



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 panels. On the left is the 'Script Inventory' (block palette) containing various block types categorized into Motion, Control, Looks, Sound, Operators, and Variables. In the center is the 'Scripts' tab, which is used to add commands for the selected sprite. On the right is the 'Stage' area, which displays the background and the selected sprite. The 'Stage' area also includes a 'Performance Area' for the stage and sprites. The 'Scripts' tab has a 'Start' button (green flag) and a 'Stop' button (red flag). The 'Stage' area has a 'Pick a Sprite to program' button. The 'Performance Area' is labeled as 'Stage (background) + Sprites (characters)'. The 'Scripts' tab is labeled as 'Scripts tab: add commands for Sprite1's actions'. The 'Block Types' are labeled as 'Block Types (more to follow)'. The 'Script Inventory' is labeled as 'Script Inventory (block palette): drag new commands from here to the scripts tab'. The 'Start (optional) and Stop Buttons' are labeled as 'Start (optional) and Stop Buttons'. The 'Pick a Sprite to program' button is labeled as 'Pick a Sprite to program'. The 'Performance Area' is labeled as 'Performance Area = Stage (background) + Sprites (characters)'.

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: lightblue;
  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%;
  }
}

@media only screen and (max-width:500px) {
  /* For mobile phones: */
  .menu, .main, .right {
```

Cinque Terre

Resize the browser window

The Walk

The Walk

Transport

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.

History

Gallery



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

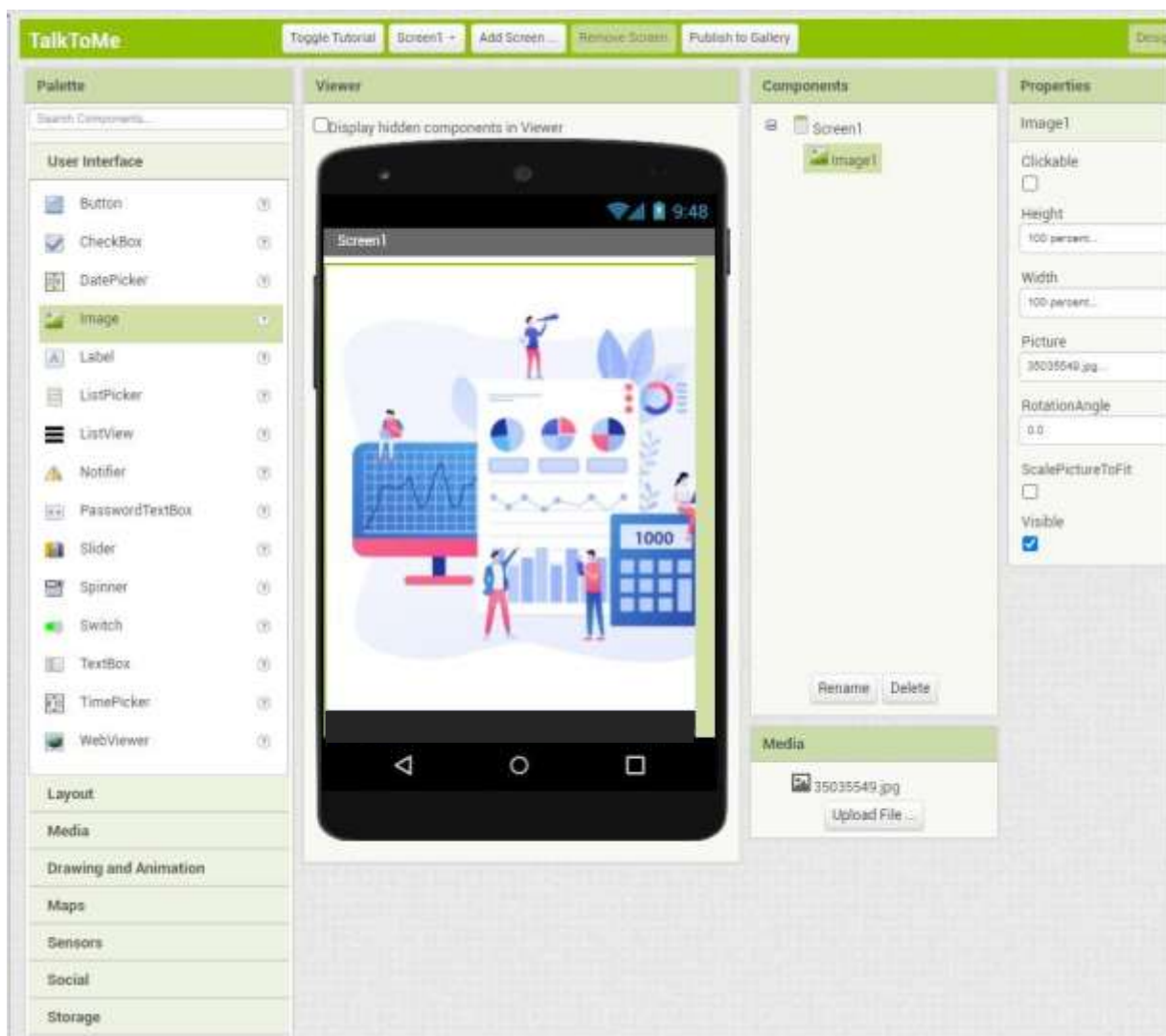
MONTH 9 to 11

- 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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