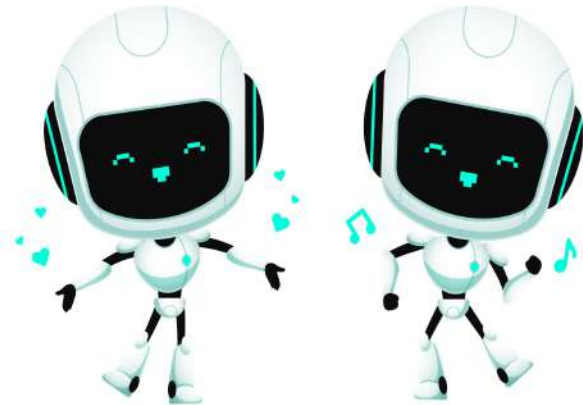


Coding Jr

Class - 6





WEB DEVELOPMENT



APP DEVELOPMENT

HTML

Learn the basic building blocks of the web and create an HTML document.



INTRO TO MOBILE APPS

Overview of mobile Apps and its types



CSS

Learn basic CSS styling



INTRO TO FLUTTER

Using Flutter as a tool to create apps



JAVASCRIPT

Introduction to JavaScript with DOM manipulation



CLOUD VS LOCAL

Weighing the pros and cons of Cloud vs Local Storage



PROJECT

Making Birthday Cards





DATA SCIENCE



C++



INTRO TO DATA SCIENCE

Overview of Data Science and its workflow

INTRO TO C++

Learning about Input & Output in C++



PROBABILITY & STATISTICS

Getting our Basics Strong with Probability and Statistics



PYTHON AND FUNDAMENTAL LIBRARIES

Exploring Python and it's fundamental libraries



MACHINE LEARNING LIBRARIES

Mastering Machine Learning libraries to assist us in projects



EVALUTION OF MODEL

Evaluation of our machine learning model



INTERNET OF THINGS



PYTHON

INTRO TO IoT AND NETWORKING

Understanding IoT fundamentals



GETTING STARTED

Basics of Python with environment setup



ARDUINO AND THEIR PROGRAMMING

Introduction to Arduino and its related concepts



GET YOUR BASICS RIGHT

Introducing Python Fundamentals



EVENT HANDLING

Handling IoT events using practical examples



INTRO TO OOPs

Understanding OOPs Concepts



BASIC LOGIC GATES

Learning Logic Gates (AND, OR, XOR etc)



WORKSHOP

Using the concepts learnt, we program and learn sorting different items



WORKSHOP

Bluetooth car workshop





AIRTIFICIAL INTELLIGENCE



NETWORKING

INTRO TO AI & DATA

Diving into the field of Artificial Intelligence (AI) and its related concepts



INTRO TO COMPUTER NETWORK

Overview of Computer Networks



TYPES OF NETWORKS

Exploring different types of Networks like WAN, LAN etc



INTERNET, WEB & INTERNET OF THINGS

Understanding the concepts of Internet, Web and IoT





CYBER SECURITY



GAME DEVELOPMENT



INTRO TO CYBER SECURITY

Overviewing the concepts in Cyber Security



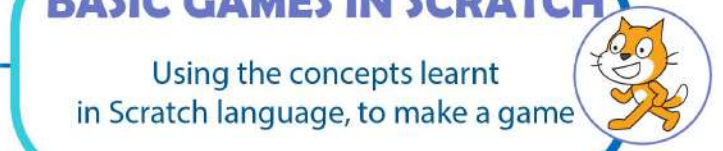
INTRO TO GAME DEVELOPMENT

Understanding Game Development Concepts



FIREWALL

Learning the know-how of Firewall



BASIC GAMES IN SCRATCH

Using the concepts learnt in Scratch language, to make a game



TYPES OF VULNERABILITY AND PREVENTION

Grasping the essential concepts of Vulnerability and Prevention



GAME DESIGN CONCEPTS

Using Scratch- Basic to Advanced concepts



COMPUTER PROTECTION BASICS

Getting our basics right to protect our computers from unwanted attacks