

## **CODING ADVENTURE PART 1 - CODING CONCEPTS**

- Programming is about making cool things as well it's also about developing important skills like problem-solving, critical thinking, and creativity. You'll learn to break down complex problems into smaller, more manageable parts, and use logic and creativity to find innovative solutions.

### **VARIABLES (MAGIC VARIABLE)**

- Drag-and-drop programming tools allow kids to use variables, which can help them understand the concept of variables and how they can be used in programming.

### **SIMPLE LOOPS (LOOP IT UP)**

- By learning about loops, kids can understand how to repeat actions in their code, which can make their programs more efficient and powerful.

### **ARRAY, LIST AND INDEXES (A-L-I WARRIORS)**

- Array, list and index are the concepts that will teach the kids to find and organize information more easily and the concepts about programming which will enhance the kid's programming skills.

### **FOR LOOPS**

- Students will learn how to use for loops to iterate over lists, arrays, and other data structures, as well as to perform repetitive tasks with more efficient and readable code.
- By learning about for loops, kids can make their programs more efficient and powerful!

# **AGE - 9 TO 14 YEARS**

**Module  
Duration  
Period For Age  
- 9 to 14 Years  
Five  
Days**

**WELCOME TO THE  
EXCITING WORLD OF  
PROGRAMMING FOR KIDS!  
IN THIS ADVENTURE,  
YOU'LL LEARN HOW TO  
CREATE YOUR OWN  
GAMES, ANIMATIONS,  
AND APPS, AND EXPLORE  
THE ENDLESS  
POSSIBILITIES OF  
COMPUTER  
PROGRAMMING.**



# **INDEED INSPIRING INFOTECH**

Presents

## **CODING FOR KIDS**

**COURSE  
CONTENT**

Helping your student acquire  
skills of the future.

## CODING ADVENTURE PART 2 - CODING CONCEPTS

### RANGE (RANGE RANGERS)

- By using Range functions kids would learn to use logical-based thinking and solve the constructed problems by the instructor.

### FUNCTIONS (FUNCTION JUNCTION)

- Students will learn how to write their own functions with specific inputs and outputs and call those functions within their code to perform specific tasks.
- And hence know how to break down complex problems into smaller, more manageable pieces of code. This will improve the efficiency and effectiveness of programming skills.

### CONDITIONAL LOOPS (“UNTIL”) (ESCAPE FROM THE CONDITIONAL JUNGLE)

- Loops provide a simple and effective way to execute code repeatedly until a specific condition is met, making them an essential tool for any programmer looking to write efficient and reliable code.

### CONDITIONAL STATEMENTS (IF, IF-ELSE)

- Conditional statements, like "if" and "if-else," are tools used in computer programming to make decisions based on specific conditions. To make choices based on what's happening around them.



### BOOLEAN OPERATORS (AND, OR)

- Boolean operators like "and" and "or" are tools used in computer programming to compare multiple conditions and make decisions based on the results.

### COMPARISONS(==,<)

- Comparisons are tools used in computer programming to compare two values and make decisions based on the results. Using symbols like '==' and '<', programmers can check if two values are the same, or see which value is smaller and perform the small tasks.



## MORE INFORMATION



[info@indeedinspiring.com](mailto:info@indeedinspiring.com)



[+91 9850113269](tel:+919850113269)



Indeed Inspiring Infotech,  
Lane No. 14, Malwadi Vasti,  
Near Someshwar Chowk,  
Lohegaon, 47.



[www.indeedinspiring.com](http://www.indeedinspiring.com)

## CODING ADVENTURE PART 3 - CODING CONCEPTS

### BOOLEAN OPERATOR (NOT)

- The "not" operator is a tool used in computer programming to invert the truth value of a condition. Think of it like flipping a switch - if the switch is on, you can turn it off, and if it's off, you can turn it on.

### FUNCTIONS WITH RETURN

- In programming, functions are blocks of code that are designed to perform a specific task. They can take in arguments (like numbers or text) and return a result based on the code inside the function. The "return" statement is used to send the result of the function back to the program.
- By using functions with a "return" statement, you can make your programs more modular and easier to understand.

### EVENTS (KEYBOARD, MOUSE MOVE, MOUSE CLICK)

- Events work by triggering code to run when the action occurs. For example, when the user clicks a button, the program can respond by playing a sound or showing a new image. This allows kids to create programs that feel alive and dynamic.

**END OF PROJECT**