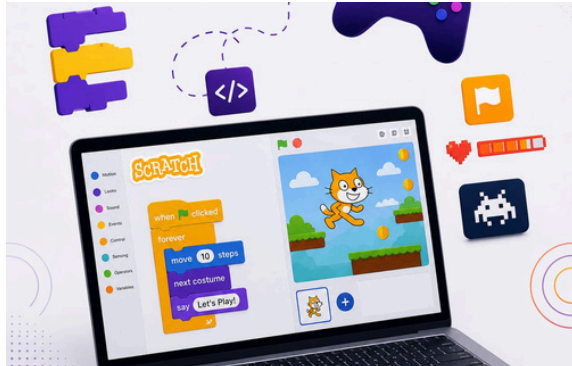




ASCEND EDTECH

Game Development basics with Scratch & Pictoblox



AGES: 06 – 12

Pictoblox and Scratch

This course introduces students to game development through Scratch. Students learn how to create interactive games, design characters and worlds, and turn their ideas into fun playable experiences while developing creativity, logic, and problem-solving skills.

DESIGN.
BUILD.
CODE.
PUBLISH.

06 – 12

AGE GROUP

24

SESSIONS

60

MINS / SESSION

3

MONTHS
DURATION

3

LEARNING
PATHWAYS

APP

Pictoblox

✓

CAPSTONE
PROJECT

PROGRAM OVERVIEW

Through the program students will be able to:

- Design and build interactive games
- Create characters and animations
- Develop scoring and reward systems
- Build multi-level game experiences
- Apply coding through creative projects
- Present original game creations

SKILLS STUDENTS GAIN

- ✓ Game Design
- ✓ Digital Creativity
- ✓ Coding Fundamentals
- ✓ Critical Thinking
- ✓ Problem Solving
- ✓ Portfolio Development

3 MONTHS LEARNING PATHWAYS

- 1 Coding & Game Foundations**
Discover how games work through visual coding, character movement, game mechanics
- 2 Design & Creativity**
Students design their own characters, animations, and interactive worlds while adding challenges.
- 3 Complete Game Development**
combine coding and design skills to create complete game experiences with multiple levels.

PROGRAMME DETAILS

Level: **Beginner**

Duration: **3 Months**

Schedule: **24 Sessions · 60 min each**

Location: **Sport Society, Mirdiff**

Game : **Pictoblox and Scratch**

Includes: **Capstone Project + Parent Showcase**

START NOW

ENROLL NOW

+971 56 723 5072 / +971 50 578 3662
Academy@ascendesport.com
<https://ascendedu.online/>

BUILD GAMES

DESIGN WORLDS

CREATE EXPERIENCES

BUILD TODAY.
INNOVATE TOMORROW.