



Coding to Concept™



Level-1 Index

Advance (Grade 6 onwards)



Session 1

Introduction to coding

Distance Measurement

App building 1 – On concept of distance, speed and time

Session 2

Broadcast statements, Loops, Sensing

Electric Circuit

App building 2 – On concept of circuit completion and components

Session 3

Conditional statement, Game elements, Sprites programming

Math Race- Addition Game

Game building 1 – Racing game using mathematical addition properties

Session 4

Events, Functions, Pen tool, Numbers

Art from Heart

Game building 2 – To create your own design using geometrical shapes

Session 5

Wait statement, Functions, Recursive loops, GUI

Effect of Motion and Time

Game building 3 – To see effect of motion and time on sprite

Session 6

Intents, All events, Conditional loops

Friction

Game building 4 – To see effect of friction on moving objects like car

Session 7

App components, Multiple sprite programming, logical operators

Solar System

App building 3 – To represents & operate our solar system

Session 8

While loop, operators, variables, Functions

Square root

App building 4 – To find out square and square root of any number

Session 9

Game elements, GUI, Loops

Guess the number

Game building 5 – To make “guess the number” game

Session 10

Coding extensions, For loop, Event, If...else commands

Bar graph

App building 5 – To represent data using graphs

Session 11

Conditional statements, loops, sprite communication, Events

Even and odd number

App building 6 – To test the number on the basis of even and odd property

Session 12

IoT applications, GUI, broadcast, loops, Cloud database

Weather reporting system

App building 7 – IOT based app to report real time weather data Certifications



Coding: - Sequence, loops, logical operators, variables, game elements, IOT applications



Session

CODING CONCEPT
OUTCOME