

# Scratch Animation & Design

## Visual Programming I

**AGES 7-10 | 1 WEEK | Monday - Friday: 10-4**

### Location & Dates

**New York City** - Marymount Manhattan College  
July 10-14 | July 31 - August 4 | August 7-11 (**Girl Power!**)

**\$799** | Snacks Provided



Our Scratch Animation & Design summer camp builds a strong foundation in computer science and creative problem solving through animation and design. In just 1 week, your child will learn to build animated storylines, make dynamic sequences, and create his or her own emoji.

This introduction to visual programming is perfect for beginners and experienced young coders. By the end of this program, students will be ready to take on more complex visual programming courses and be on their way to learning text-based coding languages like HTML, CSS, and JavaScript.

### main topics

- ✓ Visual Programming Fundamentals
- ✓ Algorithms and Sequences
- ✓ Engineering Design Principles
- ✓ Digital Storytelling

### projects

- ✓ Designing simple algorithms and sequence animations in Scratch
- ✓ Creating original sound compositions and characters
- ✓ Building static vs. dynamic animation sequences
- ✓ Creating personal emoji
- ✓ Designing multiple scenes to create a narrative



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## Visual Programming I

### camp overview

Design Day	Students learn about the fundamentals of design, then apply those to a program created in Scratch.
Animation	Students create static and dynamic animation sequences.
Emojis	Students turn a picture of themselves into an emoji.
Final Project	Students create a drone or a game in visual programming.

### Graduation Ceremony

### Contact Us

[camps@generationcode.com](mailto:camps@generationcode.com)

(866) 407-2345

### Marymount Manhattan College

221 E 71st St

New York, NY 10021

### M-F 10:00 am - 04:00 pm

Expert teachers and coders will support your child throughout his or her GC camp experience.

**What to bring:** Lunch (unrefrigerated) and a laptop with charger

### daily schedule

10:00 AM | Intro + Kickstart Activity

10:30 AM | Explain and Explore

11:00 AM | Engagement Activity

12:00 PM | Lunch

01:00 PM | Project Time

02:00 PM | Paired Programming + Presentations

03:00 PM | Wrap-Up Activity

04:00 PM | Dismissal