



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

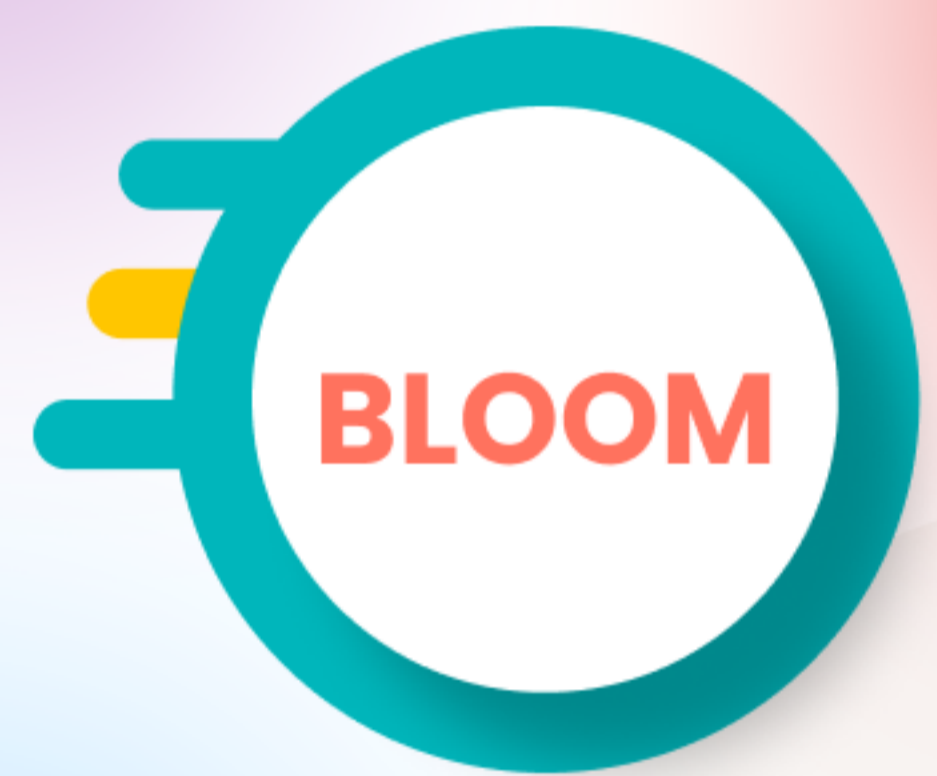
INCULCATION OF SKILLS

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 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.

ROBLOX CURRICULUM



BEGINNER PLAN



Course Contents

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



LECTURE NO.	TOPICS : ACTIVITIES
Lecture 1	● Introduction about tool and platform : make simple game
Lecture 2	● How to create a new project? Adopt me
Lecture 3	● How to create a Object? Adding Objects into "Adopt me"
Lecture 4	● Camera control : Quill lake
Lecture 5	● Duplicate blocks Creations : Scuba Diving at Quill lake
Lecture 6	● How to use materials : Hide and seek
Lecture 7	● Create a checkpoint : Hide and seek extreme
Lecture 8	● Able to publish a game : Publishing game
Lecture 9	● Learning Toolbox : Dragon
Lecture 10	● How to create a tree? Able to create a forest into the Dragon
Lecture 11	● Create foundation, walls, columns, and roof : Theme Park
Lecture 12	● Understanding about light sources : Adding effects and Sounds into theme park
Lecture 13	● Know How to do terrain editor : Making Hills with Terrain editor
Lecture 14	● Understanding about map setting : science simulator
Lecture 15	● A quick quiz to test about Roblox knowledge : Dance animation
Lecture 16	● How to do city planning? How to do "props creation"? : City Adventure
Lecture 17	● Learn to create a "script in Roblox" & introduction to LUAU : Know how to edit the script Luau
Lecture 18	● Able to create variables : adding script with Luau
Lecture 19	● How to write comments? How to change colors through loops
Lecture 20	● Understand local variables : Able to create loop structures