

Time	Programs Timetable	
	Day 1	Day 2
01:30 pm	<ul style="list-style-type: none"> • Introduction of Drone • Introduction of Scratch • Basic control of Drone 	<ul style="list-style-type: none"> • Game project ✓ Keyboard Input ✓ Sensing Control
10 Minutes Break		
02:30 am	<ul style="list-style-type: none"> • Basic Scratch module ✓ Scratch Sprite ✓ Functions of Blocks ✓ Scratch Backdrop ✓ Variables 	<ul style="list-style-type: none"> • Revise module ✓ Blocks Function ✓ Scratch at Home • Flight Simulator Session
10 Minutes Break		
03:30 am	<ul style="list-style-type: none"> • Animation Project ✓ Logical Thinking ✓ Event Handling ✓ Conditional 	<ul style="list-style-type: none"> • Game project ✓ Dynamic Interaction ✓ Sensing Control
10 Minutes Break		
04:30 pm	<ul style="list-style-type: none"> • Tello Practical Flying ✓ Direction Control ✓ Throttle Control ✓ Square Flying 	<ul style="list-style-type: none"> • Tello Practical Flying ✓ Direction Control ✓ Mini Obstacle Course • Introduction of JFS 2
05:30 pm	End of class	