**Iteration-1 (1 to 7) -Aakash**

1. **Moodle**
   * Moodle is a learning management system (LMS) that provides a platform for educators to create and deliver online courses and educational content.
   * It offers a wide range of features, including course management, content creation, assessment tools, and collaboration options.
   * Teachers can create and organize courses, upload resources such as videos, documents, and interactive content, and design quizzes and assignments.
   * Students can access the courses, interact with the learning materials, participate in discussions, and submit assignments.
   * Moodle is widely used in schools, colleges, and universities for both traditional classroom-based learning and fully online education.
2. **Tynker**
   * Tynker is an educational platform designed to teach kids (ages 5-18) how to code and program in a fun and interactive way.
   * It offers a visual programming interface that allows kids to drag and drop code blocks to create programs and games.
   * Tynker covers various coding concepts, including sequencing, loops, conditional statements, variables, and functions.
   * The platform offers pre-built coding projects and challenges that help kids develop problem-solving skills and creativity.
   * Tynker also offers courses in game development, app development, robotics, and more, catering to different age groups and skill levels.
3. **White Hat Jr.**
   * White Hat Jr. is an online learning platform that focuses on teaching coding and programming to kids aged 6 to 18 years.
   * White Hat Jr. prepares kids of grades 1-12 for this new world Kids learn both the fundamentals of coding--logic, sequence, structure, algorithmic thinking--and experience the joy of creative expression in building animations, games and apps using code.
   * It provides one-on-one live coding classes with dedicated teachers, allowing personalized learning experiences.
   * **White Hat Jr. Now Byjus Future School** primarily teaches **coding**,**Maths and Music**.
   * Offers 3 types of courses for each category.
   * The platform offers a structured curriculum that includes creating animations, building games, and developing websites and apps.
   * The emphasis is on developing logical thinking, problem-solving, and analytical skills through hands-on coding projects.
4. **Kodable**
   * Kodable is an educational platform that introduces coding and programming concepts to young children (ages 4-10).
   * It uses a game-based approach to teach coding, where kids navigate a cute character through various challenges using programming logic.
   * Offers 3 type of subscriptions :- monthly, yearly and lifetime.
   * Offers 4 categories :- programming , JavaScript, Math and ELA, robotics.
   * Kodable covers fundamental coding concepts such as sequences, loops, conditionals, and functions.
   * The platform aims to develop computational thinking and problem-solving skills in children, setting a strong foundation for future programming knowledge.
5. **Code.org** 
   * Code.org is a non-profit organization with a mission to promote computer science education and make it accessible to all.
   * Code.org® is an education innovation nonprofit dedicated to the vision that every student in every school has the opportunity to learn computer science as part of their core K-12 education.
   * It offers a range of free coding tutorials and resources suitable for different age groups, from kindergarten to high school.
   * Code.org provides coding courses for beginners, including block-based programming for younger kids and text-based coding for older students.
   * The platform features engaging activities, tutorials, and games to teach programming concepts and foster creativity in young learners.
6. **Bitsbox**
   * Bitsbox is a subscription-based platform that teaches kids (ages 6-12) how to code by creating and customizing their own apps and games.
   * Each month, kids receive a physical package containing coding projects and materials.
   * Focuses on the three C's (computational thinking, computer science, and coding).
   * The platform primarily uses JavaScript-based coding, and kids can see their creations come to life on a device like a tablet or smartphone.
   * Bitsbox aims to provide a tactile and engaging coding experience, encouraging kids to explore and experiment with code.
7. **Big Blue Button**
   * Big Blue Button is an open-source web conferencing platform specifically designed for online learning and virtual classrooms.
   * It provides features like real-time video conferencing, chat, screen sharing, virtual whiteboard, and breakout rooms.
   * Big Blue Button is commonly integrated into learning management systems like Moodle to enhance the online teaching and learning experience.
   * Educators can conduct live virtual classes, host interactive discussions, and deliver presentations, while students can actively participate and collaborate in real-time.

**Iteration-2 (8 to 14) -Aakash**

1. Brilliant Labs:
   * Website: <https://www.brilliantlabs.ca/> \*Note : Failed to open\*
   * Description: Brilliant Labs is an educational initiative that provides hands-on learning experiences with technology for students and educators. It offers various programs, workshops, and resources to promote digital literacy, creativity, and innovation.
2. Scratch JR:
   * Website: <https://www.scratchjr.org/>
   * Description: Scratch JR is a simplified version of the popular programming language Scratch designed for younger children (ages 5-7).
   * Children snap together graphical programming blocks to make characters move, jump, dance, and sing.
   * Focuses on coding.
   * Scratch JR is available as a free app
   * It allows kids to create interactive stories, animations, and games using simple drag-and-drop coding blocks.
3. K8 School:
   * Website: https://k8school.com/
   * Description: K8 School is India's accredited 100% online school for Nursery to Grade 8
   * Provides a wide range of extracurricular activities like counseling, yoga, music, art, dance, coding, cultural exchanges, personality development, and moral studies.
   * Conducts 3-4 hours of regular online classes 5-6 days a week in small class sizes (up to 15 students/class).
   * They say its cheap ,yeah cheap for a millionaire ,charging 110k for a nursery student.
4. Blocky:
   * Website: <https://blockly.games/>
   * Description: Blocky is an educational game-based website that teaches coding concepts through fun and engaging activities. It uses Blockly, a visual programming language, to help users of all ages learn the basics of coding through puzzles and challenges.
   * Comprises of 8 levels for coding .
   * Not for toddlers.
5. Alice:
   * Website: <https://www.alice.org/>
   * Description: Alice is a 3D programming environment that enables users to create interactive stories, animations, and games by dragging and dropping programming blocks. It is designed to introduce students to programming concepts in a user-friendly and visually appealing manner.
   * Alice is a free
   * Alice 3 is the latest IDE (integrated development environment) for the Alice programming language.
6. Scratch:
   * Website: <https://scratch.mit.edu/>
   * Description: Scratch is a popular programming language and online community developed by MIT.
   * It allows users of all ages to create interactive stories, animations, and games by combining code blocks. The Scratch community enables sharing and remixing of projects.
   * Scratch is free and is available in more than 70 languages.
7. MIT App Inventor:
   * Website: <https://appinventor.mit.edu/>
   * Description: MIT App Inventor is a web-based tool that empowers users to create mobile apps for Android devices, iPhones, and Android/iOS tablets.
   * MIT App Inventor is **a free and open-source web application integrated development environment**
   * It provides a drag-and-drop interface and a visual programming language to make app development accessible to beginners.