icode jr

MAKE YOUR CHILD FUTURE READY WITH

ICODE JR.

WWW.ICODEJR.COM

GRADE 6 – 8

About Us

www.icodejr.com

Our Mission

To provide the best-in-class education to all our students via high quality faculty, state-of-the-art curriculum, interactive learning environment, and an affordable-by-all program.

Our Vision

Empower every child with coding skills to help them get future-ready! The future as we know it, is digital. We aim to fortify every student of ours with all the necessary tech skills to be ready for the world of tomorrow.

Our Values

Passion. Efficiency. Inclusion. Accessibility.

Our Values

Efficiency

Deliver content in the most efficient manner, making sure that learners can consume the important information to expedite the development of new or existing skills.

Passion

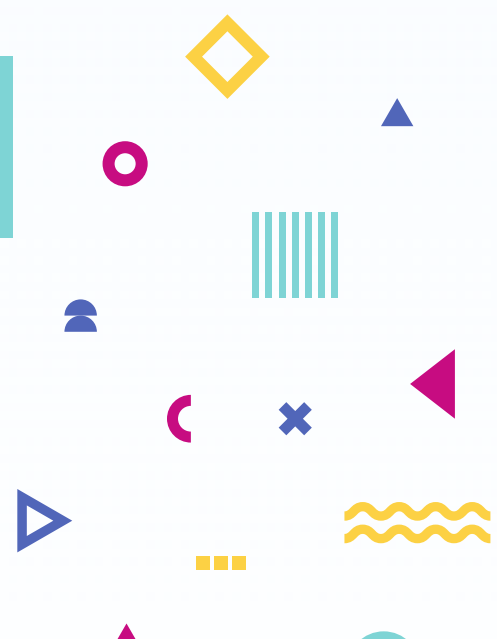
Relentless effort into delivering content in a passionate manner that elicits interest, engagement, and excitement amongst all learners.

Accessibility

Expertise and knowledge should not have to be limited to geographies. Our learning must be globally accessible to anyone with internet & a computer, tablet, or smart phone.

Inclusion

No one gets left behind – we want to make sure that content gets delivered in the most inclusive manner possible, while there is a continuous conscious effort towards empathizing with all learners.



From our Founder's Desk

www.icodejr.com

At icode, we prepare your children for the world of tomorrow. We don't aspire. We do. We give top-class education in tech to the students with global faculty, an amazing curriculum and an engaging atmostphere, all while making it inclusive, affordable and accessible.

-Hanan Moti
Founder, CEO

www.icodejr.com

Coding is the most important skill set of the future. Its relevance has been acknowledged by the UN and all leading governments, including the UAE.

At icode, we want the students to learn these skills that help become global thinkers.

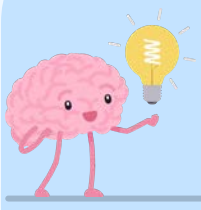
-AK Moti,
CoFounder, COO

icodejr

Why your child should learn to code with us

Money Back Guarantee

We stand by our program. If you're not happy, we offer a money-back guarantee!



LICENSED IN THE UAE

iCodejr is born, licensed & accredited in the UAE!
That means you're assured the best standard of education & accredited certifications!

HACKATHONS!

The **ONLY** academy that offers in-person hackathons, allowing coders to showcase their talent and develop social skills!

BEYOND CODING!

The only coding academy that's **Ted Ed** & **Microsoft Education Partner** approved!
Free Microsoft 365 for all students!

START

1-12
Classes

Scratch

Scratch expert Programmer

40 Projects
Create simple animations and games

MIT App Inventor

58-76
Classes

MIT App Inventor Certification

77-86
Classes

EduBlocks

26 Projects
Design and animate sprites

24 Projects
Build a simple app using drag-and-drop

python-IDE

87-106
Classes

Certified python developer

Python Programming with Edublocks Cerification

24 Projects
Create interactive games

Certified python Game developer

107-162
Classes

pygame

8 Projects
Training models chatbot with Google DialogFlow

webDesigning-canva

163-186
Classes

Certified Web Designer in Canva

Web Development

187-210
Classes

15 Projects
Brainstorming

12 Projects
Complete coding challenges in Minecraft

Certified Web Developer

Electronics-Arduino

Certified game Development in unity

16 Projects
3D Models

211-234
Classes

unity

Certified Arduino Programmer

Robotics-
Tinkercad circuits

Certified Tinkercad Programmer

40 Projects
Create simple animations and games

AR/VR-Hatch XR

235-246
Classes

AR/VR certification.

icodejr

Pricing

CADET — AED 1,800/-

- 24 1-on-1 Live Sessions
- 24 Classes
- Programming basics, Introduction to blocks in ScratchJr.

CAPTAIN — AED 3,120/-

- Introduction to Sound Blocks, Changing Size, Importing Sprites.
- 48 Classes.
- Jr Captain Certificate & Lifetime Community Access.

COLONEL — AED 5,760/-

- Learning about speed blocks, Introduction to motion blocks.
- 96 Classes.
- Improves problem solving skills, Logical thinking abilities.

GENERAL — AED 7,200/-

- Jr. Captain | Game Dev, Arts & Tech | App Dev (Python, AI, JS).
- 144 Classes.
- Everything in Jr Captain + Jr Colonel Certificate + Scholarships.

Module 1–5–: Scratch(Explore Math and Science)

12 Classes | **40+ Projects** | **25 Quizzes**

Key Learnings

- Utilizing motion blocks for animations
- Building interactive projects
- Using variables for scorekeeping
- Collision detection and response

Achievements

- Create a sprite animation with custom motion paths
- Develop a game where sprite responds to user input
- Design a project with scoring and dynamic variables
- Develop a game with complex sprite interactions

Featured Projects

Score Master challenge

Ninja Fruit Slicer

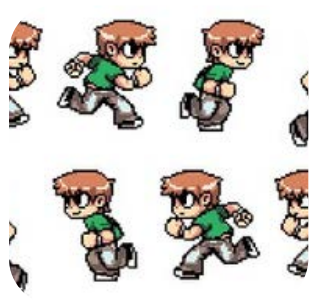
Module 1: Basic blocks , Advanced Motion & Sensing

- Understanding of Motion Blocks
- User Interface (UI) Design

Language: Blockbased
Platform: Scratch

10 lessons & 10+ projects

Interactive Game



Sprite Animation

Module 2: Variables and Data &Advanced sprite Interaction

- To create and manage a dynamic scoring system
- Handling complex sprite interactions

Language: Blockbased
Platform: Scratch

10 lessons & 10+ projects

Scorekeeper

Collision Response

Module 3: Game Design & Platformer games

- Learn how to create and plan the concept for a basic game
- Identify key gameplay elements, goals, and challenges

Language: Blockbased
Platform: Scratch

10 lessons & 10+ projects

Platformer Quest

Game Flow and Structure

Overview

Module 4: Advanced animation techniques & problem Soving

- To design and animate a complex character
- Gain skills in creating smooth transitions between animations

Language: Blockbased
Platform: Scratch

10 lessons & 10+ projects

Character Design and Animation

Smooth Transitions

Module 5: Game Design Principles & Project Showcase

- Applying principles of game design
- Learn to brainstorm, outline, and set goals for the project.

Language: Blockbased
Platform: Scratch

4 lessons & 4+ projects

Ninja Fruit

Improved visuals

Module 6–8–: MIT APP Inventor(App Development)

24 Classes | **40+ Projects** | **44 Quizzes**

Key Learnings

- Understanding the basic structure of an app
- Understanding the tools and techniques to troubleshoot issues
- Learning how to structure and manage quiz questions and answers
- Implementing a scoring system

Achievements

- Learning to display text (like the "Hello World" message) on the screen
- Basic Debugging
- Question Handling
- Timer/Score System

Featured Projects

UI/UX Design

Interactive app

Module 6: MIT APP Inventor,User Interface Design&Event Handling

- To explore basic components and functionalities
- To design UI with components

Language: Block Based
Platform: Mit App Inventor

5 lessons & 5+ projects

Interactive app

Event handling

Module 7: Data,Multimedia Integration &Advanced UI

- Storing and retrieving data
- Build apps that utilize local storage for data

Language: Block Based
Platform: Mit App Inventor

8 lessons & 8+ projects

Incorporating images, sounds

Created dynamic

Module 8: Data Management and App Customization

- Build apps with complex behaviors
- Develop apps with advanced data processing

Language: Block Based
Platform: Mit App Inventor

10 lessons & 10+ projects

Game Logic

State Management

Module 9–12–: EduBlocks (App Development)

44 Classes | **40+ Projects** | **44 Quizzes**

Key Learnings

- Exploring logical operators
- Understanding the basics of conditional statements
- Using nested if-else statements
- Understanding short-circuiting and ternary operators

Achievements

- Understand logical operators (and, or, not)
- Introduce if-else statements and their role in decision making
- Explore nested conditional statements and their applications.
- Explore short-circuiting behavior and ternary operators.

Featured Projects

Manipulate strings using string methods

Write a function to calculate the factorial of a number.

Module 9: Introduction to Edublocks & Python Data Types

- Introduction to Edu blocks and Python Basics
- Understanding Data Types

Language: Block Based
Platform: Edublocks

5 lessons & 5+ projects

String Data Type

Boolean Data Type

Module 10: Operators and Conditionals in Python

- Understanding different types of operators
- Exploring arithmetic operators

Language: Block Based
Platform: Edublocks

8 lessons & 8+ projects

Arithmetic Operators

Logical Operators

Module 11: Advanced Conditionals and Loops

- Using nested if-else statements
- Working with for loops

Language: Block Based
Platform: Edublocks

10 lessons & 10+ projects

Nested Conditionals

Looping structures

Overview

Module 12: Loops and Functions in Python

- Understanding while loops
- Understanding the basics of functions
- Understanding return values

Language: Block Based
Platform: Edublocks

10 lessons & 10+ projects

While Loops

Functions

Module 13–16–: Python(IDE)

21 Classes | **40+ Projects** | **35 Quizzes**

Key Learnings

- Overview of Python syntax and basic functionalities
- Working with variables and different data types
- Handling user input and displaying output
- Using if-else statements for decision making

Achievements

- Writing and using functions in Python
- Working with files and storing data
- Understanding dictionaries and sets
- Working with tuples and tuple unpacking

Featured Projects

Variables

Calculator

Module 13: Introduction to Variables, Data Types, and User Input

- Getting familiar with the Replit IDE interface.
- To learn variables, data types, and basic operations

Language: Block Based
Platform: jDoodle/replit/visual studio code

8 lessons & 8+ projects

Variables and data types

Handling user input and displaying output

Module 14: Output, Conditionals, and Loops

- Printing output using the print() function.
- Implementing nested if-else statements.

Language: Block Based
Platform: jDoodle/replit/visual studio code

8 lessons & 8+ projects

Nested if-else

Understanding Loops

Module 15: Lists, Strings, and Functions in Python

- Understand lists and their properties
- Using list methods such as append(), remove(), and extend()

Language: Block Based
Platform: jDoodle/replit/visual studio code

8+ lessons & 8+ projects

Python Lists

List Manipulation

Overview

Module 16: Functions, File Handling, and Practice

- Declaring functions, passing arguments, and returning values.
- Understanding function scope and local variables.

Language: Block Based
Platform: jDoodle/replit/visual studio code

10 lessons & 10+ projects

Working with Files

Storing Data in Files

Module 17–18(pygame)

19 Classes | **40+ Projects** | **44 Quizzes**

Key Learnings

- Setting up an IDE (Spyder) for Python development
- Learning how to detect collisions between objects
- Understanding how to handle player input
- Learning to manage dynamic objects in the game

Achievements

- Synchronizing sounds with specific in-game events,
- Learning to manage different states in the game
- Learning to manage dynamic objects in the game
- Managing different behaviors based on the game state

Featured Projects

Catch the Clown

Catch the Clown–Sound

Module 17: Introduction to SPYDER IDE and Game Development

- Successfully install and configure SPYDER IDE
- To develop"Feed the Dragon" game with basic mechanics and interaction.

Language: Block Based
Platform: Spyder

8 lessons & 8+ projects

Feed the Dragon

Catch the Clown

Module 18: Game Sound and States

- Enhance the gameplay experience.
- Add sound effects to the "Snake" game,

Language: Block Based
Platform: Spyder

8 lessons & 8+ projects

Catch the Clown-Sound

Snake-Game States

Module 19–22–: WeB Designing–CANVA

10 Classes | 40+ Projects | 20 Quizzes

Key Learnings

- Understanding the role of design
- Navigating Canva and Understanding Its Various Tools
- Fundamental Design Principles and Applying Them in Canva
- Color Theory and Selecting Color Schemes Using Canva

Achievements

- Familiarized with Canva
- Wireframing and Its Importance
- Responsive Design Principles
- Advanced Design Techniques

Featured Projects

Playing with fonts

Design principles

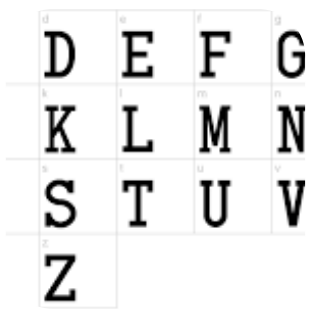
Module 19: Design Fundamentals with Canva

- Basics of the Canva interface
- Understanding tools and features

Platform: Canva

10 lessons & 10+ projects

Design principles,



Playing with fonts

Module 20: Advanced Design and UI Creation in Canva

- Image Editing Fundamentals
- Mastering Layouts

Platform: Canva

3 lessons & 3+ projects

Image editing

Wireframing

,

Module 21: Responsive Design and Social Media Ads in Canva

- Creating responsive design in Canva
- Exporting designs from Canva

Platform: Canva

2 lessons & 2+ projects

Responsive design principles

Basics of designing

Overview

Module 22: Responsive Design and Social Media Ads in Canva

- Advanced social media ad design techniques
- Introduction to shopping website design

Language: Block Based
Platform: Canva

10 lessons & 10+ projects

Shopping
Website
Product Design

Shopping website
design

Module 23–26–: Web Development

20 Classes | 40+ Projects | 40 Quizzes

Key Learnings

- Basics of HTML, tags, and structure
- Understanding different HTML elements and attributes
- Introduction to form elements in HTML
- Creating tables in HTML

Achievements

- Weekly Schedule
- Basics of AJAX for asynchronous communication
- Building responsive websites with Bootstrap
- Creating navigation bars and layouts with Bootstrap

Featured Projects

News Feed

Blog Layout

Module 23: Introduction to HTML and CSS Basics

- Elements, attributes, forms, tables, and semantic elements
- Introduction to CSS

Language: Hatch XR
Platform: Visual studio code

8 lessons & 8+ projects

Animated Logo

Variables

Module 24: Advanced Web Design and Development

- CSS transitions and animations
- JavaScript and its events

Language: Block Based
Platform: Visual studio code

8+ lessons & 8+ projects

Weather App

Calculator

Module 25:Advanced Bootstrap and JavaScript Development

- responsive design with Bootstrap
- JavaScript functions, scope, arrays, loops, objects, JSON

Language: Hatch XR
Platform: Visual studio code

8+ lessons & 8+ projects

Error Logger

Chat Application

Overview

Module 26: JavaScript, Node.js, and Final Project

- JavaScript libraries
- Basics of Node.js

Language: Hatch XR
Platform: Visual studio code

10 lessons & 10+ projects

Chat Application

Personal Portfolio Website

Module 27–29–:Unity

24 Classes | **40+ Projects** | **44 Quizzes**

Key Learnings

- Overview of Unity interface and basic navigation..
- Understanding GameObjects, Transforms, and Components
- Introduction to Unity's physics system
- Basics of C# scripting for Unity

Achievements

- Player Control Setup
- Scene Transitions
- Health Bar UI
- Character Animation Setup

Featured Projects

Sound Effects Setup

Interactive Menus

Module 27: Introduction to Unity and Game Development

- GameObjects, components, physics, C# scripting
- UI design, and basic animation techniques with events and triggers

Platform: Unity hub

8 lessons & 8+ projects

Multiplayer Integration

Advanced Enemy AI

Module 28: Advanced Unity Game Development

- Unity features
- Advanced UI design, optimization techniques

Platform: Unity hub

8+ lessons & 8+ projects

Simple Enemy AI

Performance Optimization

Module 29: Emerging Technologies in Game Development

- Advanced Enemy AI
- AR/vr Experience Setup

Platform: Unity hub

8+ lessons & 8+ projects

Artificial Intelligence (AI)

Virtual Reality (VR)

Module 30–32–:Electronics–Arduino

24 Classes | **40+ Projects** | **44 Quizzes**

Key Learnings

- Basics of electronics components and circuits
- Overview of Arduino platform and its components
- Using digital pins for input and output
- Generating analog signals using PWM

Achievements

- Working with displays in Arduino projects
- Using wireless modules for communication
- Introduction to IoT concepts and projects
- Working with advanced sensors

Featured Projects

LED Dimming

IoT Weather Station

Module 30– : Introduction to Electronics and Arduino Programming

- Basics of electronics and Arduino
- dDgital and analog inputs/outputs

Language: Python
Platform: Arduino IDE

8 lessons & 8+ projects

Servo Motor Control

Line Following Robot

Module 31: Advanced Electronics, IoT, and Robotics

- Robotics basics, advanced sensors and actuators
- Data logging and visualization, automation systems

Language: Python
Platform: Arduino IDE

Data Logging and Plotting

Home Automation System

Module 32: Advanced Electronics, Networking, and Machine Learning

- Machine learning with Arduino
- Culminates into a final project

Language: Python
Platform: Arduino IDE

8+ lessons & 8+ projects

Wearable Health Monitor

Custom Arduino Project

Module 33–35–: ROBOTICS – TINKERCAD CIRCUITS

24 Classes | **40+ Projects** | **44 Quizzes**

Key Learnings

- Basics of robotics and Tinkercad Circuits
- Basics of electronic components and circuits
- Overview of Arduino platform and programming
- Basics of motors and motor control

Achievements

- Working with advanced sensors
- Advanced motor control techniques
- Basics of wireless communication for robotics
- Logging and visualizing data in Arduino projects

Featured Projects

Bluetooth Communication Project

Temperature Logging Project

Module 33: Robotics Fundamentals and Arduino Programming

- DC Motor Control Project
- Servo Motor Control Project

Language: Html, css,j avascript
Platform: Tinkercad circits

8 lessons & 8+ projects

PID Control Simulation

Autonomous Rover Simulation

Module 34––:Responsive Web Design & JavaScript

- Advanced programming techniques,
- Voice Controlled Robot Simulation

Language: Html, css,j avascript
Platform: Tinkercad circits

8+ lessons & 8+ projects

Swarm Robotics Simulation

Industry-Specific Project Simulation

Module 35––: Working with APIs, Frontend Frameworks &Final Project and Showcase

- Project presentation
- Competition Simulation

Language: Html, css,j avascript
Platform: Tinkercad circits

8+ lessons & 8+ projects

Competition Simulation

Research Project Simulation

Module36 – AR/VR – HATCH XR

12 Classes | **40+ Projects** | **44 Quizzes**

Key Learnings

- Basics of augmented reality and virtual reality
- Creating virtual environments
- Importing and placing objects in AR/VR environments
- Adding basic interactions to AR/VR objects

Achievements

- Implementing complex interactions in AR/VR
- Developing for multiple AR/VR platforms
- Implementing AR cloud and persistent experiences
- Application of concepts learned

Featured Projects

UI Design Project

Animation Project

Module 36: Robotics Fundamentals and Arduino Programming

- Fundamentals of Augmented and Virtual Reality (AR/VR)
- Building environments, adding objects and assets

Language: Html, css,j avascript
Platform: HatchXR

8 lessons & 8+ projects

Audio Project

Advanced Interaction Project

icodejr

#SSS: Student success stories

01.

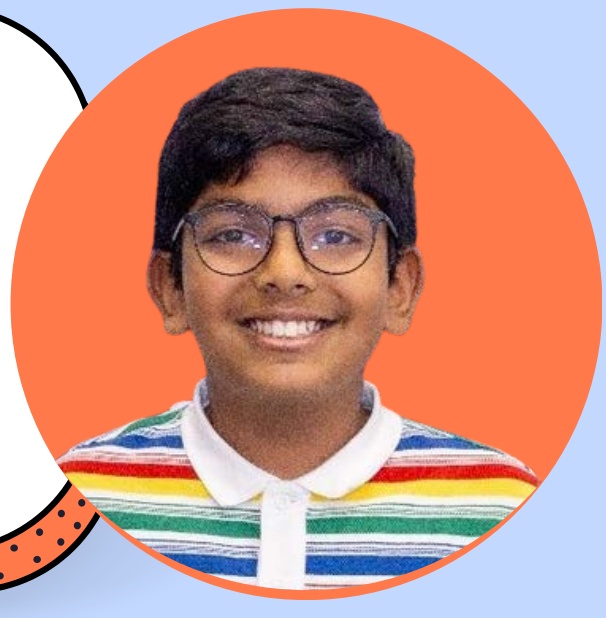
Zyann Built His First Game at Age 8!

02.

Harnidh Created Her Own App at Age 13!

03.

Ishaan Designed His First Website at Age 12!



04.

Gridell Mastered Python at Age 10!

icode jr

GET YOUR CHILD FUTURE READY WITH

WWW.ICODEJR.COM

1. Visit our website www.icodejr.com
2. Book a free trial based on YOUR schedule.
3. Attend the 45-minute class with our tech guru.
4. Like this session? Enrol. Go ahead and sign-up! Remember, you can decide the pace of the class!

BOOK A FREE TRIAL