



## Game Developer Certificate Programme (Scratch Coding) (Ages 9 to 11)

Instead of playing, why not learn to code up your own game! Our Game Developer Certificate Programme promises a fun entryway into the world of programming and game design. More than a scratch coding class, this programme is designed to encourage logical thinking and problem-solving skills. Through the programme, students will master the basics of Scratch and explore various game logic behind popular arcade games. The programme, developed by Nullspace, is originally designed for Singapore schools under Code for Fun (CFF) initiative and Computer Enrichment Programme (CEP) for the Gifted Education Programme schools. Lessons are conducted using the Scratch 3.0 software developed by MIT Media Lab.

### Course Information

Recommended Age	Ages 9 to 11 (Primary 3 to Primary 5)
Class Duration	2.5 hours per session
Class Size	Max. 5 Students to 1 Instructor
Course Fees	Lessons are charged according to our course package prices 4 sessions - <u>\$420</u> or 8 sessions - <u>\$800 (5% off)</u> or 24 sessions - <u>\$2280 (10% off)</u>
Class Locations	C4RL-EAST (Siglap) / C4RL-WEST (Rochester)

### Course Progression

Each level consists of **4 sessions x 2.5 hours**.

There are a total of **4 progressive levels (16 sessions)** to complete the Game Developer Certificate Programme.

1. Scratch 101: Introduction to Scratch + Basic Scratch Animations
2. Scratch 102: Foundations of Game Logic\*
3. Scratch 201: Game Developer I – Basic
4. Scratch 202: Game Developer II – Intermediate\*

After completing Scratch 202 of the Game Developer Certificate Programme, students will be invited to join the Scratch 203 class where students will be personally mentored by our instructors to develop Game Projects of their choice.

5. Scratch 203: Game Developer III – Build Your Own Game (10 hours)

Students will also have the opportunity to take part in **Scratch Coding Competitions** such as the IDE Series Code Builder competition event representing Nullspace Centre for Robotics Learning.

### Course Proficiency Test & Certification

\* A **Proficiency Test** is administered at the end of the Scratch 102 and 202 levels to ascertain suitability for progression. Certificates will be awarded upon successfully passing the proficiency tests.

## Game Developer Certificate Programme – June Holiday Schedule

Programme	Lesson Format	Dates	Time
Scratch 101: Introduction to Scratch + Basic Scratch Animations	Holiday Bootcamp	30 <sup>th</sup> May to 2 <sup>nd</sup> June (Mon to Thurs)	9.30am to 12pm
Scratch 102: Foundations of Game Logic	Holiday Bootcamp	6 <sup>th</sup> June to 9 <sup>th</sup> June (Mon to Thurs)	9.30am to 12pm
Scratch 201: Game Developer I – Basic	Holiday Bootcamp	13 <sup>th</sup> June to 16 <sup>th</sup> June (Mon to Thurs)	9.30am to 12pm
Scratch 202: Game Developer II – Intermediate	Holiday Bootcamp	20 <sup>th</sup> June to 23 <sup>rd</sup> June (Mon to Thurs)	9.30am to 12pm

Note: If you are unable to find the session on our booking page, it is probably because the class is already full!

**Website:** <https://sg.nullspacegroup.com> | **Email:** [c4rl@nullspace.com.sg](mailto:c4rl@nullspace.com.sg) | **WhatsApp:** +65 9855 4017 | **Locations:** Rochester & Siglap

## Game Developer Certificate Programme – Weekly Class Schedule

Course Schedule	Monday, 3.30pm to 6pm	Thursday, 3.30pm to 6pm
<b>Scratch 101: Introduction to Scratch + Basic Scratch Animations</b> (4 Sessions)	27 June 2022	30 June 2022
	Break 1 Week for Youth Day & Hari Raya Haji	
	11 July 2022	14 July 2022
	18 July 2022	21 July 2022
	25 July 2022	28 July 2022
<b>Scratch 102: Foundations of Game Logic</b> (4 Sessions)	01 August 2022	04 August 2022
	08 August 2022	11 August 2022
	15 August 2022	18 August 2022
	22 August 2022	25 August 2022
Break 2 Weeks for Teachers Day + September Holiday		
<b>Scratch 201: Game Developer I – Basic</b> (4 Sessions)	12 September 2022	15 September 2022
	19 September 2022	22 September 2022
	26 September 2022	29 September 2022
	03 October 2022	06 October 2022
<b>Scratch 202: Game Developer II – Intermediate</b> (4 Sessions)	10 October 2022	13 October 2022
	17 October 2022	20 October 2022
	Break 1 Week for Deepavali	
	31 October 2022	03 November 2022
	07 November 2022	10 November 2022

### September Holiday Schedule (Onsite Classes)

Programme	Lesson Format	Dates	Time
<b>Scratch 101: Introduction to Scratch + Basic Scratch Animations</b> (4 Sessions)	Holiday Bootcamp	5 <sup>th</sup> Sept to 8 <sup>th</sup> Sept (Mon to Thurs)	3.30pm to 6pm

### December Holiday Schedule (Onsite Classes @ Rochester Outlet) \*

Programme	Lesson Format	Dates	Time
<b>Scratch 101: Introduction to Scratch + Basic Scratch Animations</b> (4 Sessions)	Holiday Bootcamp (Onsite Class)	21 <sup>st</sup> Nov to 24 <sup>th</sup> Nov (Mon to Thurs)	9.30am to 12pm
<b>Scratch 102: Foundations of Game Logic</b> (4 Sessions)	Holiday Bootcamp (Onsite Class)	28 <sup>th</sup> Nov to 1 <sup>st</sup> Dec (Mon to Thurs)	9.30am to 12pm
<b>Scratch 201: Game Developer I – Basic</b> (4 Sessions)	Holiday Bootcamp (Onsite Class)	5 <sup>th</sup> Dec to 8 <sup>th</sup> Dec (Mon to Thurs)	9.30am to 12pm
<b>Scratch 202: Game Developer II – Intermediate</b> (4 Sessions)	Holiday Bootcamp (Onsite Class)	12 <sup>th</sup> Dec to 15 <sup>th</sup> Dec (Mon to Thurs)	9.30am to 12pm
<b>Scratch 101: Introduction to Scratch + Basic Scratch Animations</b> (4 Sessions)	Holiday Bootcamp (Onsite Class)	19 <sup>th</sup> Dec to 22 <sup>nd</sup> Dec (Mon to Thurs)	9.30am to 12pm
<b>Scratch 102: Foundations of Game Logic</b> (4 Sessions)	Holiday Bootcamp (Onsite Class)	26 <sup>th</sup> Dec to 29 <sup>th</sup> Dec (Mon to Thurs)	9.30am to 12pm

\* Schedules are subjected to changes. Refer to our website for the most updated class schedules.

Note: If you are unable to find the session on our booking page, it is probably because the class is already full!

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## December Holiday Schedule (Home-Based Learning Classes) \*

Programme	Lesson Format	Dates	Time
<b>Scratch 101: Introduction to Scratch + Basic Scratch Animations</b> (4 Sessions)	Holiday Bootcamp (Online HBL)	21 <sup>st</sup> Nov to 24 <sup>th</sup> Nov (Mon to Thurs)	1pm to 3.30pm
<b>Scratch 102: Foundations of Game Logic</b> (4 Sessions)	Holiday Bootcamp (Online HBL)	28 <sup>th</sup> Nov to 1 <sup>st</sup> Dec (Mon to Thurs)	1pm to 3.30pm
<b>Scratch 201: Game Developer I – Basic</b> (4 Sessions)	Holiday Bootcamp (Online HBL)	5 <sup>th</sup> Dec to 8 <sup>th</sup> Dec (Mon to Thurs)	1pm to 3.30pm
<b>Scratch 202: Game Developer II – Intermediate</b> (4 Sessions)	Holiday Bootcamp (Online HBL)	12 <sup>th</sup> Dec to 15 <sup>th</sup> Dec (Mon to Thurs)	1pm to 3.30pm
<b>Scratch 101: Introduction to Scratch + Basic Scratch Animations</b> (4 Sessions)	Holiday Bootcamp (Online HBL)	19 <sup>th</sup> Dec to 22 <sup>nd</sup> Dec (Mon to Thurs)	1pm to 3.30pm
<b>Scratch 102: Foundations of Game Logic</b> (4 Sessions)	Holiday Bootcamp (Online HBL)	26 <sup>th</sup> Dec to 29 <sup>th</sup> Dec (Mon to Thurs)	1pm to 3.30pm

\* Schedules are subjected to changes. Refer to our website for the most updated class schedules.

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