

2026 Fall Coding Class

- Audience: Grades 2-8
- Platform: Scratch
- The class is taught primarily in Korean, with English used as needed to support students.

Week	Coding Objectives	Korean Culture	Activity
1	Introduction to Coding, Computers, and Scratch	Welcome to Korea! Where is Korea?	Make a character travel from the U.S. to Korea
2	Sprites, Backdrops, Events, and Sequences	Hangul (Korean Alphabet) Taegeukgi (Korean Flag)	Create buttons that display Korean letters and animate the Korean flag
3	Motion and Coordinates	Korean Food	Build a simple maze for collecting Korean foods
4	Looks, Costumes, and Speech Bubbles	Animals of Korea	Make a tiger change costumes and speak
5	Costumes and Animation	Hanbok (Traditional Korean Dress)	Create a dress-up game
6	Sounds and Music	Korean Music	Program a character to dance and play music
7	Variables	Yutnori	Create a simple Yutnori game
8	Loops (Repeat & Forever)	Lunar New Year	Animate a New Year's greeting
9	Coordinates and Drawing	Hanok (Traditional Korean House)	Design and decorate a Hanok
10	Broadcast Messages	Famous Places in Korea	Create a travel adventure
11	If / Else (Decision Making)	KTX High-Speed Train	Program a train to avoid obstacles
12	Cloning	Korean Folk Tale	Create falling seeds or treasure
13	Collision Detection	Taekwondo	Build a board-breaking game
14	My Blocks, Game Planning & Development	Pick a Favorite Korean Culture Topic	Plan and build an original Korea-themed game
15	Final Project Presentation	Celebrate Korean Culture	Present a Korea-themed game