

Codingal curriculum is tailored for K-12 children and complements their learnings at school by allowing them to use coding to develop a deeper understanding various subjects and concepts. This makes coding a learning-aid and makes the learning process fun and interactive.

Our curriculum is designed to inspire children to create through code. A practice that has been proven to develop a child's creativity, logical thinking and problem-solving skills.

Our curriculum combines the power of code with STEAM (Science, Technology, Engineering, Arts and Maths) education. This unique pedagogic approach encourages children to apply their learnings at school and their coding skills to solve real-world problems.

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Kids and parents love us

Codingal's demo class helped me develop a keen interest in coding. So I decided to learn app and web development. Coding is now super fun for me, and it has improved my thinking and logical skills.

Dishita Karkare

Grade 5 | Bengaluru, India

My journey with Codingal started a few weeks ago. My teacher is very nice and understanding. She even gives me assignments to help me understand the concepts. I'm really excited about learning more about coding with Codingal.

Abdul Hannan

Grade 3 | Nigeria



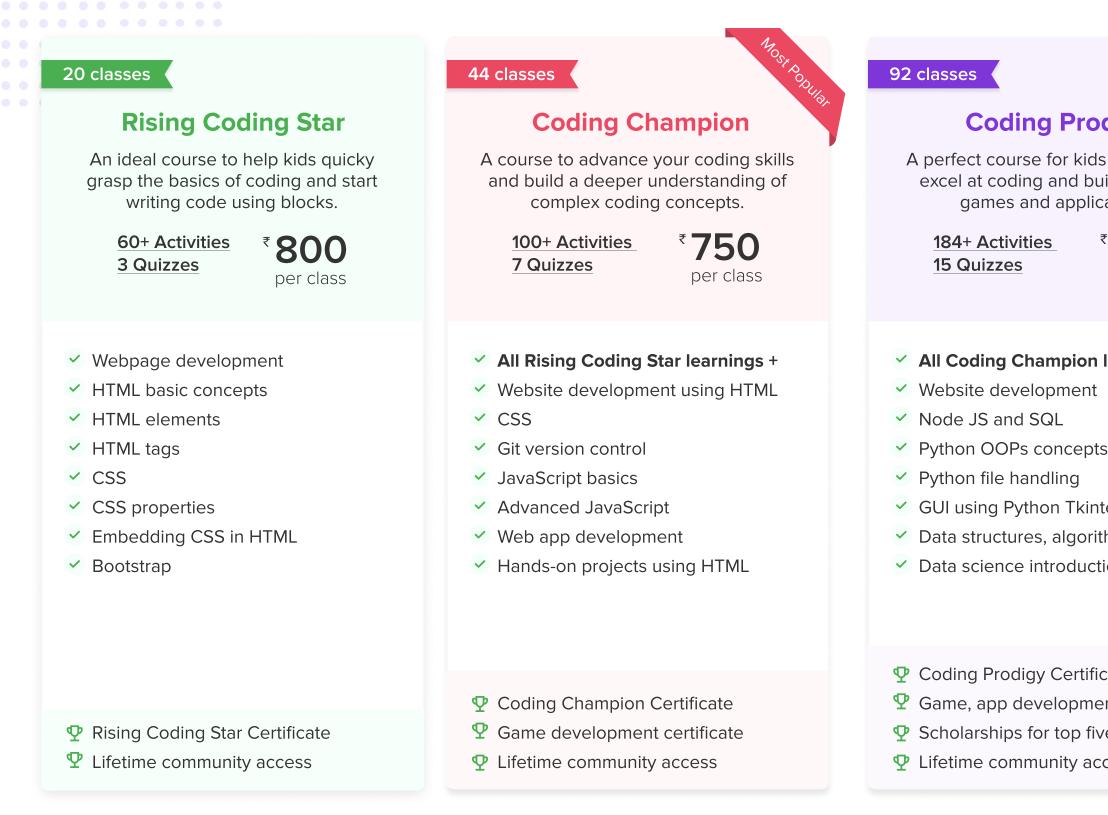
The teachers are friendly and my son is able to understand the concepts easily. In just three classes, he was able to create basic steps in a program used to make animations. I think Codingal can help him grow and understand how to progress in a field which is much-needed nowadays and will be even more so in the future.

Mr. Samar Shareef

Abuja Nigeria

What your kid will learn







Grade 9-10

Most Valuable	152 classes
odigy	Coding Grandmaster
ls who want to uild complex cations.	A course for those who want to master the art of coding and create a better future through code.
₹ 700 per class	450+ Activities 25 Quizzes ₹650 per class
ı learnings +	 All Coding Prodigy learnings +
t	 Website development
	Git version Control
ts	NodeJS and SQL
	Advanced Python
nter	Advanced Java
ithms	Machine, deep learning
tion	Image classifier
	Coding Grandmaster Certificate
icate	Φ Python development certificate
ent certificate	Al game developer certificate
ve performers	Scholarships for top five performers
ccess	Lifetime community access

Rising Coding Star

<u>Classes</u> 20	Skill level Advanced	<u>Price</u> ₹ 000		
<u>Activities</u>	Age group	₹ 800 per class	Key learnings	Benefits
60+	Grade 9-10		• HTMS	Building Web Pages
Quizzes			• CSS • Bootstrap	 CSS Properties, Best Practices Full Bootstrap
3+				

Module	Theme	Topics Covered	Outcome
M1 (8 Classes)	Fundamentals of HTML	HTML and CSS syntax, HTML document structure, CSS selectors, properties, and values. Writing CSS, code commenting in HTML and CSS, building your first web page. Semantics of HTML, block and inline elements, nesting of elements, text elements, structure elements, hyperlinks, lists, image, video, audio elements, iframe elements, tables, forms, HTML best practices, and creating a basic multi-page website	Building Web Pages
M2 (6 Classes)	Fundamentals of CSS	Embedding CSS in HTML, comments in CSS, svg, web storage, cascading effect, specificity, layering selectors, colors. Lengths, typography, backgrounds and gradients. CSS resets, CSS best practices, the box model, positioning with floats, positioning with inline-blocks, transform	CSS Properties and Best Practices
M3 (6 Classes)	Bootstrap	Get started with Bootstrap containers, grid basics, typography, colors, badges, progress Bars, spinners, pagination, carousel, scrollspy, Bootstrap grid, grid system, stacked/horizontal, grid xsmall, grid small, grid medium, grid large, grid xlarge, grid examples	Full Bootstrap





Achievements

- Rising Coding Star Certificate
- Lifetime community access

Coding Champion

<u>Classes</u> 44 <u>Activities</u> 100+ <u>Quizzes</u> 7+	Skill levelPriceAdvanced* 750Age groupper classGrade 9-10	Image: Non-StrapImage: Non-Strap <td< th=""></td<>
Modules	Themes	Topics Covered
		All Rising Coding Star modules +
M4 (6 Classes)	Git - Introduction	Git, Terminal vs GUI, repo, staging, adding and committing, branches, merging, stash, fork.
M5 (6 Classes)	JavaScript - Introduction	Syntax guide and commenting, variables, value and type, operators, objects and properties, array properties and method, call stack, methods, loops and switches, functions, parameters and scope of functions
M6 (6 Classes)	JavaScript - Brief	Data types, keywords, conditional statements, while loops, map method, eval method, class, class inheritance, array sorting and iteration, type conversions, regular expression, error handling, arrow function, JSON, call back, async/await, promises, forms, APIs, prototypes, cookies.
M7 (6 Classes)	Project on HTML, CSS ar Bootstrap	Basic Web App Template: Guess the number, dice game, bank app, portfolio website, drum app, pizza app, simple calculator, shopping cart, etc.





Achievements

- Coding Champion Certificate
- Lifetime community access
- Internship opportunity

Outcome

In this module, students will learn about the version control system known as 'Git'. They will learn about the difference between terminal and GUI Git. They will be introduced to repo, branches, merge, head, stash, fork commands.

In this module, students will be introduced to JavaScript programming. JavaScript will help them create animations for their websites and make their websites more interactive.

In this module, students will take a deep dive into JavaScript programming and learn about the many features and functionalities of Javascript they can use to make websites engaging and interactive.

Students will develop a complex app or website using all their learnings and skills in HTML, CSS and Bootstrap.

Coding Prodigy

<u>Classes</u> 92 <u>Activities</u> 184+ <u>Quizzes</u> 15+	<u>Skill level</u> Advanced <u>Age group</u> Grade 9-10	Price ₹700 per class	 Key learnings SQL Node.js Python - Basics Python - Advanced Python - Advanced 	Enefits • Conceptual clarity • Analytical skills • Confidence boost • Course project • Student project	
Modules	Themes		Topics Covered		Outcome
			All Codi	ng Champion modules +	
M8 (6 Classes)	SQL - Introduction		Intro to Node.js, modu module in Node.js, ac Node.js, SQL module connected to databas important SQL from N	cess other files from in Node.js, database, e from Node.js,	In this mo in Node.j Node.js.
M9 (6 Classes)	Python - E	3asics	Basics of Python with activities: data types, of functions. Introduction turtle to create pattern	conditionals, loops, n to Python library	Students its history loops, an
M10 (6 Classes)) Python - Advanced		Data structures, classe encapsulation, and ob programming, and cre softwares using these	oject-oriented eate various	Students structure
M11 (6 Classes)	Python - S	Specialization	File handling using Py create GUI for a Pytho	•	In this mo create a





Achievements

- Coding Prodigy Certificate
- Lifetime community access
- Scholarship opportunities
- Goodies

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module, students will learn about Node.js and the modules e.js. They'll also learn how to use the SQL module in s.

nts will learn about the Python programming language and ory, applications, concepts such as data types, conditionals, and patterns using turtle.

nts will learn advanced topics of Python like data ares and Object-Oriented Programming concepts.

module, students will learn file handling in Python and a Capstone project using all the learnings in Python.

Coding Prodigy

Modules	Themes	Topics Covered	Outcome
M12 (6 Classes)	Data structures and algorithms - I	Asymptotic notation, time and space, complexities, calculation of time complexity	In this mod and its imp
M13 (6 Classes)	Data structures and algorithms - II	Linear data structures, array, list, queue, stack, LIFO, FIFO, applications of all linear data structures	In this mod depth.
M14 (6 Classes)	Data science - Introduction	Introduction to data science, NumPy, Pandas, dataframe, Matplotlib, Seaborn	Students w science inc will be able
M15 (6 Classes)	Visualization in data science - I	Visualization libraries to create line graph, bar graph, histogram, area graph, scatterplot, etc. to visualise data	Students w using vario histograms



odule, students will learn about time and space complexity portance, and will learn related calculations.

odule, students will learn about linear data structures in

will learn about basic libraries in Python for data ncluding NumPy, pandas, matplotlib and seaborn. They le to plot graphs using these libraries.

will learn to import data and visualize the information ious types of graphs such as line graph, bar graph, ns, area graphs, scatterplots, etc.

Coding Grandmaster

<u>Classes</u> 152 <u>Activities</u> 450+ <u>Quizzes</u> 25+	Skill levelPriceAdvanced₹ 650Age groupper classGrade 9-10	Image: Non-StatisticsBenefits• Statistics• Conceptual clarity• Probability• Analytical skills• Machine learning• Confidence boost		
Modules	Themes	Topics Covered		
		All Coding Prodigy modules +		
M16 (6 Classes)	Statistics - I	Statistical measures: mean, median, mode, standard deviation, variance, summarizing different types of data		
M17 (6 Classes)	Probability - Introduction	Probability, odds ratio, independent and dependent events, mutually exclusive events, joing probability, conditional probability and Bayes' theorem		
M18 (6 Classes)	Machine learning - I	Introduction to machine learning: supervised learning and unsupervised learning, simple linear regression and multiple-linear regression, gradient descent and cost function, accuracy metrics for regression		
M19 (6 Classes)	Machine learning - II	Classifications: binary classification and multi class classification. logistic regression, accuracy metrics for classification, recommendation engine		





Achievements

- Coding Grandmaster Certificate
- Lifetime community access
- Scholarship opportunities
- Goodies

Outcome

Students will learn about various statistical concepts like mean, median, mode and other operations in statistics. They will also learn how to visualize these measures through graphs.

Students will learn concepts of probability, the major theorems of probability, and how these concepts are important in data science.

Students will learn about basics of machine learning, supervised and unsupervised learning, and other essential concepts in ML.

Students will learn basic classification algorithms in machine learning and recommendation engines that are widely used in essential technologies.

Coding Grandmaster

	Modules	Themes	Topics Covered	Outcome
	M20 (6 Classes)	Deep learning - I	Intro to Artificial Intelligence, Sub domains of AI - (NLP, Computer Vision, Deep Learning), Deep learning and Neural Networks, Forward propagation and Backward Propagation, Activation function, ANN - intuition and implementation	Students w know abou
	M21 (6 Classes)	Deep learning - II	Convolutional Neural Networks for Image Classification - Digit Recognizer, Image Classifier	Students w Classifier.
	M22 (6 Classes)	Python Flask	Introduction to Python Flask, Flask routing, Flask variable rules, Flask URL building, Flask HTTP methods, Flask templates, Flask static files, Flask request object, sending form data to template, Flask cookies, Flask session	Students w Python. The functionalit
	M23 (6 Classes)	Advanced Flask development	Flask redirect and errors, Flask messege flashing, Flask file uploading, Flask extension, Flask mail, Flask WTF, Flask SQLite, Flask SQLAIchemy, Flask Sijax, Flask deployement, Flask FastCGI	Students w concepts ir



will learn about basics of deep learning, and will get to out neural network

will learn about the concepts like CNN and Image

will learn about Flask a micro web framework written in They will learn about and use essential concepts and alities in Flask.

will learn about and use complex functions and in Flask.

Coding Grandmaster

Modules	Themes	Topics Covered	Outcome
M24 (6 Classes)	Java - Basics	JVM (Java Virtual Machine) Architecture, data types and operators, control structures and arrays, OOPS, inheritance, access modifiers	Students wi They will fin purely an O types and o advance for
M25 (6 Classes)	Java - Advanced	Encapsulation and polymorphism, exception handling, error vs exception, Java 8 features, generics and collections framework	Students wi concepts su learn to dea introduced They will the concepts th



will learn about "the language of possibilities" i.e. Java. find their answer to the most debated question: Is Java Object Oriented Language? They will learn about data I operators, loops and control statements. They will forward by learning about OOPS concepts.

will dive deeper into Java and learn about OOPS such as encapsulation and polymorphism. They will eal with various exceptions using try catch. They will be d to Java 8 features and the collections framework. then create a Capstone Project using all the Java they've learned.





Is your child ready for the future? Start their coding journey with Codingal

Got questions? Contact us anytime.

Send us a message
Support@codingal.com

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