	26 October - 30 October 2020
Lecture 28	Game Lab and Animation	25 October 2020 5 PM - 6 PM	In the class	26 October - 30 October 2020