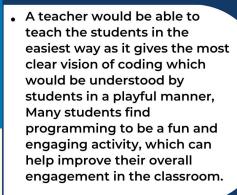## ● ABOUT OUR COMPANY

Swift Academy offers a comprehensive coding education program tailored for children and teenagers aged 6 to 17 years old. The academy distinguishes its approach by employing game-based learning techniques for younger students, making coding engaging and accessible from an early age. For older students, Swift Academy emphasizes professional practice, ensuring that they acquire practical coding skills that are relevant in real-world scenarios. By catering to different age groups with specialized courses, Swift Academy aims to nurture a new generation of proficient coders who are adept at both foundational principles and advanced application of programming concepts.

● WHY TO CHOOSE US?

Because we're not just coding a better future, we're nurturing it. Our team of experienced educators and programmers are dedicated to providing a fun and engaging learning experience for kids of all ages. Plus, with our focus on developing critical thinking skills and creativity, your child will be well-equipped for whatever the future holds.

LEARNING OUTCOMES

STUDENT

- A student will learn to identify the patterns.
- Improve their thinking ability to solve constructed problems.
- Learn to operate the tools needed for coding.
- Will develop logical-based learning with the help of an instructor.

TEACHER

- A teacher would be able to teach the students in the easiest way as it gives the most clear vision of coding which would be understood by students in a playful manner, Many students find programming to be a fun and engaging activity, which can help improve their overall engagement in the classroom.

PARENTS

- As a parent, it would be easy to know the concepts in the programming to teach a child in the simplest way.
- Opportunity to bond with their child, Learning programming together can be a fun and rewarding experience and can help strengthen the bond between parents and their child.

Swift

Learn to inspire your soul and mind

SWIFT ACADEMY

Presents

CODING FOR KIDS

Helping your student aquire skills of the future.

Course Curriculum (2024)

Age - 6 to 9 Years

- Intro to Coding
- Drag & Drop
- Sprites & Characters
- Motion
- Sequencing

Module Duration Period For Age - 6 to 9 Years

8 Days

Module Duration Period For Age - 9 to 14 Years

12 Days

Course Curriculum (2024)

Age - 9 to 14 Years

Coding Adventure-Part One

- Simple Loops (times)
- Variables
- Array, List and Indexes
- For Loops

Coding Adventure-Part Two

- Range
- Functions
- Conditional Loops (until)
- Conditional Statements (if, if-else)
- Boolean Operators (and, or)
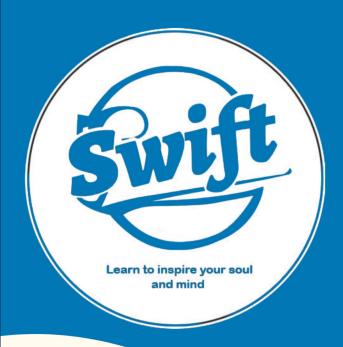- Comparisons(==,<)

Coding Adventure-Part Three

- Boolean Operator (not)
- Comparison Operators (==, <, >)
- Functions with return
- Events (keyboard, mouse move, mouse click)

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MORE INFORMATION

📞 +20 1558610051

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f Swift Academy

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