

Y.E.P. Coding Camp Daily Lesson Plans

Week 1: Foundations of Code

Day 1: Getting Started with Scratch

Objective: Understand what programming is and why it's important.

Mini-Lesson: Intro to Scratch + interface walkthrough.

Hands-On Activity: Create a basic animation or interactive scene.

Leadership/Reflection: Icebreaker: Share tech goals. Group reflection.

Day 2: Loops and Motion

Objective: Learn how to use loops and motion blocks in Scratch.

Mini-Lesson: Mini-lesson: Loops + demo.

Hands-On Activity: Design a scene with repeating motions.

Leadership/Reflection: Team Coding Relay using loops.

Day 3: Conditionals and Decisions

Objective: Understand conditionals and how they affect code behavior.

Mini-Lesson: Mini-lesson: 'if-then' and 'if-else' blocks.

Hands-On Activity: Create a basic game with conditions (score or reaction).

Leadership/Reflection: Discussion: Making decisions as a coder and leader.

Day 4: Build a Game

Objective: Plan and build a simple Scratch game using prior knowledge.

Mini-Lesson: Recap loops + conditionals with brainstorming.

Hands-On Activity: Team-based or solo project work.

Leadership/Reflection: Leadership: Assign project roles and responsibilities.

Day 5: Game Demos & Celebration

Objective: Present and reflect on projects.

Mini-Lesson: Quick prep + demo rehearsal tips.

Hands-On Activity: Showcase to peers and/or guests.

Leadership/Reflection: Reflective journaling + camp kudos.

Week 2: Web Development

Day 1: HTML Basics

Objective: Understand the structure of a webpage.

Mini-Lesson: Tags: <html>, <head>, <body>, <h1> to <p>

Hands-On Activity: Create your first webpage skeleton.

Leadership/Reflection: Discuss what messages we want our websites to send.

Day 2: CSS Styling

Objective: Use CSS to add visual design to a site.

Mini-Lesson: Mini-lesson: Inline and internal CSS.

Hands-On Activity: Style your personal webpage.

Leadership/Reflection: Leadership: Creative identity through color & style.

Day 3: Interactivity (JS Optional)

Objective: Introduce JavaScript and add buttons or interaction.

Mini-Lesson: JS: Alert button or color changer (optional).

Hands-On Activity: Enhance webpage with user features.

Leadership/Reflection: Leadership: Explore accessibility and usability.

Day 4: Build 'My Future Self' Page

Objective: Synthesize HTML and CSS skills into a project.

Mini-Lesson: Sketch, build, and revise webpage.

Hands-On Activity: One-on-one feedback and revisions.

Leadership/Reflection: Leadership: Share dreams and aspirations.

Day 5: Show & Share Webpages

Objective: Present and reflect on web projects.

Mini-Lesson: Prep pages for review.

Hands-On Activity: Web showcase.

Leadership/Reflection: Team appreciation + self-assessments.