

# Having Fun with Computer Programming and Games



## Recommended Timings for Modules

The following times are guidelines only. The choice of modules and the order in which they are taught is at the teacher's discretion.

### 1. Core Modules – Total Estimated Time = 21 hours 40 minutes

If you have approximately 20 – 22 hours of teaching time with your class, we would recommend that you teach the following core modules.

Module Name	Module Title	Estimated Time
Module 1	Getting Started	4 hours 20 minutes
Module 2	Drawing Shapes and Repeating	2 hours 40 minutes
Module 4	Build a Game	2 hours 40 minutes
Module 10	Scratch Project	12+ hours

### 2. Recommended Breakdown of Timings for all Modules

The following are estimations of times for each lesson in each module.

#### Module 1 - Getting Started

**Total Estimated Time = 4 hours 20 minutes**

Lesson Number	Lesson Name	Estimated Time
Lesson 1	Computers Rule the World	20 minutes
Lesson 2	Say "Hello" to Scratch	40 minutes
Lesson 3	Playing with Pictures	40 minutes
Lesson 4	Tell me what to do	40 minutes
Lesson 5	Playing with Music	120 minutes

#### Module 2 - Drawing Shapes and Repeating

**Total Estimated Time = 2 hours 40 minutes**

Lesson Number	Lesson Name	Estimated Time
Lesson 1	Think Like a Computer	80 minutes
Lesson 2	Could You Repeat That Please?	40 minutes
Lesson 3	Over and Over Again	40 minutes

### Module 3 – Searching and Sorting

Total Estimated Time = 4 hours

Lesson Number	Lesson Name	Estimated Time
Lesson 1	Where are you now?	80 minutes
Lesson 2	Me First! Sorting	80 minutes
Lesson 3	CSI – Finding Information on the Internet	80 minutes

### Module 4 – Build a Game

Total Estimated Time = 2 hours 40 minutes

Lesson Number	Lesson Name	Estimated Time
Lesson 1	Game On	40 minutes
Lesson 2	Game Over	40 minutes
Lesson 3	Look at Me	40 minutes
Lesson 4	I Can't Hear You	40 minutes

### Module 5 – Revision with Scratch Cards

Total Estimated Time = 4 hours

Lesson Number	Lesson Name	Estimated Time
Lesson 1	Scratch Cards Easy	40 minutes
Lesson 2	Scratch Cards Difficult	80 minutes
Lesson 3	Scratch Cards Extreme	120 minutes

### Module 6 – Changing Things

Total Estimated Time = 2 hours 40 minutes

Lesson Number	Lesson Name	Estimated Time
Lesson 1	I Like Mine Better 1	80 minutes
Lesson 2	I Like Mine Better 2	80 minutes

### Module 7 – Solving Complex Problems

Total Estimated Time = 2 hours

Lesson Number	Lesson Name	Estimated Time
Lesson 1	The Towers of Hanoi	40 minutes
Lesson 2	The Travelling Salesman Problem	80 minutes

### Module 8 – Research Project

Total Estimated Time = 8+ hours

Lesson Number	Lesson Name	Estimated Time
Lesson 1	Getting Started	40 minutes
Lesson 2	Research Time	240 minutes
Lesson 3	What is a good Presentation?	120 minutes
Lesson 4	Presentation Time	80+ minutes

**Module 9 – Advanced Game****Total Estimated Time = 2 hours 40 minutes**

<b>Lesson Number</b>	<b>Lesson Name</b>	<b>Estimated Time</b>
Lesson 1	Advanced Game Design	40 minutes
Lesson 2	Advanced Game Improvements	40 minutes
Lesson 3	Advanced Game Finishing Touches	40 minutes
Lesson 4	Advanced Game Testing	40 minutes

**Module 10 – Scratch Project****Total Estimated Time = 12+ hours**

<b>Lesson Number</b>	<b>Lesson Name</b>	<b>Estimated Time</b>
Lesson 1	Getting Started	40 minutes
Lesson 2	Sharing – Setting Up a Scratch Account	40 minutes
Lesson 3	Create	480+ minutes
Lesson 4	Publish and Present	80 minutes
Lesson 5	Presentations	80 minutes

**Total Estimated Time for 10 Modules = 45 hours**