

LEARNING PATH FOR Young Learners



Course Break-up (3 modules)

LEARNER

₹7,199 only

9 Sessions

800/Session

What will your child learn? Introduction to Basics

Concepts like algorithms, sequencing, debugging, loops, conditionals and events covered

What will your child do?

Students will write code to create puzzles, shapes & Animated story and a Minecraft project

How will it benefit your child?

Increases Logical-Thinking Skills by 60%

DEVELOPER

₹14,249 only

19 Sessions

750/Session

What will your child learn? (Basic Course in-built)

BASIC (Concepts like algorithms, sequencing, debugging, loops, conditionals and events covered)

Concepts like loops (repeat, nested etc.), functions, events and variables

What will your child do?

BASIC+ Write code to solve complex puzzles, geometric shapes and create a simple game.

How will it benefit your child?

Increases Logical-Thinking Skills by 60% and enhances problem-solving skills.

ENTREPRENEUR

₹27,999 only

40 Sessions

700/Session

What will your child learn? (Basic + Intermediate Course in-built)

BASIC (Concepts like algorithms, sequencing, debugging, loops, conditionals and events covered)

Concepts like loops (repeat, nested etc.), functions, events and variables

Introduction to Coordinate System (x-axis & y-axis), JavaScript and UI/UX design.

What will your child do?

INTERMEDIATE + Create drawings using JavaScript, animations & animations and code &design a simple app (can be uploaded on Playstore/Appstore)

How will it benefit your child?

Increases Logical-Thinking Skills by 60%, enhances Problem-Solving skills, boosts Creativity and Computational Thinking skills



Additional Benefits

BASIC

1 detailed assessment report

3 additional after-class projects

INTERMEDIATE

2 detailed assessment reports

5 additional after-class projects

Certificate of completion

ADVANCED

3 detailed assessment reports

10 additional after-class projects

Certificate of completion

2 extra sessions for revision & projects

Life-time access to E-learning resources