



# Ikusasa Technology Solutions



# PROGRAMMES

## Kgetho Training and Consulting Kids Code Programs

1

### Essential Scratch Programming

Kids will get to know the Scratch learning environment, its friendly animated characters and cool graphic design tools.

2

### Web Development

Learners get their first experience of building a website. They will be introduced to basic HTML, CSS, JavaScript and Bootstrap.

3

### App Development

In the App development course, students will learn the basics of coding Apps for smartphones.

4

### Game Development

In this course, students will learn how to make simple animations and games with object and characters.



# Essential Scratch Programming

## INFO

- † Level: Beginner
- † Location: Online Classes
- † Weekly Hours: 4 Hours
- † Commitment: 15 Classes (4 Months)

## PROGRAMME OUTLINE

- † Introduction Lesson
- † Basics of Scratch Programming
- † Getting Know about Control/Movement/Looks and Sound
- † Example projects
- † Patterns and relationship
- † Introduction to variables
- † Creating own game

## PROGRAMME INFORMATION

This introductory course invites kids to create games, videos and stories, while learning the foundations of coding so there's no need for previous experience. With Scratch, you can program your own interactive stories, games, and animations — and share your creations with others in the online community.



# Essential Scratch Programming schedule



## FIRST MONTH

- Introduction Lesson
- Basics of Scratch Programming

## FIRST MONTH

- Getting Know about Control/ Movement/ Looks and Sound
- Example projects

## THIR D MONTH

- Getting started with scratch coding
- Example projects

## THIR D MONTH

- Pattens and relationship
- Introduction to variables
- Creating own game

# Snapshot from Topic: Basics of Scratch Programming



The image shows a screenshot of the Scratch 1.4 software interface. The interface is divided into several main sections: a left sidebar with block type categories, a central Scripts tab, a right stage area, and a bottom script inventory. Red arrows point from text boxes to specific parts of the interface.

Block Types (more to follow)

Scripts tab: add commands for Sprite1's actions

Start (optional) and Stop Buttons

Performance Area = Stage (background) + Sprites (characters)

Pick a Sprite to program

Script Inventory (block palette): drag new commands from here to the scripts tab



# Web Development Program

## INFO

- ❖ Level: Beginner
- ❖ Location: Online Classes
- ❖ Weekly Hours: 5 Hours
- ❖ Commitment: 50 Classes (12 Months)

## PROGRAMME OUTLINE

- ❖ Introduction Lesson
- ❖ Basic of HTML
- ❖ Getting to know HTML
- ❖ HTML Elements
- ❖ Getting Familiar with CSS
- ❖ Styling web pages
- ❖ Responsive design
- ❖ Introduction to Bootstrap
- ❖ Getting to know JavaScript
- ❖ Add behaviour to web pages
- ❖ Final Professional Project

## PROGRAMME INFORMATION

Students in Web Development will learn how to create their own websites. With the help of our experienced instructors, students will understand how to create and manage their very own websites, so that they can boost their online presence. There are billions of people all over the world who have access to the internet, but only a small percentage of them can make websites.

# WEB DEVELOPMENT COURSE SCHEDULE

## MONTH 01

- Introduction Lesson
- Basics of HTML

## MONTH 02

- Getting to know HTML

## MONTH 03

- HTML Elements

## MONTH 04

- Getting Familiar with CSS

## MONTH 05 & 6

- Styling web pages

## MONTH 07

- Responsive design

## MONTH 08 & 9

- Introduction to Bootstrap

## MONTH 10

- Getting to know JavaScript

## MONTH 12

- Final Professional Project

# Snapshot from Topic: Web Development Programming

```
<!DOCTYPE html>
<html>
<head>
<meta name="viewport" content="width=device-width, initial-scale=1.0">
<style>
* {
  box-sizing: border-box;
}
.menu {
  float: left;
  width: 20%;
}
.menuitem {
  padding: 8px;
  margin-top: 7px;
  border-bottom: 1px solid #f1f1f1;
}
.main {
  float: left;
  width: 60%;
  padding: 0 20px;
  overflow: hidden;
}
.right {
  background-color: #f1f1f1;
  float: left;
  width: 20%;
  padding: 10px 15px;
  margin-top: 7px;
}
@media only screen and (max-width:800px) {
  /* For Tablets: */
  .main {
    width: 80%;
    padding: 0;
  }
  .right {
    width: 100%;
  }
}
/* only screen and (max-width:500px) {
  /* For mobile phones: */
  .menu, .main, .right {

```

Result Size: 625 x 79

## Cinque Terre

Resize the browser window

The Walk

### The Walk

Transport

History

Gallery

The walk from Monterosso to Riomaggiore will take you approximately two hours, give or take an hour depending on the weather conditions and your physical shape.



## What?

Cinque Terre comprises five villages: Monterosso, Vernazza, Corniglia, Manarola, and Riomaggiore.

## Where?



# App Development Program

## INFO

- ❖ Level: Beginner
- ❖ Location: Online Classes
- ❖ Weekly Hours: 5 Hours
- ❖ Commitment: 50 Classes (12 Months)

## PROGRAMME OUTLINE

- ❖ Introduction Lesson
- ❖ Setting up the environment
- ❖ Application architecture
- ❖ Language basic syntax
- ❖ Clean coding
- ❖ Intro to variables
- ❖ Common controls
- ❖ Creating projects



## PROGRAMME INFORMATION

In the App development course, students will learn the basics of coding Apps for smartphones. They will write code for the first time, develop and design their own unique self-made products.

# Snapshot from Topic: App Development Programming

## MONTH 01

- Introduction Lesson

## MONTH 02 & 3

- Setting up the environment
- Application architecture

## MONTH 04 & 5

- Language basic syntax

## MONTH 6

- Intro into Variables

## MONTH 7 & 8

- Common controls

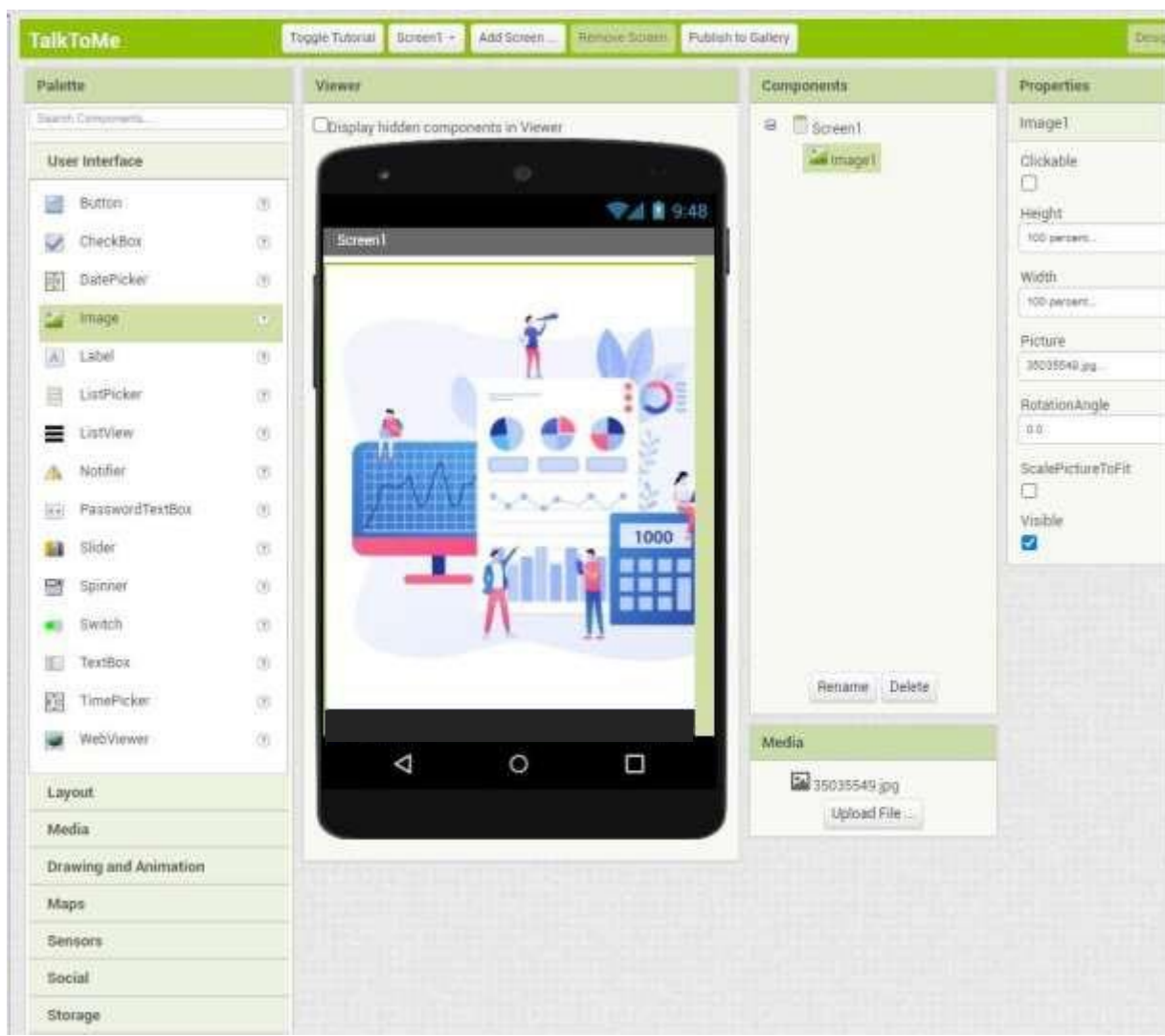
## MONTH 9 to 11

- Creating Projects

## MONTH 12

- Publish App





# Snapshot from App Programmin

# Game Development Program

## INFO

- ❖ Level: Beginner
- ❖ Location: Online Classes
- ❖ Weekly Hours: 5 Hours
- ❖ Commitment: 50 Classes (12 Months)

## PROGRAMME OUTLINE

- ❖ Introduction Lesson
- ❖ Setting up the environment
- ❖ Game architecture
- ❖ Language basic syntax
- ❖ Clean coding
- ❖ Intro to Conditions and loops
- ❖ Intro to variables
- ❖ Common controls
- ❖ Creating projects

## PROGRAMME INFORMATION

In the Game development course, students will learn how to make simple games, stories and animations. They will write code for the first time, develop and design their own unique self-made games. Learn basic coding concepts such as conditions and loops.





# Snapshot from Topic: App Development Programming

## MONTH 01

- Introduction Lesson

## MONTH 02 & 3

- Setting up the environment
- Game architecture

## MONTH 04 & 5

- Language basic syntax

## MONTH 6

- Intro to variables

## MONTH 7 & 8

- Common controls

## MONTH 9 to 11

- Creating Projects

## MONTH 12

- Publish game



Pricing Model

DESCRIPTION	DURATION (MONTHLY)	RATE PER MONTH
Foundation(Essential)	4	R1050,00
Web Development	12	2250
Game Development	12	3550
Application Development	12	4550

For More Information and Enrolment

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