About Us

Located at Bhartiya City,
Bangalore, Sanketana is an afterschool code club run by a team
of seasoned Software Engineers
who are passionate about
teaching computer programing
to kids in a Constructivist
tradition. We offer well designed
curriculum at Foundation,
Intermediate and Advanced
levels for kids in the age group 6
to 14 years.

Scan the QR code below to register for a Free Trial Class and explore your child's interest in Computer Programming.





Find Us

Nikoo Art & Craft Studio (Adjacent to Easy Day Supermarket)

Our Schedule Tuesday - Friday: 4:00 PM - 7:30 PM Saturday - Sunday: 10:00 AM - 4:00 PM



facebook.com/sanketana



+91 9632321212



contact@sanketana.com



SANKETANA SCHOOL OF CODE Nikoo Homes, Bhartiya City Thaniasandra Main Road, BANGALORE 560064





INTERMEDIATE CURRICULUM



Why Python?

Python is one of the most popular programming language and it is also one of the easiest to learn. Python syntax is designed to be readable and straightforward. This simplicity makes Python an ideal teaching language. Also, Python has powerful toolset for Mathematics, Statistics, and Computational Sciences. As a result, Python provides a perfect platform for learning highly in-demand skills like Machine Learning, Deep Learning and Data Science.

CODING...



IMPROVES CREATIVITY



IMPROVES PROBLEM SOLVING SKILLS



FUN AND SATISFYING



OPENS NEW CAREER OPPORTUNITIES

Course Overview

PYTHON 101



Python 101 course is meant for students already familiar with Computer Programming and who want to progress to a more professional programming language. This course provides an Introduction to Python programming by making interesting Games, Puzzles, Automation scripts using Python modules like Tkinter, Turtle and PyGame.

CONTENT



BASIC PYTHON SYNTAX



OBJECT ORIENTED CONCEPTS



FILE HANDLING



TKINTER GUI TOOLKIT



TURTLE GRAPHICS



PYGAME MODULE

PROJECTS

PROJECT 1 - READING & WRITING FILES

- Use Absolute and Relative Paths
- Read and Write Files using Python code
- Automate common File Handling tasks

PROJECT 2 - SIEVE OF ERATOSTHENES

- Simulate Sieve of Eratosthenes
- Write program to find Prime Numbers
- Use Tkinter toolkit to animate simulation

PROJECT 3 - WEB SCRAPING

- Download File and Webpages using Python
- Parse HTML using bs4 module
- Launch and Control web browser using Selenium

PROJECT 4 - SLIDER PUZZLE

- Create a 4x4 Grid Slider Puzzle
- Use PyGame module for creating game
- Use Random module

PROJECT 5 - TETRIS GAME

- Create game of falling blocks
- Use complex data structures
- Use Event Handling Loop