# icodejr

## AGE GROUP
### Grades 4-5

## CURRICULUM

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

![icode jr logo]
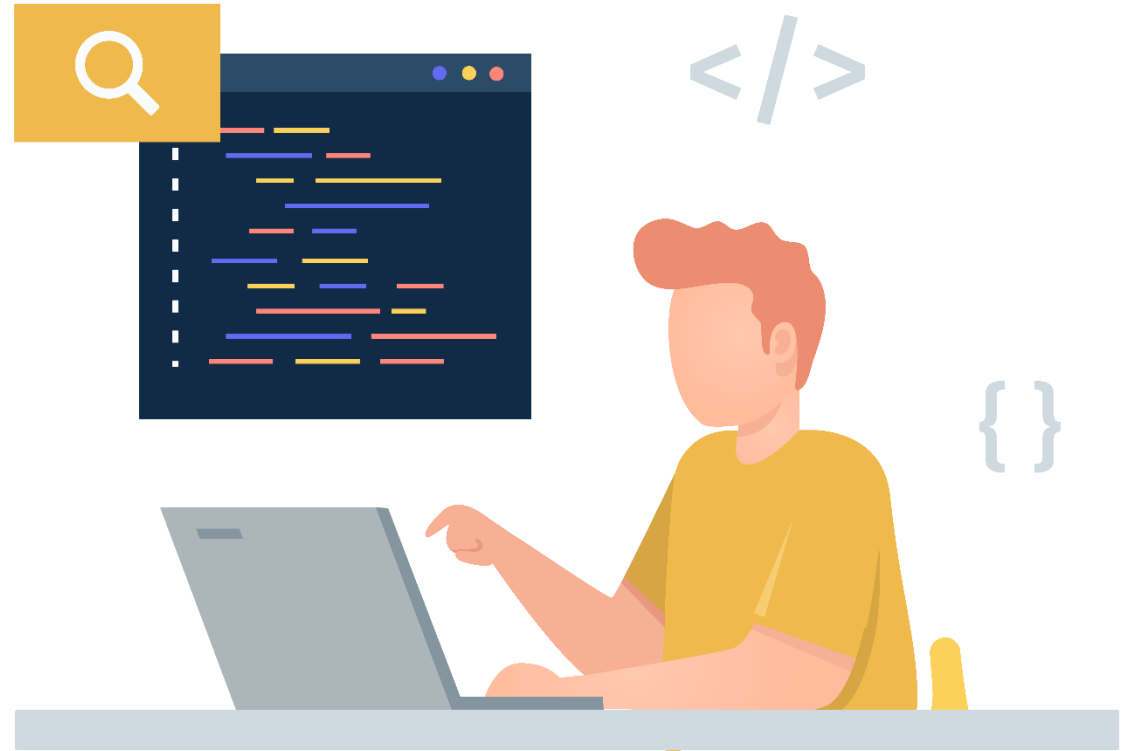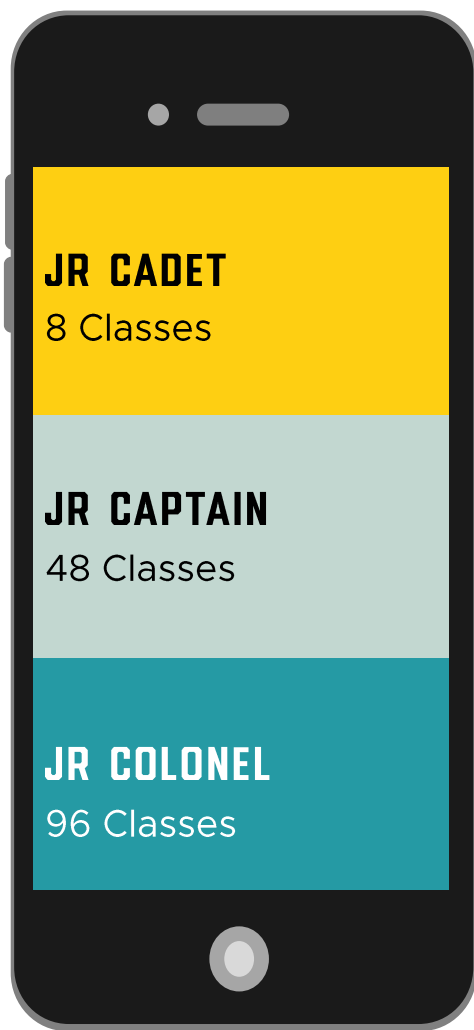
| Course: | Learnings: | Activities: | Benefits: | Achievements: |
|---|---|---|---|---|
| **JR CADET**<br>8 Classes | Foundation of coding | Sequencing, algorithms, flowcharts, Run-time inputs, Events, Scratch programming | 15+ activities and 1 quiz | Game development and logic building | Jr Cadet Certificate and lifetime community access |
| **JR CAPTAIN**<br>48 Classes | Game and app development | Animation effects, App development, Basic JavaScript, and Internet security | 88+ activities and 7 quizzes | Critical thinking and app development | Jr Captain Certificate, publish your app to the play store, internships to our top 5 students, and lifetime community access. |
| **JR COLONEL**<br>96 Classes | Advance coding and game development | Nested loops, Cryptography, Web Development, AI, and Python with Turtles | 184+ activities and 15 quizzes | Analytical skills and advanced concepts | Jr Colonel Certificate, goodies, scholarships, and lifetime community access. |

www.icodejr.com

# JR CADET FRAMEWORK

## FOUNDATION OF CODING

**icode jr**

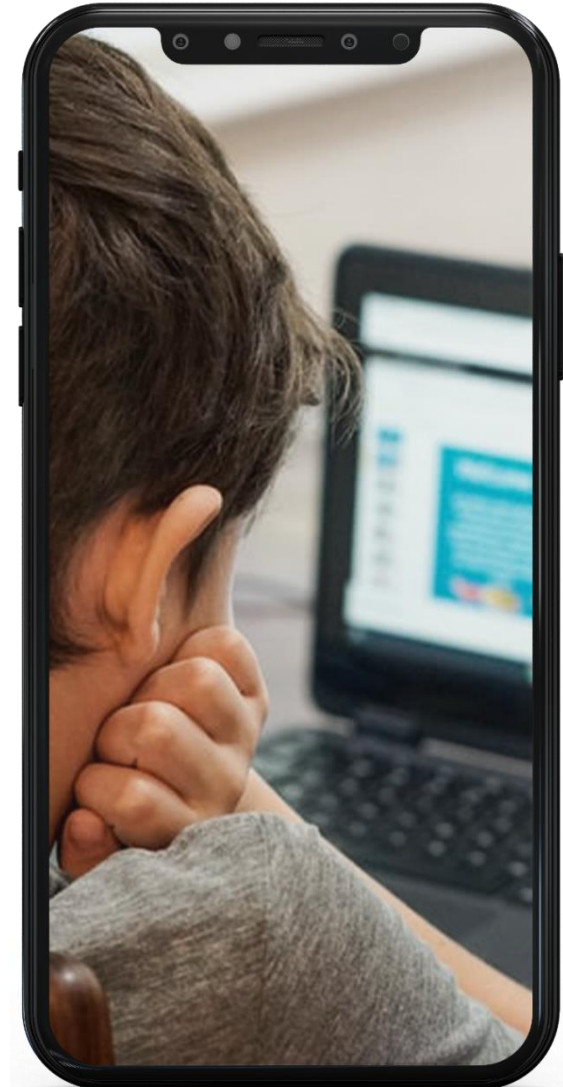| SKILL LEVEL | NO. OF CLASSES | AGE GROUP | ACTIVITIES |
|---|---|---|---|
| Intermediate | 8 Classes | Grade 4-5 | 16+ Activities & 1 Quiz |

## 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)**

# JR CADET

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| MODULE | THEME | TOPICS COVERED | OUTCOME |
|---|---|---|---|
| **M1**<br>(8 Lessons) | Block based programming | Drag and drop function, block coding, commands, sequencing, algorithm, events, Time and direction sense, logic building with Scratch | Students will learn basic programming concepts like commands, sequencing and get comfortable with drag and drop function. They will also use the concept of time and direction and will improve their logical ability by working on various Scratch projects. They will be building "Save the World" by the end of this module. |

# JR CAPTAIN FRAMEWORK
## GAME & APP DEVELOPMENT

**SKILL LEVEL**
Intermediate

**NO. OF CLASSES**
48 Classes

**AGE GROUP**
Grade 4-5

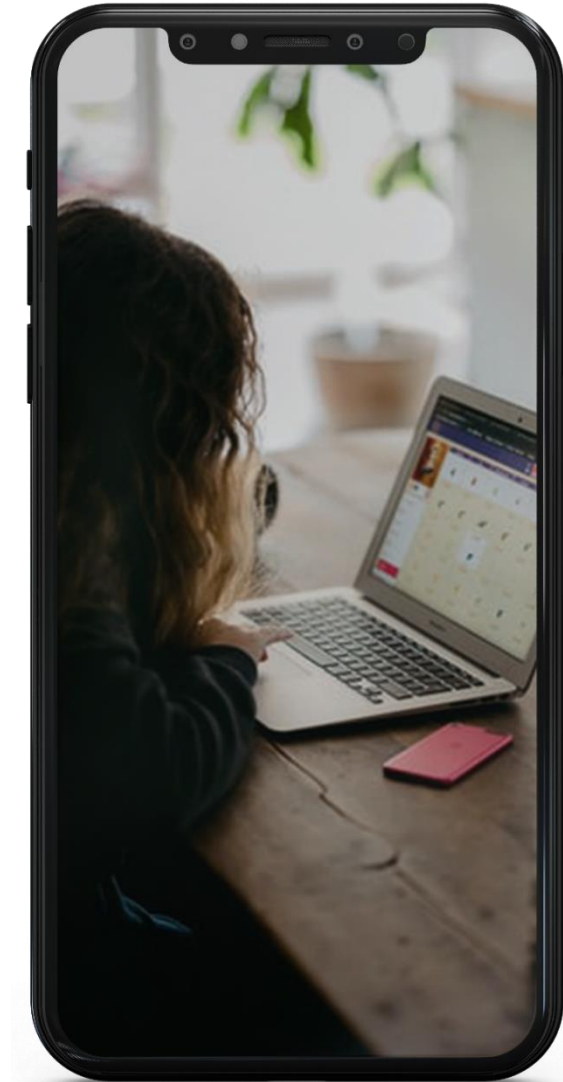**ACTIVITIES**
88+ Activities & 7 Quizzes

## BENEFITS

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

## ACHIEVEMENTS

- Jr Captain Certificate
- Lifetime community access
- Publish App to Playstore
- Internship opportunity for top 5 performers

## PRICE

AED 4,500 **39%**

AED 2,750 **OFF**

**(AED 57 per class)**

# JR CAPTAIN

icode jr

| MODULE | THEME | TOPICS COVERED | OUTCOME |
|--------|-------|----------------|---------|
| **M2** (6 Lessons) | Events, Conditional Statements, Interlinking and Critical thinking | Events, Conditional Statements, Loops, critical thinking, Broadcasting, Sensing, variable, Operators | Students will move forward with more exercises, use events in different ways, understand the application of Conditional statement, Loops and will build various projects using this concept. Broadcasting will also be introduced. They will be building "Guess the Winner" by the end of this module. |
| **M3** (6 Lessons) | Game Design | Use of multiple concepts, Hands-on experience | The Student Will start their Journey with Hands on experience on some one major projects where he will be applying multiple concepts in a single project. |
| **M4** (6 Lessons) | App Lab -I | Building and working of App, buttons, random functions and random numbers, basic clicker App, 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 how apps are made and how they work, basics of JavaScript and learn to build basic clicker apps. |

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# JR CAPTAIN

| MODULE | THEME | TOPICS COVERED | OUTCOME |
|--------|-------|----------------|---------|
| **M5** (6 Lessons) | App Lab -II | Functions, Canvas, Turtle 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 find a solution. |
| **M6** (7 Lessons) | App Development - I | UI, Buttons, Canvas, Label, Basic Components of the Palette, Layout, Sensors | The Student will have a better of Understanding of App which they will be using in this module. They will be introduced to basic components in Palette and the how to use those components. They will be making simpler apps like color switch, Mood Counter, Touch me Not. |
| **M7** (7 Lessons) | App Development - II | Canvas, Sprite, Procedure, Media, Multiscreen, Translator, TinyDB | Students will move ahead starting with how to add multiple screens in the app and then will be introduced to concepts like canvas, Translator, Procedure. They will be making Apps like Calculator, Quiz App. |

# JR COLONEL FRAMEWORK

## ADVANCE CODING & GAME DEVELOPMENT

**icode jr**

| SKILL LEVEL | NO. OF CLASSES | AGE GROUP | ACTIVITIES |
|---|---|---|---|
| Intermediate | 96 Classes | Grade 4-5 | 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)**

# JR COLONEL

| MODULE | THEME | TOPICS COVERED | OUTCOME |
|---|---|---|---|
| **M8** (6 Lessons) | Web Development | HTML, CSS, creating web pages, static Website | The student will be introduced to the basic construction and working of a website. They will learn about header, footer and body. They will be creating webpages in HTML, add CSS to them and combine them to create a website. |
| **M9** (6 Lessons) | Web Development | Wordpress, Hosting a website | The Student will learn how to host his own website on Internet using the platform of Wordpress. They will be making a website with images, tables, Videos, Feedback Form. |
| **M10** (6 Lessons) | Python -I | Turtles in Python | The Student will be learn inter-relation between block based coding and text code .They will be working with turtles to create various projects. |

# JR COLONEL

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| MODULE | THEME | TOPICS COVERED | OUTCOME |
|--------|-------|----------------|---------|
| **M11**<br>(6 Lessons) | Python - II | Loops, Conditional statements, Data types | The Student Will learn writing syntax in python language. They will be learning how to use loops and conditionals statements in python using different data types. |
| **M12**<br>(6 Lessons) | Artificial Intelligence - I | Basic of AI, text-to-speech, Text recognition | The Student will be introduced to the high demanding and highly in use technology Artificial Intelligence. They will learn the basics of AI, at the same time they will be learning how to implement AI with the projects. |
| **M13**<br>(6 Lessons) | Artificial Intelligence - II | Text and vision training, Deep Learning, Neural Network | The Student will be introduced to the concept of training a module. Further they will be able to work on trained model and make various projects involving text and vision. |

# JR COLONEL

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| 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 7 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. |
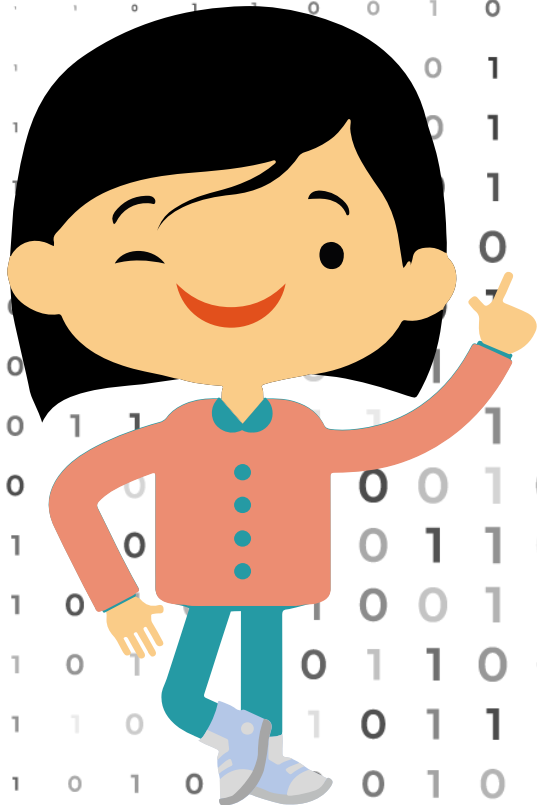
Help your child get future-ready!

Book a free trial now!

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