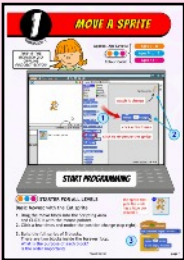
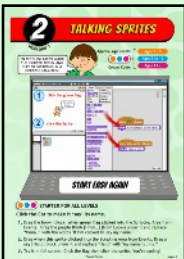



## Programme of the Day 9:30am - 5:00 pm

<p>8:45 9:30</p>	<p><b>Registration</b> <b>Tea/Coffee Reception</b></p>		
<p><b>3 WORKSHOPS: 30 mins Intro followed by Breakout Sessions of 60 mins duration</b></p>			
<p>9:30 - 10:00</p>	<p><b>1. MOVE A SPRITE: <i>Start Programming</i>: Introduction</b></p>		
<p>10:00 - 11:00</p> 	<p><b>WORKSHOP 1: Age Appropriate Breakout</b></p>		
<p>Tick ✓</p> <p style="text-align: center;"><b>Ages 7 - 8</b></p> <p><b>Basic Skills</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Sprite &amp; Backdrop Libraries</li> <li><input type="checkbox"/> Basic Movement and Bounce</li> <li><input type="checkbox"/> Horizontal/ Vertical Movement</li> <li><input type="checkbox"/> Rotation Style</li> <li><input type="checkbox"/> Direction</li> <li><input type="checkbox"/> Loops blocks (Numbered/Forever)</li> <li><input type="checkbox"/> Grow/ Shrink/Duplicate</li> <li><input type="checkbox"/> (Graphic) Color a Sprite</li> </ul>	<p>Tick ✓</p> <p style="text-align: center;"><b>Ages 9 to 12</b></p> <p><b>Skills of Previous Age Group plus</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Effects (transparency %)</li> <li><input type="checkbox"/> Layers</li> <li><input type="checkbox"/> Conditional block &lt;IF ... THEN&gt;</li> <li><input type="checkbox"/> Wrap-around (replace bounce)</li> <li><input type="checkbox"/> Inequality Operators</li> <li><input type="checkbox"/> (Gaming skill) Keyboard Control</li> <li><input type="checkbox"/> (Graphic) Creating Sprites</li> </ul> <p><i>forward to Skills of Next Age Group</i></p>	<p>Tick ✓</p> <p style="text-align: center;"><b>Ages 13 +</b></p> <p><b>Skills of Previous Age Groups plus</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> (Conditional) Keyboard Control</li> <li><input type="checkbox"/> Boolean logic</li> <li><input type="checkbox"/> Conditional block &lt;IF /THEN/ELSE&gt;</li> <li><input type="checkbox"/> Simulating Gravity</li> <li><input type="checkbox"/> Countering Gravity</li> <li><input type="checkbox"/> Make a Sprite disappear with <i>abs</i></li> <li><input type="checkbox"/> Create a Variable</li> </ul> <p><b>(Graphic) a Submarine from Shapes</b></p>	
<p><b>11:00 - 11:20 Tea/Coffee Break</b></p>			
<p>11:30 - 12:00</p>	<p><b>2 TALKING SPRITES: <i>Start Easy Again</i>: Introduction</b></p>		
<p>12:00 - 1:00 pm</p> 	<p><b>WORKSHOP 2: Age Appropriate Breakout</b></p>		
<p>Tick ✓</p> <p style="text-align: center;"><b>Ages 7 - 8</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Make a Sprite respond to a <i>Click</i></li> <li><input type="checkbox"/> Edit a block's <i>holding</i> text</li> <li><input type="checkbox"/> <i>Right Click</i> to get a context menu</li> <li><input type="checkbox"/> Duplicate a Sprite's code</li> <li><input type="checkbox"/> Rename a Sprite</li> <li><input type="checkbox"/> A Four-sprite Project from One</li> <li><input type="checkbox"/> Animate a Sprites Costumes</li> <li><input type="checkbox"/> Create a simple Fun Animation</li> <li><input type="checkbox"/> (Graphic) Create and Edit a Costume</li> </ul>	<p>Tick ✓</p> <p style="text-align: center;"><b>Ages 9 to 12</b></p> <p><b>Skills of Previous Age Group plus</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Code a set of 4 number problems (Relate then to a Curriculum Strand)</li> <li><input type="checkbox"/> Code the <i>ask</i> block (for user input)</li> <li><input type="checkbox"/> Code <i>Correct / Incorrect</i> answers</li> <li><input type="checkbox"/> Make a sprite count Multiples</li> <li><input type="checkbox"/> Create a Count-down Timer</li> <li><input type="checkbox"/> <b>Play a sound from the library</b></li> <li><input type="checkbox"/> (Graphic) Create and Edit a Costume</li> </ul>	<p>Tick ✓</p> <p style="text-align: center;"><b>Ages 13 +</b></p> <p><b>Skills of Previous Age Group plus</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> How to integrate code with Logical Thinking problems that are relevant to your programme: e.g. Area, Perimeter, Pythagoras etc.</li> <li><input type="checkbox"/> <b>Create new sprite from existing one.</b></li> <li><input type="checkbox"/> (Graphic) Explore how to use the <b>Paint Editor</b> tools including <i>Zoom</i>, <i>Set Rotation Centre</i> etc.</li> </ul>	
<p><b>1:00 - 2:00 pm Lunch</b></p>			
<p>2:00 - 2:30</p>	<p><b>3 THE MAGIC MIX: <i>Get the 20 Pixel Backdrop Grid</i>: Introduction</b></p>		
<p>2:30 - 3:30 pm</p> 	<p><b>WORKSHOP 3: Age Appropriate Breakout</b></p>		
<p>Tick ✓</p> <p style="text-align: center;"><b>Ages 7 - 8</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Co-ordinates positioning of a sprite with reference to the centre (0, 0) Forward / Back for x Up / Down for y (Programmed Drawing)</li> <li><input type="checkbox"/> a Sprite's pen</li> <li><input type="checkbox"/> Drawing with a Sprite (as a pen)</li> <li><input type="checkbox"/> Surprise drawing</li> <li><input type="checkbox"/> Draw using Keyboard Control</li> <li><input type="checkbox"/> Symmetry</li> </ul>	<p>Tick ✓</p> <p style="text-align: center;"><b>Ages 9 to 12</b></p> <p><b>Skills of Previous Age Group plus</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Pen Size, Color, Pen Up, Pen Down</li> <li><input type="checkbox"/> Clear and Stamp commands</li> <li><input type="checkbox"/> <i>square size</i> in combination with <i>steps</i></li> <li><input type="checkbox"/> Draw regular 2D shapes</li> <li><input type="checkbox"/> Use a Variable in slider mode</li> <li><input type="checkbox"/> Code <i>Area of squares and rectangles</i></li> <li><input type="checkbox"/> Plot Circles / Code to calculate area</li> <li><input type="checkbox"/> Broadcast a message between sprites</li> </ul>	<p>Tick ✓</p> <p style="text-align: center;"><b>Ages 13 +</b></p> <p><b>Skills of Previous Age Group plus</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Drawing Triangles, Measure Angles</li> <li><input type="checkbox"/> Plot Circles, plot Pie Charts etc.</li> <li><input type="checkbox"/> Relate coding to your programme</li> <li><input type="checkbox"/> Area, Perimeter etc</li> <li><input type="checkbox"/> Trigonometry</li> <li><input type="checkbox"/> Coordinate geometry</li> <li><input type="checkbox"/> Linear graphs</li> <li><input type="checkbox"/> Quadratic graphs etc.</li> </ul>	
<p><b>3:30 - 3: 50 pm Tea/Coffee Break</b></p>			
<p>4:00 - 4:40 pm</p>	<p><b>Getting Your Staff Trained in SCRATCH: <i>Your Plan</i></b></p>		
<p>4:40 - 5:00 pm</p>	<p><b>Closing Session/ Q &amp; A</b></p>		<p>Seamus O'Neill © 2017</p>