

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

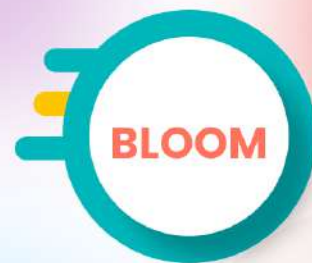
INCULCATION OF SKILLS

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



EXPERT LEVEL



Course Content

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



LECTURE NO.	TOPICS : ACTIVITIES
Lecture 1	● HTML - The Head Element : Toys shop name
Lecture 2	● HTML Layout Elements and Techniques : Styling of Toys shop
Lecture 3	● HTML Responsive Web Design : Where is Toys shop
Lecture 4	● non-semantic elements, semantic elements : Setting of Toys shop
Lecture 5	● semantic elements : Setting of Toys shop
Lecture 6	● HTML Symbols, HTML Entities, Emoji Characters : decoration of Toys shop.
Lecture 7	● HTML form and different type of inputs : Own profile
Lecture 8	● Combinators, pseudo classes /element : Star Runner
Lecture 9	● Navigation Bars : Jungle book
Lecture 10	● hoverable dropdown, CSS Image Gallery, image sprite : Members in forest
Lecture 11	● Float, alignment Website Layout : Pictures of jungle book, Mougli's friends, complete jungle book
Lecture 12	● CSS Forms : Complete Own profile
Lecture 13	● Statements, syntax, Comments, Variables, Operators, data types : Wizard App, Microbit and Math
Lecture 14	● JavaScript Arithmetic : Strongest Tower
Lecture 15	● Arrays + basic functions : Find the Diamond
Lecture 16	● JavaScript Sets : Clock
Lecture 17	● Conditions (if, else, else if, switch) : Car Game
Lecture 18	● JavaScript function, Objects : Sound Detector
Lecture 19	● Loops, (for loop, while loop, foreach loop) : Round the boll
Lecture 20	● Loops break statement, continue statement : Puzzle box
Lecture 21	● JavaScript Errors : Drum kit
Lecture 22	● Arrays methods : Party Plan
Lecture 23	● Events : My Music Band
Lecture 24	● Final overview,quiz : Catch the Bird Flying
Lecture 25	● JavaScript modules : Mazz game

EXPERT PLAN



Course Content

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



LECTURE NO.	TOPICS : ACTIVITIES
Lecture 26	● Classes : PET RESCUE
Lecture 27	● Static Methods : Parent child relation
Lecture 28	● Static Methods : Hat Cat Superman
Lecture 29	● Basic dom manipulation : Dina Jump
Lecture 30	● Final project : Tic tac toe game