

Lesson 1: ActionScript Basics

- Topic 1A: What Can You Do with ActionScript?
- Topic 1B: Creating Basic Navigation with ActionScript
- Topic 1C: Timeline Paths and Dot Notation

Lesson 2: Planning Movies

- Topic 2A: Methods of Planning Movies
- Topic 2B: Storyboarding and Flowcharting
- Topic 2C: Creating Modularity in Flash

Lesson 3: Creating Simple Interactivity

- Topic 3A: Variables
- Topic 3B: Movie Clip Scripts
- Topic 3C: Conditional Statements

Lesson 4: Creating a Video Game

- Topic 4A: Responding to Key Presses
- Topic 4B: Duplicating and Hiding Movie Clips
- Topic 4C: Testing for Collisions and Animating an Object

Lesson 5: Creating Complex Interactivity

- Topic 5A: Making Movie Clips Draggable
- Topic 5B: Determining the DropTarget for a Dragged and Dropped Clip
- Topic 5C: Arrays
- Topic 5D: Loops
- Topic 5E: Remembering Item Locations and Preventing Overlaps
- Topic 5F: Debugging
- Topic 5G: Comparing Arrays

Lesson 6: Components

- Topic 6A: Using Pre-Built Components
- Topic 6B: Radio Buttons
- Topic 6C: Combo Boxes and Functions