Teeny Coders

PRODUCING TECH LEADERS FOR FUTURE

Teeny Coders

VISION MISSION & VALUES

Our Vision

To establish a state of the art global online coding school for School kids to catch up with the tech industry quickly

Our Mission

To excel the coding, mathematical and problem solving skills in school kids to explore their hidden talent through advanced programming technologies

Our Values

We believe to inculcate the following core values in our future tech leaders

01

SELF EFFICACY

We generate self-belief in the kids to dig out their hidden abilities to perform any task with confidence to achieve their goals.

02

SEEKING FOR LEARNING

We value inquisitiveness and growth of kids with different learning needs. We encourage them to become creative, logical thinkers and problem solvers for themselves and the society.

03

LEADERSHIP

Our teeny coders are the leader of the digital future. We enlighten them with individual and teamwork abilities, coupled with moral and ethical values, to serve the community.

04

INCULCATION OF SKILLS

Every day, we are moving towards digitalization. We believe in inculcating coding, mathematical and problem solving skills in kids through our quality curriculum to meet the needs of the digital future.

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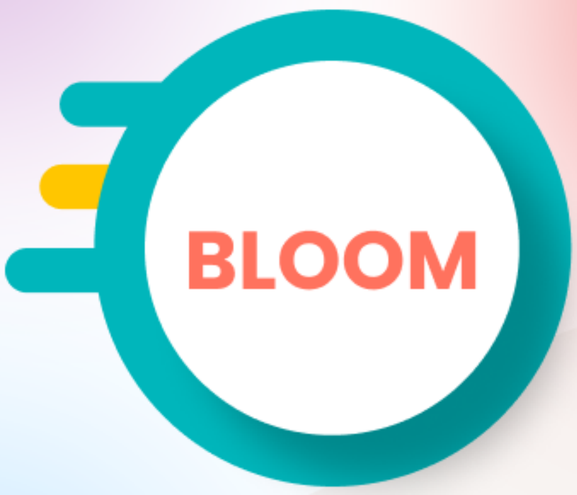
WHY TEENY CODERS?

BLOOM'S TAXONOMY

We believe that every Teeny Coder is the leader of digital future. Our quality curriculum is designed based on these six levels (Create, Evaluate, Analyse, Apply, Understand and Remember) for effective learning. Teeny Coders have 0% compromise policy towards quality education, and adopt the standard guidelines.



FACE MODEL

Each teeny coder's learning matters. Therefore, we have developed our own FACE FUN-TO-LEARN, ADVANCED, CREATIVE AND EVOLVING model to verify that our curriculum is nourishing every teeny coder.

QUALITY CURRICULUM

Our Quality Curriculum Is one of our main Product. Our Fun-to-Learn, Advanced, Creative, and Evolving Curriculum is Based On Bloom's Taxonomy Standards, which makes Sure That Every Teeny Coder Is Obtaining the best Coding, Problem Solving And Cognitive Skills.

COMPETENT FACULTY

We have selected the best faculty for our Teeny Coders, who are graduates from renowned universities with great teaching experience at academia and industry levels. Our faculty is energetic, efficient and passionate to teach our digital future leaders.

VARIETY OF COURSES

We, at TEENY CODERS, offer a variety of flavours (courses) which are specifically designed for grade 1 to grade 12 kids. Every course comprise of three difficulty levels (Beginner, Intermediate and Expert). We make sure that every TEENY CODER enjoy their code learning journey with solid concepts.

STEERING LEADERSHIP

Teeny Coders leadership have combined experience of more than 25 years in academia and industry. Therefore, every teeny coders future is bright and safe because our leadership knows what is best for your kids.

STEM.ORG ACCREDITED EDUCATIONAL EXPERIENCE

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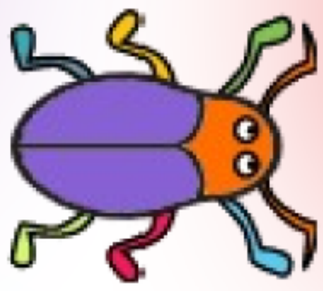
SCRATCH PROGRAMMING CURRICULUM



SCRATCH

Teeny Coders

INTERMEDIATE PLAN

Course Content

22 Lectures • 26 Activities •Duration: 2-3 Months

LECTURE NO.	TOPICS : ACTIVITIES
Lecture 1	CHARACTERS: ALPHABET ANIMATION
Lecture 2	BACKDROPS: SHOOTING GAME
Lecture 3	COSTUMES AND LEVELS: CAT FLYING GAME
Lecture 4	REPITITIVE STRUCTURE: WATER BOAT GAME
Lecture 5	VARIABLE STORING: MATH QUIZ
Lecture 6	CONDITIONS USING LOOPS: GUESSING GAME
Lecture 7	MOTION OF CHARACTORS: BALLOON POP GAME
Lecture 8	LOOKS: HUNGRY SHARK GAME
Lecture 9	SOUND: AEROPLANE SHOOTER GAME
Lecture 10	EVENTS: BAT GAME
Lecture 11	GENERAL SENSING: FRUIT NINJA GAME
Lecture 12	OPERATORS: MATH MINUTE ANIMATION
Lecture 13	LANGUAGES: LANGUAGE TRANSLATION
Lecture 14	THINKING TO SPEAKING: STAR GAME
Lecture 15	MUSIC: PIANO GAME
Lecture 16	RECOGNITION: WORD RECOGNITION PROJECT
Lecture 17	EXECUTION OF REPITIVE STRUCTURES: RUNNER GAME
Lecture 18	STORING VALUE IN VARIABLE: INSECT GAME
Lecture 19	BROADCASTING:
Lecture 20	MULTIPLE LOOPING: OCEAN GAME
Lecture 21	BLOCKS: SIMPLE MAZE GAME
Lecture 22	SCROLLING: BACKGROUND SCROLLING ANIMATION