



Rapid Development

M- Learning

Custom Learning

AR / VR

Adaptive Learning

Gamification

Localisation & Translation

Blended Learning

CASE STUDY

MULTIVERSITY

Fun with Coding-Scratch Programming

Fun with Coding

Our client is an IT company running various career oriented eLearning courses which help learners make smart choices and get job ready. Additionally, they have courses focused on young learners at school level.

Multiversity has been associated as one of the knowledge partners since over a decade and undertakes a large part of the eLearning content development activities.

We were asked to develop content for the **Scratch Programming** course. Scratch is a visual programming language designed primarily for ages 8 to 16. It helps young people learn to think creatively, reason systematically, and work collaboratively — essential skills for life in the 21st century.



Challenges

The words Coding and Programming sometimes invoke a feeling of apprehension in the minds of learners. They visualize it as something highly technical and difficult to master. Our job was to remove this fear from their minds.

Since the learner base comprised of young children, the challenge was to come up with a teaching methodology that made their learning experience memorable, useful, and enjoyable.

Our aim was not only getting learners to think of programming as something quite simple, but also something that's fun. It would not have been possible to retain their interest with a dry and boring style of teaching.

Multiversity's Solution

Apart from being engaging, we knew the course needed to include the following essential eLearning elements



After careful consideration, we designed the course content with the following sections

Differential Content

Fundamental concepts of Scratch are covered.

Case Studies

Learning is applied to create entertaining projects such as animations, games and stories.

Advanced Case Studies

Learners collaborate with online communities and build higher level projects such as complex games.

Reference Material

PDF documents containing details of creation of sample projects are shared with learners. The actual project files are also included. These serve as useful anytime references.

Activities

Learners are given guidelines which they use to build projects.

Objective Assessments

Conceptual knowledge is tested through multiple choice questions.

Practical Assessments

Practical skills are tested by making learners perform actions in a simulated environment.

Session Wise Format

The course is divided into different sessions, each comprising distinct chunks of knowledge with related assessments.

Results

The learner base is spreading across a number of academic institutions and has reached the _____ mark.

Our client conducts competitions in which learners create complex games, animations, stories and more. Winning projects are added to the course as case studies.

The Scratch Programming course has proved beneficial in the following ways

- o Learners get familiar with programming in an enjoyable way.
- o They develop logical and creative thinking abilities.
- o They work collaboratively with an online community and share their creations.
- o They apply their knowledge to create games and animations of a higher level.

Multiversity – The Right Choice

Multiversity helps organizations rapidly transform talent by providing customised solutions for improving employee performance by providing the best learning solutions that are value for money and keeping in the ROI that is crucial for any training initiative.

For more information about Multiversity

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