# **Scratch Game Design**

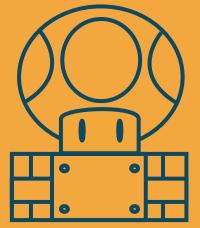
## **Visual Programming II**

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

**Location & Dates** 

**New York City** - Marymount Manhattan College Sessions: July 17-21 | August 7-11

\$799 | Snacks Provided



Our Scratch Game Design summer camp gives your child the tools to create, not just play, his or her favorite games. In just 1 week, participants learn the principles of game design while bolstering their computational thinking skills.

Every day of camp, participants will use MIT's Scratch program to flex their creative muscles to design the next big game with customized sprites, video sensing, and multiple levels. Scratch Game Design teaches participants how to design a game with the user in mind, while challenging their creativity and critical thinking skills at every turn.

#### main topics

- Visual Programming Fundamentals
- Sprite and Character Development
- ✓ Video Sensing

#### projects

- Customizing sprites
- Creating sprites that respond to user input
- Developing an interactive 2D platformer video game
- Developing sensing video games
- Creating multiple levels for player onboarding





## **Scratch Game Design**

## Visual Programming II

### camp overview

**Animation** 

Students customize sprites and learn how to have them animate with user input.

Advanced Programming

Students learn how to use algorithms and animation sequences to create 2D platformer games.

**Final Project** 

Students create 2d games with multiple levels in visual programming.

**Graduation Ceremony** 

#### **Contact Us**

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

