

# 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

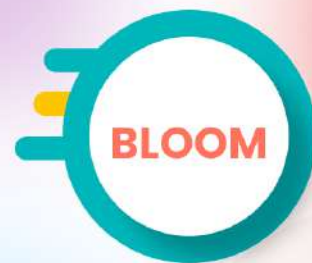
Every day, we are moving towards digitalization. We believe in inculcating coding, mathematical and problem solving skills in kids through our quality curriculum to meet the needs of the digital future.



# 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

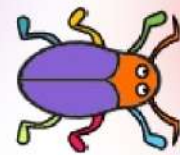
We, at TEENY CODERS, offer a variety of flavours (courses) which are specifically designed for grade 1 to grade 12 kids. Every course comprise of three difficulty levels (Beginner, Intermediate and Expert). We make sure that every TEENY CODER enjoy their code learning journey with solid concepts.



### 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.

# SCRATCH PROGRAMMING CURRICULUM



SCRATCH



# BEGINNER LEVEL



## Course Contents

20 Lectures • 24 Activities • Duration: 2-3 Months



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EDUCATIONAL EXPERIENCE ✓

LECTURE NO.	TOPICS : ACTIVITIES
Lecture 1	● SPRITE : COUNTING ANIMATION
Lecture 2	● BACKGROUND : CHASE GAME
Lecture 3	● COSTUMES : AEROPLANE GAME
Lecture 4	● LOOPS : BOUNCE GAME
Lecture 5	● VARIABLE : APPLE GAME
Lecture 6	● CONDITIONS : CHICK GAME
Lecture 7	● MOTION : BUTTERFLY GAME
Lecture 8	● LOOKS : STORY OF A STUDENT
Lecture 9	● SOUND : HAPPY BIRTHDAY PARTY
Lecture 10	● EVENT PROGRAMMING : FOOTBALL GAME
Lecture 11	● SENSING : CRICKET GAME
Lecture 12	● OPERATORS : MATHEMATICAL OPERATIONS
Lecture 13	● TRANSLATION : STUDENT DISCUSSION
Lecture 14	● TEXT TO SPEECH : STORY OF A POOR MAN
Lecture 15	● MUSIC : AMUSEMENT PARK ANIMATION
Lecture 16	● RECOGNITION : VOICE RECOGNITION PROJECT
Lecture 17	● BOUNCING OF SPRITE : SWIMMING GAME
Lecture 18	● STORING VALUE IN VARIABLE : AIR HOCKEY GAME
Lecture 19	● BROADCASTING : SOCCER GAME
Lecture 20	● MAKING PIXEL TEXT : HELICOPTER GAME