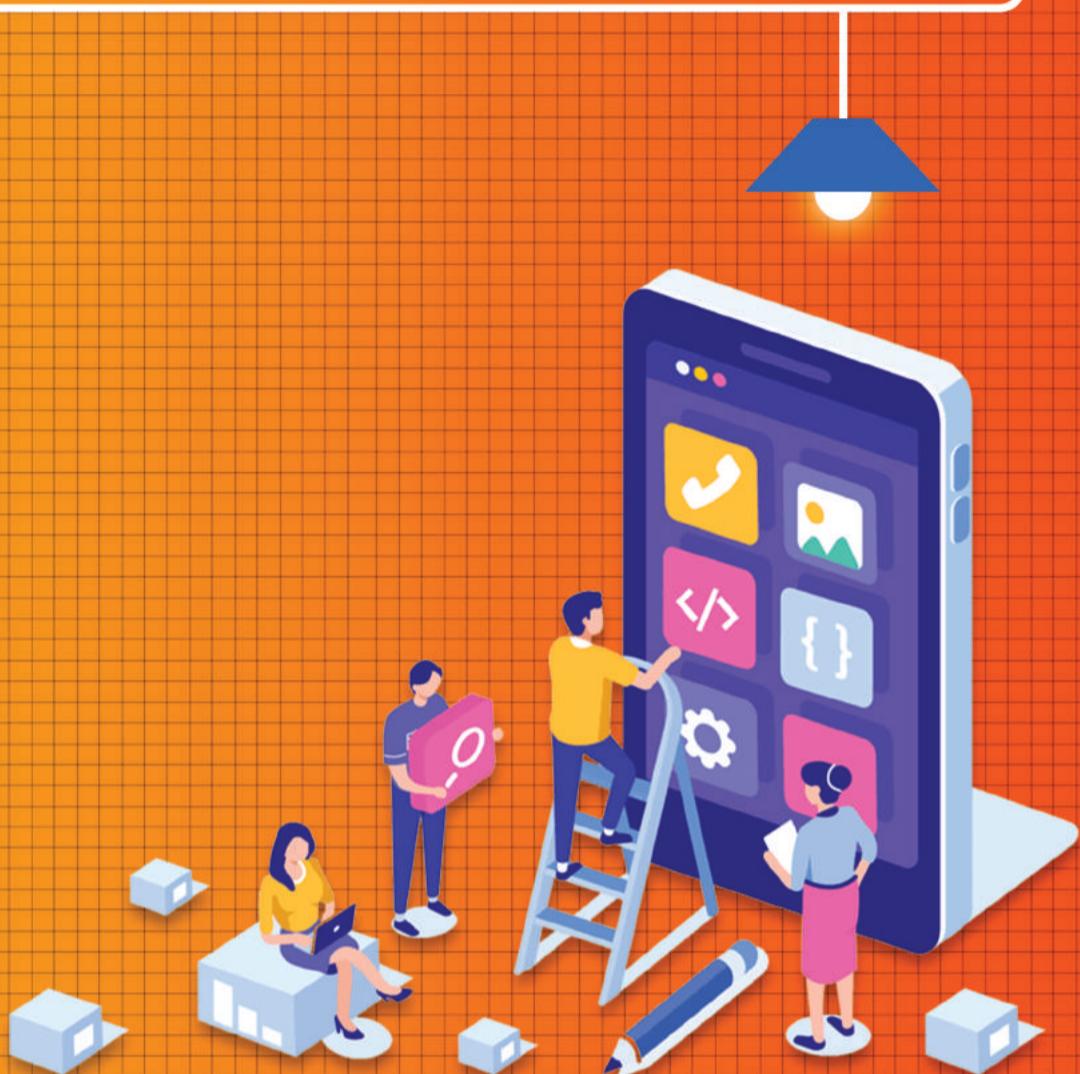




APP DEVELOPMENT

GRADE 6-8



COURSE HIGHLIGHTS !

- BUILD 10 REAL WORLD APPLICATION
- 48 hours live Sessions
- 48 hours Self Learning Session
- Fundamental of Block Based Programming
- Create smart and fun games
- Create your Mobile Application
- Understand complex computer science concepts by intuitively applying them in games & Mobile App
- Publishing App
- Build real world application like Calling & Texting App, bill Generator, memory game, tourist App & video calling app
- Certificate of Completion
- LMS Access - Pre-recorded videos, Documents, Assignments, Codes

 Book your
FREE Demo now!



COURSE REQUIREMENTS

- Basic Understanding Of Block Based Programming
- Laptop, Computer or a tablet
- Access to the internet



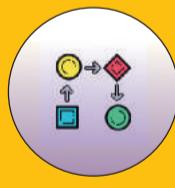
WHAT YOU'LL LEARN IN THE COURSE



Designing and
debugging the app



Managing images, sound, collisions,
Image sprites, etc.



Insides of
procedures & Variables



Working with sensor like clock,
accelerometer, location, light etc



Learn and control
Real time Database



Accessing online API

Need for Speed

- Use of canvas • Adding motion in objects
- Variable and Its use • 2 Object touching



START



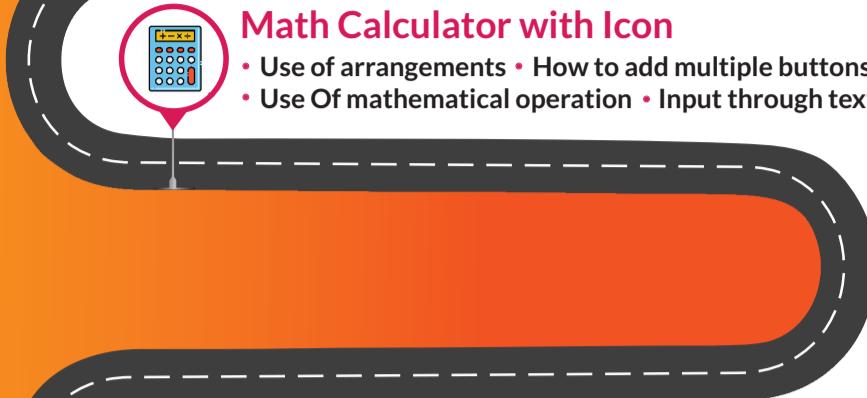
TINKER CODERS
BEYOND CODING

Beginner

Grade 6-8

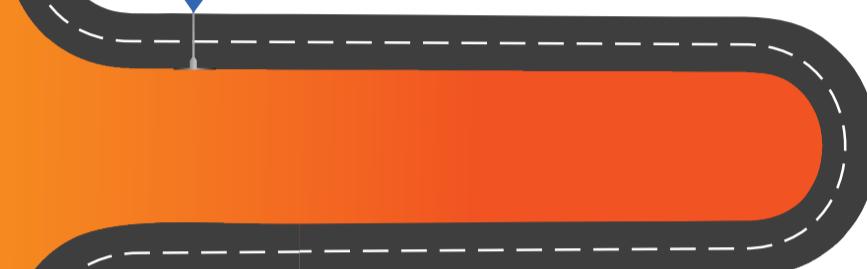
Math Calculator with Icon

- Use of arrangements • How to add multiple buttons
- Use Of mathematical operation • Input through text box



Women Security App

- Concept of clock • Idea behind latitude & longitude
- Use of Map • Messaging works



Painting App

- How dragging work in canvas • Creating list and adding color
- Save & clear your painting • Picking gallery images

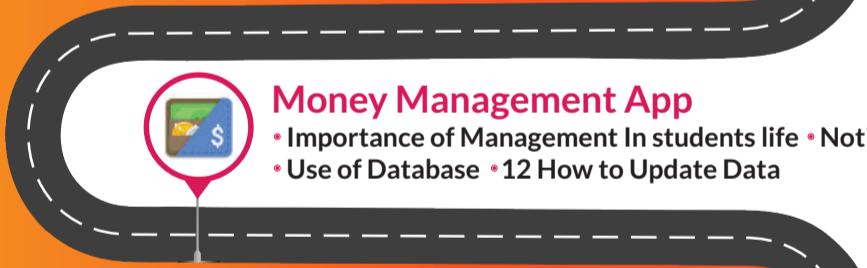


Time Table App

- Dictionary & Its use • Use of join block
- Matching of predefined information



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Money Management App

- Importance of Management In students life • Notification & Its Working
- Use of Database • How to Update Data



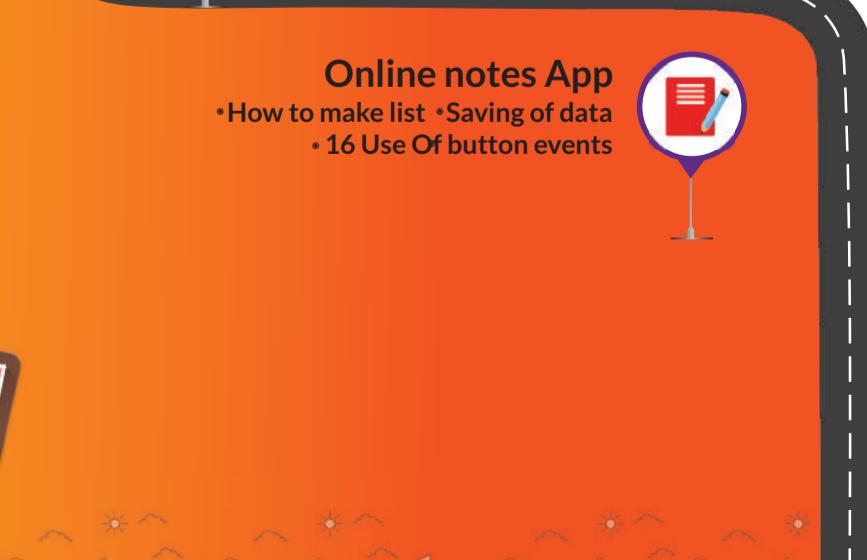
Muzify

- Use of player • How to download music
- Connecting one app with another • Making different modes for app



Online notes App

- How to make list • Saving of data
- Use Of button events

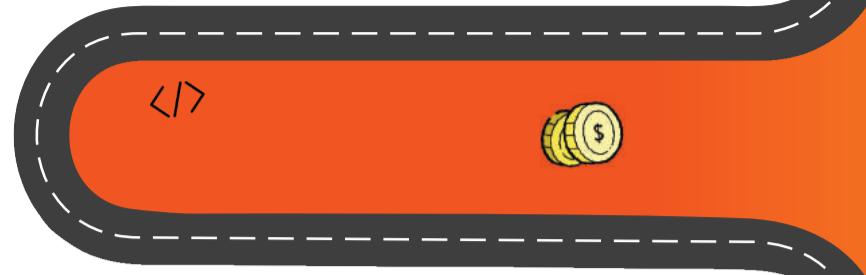


Intermediate

Grade 6-8



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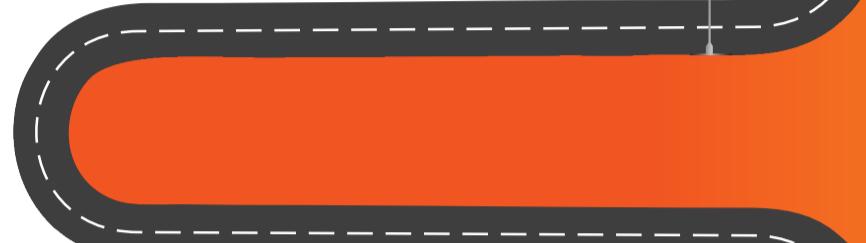


BMI App

- Idea behind body mass index
- Formula of BMI
- Mathematical operation & Its use
- Conditional statement use



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My Tourist App Guide

- Use of map
- How to compare text
- Adding details about different location
- Use Of location sensor and marker

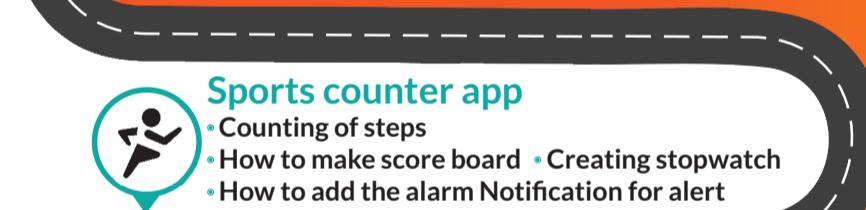


Real Facts

- FirebaseDatabase
- Adding multiple items
- How to Get information in app"



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Sports counter app

- Counting of steps
- How to make score board
- Creating stopwatch
- How to add the alarm Notification for alert



Secret message App

- Creating of list
- Share The data in any social platform
- How visibility works in an app
- Code generation
- Replacement of word



Collect The Coins+Publishing The App

- Random block
- Use of width & length of canvas
- local variable
- How to change The color Of coin
- Add The Details about the Application



Online Grocery App

- Creating of list • Admin & customer panel
- How to store data • Notification when data received



Calling and texting App

- Pick contact • Receiving of call & message
- Manage call and messages Call history and favorite details



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Video Calling App

- Permission for genuine user • how to do free hosting
- How to add notification Creating Meeting & Joining The Meeting



Flappy Game

- Use Of canvas • Objects moving & controlling
- Automatic background Changing Score & Timer



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Bill Generator

- Use Of check box • Mathematical operation
- Bills Invoice • Feature Of Selecting Multiple Items



HangMan (type of Guessing word Game)

- How API works • Comparison Of Words
- Splitting Of Words • Animation of Hangman Scores



Memory Game

- Creating List • Procedure& its Use
- How to Set Details In button



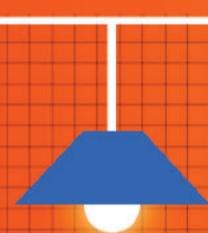
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END



HOW THIS COURSE WILL HELP YOUR CHILD



- **CIC approach**

Consumer to innovator to the creator

This course aims to turn the student from a consumer of technology to the creator of technology.

- **Activity-Based learning**

Learn the required programming concepts by performing activities

- **Project - Based Learning**

Learn the required programming concepts by performing activities

Instead of a theoretical and traditional way of learning, students will build projects during the course.

- **Our PBL approach will help student in**

Allows students to acquire key knowledge & skills through the development of projects that respond to real-life problems

Develop critical thinking

Retain the concept

Integration of different concepts

COURSE OUTLINE

Beginner

Session Number	Activity name	Learning Outcome
1.	Need for Speed	Use of canvas, Adding motion in objects, Variable and Its use, Object touching
2.		
3.	Math Calculator with Icon	Use of arrangements, How to add multiple buttons, Use Of mathematical operation, Input through textbox
4.		
5.	Women Security App	Concept of clock, Idea behind latitude & longitude, Use of Map messaging works
6.		
7.	Painting App	How dragging work in canvas, Creating list and adding color, Save & Clear your painting, Picking gallery images
8.		
9.	Time Table App	Dictionary & Its use, Use of join block, Matching of predefined information
10.		
11.	Money Management App	Importance of Management In students life, Notification & Its Working, Use of Database, How to Update Data
12.		
13.	Muzify	Use of player, How to download music, Connecting one app with another, Making different modes for app
14.		
15.	Online notes App	How to make list, Saving of data, Use Of button events
16.		

COURSE OUTLINE

Intermediate

Session Number	Activity name	Learning Outcome
1.	BMI App	Idea behind body mass index, Formula of BMI, Mathematical operation & Its use, Conditional statement use
2.		
3.	My Tourist App Guide	Use of map, How to compare text, Adding details about different location, Use Of location sensor and marker
4.		
5.	Real Facts	FirebaseDb, Adding multiple items, How to Get information in app
6.		
7.	Sports counter app	Counting of steps, How to make score board, Creating stopwatch, How to add the alarm, Notification for alert
8.		
9.	Secret message App	Creating of list, Share The data in any social platform, How visibility works in an app, Code generation Replacement of word
10.		
11.	Ping Pong Game	
12.		Motion in sprite, Button controlling Score & its use, Use of touching
13.		
14.	Collect The Coins+ Publishing The App	
15.		Random Block, Use of width & length of canvas, Local Variable, How to change The color Of coin, Add The Details about the Application
16.		

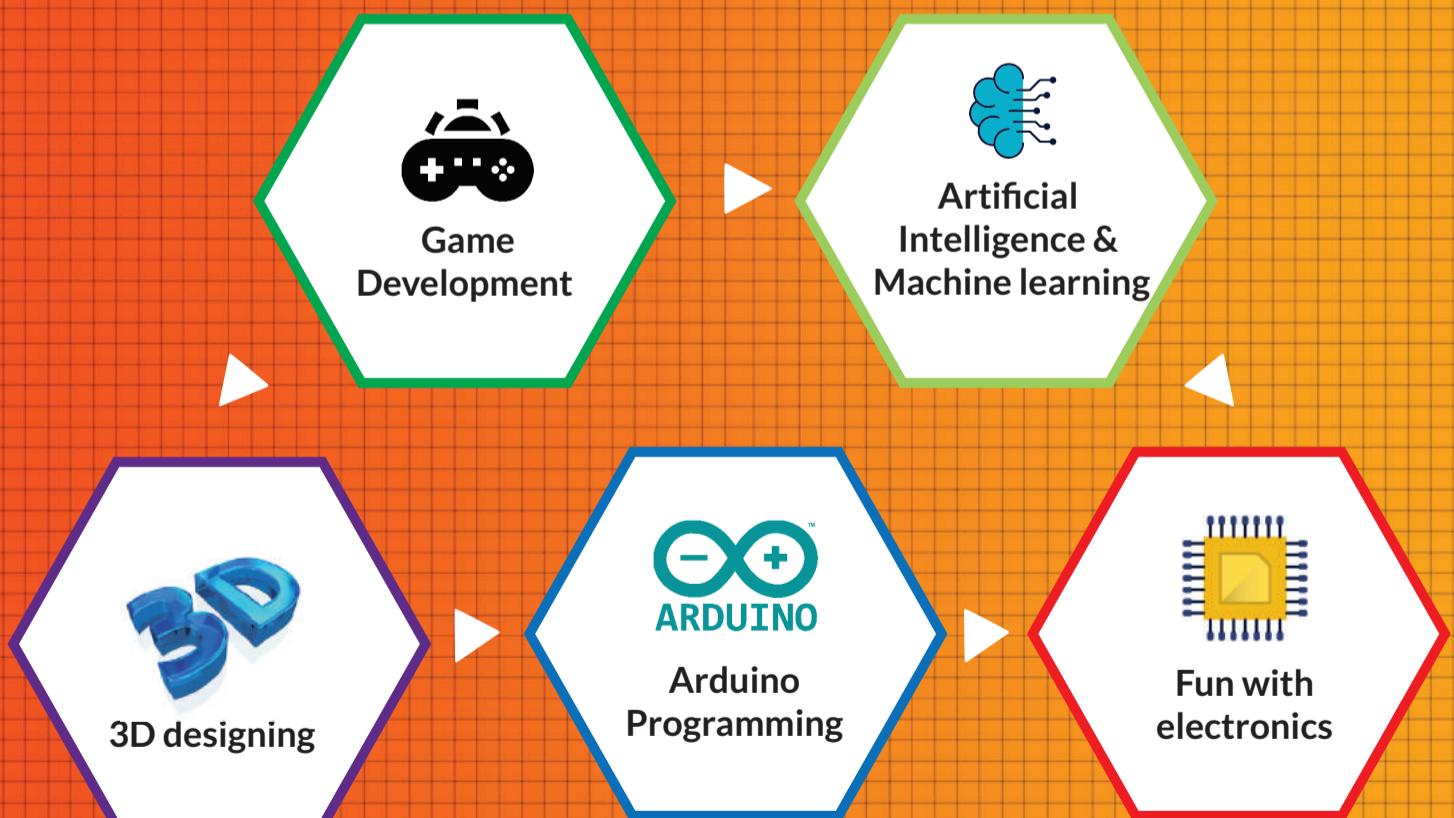
COURSE OUTLINE

Advance

Session Number	Activity name	Learning Outcome
1.	Online Grocery App	Creating of list, Admin & costumer panel, How to store data, Notification when data received
2.		Pick contact, Receiving of call and message, Manage call and messages, Call history and favorite details
3.	Calling and texting App	Pick contact, Receiving of call and message, Manage call and messages, Call history and favorite details
4.		Permission for Genuine user, How to do free hosting, How to add notification, Creating Meeting & Joining The Meeting
5.	Video Calling App	Use Of canvas, Objects moving & controlling, Automatic background changing, Score & timer
6.		Use Of check box Mathematical operation Bills Invoice Feature Of Selecting Multiple Items
7.	Flappy Game	How APi works, Comparison Of Words, Spliting Of Words, Animation of Hangman, Scores
8.		Creating List, Procedure & its Use, How to Set Details In button
9.	Bill Generator	Creating List, Procedure & its Use, How to Set Details In button
10.		Creating List, Procedure & its Use, How to Set Details In button
11.	HangMan (type of Guessing word Game)	Creating List, Procedure & its Use, How to Set Details In button
12.		Creating List, Procedure & its Use, How to Set Details In button
13.	Memory Game	Creating List, Procedure & its Use, How to Set Details In button
14.		Creating List, Procedure & its Use, How to Set Details In button
15.	Memory Game	Creating List, Procedure & its Use, How to Set Details In button
16.		Creating List, Procedure & its Use, How to Set Details In button



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