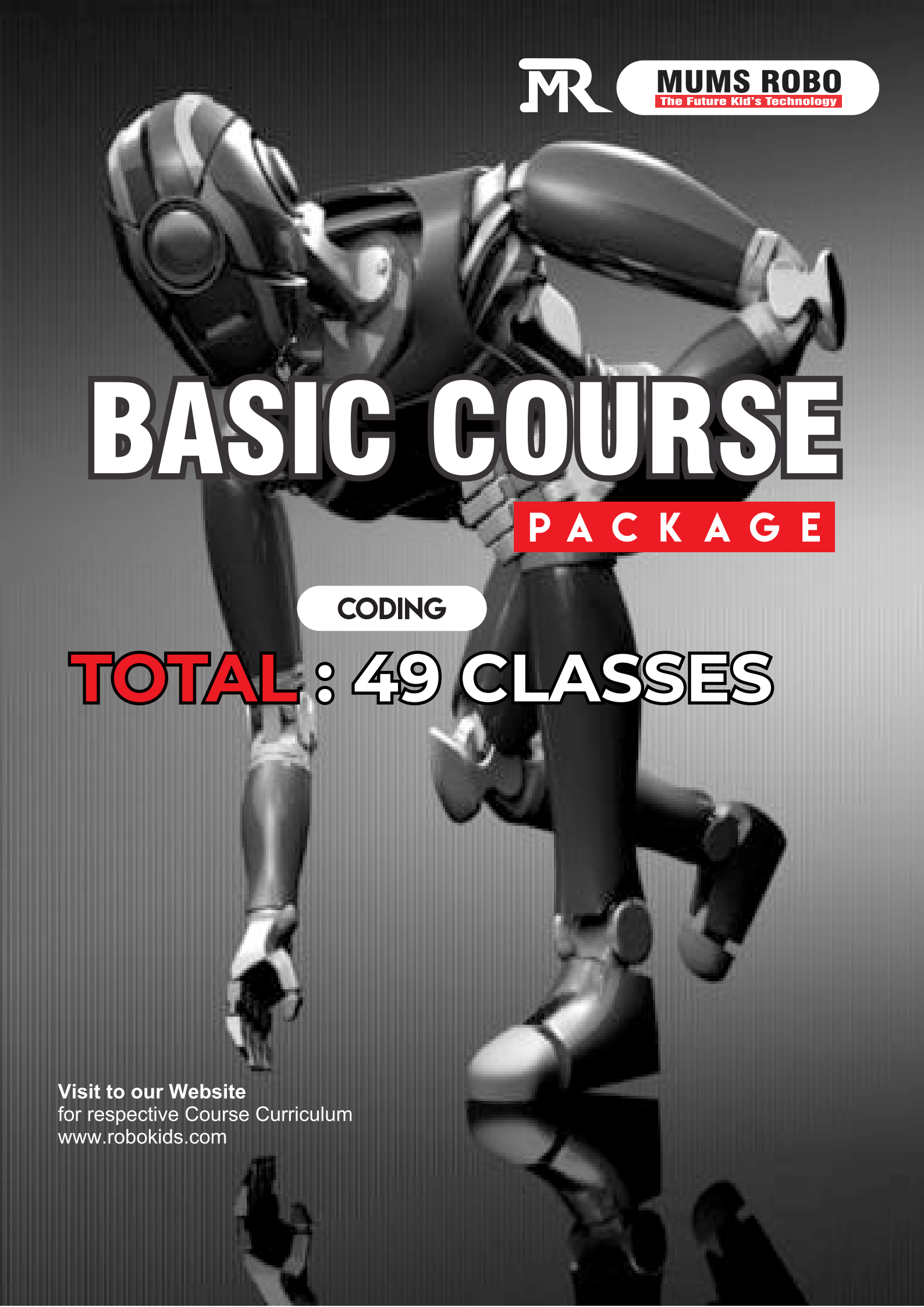
MUMS ROBO
The Future Kid's Technology



BASIC COURSE

PACKAGE

CODING

TOTAL : 49 CLASSES

Visit to our Website
for respective Course Curriculum
www.robokids.com

MUMS ROBO
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ADVANCED

PACKAGE

CODING + ROBOTICS + AI

TOTAL : 49 CLASSES

ALL IN ONE STANDARD PACKAGE

TOTAL : 147 CLASSES

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LEGENDARY STAR

PACKAGE

ALL IN ONE STANDARD PACKAGE

+ APPLIED TECH COURSE

UI & UX

PYTHON

APPLIED TECH COURSE

TOTAL : 301 CLASSES

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CODING CURRICULUM

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BASICS	NO. OF CLASESS
INTRODUCTION	1
SCRATCH	2
INTRODUCTION TO HTML	1
INTRODUCTION TO CSS	2
NTRODUCTION TO JAVA	2
INTRODUCTION TO PYTHON	8

ADVANCE HTML	NO.OF CLASESS
HTML INTRODUCTION	1
CENTRE, BOLD,ITALICS, PARAGRAPH	1
LIST, LINKS	1
TABLE, IFRAME	1
DIV, SPAN	1
IMAGE, AUDIO, VIDEO	1
LABEL, INPUT, NUMBER, CHECKBOX, RADIO	1
TEXTBOX, DROPDOWNS, DATE, SLIDER, BUTTON,	1
FORM, SUBMIT, RESET, LEGEND	1
PROJECT	1

CODING CURRICULUM

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CSS	NO. OF CLASESS
BACKGROUND -COLOUR, COLOUR, FONT	1
BOXMODEL (MARGIN, PADDING, BORDER, HIDE, WIDTH)	1
DISPLAY, POSITION	1
CSS SELECTORS (ID, CLASS, CHILD, SIBLINGS)	1
PSEUDO SELECTORS (HOVER, FOCUS)	1
PROJECT	1

JAVA SCRIPT	NO.OF CLASESS
STATEMENTS	1
VARIABLES	1
OPERATORS	1
DATA TYPES (ARRAYS, STRINGS, NUMBER, BOOLEAN)	1
OBJECTS	1
FUNCTIONS	1
EVENTS	1
LOOPS (FOR,FOREACH, WHILE)	1
DOM	1
PROJECT	1

PROGRESSIVE WEB APP	NO.OF CLASSES
INTRODUCTION	1
MANIFEST	1
OFFLINE	1
DEMO	1
LIVE	3

ROBOTICS CURRICULUM

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BASICS	NO. OF CLASSES
INTRODUCTION TO ROBOTICS	1
BASICS OF ROBOTICS	2
FIRST ARDUINO PROJECT	2
SECOND ARDUINO PROJECT	2
THIRD ARDUINO PROJECT	2
FOURTH ARDUINO PROJECT	2
FIFTH ARDUINO PROJECT	1
SIXTH ARDUINO PROJECT	1
FINAL PROJECT	3

ADVANCE	NO. OF CLASSES
LED CONTROL USING ARDUINO AND POTENTIOMETER	1
LCD INTERFACING WITH ARDUINO	1
MATRIX KEYPAD WITH ARDUINO	2
GETTING STARTED WITH EMBEDDED C	3
SENSORS AND THEIR APPLICATIONS	1
TEMPRATURE SENSOR/ PIR SENSOR	2
INFRARED SENSOR	1
HUMIDITY SENSOR	1
MOISTURE SENSOR	1
MINI PROJECT 1 – LINE FOLLOWER ROBOT	6
MINI PROJECT 2 – AUTOMATED GARDEN	5
MINI PROJECT 3 – BURGLAR ALARM	5
MINI PROJECT 4 – SMART WALKING STICK	4

AI CURRICULUM

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BASICS	NO.OF CLASSES
AI INTRO, BOT DEMO	1
INTRODUCTION TO DIALOGUE FLOW INTERFACE AND BASIC SETUP	1
INTENTS, ENTITIES	4
CONTEXTS	2
CUSTOM PAYLOAD	3
DEPLOYMENT	5

STATISTICS	NO.OF CLASSES
DESCRIPTIVE STATISTICS (DATA COLLECTION/EDA/INTERPRETATION	2
ZDISTRIBUTIONS (DATA VISUALIZATION)	3
HYPOTHESIS TESTING (HYPOTHESIS AND ASSUMPTION/CORRELATIONS AND ERRORS)	3
REGRESSION (LINEAR REGRESSION FROM SCRATCH)	3

PYTHON

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PYTHON BASICS	NO. OF CLASSES
BASICS OF PYTHON	8
PANDAS (BASICS AND KEY IMPLEMENTATIONS)	1
NUMPY (BASICS AND KEY IMPLEMENTATIONS)	1
SCIKIT LEARN (INTRO TO LIBRARIES AND FEATURES)	1
PLOTLY (DATA VISUALIZATIONS IN PYTHON)	1

NLP

NLP COURSE	NO. OF CLASSES	PROJECTS	NO.OF CLASESS
NLTK (TEXT PROCESSING AND TEXT ANALYSIS)	2	INTRODUCTION TO PROJECT (SELECTION OF FINAL PROJECT)	1
SPACY (TEXT PROCESSING / TEXT ANALYSIS / ENTITY RECOGNITION)	2	PROJECT COMPLETION (PROJECT REVIEW AND COMPLETION)	2
RASA (NATURAL LANGUAGE PROCESSING)	2		
DIALOGUE FLOW (NATURAL LANGUAGE PROCESSING GOOGLE API)	1		

UI & UX CURRICULUM

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FUNDAMETALS OF IMAGEMAKING	NO.OF CLASSES
INTRODUCTION TO IMAGEMAKING	1
DENOTATIVE IMAGEMAKING	1
DENOTATIVE IMAGEMAKING 2	1
TECHNIQUES OF IMAGEMAKING	1
PROCESS, GENERATION, ITERATION	1
PRINTING WITH AN OBJECT	1
DUCT TAP PRINTS	1
IMPROVISED " LIGHT TABLE"	1
CONNOTATIVE IMAGEMAKING	1

FUNDAMENTALS OF TYPOGRAPHY	NO.OF CLASSES
INTRODUCTION TO TYPOGRAPHY	1
THE ANATOMY OF LETTERS	1
WORDS AND SPACING	1
TYPE SIZE : THE POINT SYSTEM	1
TYPESETTING TEXT	1
TYPEFACES, FONTS AND TYPE FAMILIES	1
TYPEFACE CATEGORIES	1
DENOTATION IN TYPE	1
CONNOTATION IN TYPE	1
LOOKING AT LETTERFORMS	1
EXPERIMENTING WITH LETTERFORMS	1
TYPOGRAPHIC COMPOSITION	1

UI & UX CURRICULUM

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FUNDAMENTALS OF SHAPE & COLOUR	NO.OF CLASSES
INTRODUTION TO SHAPE & COLOUR	1
GRAPHIC SHAPES	1
VISUAL CONTRAST	1
MARKS, ICONS, AND SYMBOLS	1
NEGATIVE/ POSITIVE, FIGURE/GROUND	1
WORKING WITH COLOUR	1
THE COLOUR WHEEL	1
MIXING COLOUR . PAINT, PRINT & SCREEN	1
RHYTHM AND PATTERN	1

FUNDAMENTALS OF COMPOSITION	NO.OF CLASSES
INTRODUCTION TO COMPOSITION	1
PRINCIPLES OF COMPOSITION	1
VISUAL CONTRASTS	1
SINGLE CONTRASTS	1
MULTIPLE CONATRASTS	1
TYPE CONTRASTS	1
IMAGE CONTRASTS	1
COMPOSITION IN A SINGLE IMAGE	1
CROPPING AND HIERARCHY	1
COMPOSITION IN CONTEXT	1

UI & UX CURRICULUM

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UI DESIGN PROCESS	NO.OF CLASSES
DESIGN PROCESS INTRODUCTION	1
DESIGNING TO ADDRESS A PROBLEM W/O SOLUTION IDEAS	1
DESIGNING FOR A KNOWN SOLUTION DIRECTION	1
DESIGNING TO ITERATE ON / IMPROVE AN EXISTING SOLUTION	1
COMMON ELEMENTS	1
USABILITY ENGINEERING AND TASK – CENTERED APPROACHES	1
USE CASES, PERSONAS, TASKS, AND SCENARIOS	1
INTRO TO DESIGN- CENTERED APPROACHES	1
DESIGN – CENTERED METHODS & WHEN THEY WORK BEST	1
PULLING IT ALL TOGETHER. BEST FROM EACH ; PRACTICAL TECHNIQUES FOR SOMEONE WHO ISN'T A TRAINED DESIGNER	1

UI & UX CURRICULUM

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BASICS	NO.OF CLASSES
P.L FUNDAMENTALS AND INSTALLATION	1
BODMAS AND MATHEMETICAL CALCULATIONS	1
DATA TYPES, VARIABLES , PRINT() , INPUT()	1
OPERATORS AND CONDITIONAL STATEMENTS	1
LOOPING STATEMENTS	1
LIST AND ARRAY	1
FUNCTIONS, AND LIBRARY: TKINTER	1
FINAL PROJECT COMPLETETION	

ADVANCE	NO.OF CLASSES
FUNCTIONS, TYPES OF FUNCTION.(LIST WITH FUNCTIONS)	1
ADVANCE FUNCTION (LAMBDA FUNCTION)	1
FILTER(), MAP().REDUCE()	1
CONCEPTS OF II DECORATORS II MODULES II	1
RECURSSION	1
SPECIAL VARIABLES : (NAME AND MAIN)	1
CONCEPT OF OOPS AND SYNTAX TO CREATE A CLASS AND ITS OBJECTS	1
CONSTRUCTORS, _INIT_(),SELF AND COMPARING,TYPES OF VARIABLE IN CLASS AND SCOPE OF A VARIABLE	1
TYPES OF METHOD IN CLASS	1
INNER CLASS, INHERITANCE AND CONTRUCTOR IN INHERITANCE	1
POLYMORPHISM, METHOD OVER-LOADING AND OPERATOR OVER LOADING	1
ABSTACT CLASS AND METHOD AND EXCEPTION HANDELLING	1
FILE HANDELING	1
INTRODUCTION TO TKINTER (INSTALLATION) AND BASICS ****GUIDENCE FOR PROJECT****	1
****MUSIC PLAYER USING PYTHON*** PART 1	1
**** MUSIC PLAYER USING PYTHON*** PART 2	1
****MUSIC PLAYER USING PYTHON*** PART 3	1

APPLIED TECH CURRICULUM

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APPLIED TECH COURSES	NO.OF CLASSES
INTRODUCTION	2
TECHNOLOGY USED	3
REAL LIFE CASES	2
ACTIVITY	3

APPLIED TECH COURSES

- DATA SCIENCE
- INTERNET OF THINGS
- BLOCK CHAIN
- AUTONOMOUS VEHICLE
- AUTONOMOUS UNDER WATER VEHICLE
- AUTOMOTIVE DESIGN TECHNOLOGY
- SPACE TECH
- RENEWABLE ENERGY