Sanketana School of Code

INTRODUCTION TO CODING - LEVEL 1

Live Zoom Classes | Ages 10-14 yrs

DETAILED CURRICULUM

Why Coding?

Coding is more than just a useful skill to build careers, it is also a powerful medium for learning in which students actively engage in a creative, entertaining, and intellectually challenging pursuit. Coding projects gives children confidence in dealing with complexity. They develop persistence – the habit of working till you succeed. It also prepares students for future careers & endeavors related to Science and Technology.

BENEFITS

Improves creativity

Improves problem solving skills

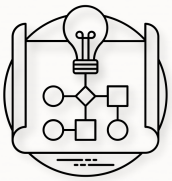
Fun and Satisfying

Opens New Career Opportunities

Course Overview

This course is an accelerated learning program for introducing Computer Programming to kids using Visual Programming Language Scratch. It is designed to cover core concepts using practical hand-on exercises. By the end of the course students will have created their own games and applications using Scratch and will be ready to take up more advanced projects.

STYLE OF DELIVERY



Project Based
Less Theory,
more interactive

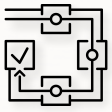
Hands On
Learning by
Doing

Individual Attention
Limited batch size

Hard Fun
Challenging yet
Entertaining

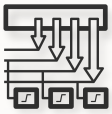
Concepts

The primary learning objective of the course is to build a coding foundation rooted in Computational Thinking Concepts. As the young people design games and interactive media with Scratch, they apply these computational concepts in a wide variety of exciting hands-on projects. They learn core concepts and once mastered they transfer to other programming languages and also non-programming contexts as well.

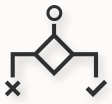


SEQUENCING - Steps To Solve A Problem

ITERATIONS - Repetition Of A Same Sequence



CONCURRENCY - Running In Parallel



CONDITIONALS - Decision Based On A Condition

OPERATORS - Mathematical And Logical Expressions

DATA - Storing, Retrieving, And Updating Values

Mini Projects

PROJECT 1 – CAT & MOUSE CHASE GAME

- Use Scratch User Interface
- Use basic motion commands
- Create event handlers for controlling Sprites

PROJECT 2 – HELICOPTER GAME

- Use loops and conditions
- Create custom animations using paint tools
- Use broadcast events

PROJECT 3 – GAME OF MAZE

- Use variables for tracking score
- Use touch sensing and operators
- Create initialization script for state reset

PROJECT 4 – GAME OF BRICKS

- Use relational operators in conditions (=, <, >)
- Creating instances using clones
- Use Concurrency – running scripts in parallel

PROJECT 5 – FLAPPY BIRDS GAME

- Motion – piggybacking another object
- Use Counters and Random Numbers
- Use Conditional looping (repeat until)

About Us

Sanketana is an Online Code School run by a team of Ex-Software Engineers. We are passionate about teaching computer programming to kids as a powerful tool for stimulating child's intellectual growth and developing creative expression.

Abhinav Bhardwaj
Founder

Post-Graduate in Computer Science from Manipal University, Abhinav worked with companies like IBM and Maersk for over 17 years before founding Sanketana in 2020

Anup Jyoti
Co-Founder

Post-Graduate in Computer Science from BITS, Mesra, Anup founded several other Startups and NGOs like LarvaeSoft, Deeksha before Co-Founding Sanketana with Abhinav

Isha Kataria
Lead Instructor

B.Tech in Electronics from Maharishi Dayanand University, Isha worked as Software Engineer with Amazon before moving into education space

Program Details

Level 1: 16 sessions (~2 months)

Duration: 1 hr each

School Timings: 6:30am - 9:00pm (India Time)

Limited seats per batch

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SANKETANA SCHOOL OF CODE

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