

Create 3D Objects & Animate (10yrs+)



Days	Topic	Details
Day1	Introducing Object Oriented Programming	<ol style="list-style-type: none">1. Understanding Objects & 3D objects2. Creating objects3. Understanding Interface4. Identify project5. Project worksheets6. Introduction to templates.
Day2	Understanding methods & Conditional Statements	<ol style="list-style-type: none">1. Concept of Methods2. Conditional Statements & Loops3. Over to worksheet exercise.4. Identify methods for objects identified.5. Creating objects and Methods in the project.
Day 3	Concept of Events	<ol style="list-style-type: none">1. Understanding Events of the objects identified.2. Difference between Methods and Events3. Integrating with their projects4. Learn to animate
Day 4	Creativity at work!	<ol style="list-style-type: none">1. Creating own scenes2. Integrate all the objects and creating own events, methods3. Work on Project
Day 5	Project Wrap-Up and Presentation	<ol style="list-style-type: none">1. Wrap up project2. Live presentation!