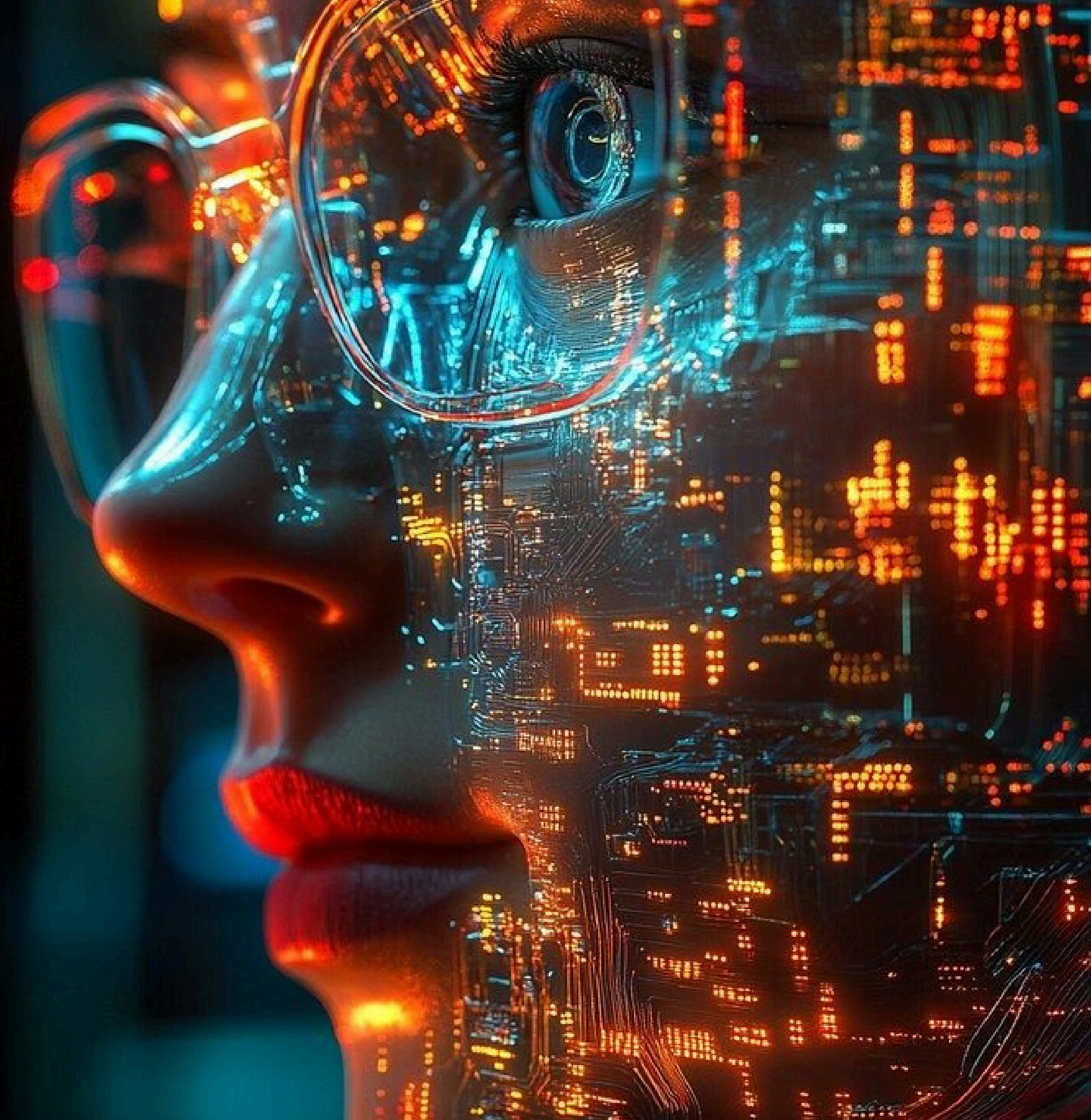
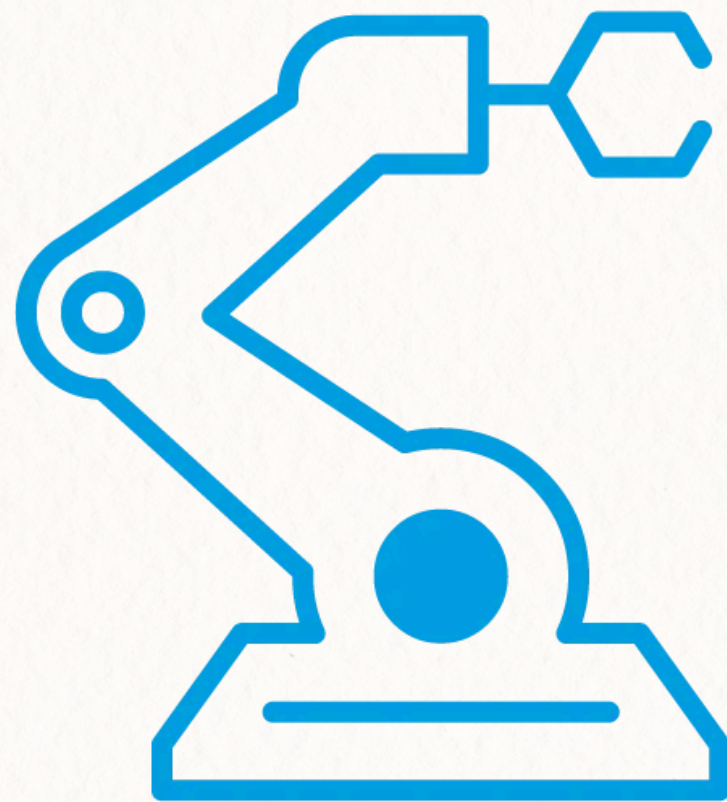
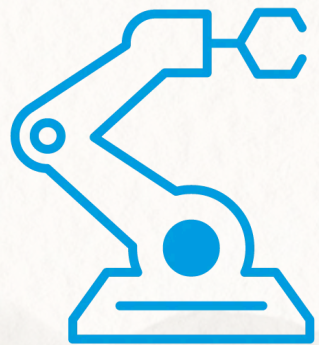
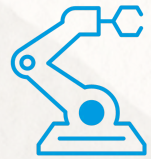


**Tech
bootcamp for
every child.**



Robotics and coding for grade 2 to 10

Intro to Robotics

- What is robotics.
- Different types of robots.
- Parts of a robot.
- Advantages of robots.
- Disadvantages of robots.
- Robots and our future
- Ethics and robotics

- Motors.
- Actuators.
- joints
- Human body vs robots parts.
- power source.
- Security
- vision
- Arduino
- Pictoblocks
- ESP32
- breadboarding concept

Intro to cybersecurity

Cybersecurity curriculum

- Data protection.
- Data privacy.
- User online protection.
- Phishing.
- Malware vs ransomware.
- Anti-virus software evaluation.
- Cybersecurity talk to parents.

Cybersecurity topics to look at:

- malware
- privacy
- kali linux
- cyber attacks mitigation
- ransomware
- phishing

AI for Children

AI Curriculum

- Intro to AI.
- What is computer vision?
- How a self-driving car works.
- Face detection in image.
- Optical character recognition
- Speech recognition

AI topics to look at:

- How our brains work.
- AI as a tool.
- Different tools that are AI.
- neural networks.
- Entity extraction.
- Forward chaining.
- Hyperparameter.
- Intent.
- Knowledge generation.
- Grounding.
- K-shot learning.
- AI reasoning.
- Agentive.
- Foom.
- Zero-shot learning.

Ethics

- What is ethics
- How ethics gets involved in AI.
- How to shape smart cities.
- AI as a career and its future
- AI contribution in national building & development

Robotics and coding for grade 2 to 10

Hardware programming

- curriculum
- Introduction to basics of electronics.
 - Introduction to Arduino board and programming.
 - Introduction to ESP32 board.

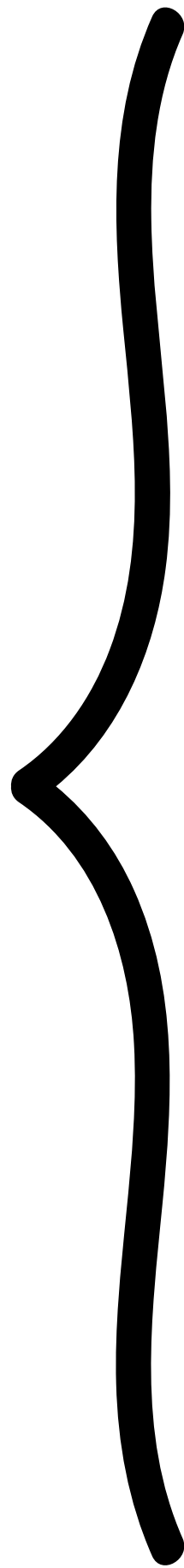
Projects

- Smart bins.
- Line following robots.
- Smart irrigation.
- smart door locks.
- smart home.
- Smart control of water pump.

Intro to Aviation

- Aviation topics
- Parts of an aeroplane.
 - Basics of jet engines.
 - Planes design using paper folding techniques.
 - *ORIGAMI*

Robotics and coding for grade 2 to 10



Digital Literacy

**Introduction to
software
development**