

STEM Applied Learning Programme

Lesson Outline

STEM Theme	Game Design & Simulation
Module	1 (Game Design and Animation with Scratch)
Total Hours	16.5

No.	Topic
1	Introduction
2	Scratch Basics
3	Game Design
4	Quiz Game Tutorial Race Car Cat Tutorial
5	Project Work: Project Topic
6	Revision
7	Project Work: Game Design Consultation
8	Project Work: Game Development
9	Project Work: Finalising
10	Project Work: Presentation I
11	Project Work: Presentation II

