



Creative Coding with Scratch

ZTH-COD-002 | Digital Starters | Core | Coding

12 weeks

duration

36 hours

learning time

2 x 1.5h

live sessions per week

US\$90.00

fee per learner

In this course you will use sequences, loops, conditions, variables and events.

Delivery

Offline-ready: can run without internet

Suitable for

Primary-age 8-13, Secondary-age 14-18, Teachers, NGOs and community hubs,
Women and girls

What you will be able to do

- Use sequences, loops, conditions, variables and events
- design, test and improve a game
- present a project

Syllabus

1. Weeks 1–3 Motion, looks, sound, loops
2. Weeks 4–6 Events, decisions, variables and scores
3. Week 7 Game design and testing
4. Weeks 8–10 Build a two-level game with a theme from the community
5. Week 11 Polish and peer review
6. Week 12 Showcase

Hands-on practical work

- Name animation
- quiz game
- catch-the-object game
- community-theme game (for example water saving or road safety)
- peer test and fix log
- published project page

Resources and equipment

One laptop or tablet per two learners; Scratch (online or offline desktop version); headphones; printed project cards

Off-grid and solar option

Offline Scratch on low-power laptops charged by Tier S or M solar; unplugged algorithm cards for power cuts





Assessment

Weekly project checklist; capstone rubric (design, function, creativity, explanation)

Career direction

Game developer, software developer, animator, educator, product designer

Software, games and creative digital industries are expanding, and block coding is the base for later web and AI skills

Next steps

From TT1, TT2; leads to EX1 Web Development and EX2 Python and Data

Enrol

Skills first, certificate second: you finish with something you can do and a QR-verifiable certificate to prove it.

Enrol online at <https://zambesi.ac.zw/course.php?slug=creative-coding-with-scratch> or contact

info@zambesi.ac.zw / +263 7X XXX XXXX.

