

# INTRODUCTION TO CODING - 2500 monthly

**GRADE** 4-10 **DURATION**: 3 months **CLASS**: 8 class each month

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### **OVERVIEW**

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These courses teach the foundational concepts of programming using drag and drop blocks rather than a text language such as JavaScript or Python. Blocks are an easier way to get started and even top universities today begin their classes with block-based programming.

CHAPTER	LESSONS	NUMBER OF CLASSES
SEQUENCING	1 . Programming with Angry Birds.	3
	2 . Debugging with Scrat.	
	3 . Collecting Treasure with Laurel.	
	4 . Creating Art with code	
LOOPS	Lesson 5: Loops with Rey and BB-8	4
	6 . Sticker Art with Loops.	
	7 . Nested loops in Maze.	
	8 . Snowflakes with Anna and Esla.	
	9 . Looking Ahead with Minecreaft.	
CONDITIONALS	10 . If/Else with Bee	4
	11 . While loops with farmer	
	12 . Conditionals with miinecreaft.	
	13 . Until Loops in maze.	
	14 . Harvesting with conditionals	

CHAPTER	LESSONS	NUMBER OF CLASSES
FUNCTIONS	15. Functions in minecraft	3
	16 . Functions with	
	harvester.	
	17 . Functions with artist	
VARIABLES	18 . Variables with artist.	3
	19 . Changing variable with bee.	
	20 . Changing variables with artist.	
FOR LOOPS	21 . For loops with bee	2
	22 . for loops with artist	
SPRITES	23 . Swimming fish in sprite	4
	lab	
	24 . Alien Dance Party	
	25 . Behaviours in Sprinte	
	lab	
	26 . Virtual pet with sprite	
	lab	
END OF COURSE	Projects this big take time	1
PROJECT	and plenty of planning. Find your inspiration, develop a	

Total - 24

plan,

and unleash your creativity!

### APP DEVELOPMENT LEVEL 1

## Fees - 2500 per month

**GRADE** 4-10 **DURATION**: 2 months **CLASS**: 8 class each month

### **OVERVIEW**

Students design their first app while learning both fundamental programming concepts and collaborative software development processes. Students learn practices like debugging, pair programming, and collecting and responding to feedback, which they will be able to use throughout the course as they build ever more complex projects. The unit concludes with students sharing the apps they develop with their classmates.

CHAPTER	LESSONS	NUMBER OF CLASSES
PHOTO LIKER APP	Lesson 1: Variables Explore Lesson 2: Variables Investigate Lesson 3: Variables Practice Lesson 4: Make a Photo Liker App	4
MUSEUM TICKET GENERATOR APP	Lesson 5: Conditionals Explore Lesson 6: Conditionals Investigate Lesson 7: Conditionals Practice Lesson 8: MUSEUM TICKET GENERATOR APP	4
Quote Maker App	Lesson 9: Functions Explore / Investigate Lesson 10: Functions Practice Lesson 11: Quote Maker app	4
DECISION MAKER APP	Lesson 12 : Decision Maker App Project	4

### APP DEVELOPMENT LEVEL 2

## Fees - 2500 per month

**GRADE** 4-10 **DURATION**: 2 months **CLASS**: 8 class each month

#### **OVERVIEW**

Students design their first app while learning both fundamental programming concepts and collaborative software development processes. Students learn practices like debugging, pair programming, and collecting and responding to feedback, which they will be able to use throughout the course as they build ever more complex projects. The unit concludes with students sharing the apps they develop with their classmates.

CHAPTER LESSONS NUMBER OF CLASSES

REMINDER APP	Lesson 1: Lists Explore Lesson 2: Lists Investigate Lesson 3: Lists Practice Lesson 4: Make a Reminder App	6
COIN FLIPPER APP	Lesson 5: LOOPS Explore Lesson 6: LOOPS Investigate Lesson 7: LOOPS Practice Lesson 8 : Coin Flipper App	5
Random Forecaster App	Lesson 9: Traversals Explore Lesson 10: TraversalsInvestigate Lesson 10: Traversals Practice Lesson 11: Random forecaster app	5

## BEGINNERS WEB DEVELOPMENT Fees -2,500 monthly

**GRADE** 4-10 **DURATION**: 2 months **CLASS**: 8 class each month

### **OVERVIEW (LEARN HTML, CSS)**

You'll learn how to create and share the content on your own web pages. After deciding what content you want to share with the world, you'll learn how to structure and style your pages using HTML and CSS. You'll also practice valuable programming skills such as debugging and commenting. By the end of the unit, you'll have a personal website that you can publish to the Internet.

### **CHAPTER LESSONS NUMBER OF CLASSES**

WEB CONTENT AND HTML	<ol> <li>Exploring Websites.</li> <li>Intro to HTML.</li> <li>HTML EDITOR.</li> <li>HTML BASICS</li> <li>HTML HEADING</li> </ol>	1
HTML TAGS	<ol> <li>HTML ATTRIBUTES.</li> <li>HTML Paragraphs.</li> <li>HTML links.</li> <li>HTML Images</li> <li>HTML Tables</li> <li>HTML Lists</li> </ol>	4
STYLING YOUR WEB PAGE	<ol> <li>HTML Colors.</li> <li>HTML Style Attribute.</li> <li>Styling Text.</li> <li>Styling Images.</li> </ol>	3
HTML FORMS	<ol> <li>HTML Forms Attribute.</li> <li>HTML Forms Elements.</li> <li>HTML Input types.</li> <li>HTML Input form attribute.</li> <li>Styling forms.</li> </ol>	2
CSS3	<ol> <li>Webpage Backgrounds.</li> <li>Webpage Borders.</li> <li>Webpage fonts ,         Images,lists,tables.</li> <li>Position.</li> <li>Alignment.</li> <li>Icons</li> </ol>	4

PROJECT	BUILD MULTI PAGE WORKING WEBSITE WITH MENTOR	2
	GUIDANCE. Find your inspiration, develop a plan, and unleash your creativity!	Total classes - 16