

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

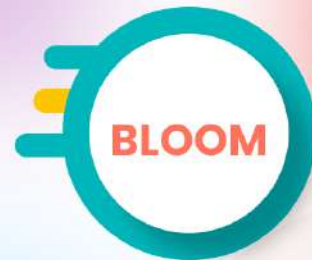
INCULCATION OF SKILLS

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 products. 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

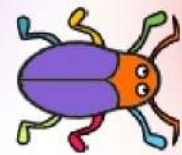
We, at TEENY CODERS, offer a variety of flavours (courses) which are specifically designed for grade 1 to grade 12 kids. Every course comprises of three difficulty levels (Beginner, Intermediate, and Expert). We make sure that every TEENY CODER enjoys their code learning journey with solid concepts.



STEERING LEADERSHIP

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

SCRATCH PROGRAMMING CURRICULUM



SCRATCH



EXPERT LEVEL



Course Contents

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



LECTURE NO.	TOPICS : ACTIVITIES
Lecture 1	● CHARACTERS : SNAKE GAME
Lecture 2	● BACKDROPS : SUBWAY SURF GAME
Lecture 3	● COSTUMES AND LEVELS : EPIC SPRITE TRAILS GAME
Lecture 4	● REPETITIVE STRUCTURE : HIDE AND SEEK GAME
Lecture 5	● VARIABLE STORING : FLAPPY BIRD GAME
Lecture 6	● COMBO OF BLOCKING VARIABLE AND OPERATOR : HEALTH BAR GAME
Lecture 7	● MOTION OF CHARACTORS : KNIFE THROWING GAME
Lecture 8	● VIDEO SENSING : BUTTERFLY VIDEO SENSING GAME
Lecture 9	● SOUND : CORONA VIRUS GAME
Lecture 10	● EVENTS : ENDLESS DIANASOUR GAME
Lecture 11	● SENSING : CAR RACER GAME
Lecture 12	● OPERATORS : FIGHTER GAME
Lecture 13	● TRANSLATION OF LANGUAGES : Three language translators GAME
Lecture 14	● SPEAKING : Conversation animation
Lecture 15	● 3D TEXTURE : MAP WALL ANIMATION
Lecture 16	● TEXT : TEXT ENGINE GAME
Lecture 17	● CONTINUITY AND FOREVER THEMES : Rhythm game
Lecture 18	● FLOCKS AND HORDES : BOIDES ANIMATION
Lecture 19	● PEN : CHANGING COLOR ANIMATION
Lecture 20	● SMB IN SCRATCH: FIRE MARIO GAME
Lecture 21	● BLOCKING : Maze game with three levels
Lecture 22	● SCROLLING : TILE SCROLLING GAME
Lecture 23	● BROADCASTING : CAR STEERING GAME
Lecture 24	● CLONING : SCREEN CASTING ANIMATION
Lecture 25	● SCRATCH RPG : SPLITTING AND STAMPING SPRITE SHEETS