

CODING JOURNEY

AGES 9+

Python

INTRO TO PYTHON

6 LESSONS, 1.5 HR



Python

BEGINNER

15 LESSONS, 1.5 HR



Python

ADVANCED

15 LESSONS, 1.5 HR



AGES 7-12

DinoCodr

BEGINNER

6 LESSONS, 1 HR



DinoCodr

ADVANCED

6 LESSONS, 1 HR



AGES 5-9

ScratchJr

BEGINNER

5 LESSONS, 1 HR



ScratchJr

ADVANCED

5 LESSONS, 1 HR



Lil'Codr

AGES 9+

CODING WORKSHOP

INTRODUCTION TO PYTHON

**FREE
TRIAL**

CONTACT US TO
FIND OUT MORE!

VIEW DETAILED CURRICULUM

SCAN ME



**MYHOMETUTOR CAMPUS
@ BUKIT BATOK**

Blk 213, Bukit Batok Street 21, #01-219, S650213

More Info: ☎ 9099 4235 / 6567 9648 🌐 www.lilcodr.com

Introduction to Python



Ages 9+

An introduction to Python for kids. No prior coding experience is required. Students are required to have a laptop. Laptop rentals are subjected to availability.



Lesson 1

Welcome to Python Wonderland

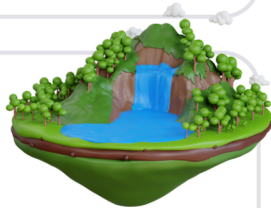
- Introduce Python as a friendly and versatile programming language.
- Set up the development environment.
- Learn to print basic messages using **print()**.



Lesson 2

Exploring the Python Zoo

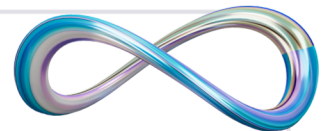
- Understand the **concept of variables** and how they store information.
- Explore different **data types**: integers, floats, and strings.
- Engage in fun activities using variables.



Lesson 3

The Decision Forest

- Discover the magic of decision-making in Python using if statements.
- Learn how to make choices in programs with **if, else, and elif**.
- Engage in interactive games using decision-making skills.



Lesson 4

Looping

- Introduce the **concept of loops** for repeating tasks.
- Explore both for and while loops.
- Engage in fun, repetitive activities using loops.



Lesson 5

Magic Functions

- Discover the magic of functions in Python.
- Learn how to define and use functions.
- Engage in spellbinding activities with **Python functions**.



Lesson 6

Show and Tell: Python Carnival

- Showcase what your child has learned in a fun and interactive Python Carnival Activities
- Provide a glimpse of the exciting journey ahead in Python programming.

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AGES 7-12

DINOCODR ROAR & CODE

Join our Exclusive Session!
Suitable for ages 7-12

ENROLL NOW!



EMBARK ON A CODING
ADVENTURE WITH DINOSAURS
- LIMITED SPOTS AVAILABLE!

**GET YOUR CHILD
READY FOR
COMPUTING DSA!**



WORKSHOP DETAILS

VENUE:

**MYHOMETUTOR CAMPUS @ BUKIT BATOK
BLK 213, BUKIT BATOK STREET 21,
#01-219, S650213**

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LEARNING OBJECTIVES

- INTRO TO BASIC CODING CONCEPTS
- COMPUTATIONAL THINKING
- CREATIVE EXPLORATION
- CRITICAL THINKING
- COMMUNICATION SKILLS
- CONFIDENCE AND SELF-ESTEEM

ACTIVITIES:

- DINO SEQUENCING
- CONDITIONAL EXPLORATION
- EXPLORING LOOPS
- AND MANY MORE!

VIEW DETAILED CURRICULUM

SCAN ME



CHECK OUR WEBSITE FOR MORE INFORMATION

ENROLL NOW!

WWW.LILCODR.COM

1

SEQUENCES & MOVING WITH DASH

Students will be introduced to sequence and commands while making a fun mathematical game.

- ☐ Basic Sequencing ☐ Basic Math



2

VARIABLES & MOVING WITH DASH PART II

Understand how to use variables to control speed, direction, and position of objects on the screen

- ☐ Basic Variables ☐ Basic Math
☐ Data literacy

3

CONDITIONAL EXPLORATION

Students will learn how to programme a robot to avoid obstacles using basic conditional concepts.

- ☐ Conditions (if-else) ☐ Obstacle Detection
☐ Data literacy



4

EXPLORING LOOPS

Students will learn more about loops as well as how to implement it into their own code.

- ☐ Algorithmic thinking ☐ Logical reasoning
☐ Data manipulation ☐ Problem solving



5

TINKERING FUNCTIONS

Students will discover the power of programming as they teach Dash the Robot to talk and guide it through a series of enjoyable challenges.

- ☐ Multimedia integration ☐ Signal processing
☐ Expression ☐ Programming Functions

FUNCTION()

6

DINO SHOW AND TELL

Students will get an opportunity to showcase the game that they have created.

- ☐ Confidence building ☐ Active listening
☐ Critical thinking ☐ Time management

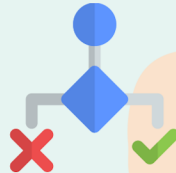


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ADVANCED LOOPS

Students will be exposed to nested loops and learn how to break out of repeat forever loops while programming a robot to learn the concepts!

- ☐ Nested Loops
- ☐ Breaking out of loops
- ☐ Debugging
- ☐ Problem Solving

**CONDITIONAL VARIABLES**

Students will understand more about variables and how we can incorporate conditions to them to perform tasks using a robot!

- ☐ Logical Operators
- ☐ Conditional Statements
- ☐ Boolean
- ☐ Basic Math (Comparison Operators)

8

9

WHILE LOOPS AND VARIABLES

Students will be exposed to more advanced programming concepts such as variables and while loops.

- ☐ Loops with Variables
- ☐ Algorithmic thinking
- ☐ Data manipulation
- ☐ Debugging

**WHILE LOOPS AND VARIABLES II**

Continuation from lesson 9. Students will deepen understanding of while loops and engage in creative problem-solving activities.

- ☐ Loops with Variables
- ☐ Algorithmic thinking
- ☐ Data manipulation
- ☐ Debugging

10

11

EVENT HANDLING

Students will learn more about event handling and how we can incorporate conditions to them to perform tasks using a robot!

- ☐ Event handling
- ☐ Logical Reasoning
- ☐ Obstacle Detection
- ☐ Debugging

**DINO DISCOVERY**

Students will embark on an exciting journey and showcase what they have learnt through a game.

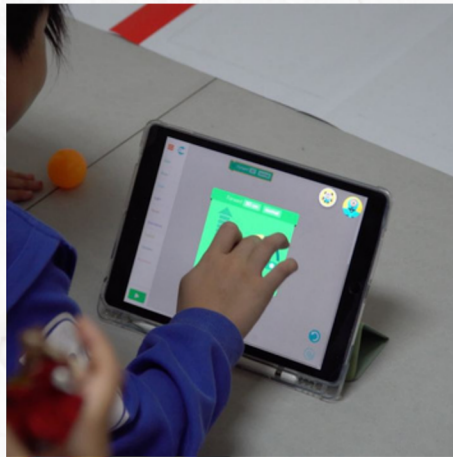
- ☐ Game Integration
- ☐ Visual Communication
- ☐ Memory and Recall
- ☐ Computational Thinking

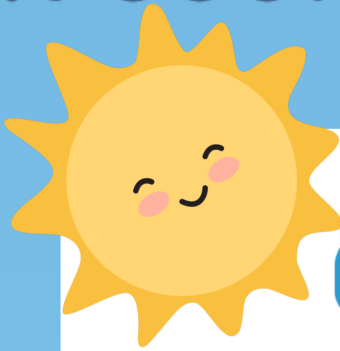


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**"CODING IS LIKE SOLVING A PUZZLE WITH YOUR
IMAGINATION AND CREATIVITY"**





SCRATCH Jr

GAME

BUILDER



Activities

- Interactive Stories
- Game Implementation
- Scratch Junior Coding
- And many more!

ENROLL NOW!

Takeaways:

DSA Preparation

Create Your First Game

Stem Learning

Block-Based Programming



Lesson 1

"Hello Scratch Junior"

- Introduction to the Scratch Junior interface
- Navigating the programming environment
- Creating a simple character animation
- Sequencing.

Lesson 2

"Interlink Sprites"

- Using motion blocks to create animations.
- Creating character animations.
- Interlink messaging between sprites
- Coding character dialogues and interactions.

Lesson 3

"Scoring Goals"

- Creating a basic score system for a basketball game.
- Using prompting for scoring system.
- Incorporating dialogue and character movement.

Lesson 4

"Looping Cars"

- Implementing loops into Codes
- Adding choices and consequences to the story.
- Understanding conditional statements.

Lesson 5

"Audio Exploration"

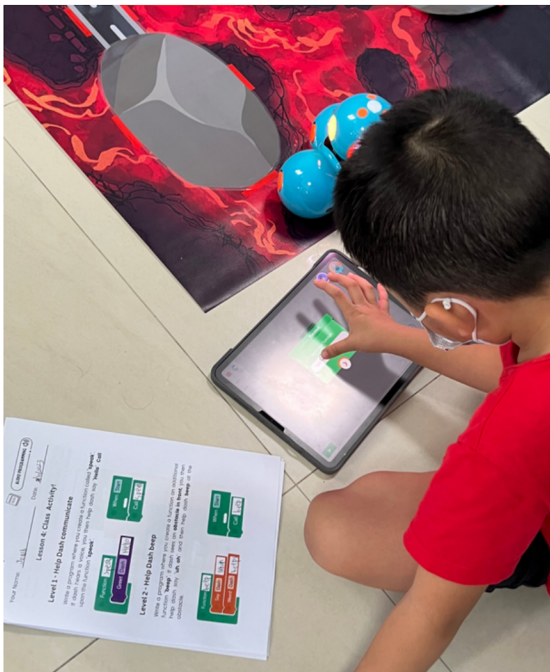
- Introduction to audio programming.
- Implementing audio programming and start-scripts.
- Develop a simple in-game live traffic.



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"CODING IS NOT MAGIC; IT'S A SKILL ANYONE CAN LEARN. THE REAL MAGIC IS WHAT YOU CREATE WITH IT."



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