

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

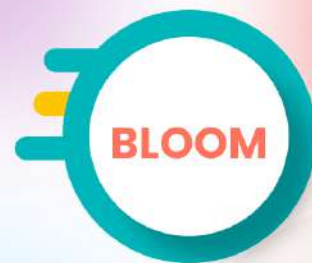
INCULCATION OF SKILLS

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.

WEBSITE DEVELOPMENT CURRICULUM



BEGINNER LEVEL



Course Contents

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



LECTURE NO.	TOPICS : ACTIVITIES
Lecture 1	● HTML Introduction, editor, Headings, paragraph : House structure
Lecture 2	● style, Formatting : <u>Three dolls</u>
Lecture 3	● Elements, attributes Images : zoo creation
Lecture 4	● HTML links comments to your HTML : <u>Princess(4) visit to zoo, "Twinkle, Twinkle, Little Star"</u>
Lecture 5	● tables : Animals in zoo
Lecture 6	● HTML Quotation and Citation Elements Sup, Sub : About Animals
Lecture 7	● HTML colors : Fine Motor Rainbow Ball
Lecture 8	● Template : Doll house
Lecture 9	● CSS Introduction, CSS Syntax : styling to doll's house
Lecture 10	● Colors, examples how website looks with or without css, CSS background, CSS background-image : coloring to doll's house bg-color, styling
Lecture 11	● links, CSS, inline css, external internal css comments, CSS selector : Magic Rainbow Ring
Lecture 12	● CSS border, box model, Margins, padding : Color Bingo
Lecture 13	● style buttons final project by previous classes : sort toys by color
Lecture 14	● introduction JavaScript Hello world! Example <script> Tag, Data types : walk on a Straight Path
Lecture 15	● Variables, Random number, Min and Max : Number War guess my value
Lecture 16	● Math, operators : Equation calculator
Lecture 17	● Button, quiz : Call Your Superhero
Lecture 18	● Min and max : Number War
Lecture 19	● Math, operators : Equation Calculator
Lecture 20	● Button, quiz : Call Your Superhero