

Interactive Number Magic

Goal: Teach number basics while making it fun.

Example: Input a number -> Double it -> Add 10 -> Halve it -> Subtract original -> Output = 5 (always!).

Unit Converters

Goal: Apply arithmetic operations to solve real-world problems.

- **Activity:**
 - Write programs to convert:
 - Temperature (Celsius ↔ Fahrenheit).
 - Length (meters ↔ kilometers, feet ↔ inches).
 - Currency (using hardcoded exchange rates).

Financial Mini-Apps

Goal: Relate numbers to everyday applications.

- **Activity:**
 - Create a program to calculate simple interest or compound interest.

Geometry Calculator

Goal: Explore geometry with Python.

- **Activity:**
 - Calculate the area and perimeter of shapes (rectangle, circle, triangle).

Number Properties Checker

Goal: Teach conditions and arithmetic together.

- **Activity:**
 - Check if a number is even/odd.
 - Determine if a number is prime.
 - Find whether a number is a multiple of another number.