

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

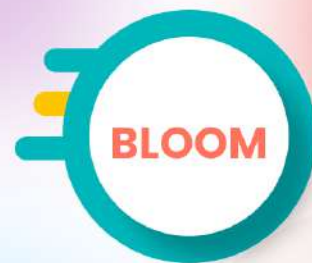
INCULCATION OF SKILLS

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



INTERMEDIATE LEVEL



Course Contents

21 Lectures • 25 Activities • Duration: 2-3 Months



LECTURE NO.	TOPICS : ACTIVITIES
Lecture 1	● HTML Styles - CSS : Dress Up Your Text
Lecture 2	● Div, Class, id : Magical Jumps
Lecture 3	● HTML tables : Color Mixing Bag
Lecture 4	● elements, Html entities, attribute : Mouse Mixing Activity
Lecture 5	● block and inline : Spinning Tops Color Mixing
Lecture 6	● block and inline : "Cat's Dream"
Lecture 7	● HTML File Paths : Making your notebook
Lecture 8	● CSS table : Think out of the Box!!
Lecture 9	● Table-Margins, Padding, height and width : Know the Dimensions
Lecture 10	● navigation bars, footer : Toys shop_1
Lecture 11	● CSS comment, Colors, formatting text, font : Toys shop_2
Lecture 12	● types of lists : Names of toys_3
Lecture 13	● Responsive web design : Design mobile,ipad
Lecture 14	● JavaScript Output JavaScript Variables Let, Const : Clicker & Flicker game, Flappy Bird
Lecture 15	● JavaScript Output, alert, confirm, open, close : Hungry Fish
Lecture 16	● Console.log, console.warn etc, taking input from user : Pokemon Catcher
Lecture 17	● Operators : Divide & Conquer
Lecture 18	● Calculator, operations : Math Race
Lecture 19	● Buttons calling : Interacting Microbit
Lecture 20	● Loops : Round your ball
Lecture 21	● Final overview, quiz : "A Draught Of Sunshine"