



2D Game Design with Scratch



Tuesdays

Grades 1-3 2:40-3:40 pm

Grades 4-5 3:05-4:05 pm

This series will give young learners a balanced introduction to video game design and programming by making 3-4 simple games using the Scratch programming platform. Students will learn to control characters through an environment based on rules of their own creation. Creating their own characters and environments, students will also design their own levels. Typical games include customized 2D arcade and side-scrolling games.

Dates: February 18, 25; March 10, 17, 24, 31; April 7, 21, 28

(No Class: March 3; April 14)



For more information and online registration,
visit growingoutdoors.com