



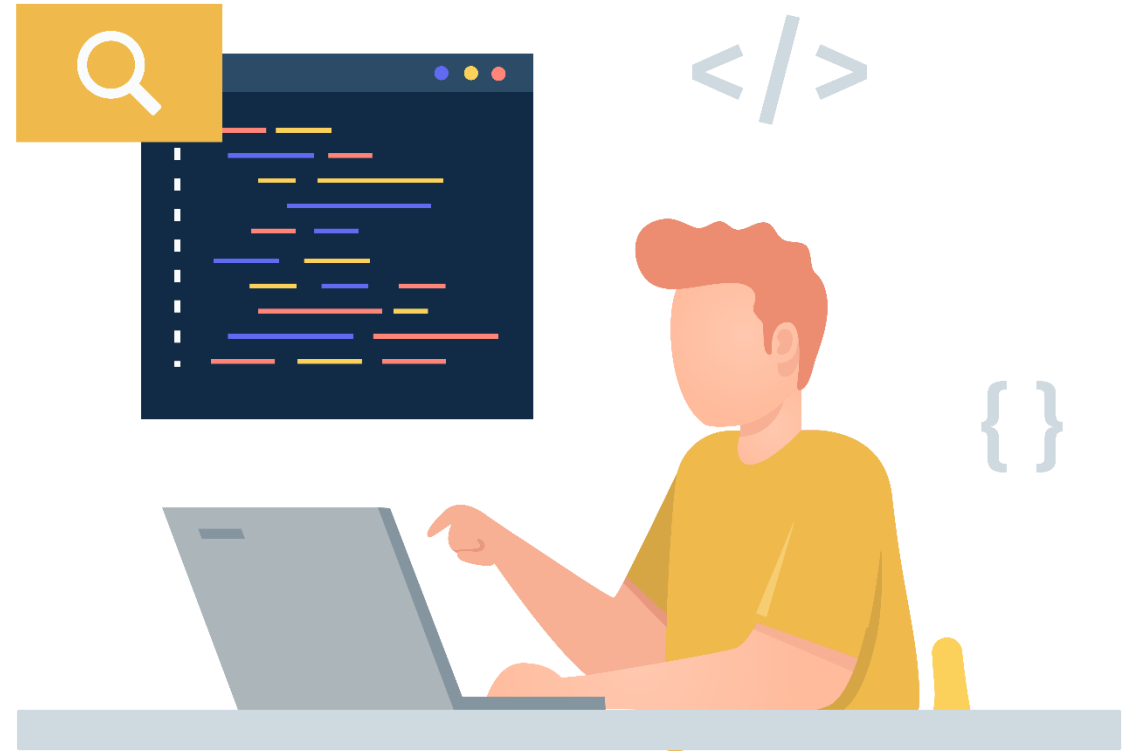
icodejr

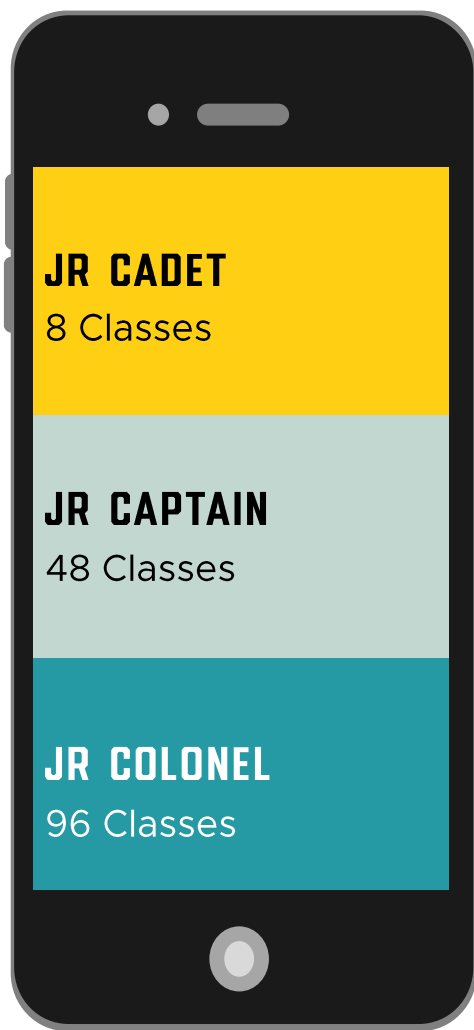


AGE GROUP
Grades 1-3

CURRICULUM

Middle East's No. 1 online coding platform for students aged 6+.





Course:

Learnings:

Activities:

Benefits:

Achievements:

JR CADET
8 Classes

Foundation of coding

Sequencing & algorithms, Run time inputs, Events, and Sprite lab

16+ activities and 1 quiz

Game development and logic Building

Jr Cadet Certificate and lifetime community access

JR CAPTAIN
48 Classes

Game and app development

Animation effects, App development, Basic JavaScript, and Internet security Activities

88+ activities and 7 quizzes

Critical thinking and app development

Jr Captain Certificate, internships and lifetime community access.

JR COLONEL
96 Classes

Advance coding and game development

Functions, Cryptography, Debugging, and Python with turtles

184+ activities and 15 quizzes

Analytical skills and student project

Jr Colonel Certificate, goodies, scholarships, internships and lifetime community access.



JR CADET FRAMEWORK

FOUNDATION OF CODING



SKILL LEVEL
Beginner

NO. OF CLASSES
8 Classes

AGE GROUP
Grade 1-3

ACTIVITIES
16+ Activities

BENEFITS

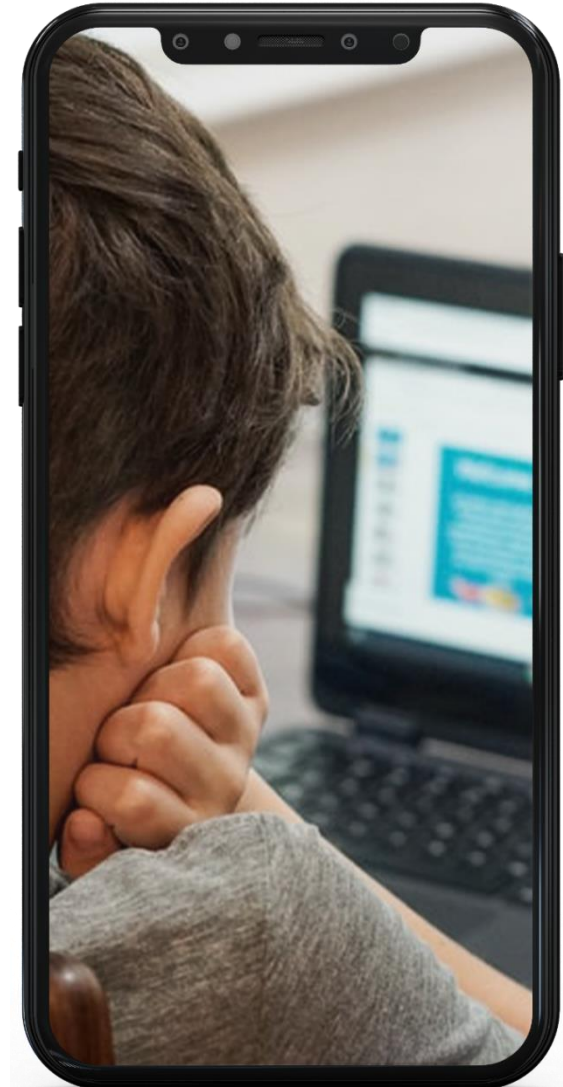
- Foundation
- Game development
- Logic building
- Code flow & methodology

ACHIEVEMENTS

- Jr Cadet Certificate
- Lifetime community access

PRICE

~~AED 750~~ **33%**
AED 500 OFF
(AED 62.5 per class)





MODULE	THEME	TOPICS COVERED	OUTCOME
M1 (8 Lessons)	Block based programming	Drag and drop function, block coding, commands, sequencing, events, time and direction, sounds	Students will learn basic programming constructs like commands, sequencing and get comfortable with drag and drop function. They will get familiarized with sprites and various code blocks in Sprite Lab. They will also use the concept of time and direction with the help of various code.org exercises.



JR CAPTAIN FRAMEWORK

GAME & APP DEVELOPMENT



SKILL LEVEL
Beginner

NO. OF CLASSES
48 Classes

AGE GROUP
Grade 1-3

ACTIVITIES
88+ Activities & 7 Quizzes

BENEFITS

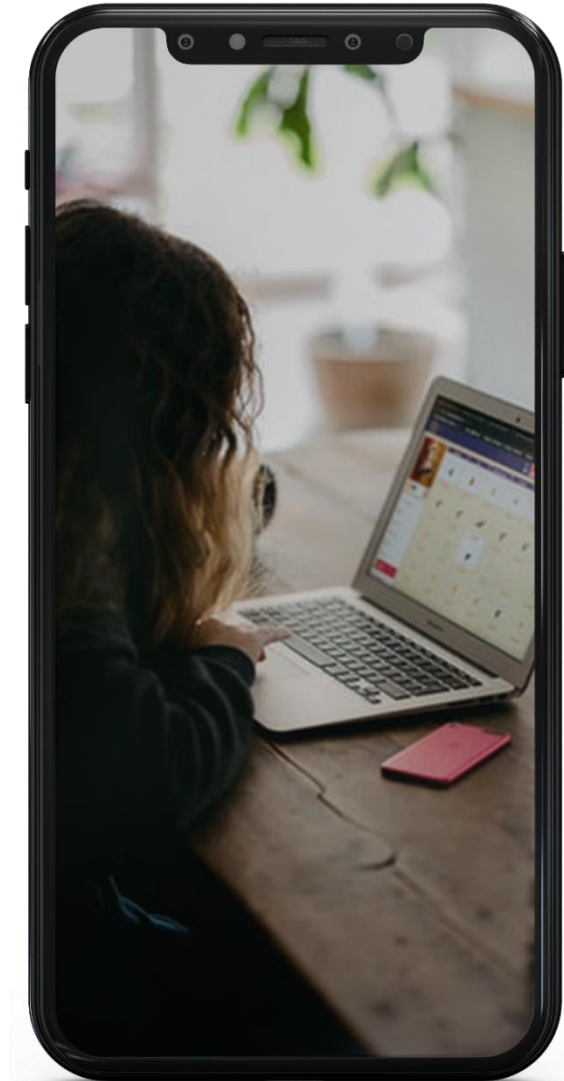
- Improved aptitude
- Critical thinking
- Advance concepts
- Structured codes
- App Development
- Course project
- Student project

ACHIEVEMENTS

- Jr Captain Certificate
- Lifetime community access
- Internship opportunity for top 5 performers

PRICE

AED 4,500 **39%**
AED 2,750 **OFF**
(AED 57 per class)





JR CAPTAIN



MODULE	THEME	TOPICS COVERED	OUTCOME
M2 (6 Lessons)	Events, Direction & location orientation, comments, critical thinking	Moving forward with events, location orientation, conditional statements, critical thinking, comments, print statements, measures and logic building	Students will move forward with more exercises, use events in different ways, understand the application of time and direction with the help of various activities. They will learn rotation and get an idea about degrees and pixels. They will also start writing more structured code and understand the usage of comments.
M3 (6 Lessons)	Loops, Variables and Operators	Understanding variables, declaration and initialization, addition and subtraction operators	The students will be introduced to Play Lab and get started with variables and arithmetic operators and use it in different projects. They will be understanding loops and will be performing various operations on them. The students will improve their mathematical and reasoning ability in this module.
M4 (6 Lessons)	Complex loops, variables and data types	Complex loops, variables and data types	The student will move ahead in his journey as a real coder and start working on different complex level projects using the concepts learnt in the previous modules. This module will expand the space for imagination of a kid and develop a creative mind.





JR CAPTAIN



MODULE	THEME	TOPICS COVERED	OUTCOME
M5 (6 Lessons)	App Development - I	App designing, UI: buttons, random functions and random numbers, basic clicker App, layouts, basic concepts of JavaScript in App Lab	Students learn how to design and build applications having a decent user design and user interaction. They will get introduced to the concept of operating systems, basics of JavaScript and learn to build basic clicker apps.
M6 (7 Lessons)	App Development - II	Functions, Canvas, Turtle, Interactive App structures and advance concepts of JavaScript in App lab	The student will continue the journey as an App developer and will start having some hands-on experience on Apps. The kid will get introduced to functions, canvas , turtle and some advance concepts of JavaScript and will develop Apps that can be shared and used over phone. They will understand the importance for programmers to understand others needs and
M7 (7 Lessons)	Course Project	Course Activity, Testing and Internet Security	The student would be building a course project using all the concepts covered in the previous modules.



JR COLONEL FRAMEWORK

ADVANCE CODING & GAME DEVELOPMENT



SKILL LEVEL
Beginner

NO. OF CLASSES
96 Classes

AGE GROUP
Grade 1-3

ACTIVITIES
184+ Activities & 15 Quizzes



BENEFITS

- Conceptual clarity
- Analytical skills
- Confidence boost
- Capstone project
- Student project

ACHIEVEMENTS

- Jr Colonel Certificate
- Lifetime community access
- Scholarship opportunity for top 5 performers
- Goodies

PRICE

AED 9,000 **47%**
AED 4,800 **OFF**
(AED 50 per class)

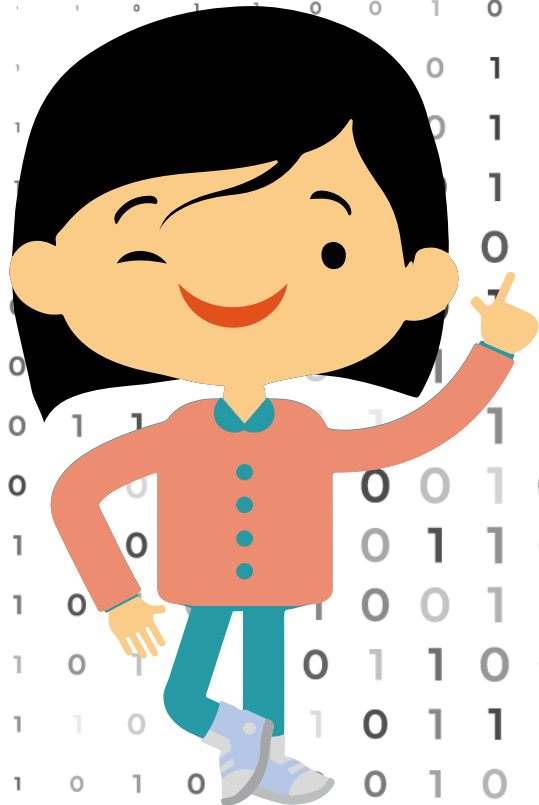


MODULE	THEME	TOPICS COVERED	OUTCOME
M8 (6 Lessons)	Logic Building	Reasoning, analytics, rational thinking and problem solving skills with the help of coding and decoding	The students would be performing various activities that will improve the logical thinking that will allow them to write programs easily. They will be refreshing their mathematical concepts and solve problems that will improve their aptitude.
M9 (6 Lessons)	cryptography	Coding - decoding, encryption and decryption algorithms, shapes and symbols	Reasoning, analytics, problem solving skills with the help of coding and decoding
M10 (6 Lessons)	Game Development - I	Functions, controls and variables, color codes and mouse movements	The students will get introduced to Game Lab and build game using loops and counter variables.

MODULE	THEME	TOPICS COVERED	OUTCOME
M11 (6 Lessons)	Game Development - II	Functions with parameters, declaring multiple variables, conditional statements and coordinates	The students will build exciting games in Game Lab and will be able to share the games with friends.
M12 (6 Lessons)	Python - I	Python with turtles in Trinket	Students will understand how the block based languages are created and will get introduced to Python programming language. They will understand the syntax of Python and understand the difference between block-based codes and text codes.
M13 (6 Lessons)	Python - II	Blocks to text-code in Trinket	Students will move forward with Python and write complex codes using nested loops and conditional statements. They will move towards text based and will understand about Python libraries and various other development environments.



MODULE	THEME	TOPICS COVERED	OUTCOME
M14 (7 Lessons)	Capstone Project	[Activities using the concepts covered]	The student would be building a course project using all the concepts covered in the previous modules.
M15 (7 Lessons)	Self-projects, student-led revision and debugging	[To be decided by the student and the teacher]	The student will be giving ideas and build a self-project using any design or platform taught in all the modules under the guidance of the teacher.



**Help your child get future-
ready!**

Book a free trial now!

www.icodejr.com