

Title:	Coding and programing with Scratch
Lecture hours:	15
Study period: (summer/winter)	winter
Number of credits:	3
Assessment methods:	Practice exam
Language of instruction:	English
Prerequisites:	Basic school ICT
Course content:	<ol style="list-style-type: none"> 1. Interface and principles of operation in the program. 2. The basic structure of the program. 3. Designing games and programs. 4. Applying loops and "if" conditions. 5. Creating games.
Learning outcomes:	<p>Understanding and applying the basic components of the Scratch program. Understanding the idea of structures such as a loop and the "if" condition. The ability to apply Scratch in education.</p>
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Literature:	Getting Started With Scratch. Boston: Massachusetts Institute of Technology (online resources)