

PRODUCING TECH LEADERS FOR FUTURE



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

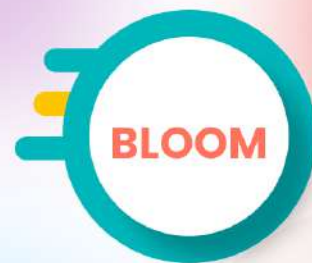
INCULCATION OF SKILLS

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.

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.

PYTHON PROGRAMMING CURRICULUM



EXPERT LEVEL



Course Content

30 Lectures • 35 Activities • Duration: 4-5 Months



LECTURE NO.	TOPICS : ACTIVITIES
Lecture 1	● Meeting the Instructor & Uses of Data Analysis : Introduction to Data Analysis
Lecture 2	● Dataset Sources (json, csv, text) & Loading the Data for Analysis : Adult Census Income
Lecture 3	● Data Cleaning /Munging : Exploring Data Dynamics
Lecture 4	● Analysis of Numerical Variables : Target Salary
Lecture 5	● Visualization for Numerical Variables : Target Salary
Lecture 6	● Hands on Exercise for Numerical Variables : Solving Exercise
Lecture 7	● Analysis of Categorical Variables : Google Play Store App
Lecture 8	● Visualization for Categorical Variables : Google Play Store App
Lecture 9	● Multivariate Analysis : Predict Student Performance
Lecture 10	● Multivariate Visualization : Predict Student Performance
Lecture 11	● Web Scrapping : Harvesting
Lecture 12	● GUI Development (Window, Label, Geometry, Max & Min size) : Creating Basic Window
Lecture 13	● GUI Development (Attributes of Label and Pack) : Displaying Images Using Label
Lecture 14	● GUI Development (Frames & Buttons) : Config Buttons in Frame
Lecture 15	● GUI Development (Entry Widget & Grid Layout) : Sign in Form
Lecture 16	● GUI Development (Check Buttons & Entry Widget) : Travel Form
Lecture 17	● GUI Development (Canvas Widget) : Geometric Shapes
Lecture 18	● GUI Development (Menus & Submenus) : File Menu
Lecture 19	● GUI Development (Message Box using Function) : Modal Dialog Box with File Menu
Lecture 20	● GUI Development (Creating Radio Buttons) : Graphical Control Food Menu
Lecture 21	● GUI Development (List Box & Scroll Bar) : Scrolling Items of List
Lecture 22	● Game Development(Creating Specific variables and Game loop, Handling Events) : Pygame Installation, Creating Ground
Lecture 23	● Game Development(Creating head, Show movement, Setting FPS) : Snake Game
Lecture 24	● Game Development(Show movement in all directions and on arrow key, Giving speed in x,y directions) : Snake Game
Lecture 25	● Game Development(creating & replotting food,adding Score, Changing size,length Increment Logic) : Snake Game

EXPERT LEVEL



Course Content

25 Lectures • 30 Activities • Duration: 3-4 Months



LECTURE NO.	TOPICS : ACTIVITIES
Lecture 26	● Game Development(Handling Game Over & Collision in Pygame) : Snake Game
Lecture 27	● Fun Coding Problems : Solving Coding Problems
Lecture 28	● Fun Coding Problems : Solving Coding Problems
Lecture 29	● Project : Fixing a Skeleton Code
Lecture 30	● Project : Fixing a Skeleton Code