

# CODE CALCULUS



Type the name of Coding

Your first step to coding!

Learn sequences, commands, blocks, algorithms, variables, loops, functions, events, sprites, 3D designs, Artificial Intelligence and its STEAM applications using kids friendly programming language developed by MIT and Google to create animations, games, stories and A.I. powered apps.

Coding Makes Kids Smarter!

Our unique "5C" teaching methodology



**Connect**  
Real world examples



**Concept**  
Demystify the topics



**Code**  
Digital Creations



**Contemplate**  
Analyse viable possibilities



**Continue**  
Ideate & Practice Learning

## Benefits of learning to code at early age



**Improves  
Problem  
Solving Skills**



**Provide  
Competitive  
Advantage**



**Enhance  
Logical  
Thinking**



**Widens Career  
opportunity**



**Stimulates  
Creativity  
and  
Imaginations**



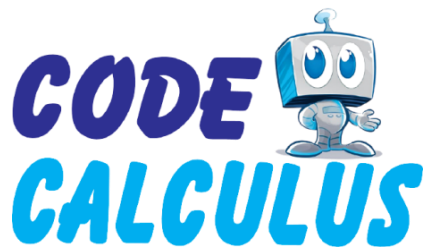
**Increases  
Focus and  
Concentration**



**Strengthen  
the ability to  
build**



**Improves  
Presentation  
skills**



# Course Descriptor <sup>+</sup>

**Mentor Led, Interactive 1-on-1 live classes**

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Your first step to coding!

Learn sequences, commands, blocks, algorithms, variables, loops, functions, events, sprites using kids friendly programming language developed by MIT and Google to create animations, games, stories and apps. Share your apps with friends & family.

# CODE CALCULUS




Learn sequences, commands, blocks, algorithms, artificial intelligence, variables, loops, functions, events, sprites using kids friendly programming language.

Days	Index
Day-1	Halloween game-1
Day-2	Halloween game-2
Day-3	Maze game in scratch-1
Day-4	Maze game in scratch-2
Day-5	Catch game
Day-6	Calulator day-1
Day-7	Calulator day-2
Day-8	DO IT YOURSELF(assessment)
Day-9	snake game-1
Day-10	snake game (Day-2)
Day-11	snake game (Day-3)
Day-12	Mario game-1
Day-13	Mario game-2
Day-14	Mario game-3
Day-15	Multi-functional games(angry bird game)
Day-16	ASSESSMENT-2
Day-17	Angry Bird game (Day-2)
Day-18	Angry Bird game (Day-3)
Day-19	Angry Bird game (Day-4)

Days	Index
Day-20	Introduction to MIT app inventor
Day-21	Text to Speech(talking tom)-1
Day-22	Text to Speech(talking tom)-2
Day-23	File sharing application-1
Day-24	ASSESSMENT- 3
Day-25	The Bomber game(Part-1 designing)
Day-26	The Bomber game(Part-2 coding )
Day-27	The Bomber game(Part-3 development and testing)
Day-28	The Bomber game(Part-4 mopdifications and testing)
Day-29	Fruit ninja Game-1
Day-30	Fruit ninja Game-2
Day-31	DO IT YOURSELF(assessment)
Day-32	DO IT YOURSELF(assessment)
Day-33	Fruit ninja Game-3
Day-34	Fruit ninja Game-4
Day-35	Alien shooter (Designing the app)
Day-36	Alien shooter (Coding the app)
Day-37	Alien Shooter ( Development & Coding )
Day-38	Alien Shooter ( testing and modification )

# CODE CALCULUS




Days	Index
Day-39	Python introduction with Edublocks platform
Day-40	DO IT YOURSELF(assessment)
Day-41	Learn python variables, data types & blocks concept
Day-42	the control statement(if else)
Day-43	adding two numbers with operators blocks
Day-44	the circle spirograph-1
Day-45	the circle spirograph-2
Day-46	knowing the turtle commands for drawing different shapes
Day-47	knowing the turtle commands for drawing different shapes-1
Day-48	ASSESSMENT- 6
Day-49	logo designing-1
Day-50	logo designing-2
Day-51	logo designing-3
Day-52	calculator with python-1
Day-53	calculator with python-2
Day-54	calculator with python-3
Day-55	calculator with python-4
Day-56	ASSESSMENT- 6

# **CODE** **CALCULUS**



<b>Days</b>	<b>Index</b>
Day-57	Python introduction and IDE installation
Day-58	Learn python variables and Datatype
Day-59	function concept in python
Day-60	pattern printing with loops
Day-61	Python conditions and statements-1(quiz game)
Day-62	Python conditions and statements-2
Day-63	Python conditions and statements-3
Day-64	ASSESSMENT-8
Day-65	Data type in python
Day-66	Arranging data(array concept)
Day-67	Build your own Contact book
Day-68	Python nested conditions
Day-69	Operator in python
Day-70	Build your own Calculator-1
Day-71	Build your own Calculator-2
Day-72	ASSESSMENT-8

# CODE CALCULUS



Days	Index
Day-73	Introduction to HTML with edublocks & notepad
Day-74	understanding the basics concept(webpage profiling)-1
Day-75	understanding the basics concept(webpage profiling)-2
Day-76	designing your webpage-1(block)
Day-77	designing your webpage-2(text)
Day-78	image insertion on your webpage-1(block)
Day-79	image insertion on your webpage-2(text)
Day-80	ASSESSMENT-9
Day-81	video insertion on your webpage-1(block)
Day-82	video insertion on your webpage-2(text)
Day-83	creating your own form on your website-1(block)
Day-84	creating your own form on your website-2(block)
Day-85	creating your own form on your website-1(text)
Day-86	creating your own form on your website-2(text)
Day-87	the website testing and debugging
Day-88	ASSESSMENT-9
Day-89	BUFFER
Day-90	BUFFER
Day-91	BUFFER
Day-92	BUFFER
Day-93	BUFFER
Day-94	BUFFER
Day-95	BUFFER
Day-96	BUFFER