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.
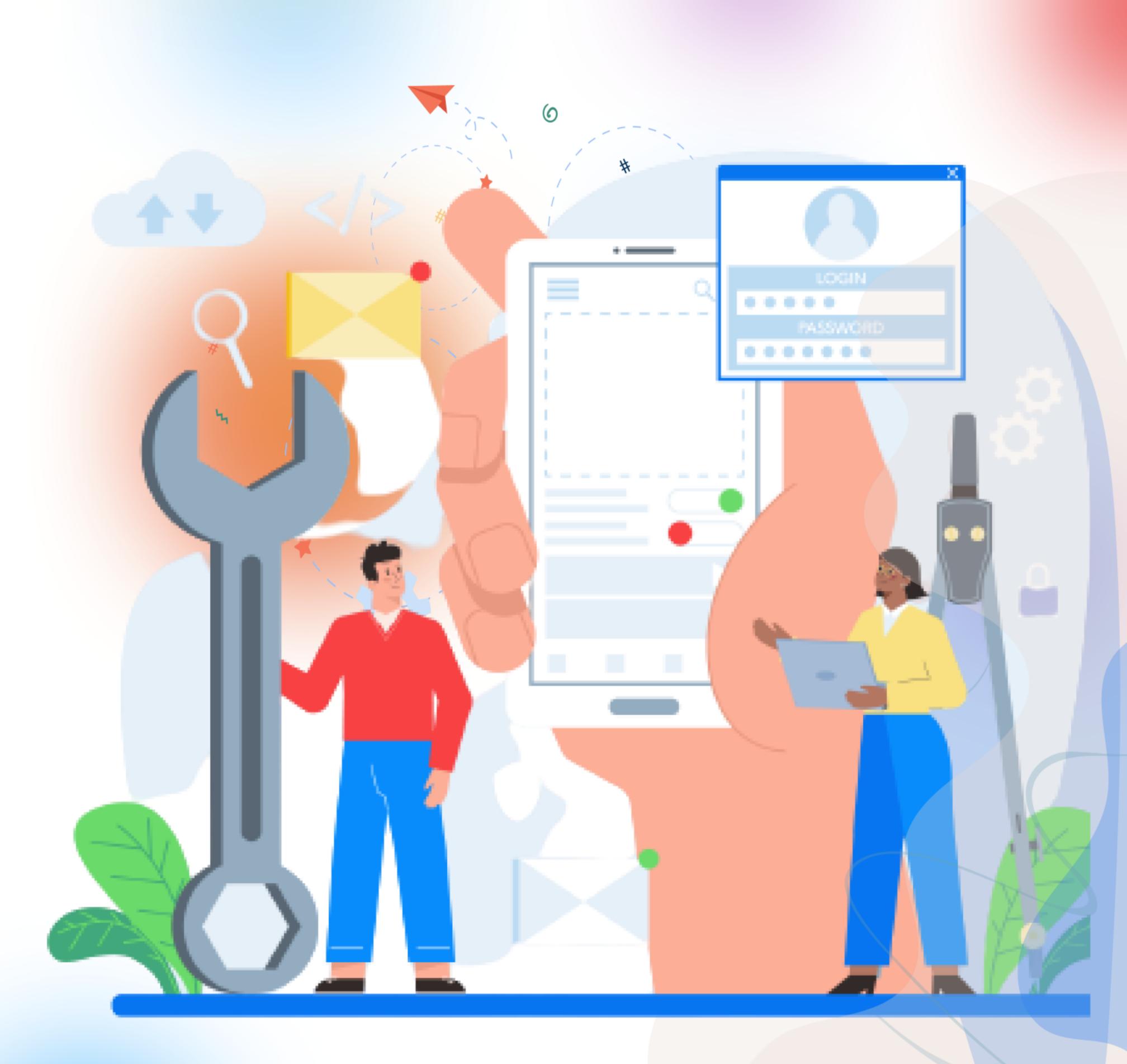
04
INCULCATION OF SKILLS

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.

STEM.ORG
ACCREDITED
EDUCATIONAL EXPERIENCE

TEENY Coders

ANDROID APP DEVELOPMENT CURRICULUM

{ Teeny } Coders

BEGINNER LEVEL

Course Contents

22 Lectures • 26 Activities •Duration: 3-4 Months

STEM.ORG ACCREDITED EDUCATIONAL EXPERIENCE

LECTURE NO.	TOPICS : ACTIVITIES
Lecture 1	Introduction to Java : Installation of Java IDE
Lecture 2	Essentials of any Programming Language : Work on Essentials
Lecture 3	Introduction to Operators : Exercises on Operators
Lecture 4	If-Else, and For Loop : Practice The Concepts
Lecture 5	While Loop and Switch Statement : Practice The Concepts
Lecture 6	Pointer and This Pointer : Implementation of Pointers
Lecture 7	Functions in Java : Implementation of Functions
Lecture 8	Parameterized Functions : Parameterized functions Implementation
Lecture 9	Classes in Java : Implementation of Class
Lecture 10	Constructors In Java : Implementation of Constructors
Lecture 11	Getter And Setter in Java : Implementation of Getter and Setter
Lecture 12	Overview of Android : Installation of Android Studio
Lecture 13	Structure of Android Project : Explore Android Studio
Lecture 14	Components of Android : First Project on Android Studio
Lecture 15	Activities in Android : Implementation of Basic Activities
Lecture 16	Layouts in Android : Layout Implementation
Lecture 17	Introduction to XML, Text View : Design Activity Using XML
Lecture 18	Android Widgets : Single Screen App
Lecture 19	Use of Drawable : Implementation of Drawable
Lecture 20	Introduction of Dependances : Implementation of Dependances
Lecture 21	Introduction to ListView : Implementation of ListView
Lecture 22	Introduction to Animation : Implementation of Animation of Text