GEEKLAMA

Coding School
2020

About Geeklama

Geeklama is about arising the curiosity in every child. We believe that every kid can learn coding, you just have to spark the interest in their eyes. Nowadays the programming is used everywhere including art, finance, science, etc. Our school gives kids an opportunity to get accounted with computer science and dive into this field to become a coding star.

We provide colorful, playful and hands-on lessons with engineers from top IT companies for kids starting from age 7.

Our Philosophy

Mission

Build content, product and educational technologies to support coding lessons including in tier-2 cities and countries.

Vision

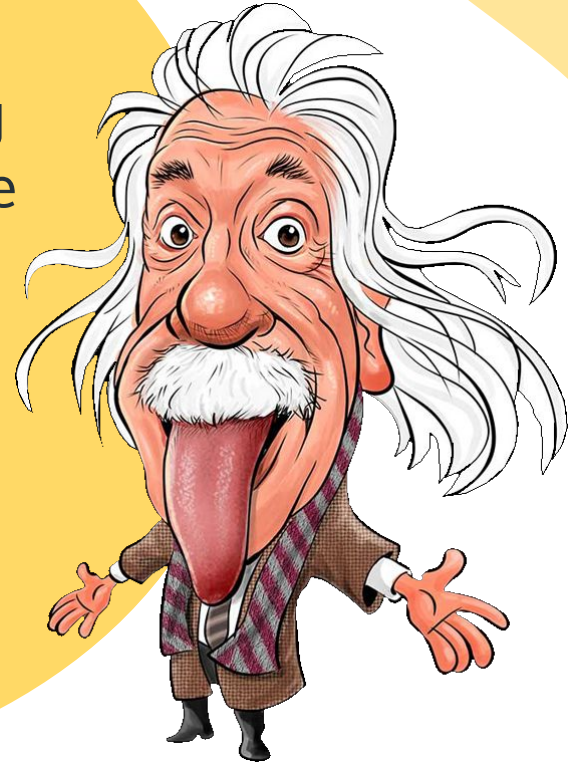Make quality live coding lessons available to all kids - regardless of where they live.

Values

We strive to give kids an opportunity for development that helps them to succeed in their future lives

"Education is not the learning of facts, but the training of the mind to think."

—Albert Einstein

How we Teach

Duration

Each program has 16 lessons spread over 8 weeks. Two 60 minutes classes every week.

Individual Approach

Every students gets personal attention that is essential for productive grows and great experience

Practice

Our students get resources to practice in class and at home through practical examples and games building

3-5 students per group

Your kid gets the deserved attention while participating in a dynamic and interactive group

What the numbers say

98%

of students would recommend Geeklama to their friends

93%

of students rated the instructor and course materials 5 out of 5

90%

of students stay with Geeklama for follow-on courses and programs

98%

of students say they had fun in their classes

Our Courses

Hands-on Experience   3 - 5 kids in each group

Interactive class environment   Week long hackathon final projects

Work assessment and personalized feedbacks

Scratch (ages 7+)

- ## Scratch Starter
  Perfect for beginners.
  Build simple games, cartoons, storyboards, etc. in a fun and creative way

- ## Scratch Mini
  Perfect for beginners who want to try.
  Mini version (5 classes) of the Scratch Starter course.

Python (ages 14+)

- ## Python Fundamentals
  Perfect for beginners
  Project based homeworks and in class challenges.

- ## Python Games
  Create 6 games during the course.
  Homeworks design to boost creativity.

- ## Python Mini
  Perfect for beginners who want to try.
  Mini version (5 classes) of the Python fundamentals course

SCRATCH

Scratch Starter

This Scratch course was developed to be easily understood by absolute beginners, and it is best suitable for kids aged 7-10. Through this course of 16 lessons, the students will start from learning the Scratch interface and the basics of coding, and build up an impressive list of programming skills over the course by coding spells, treasure games, and other fun and engaging playful projects.

At the end of the course, there will be a hackathon, where students will apply the coding skills they have learned during the course to create their favorite cartoons and games and will present them to each other.

Prereq: Reading   **Schedule**: 2x week, 16 classes

Scratch Mini

Through hands-on lessons specially designed for beginners and colorful stories of Scratchy and his friends, students will learn how to use Scratch interface, blocks, characters, backgrounds, and scripts in a playful way in just 5 lessons. The kids will also be exposed to the fundamentals of coding - loops, conditions, variables, functions, message passing, and event handling.

At the end of the course, students will be able to apply the knowledge to create storyboards, cartoons, and games, such as a racing game, an animated birthday card, or even creating their own magic world!

Prereq: Reading   **Schedule**: 2x week, 5 classes

Python Fundamentals

The first half of the course is dedicated towards learning the fundamentals of python such as lists, libraries, logic operators, conditionals, loops, and functions. In the second part of the course we will apply the fundamentals for problems like input validation, recursion, text and image analysis. As a capstone project, students will create their own Tic Tac Toe game using python.

Prereq: Middle school math
Schedule: 2x week, 16 classes

Python Games

In this course students will learn how to make 2D video games using Arcade library! This course is a great way to enhance creativity and problem solving, as well as practice programming in the super fun environment. Students will be proud to show their game to friends and their code to the employers.

Prereq: Python Fundamentals
Schedule: 2x week, 16 classes

Python Mini

This course is a mini version of the python fundamentals course. In 5 classes a student will learn basic programming skills such as variables, lists, conditions and loops. This short course will help a kid to understand whether he likes programming, as well as this course will prepare a student for full course.

Prereq: Basic math
Schedule: 2x week, 5 classes

Coming soon

Course	Description
Python: Data Analysis	In this course kids will learn the basics of the data analysis. This is a core knowledge of the data scientist!
Scratch: Knight	In this course students will basics of coding such as conditions, loops, logic operators, and functions to building up impressive animations, cartoons, and games.
IoT: Fundamentals with Arduino	This course will help kids started in the IoT track. Hands on projects with both hardware and software.
Web DevOp: HTML+CSS	HTML and CSS are the starting point for a web developer. After this course kids will be able to make their own simple websites!

Product plan overview

Drag & Drop Programming:
1. Scratch Mini, Scratch Intro
2. Scratch Advanced
3. Blockly

Web Development:
1. HTML + CSS
2. JavaScript
3. Web Development - company cases

App Development:
1. Swift (xCode)
2. Swift Pro
3. Kotlin

Core Computer Science:
1. Python fundamentals
2. Java fundamentals
3. Math for Computer Science

Data Science:
1. Data Analysis
2. Machine Learning
3. Deep Learning
4. Computer Vision
5. Data Science - company cases
6. Reinforcement learning
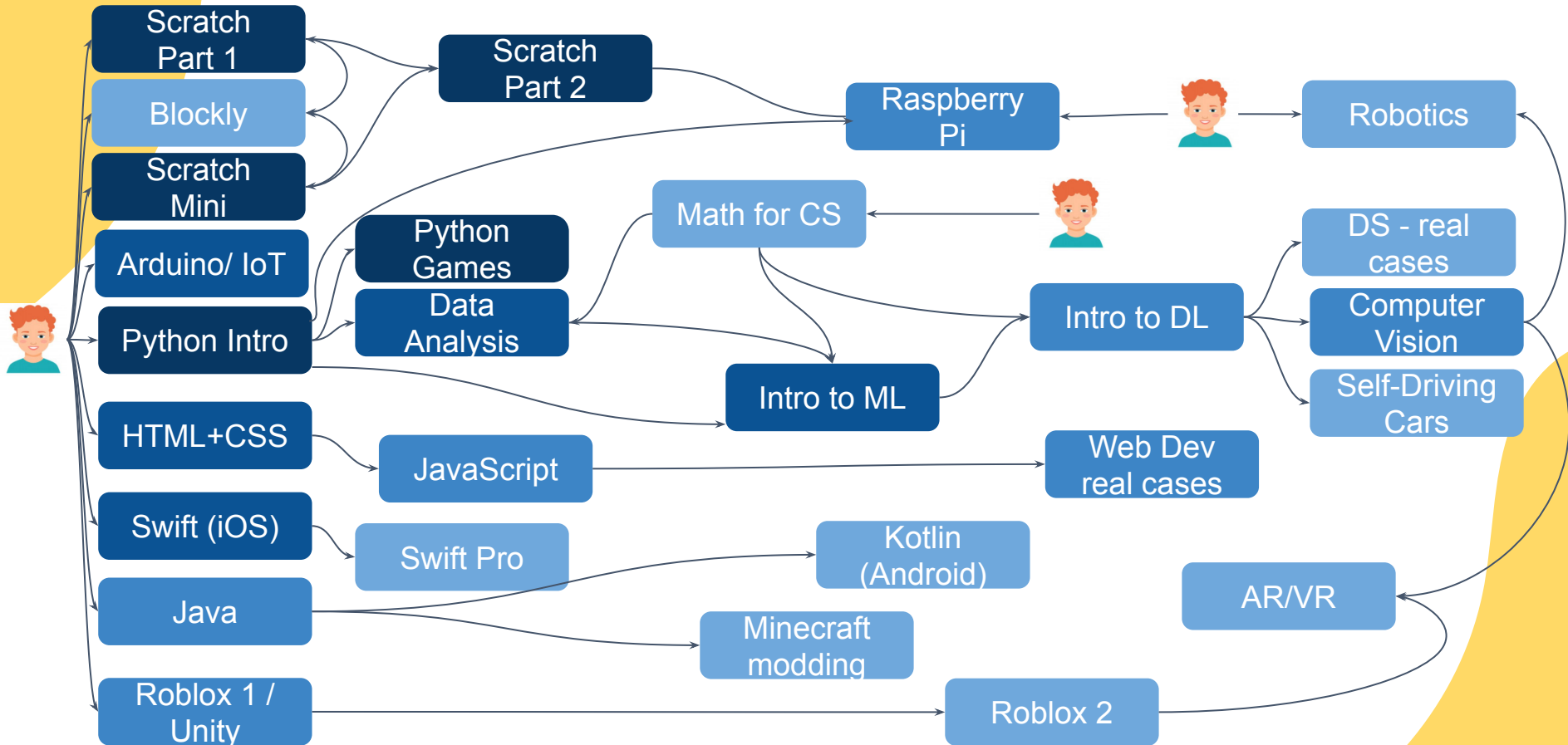7. Self-driving cars

IoT, Robotics & Real World Web:
1. Arduino
2. Raspberry Pi
3. Robotics / drones
4. AR/VR Engineering

Game Development:
1. Python Games
2. Roblox Intro, Roblox Advanced
3. Minecraft Modding

Courses pathways

Customer Testimonials

Faiza Abdulsamad,
Geeklama parent

"After the first lesson, my daughter couldn't wait for the next and she has started creating her own cartoon story on her laptop. And the coordinator and the instructors are very friendly."

Bennedete Menkah,
Geeklama parent

"My daughter is happy. She is able to do a couple of things and actual code. I totally recommend this for any parent looking for quality tutors and resources to help their curious kids."

Partnership Scenarios

- **Online courses tough by our teachers**
  Prices..
- **Offline courses tough by our teachers**
  Prices...
- **Our courses program + training off your stuff**
  Prices...
- **Our courses program**
  Prices...

We are open for a conversation!
Let us know if you see any other way we could benefit each other

The Teachers

Ruslan

MA Linguistics,
Moscow State University

Sergei

Software engineer. Yandex.
Ex-Cisco
BSc Computer Science,
MTUCI (Moscow)

Margo

PostDoc in Computer
Vision,
LIRIS Lyon ,France

And more….

The Product Developers team

Aijan
Software engineer, Cisco.
M.Sc. Data Science,
Skoltech

Maria
PhD Candidate,
Skoltech.
Mech.Engineering, MIT

Anastasija
M.Sc Information systems &
Technologies, Skoltech.
B.Sc. Physics, Le Moyne
College (Syracuse)

FOUNDERS WORD

Kids are naturally curious, and we believe therein lies the genius to solve everyday problems and raise the next generation of innovators and creators. At Geeklama, we nurture this curiosity to unleash every child's potential to shape the world. Using best practices and by observing what works best, we constantly update our programs with engaging activities that keep kids motivated through their journey to proficient coding skills.

CEO Adeniyi Adebayo

Thanks!

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Our Experiences