

## Title : An introduction of Scratch programming



**16th February 2019 (Saturday) 2:00pm – 4:00pm**

**Location (Kpg Gita, Petra Jaya)**

**Target : Students (secondary schools)**

1. To attract the students (with a different family background- some of them come from a problematic family) with IT rather than doing other things eg merempit, dadah etc
2. To apply PBL method to the students by getting them to propose, design their own game and present it (to cover their soft-skill as some of them are very shy to talk)
3. To introduce a basic of Scratch programming to the students and implement their proposed idea