



TA'LEEM ACADEMY

Coding Syllabus Outline

For Onsite & Online Classes

Academic Year 2021-2022

AGES 8-10	AGES 11-16
<p style="text-align: center;">SCRATCH LEVEL 1 Semester 1 (Sept - Dec)</p> <ul style="list-style-type: none"> • Fundamentals of Scratch / Vexcode VR • Understand the blocks and their uses • Change the sprites and backdrops • Move the sprites • Use speech bubbles. 	<p style="text-align: center;">PYTHON LEVEL 1 Semester 1 (Sept - Dec)</p> <ul style="list-style-type: none"> • Discover Python • Python variables • Python syntax • Python Data types • Python Strings • Python Lists / Tuples/ sets • Sets/ Dictionaries • Python loops
<p style="text-align: center;">SCRATCH LEVEL 2 Semester 2 (Jan - Mar)</p> <ul style="list-style-type: none"> • Advanced coding concepts • Create exciting series and games 	<p style="text-align: center;">PYTHON LEVEL 2 Semester 2 (Jan - Mar)</p> <ul style="list-style-type: none"> • Advance Coding with Python • Use of If and If else • Create exciting codes which translate real-life applications.
<p style="text-align: center;">PROJECTS Semester 3 (Apr - May)</p> <ul style="list-style-type: none"> • Gaming Projects 	<p style="text-align: center;">PROJECTS Semester 3 (Apr - May)</p> <ul style="list-style-type: none"> • Gaming Projects

Instruction, topics and themes are subject to change based on students' progress.