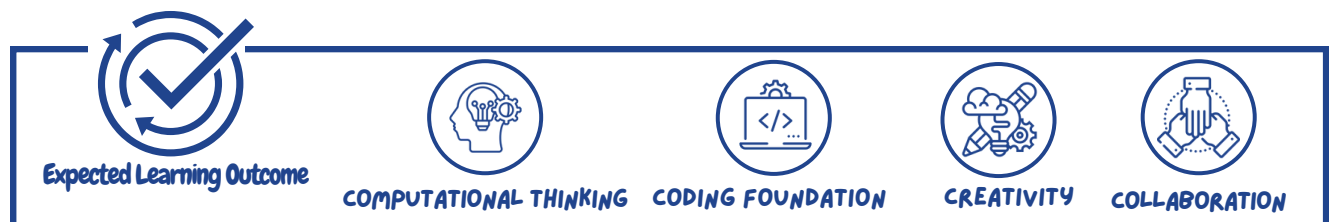# TECH FOR KIDS ACADEMY

Junior Coding Explorer
6-8 Years old

COURSE DESCRIPTION

A beginner-friendly course introducing young learners to the world of coding. Students will develop problem-solving skills and bring their drawings to life with interactive movements. The course ends with students designing and building their own interactive games.

Expected Learning Outcome

- COMPUTATIONAL THINKING
- CODING FOUNDATION
- CREATIVITY
- COLLABORATION

TOPIC COVERS

Scratch Jr. Interface	Drag and Drop Coding	Movement and Storytelling	Looks and Dialogue	Robobloq Building
Loops and Events	Sound and Music	Debugging and Problem Solving	Brainstorm and Planing	End of Course Project

COURSE RUBRIC

Quizzes: 10%

Attendance: 10%

Homework: 10%

Class Participation: 20%

End of Course Project: 50%

TEACHING/LEARNING APPROACH

- **Hands-on activities:** Students engage actively through guided tasks.
- **Unplugged and Plugged Integration:** Concepts are introduced offline and reinforced online.
- **Project-based learning:** Learning revolves around real-world projects to encourage creativity.
- **Visual and interactive lessons:** Use of visual cues to simplify coding concepts.
- **Collaborative group work:** Peer programming promotes communication and teamwork.

PARENTAL SUPPORT

Parents play a key role by encouraging regular attendance, showing interest in their child's projects, and supporting practice at home. Active involvement reinforces learning and keeps students motivated.

STUDENT COMMITMENT

This weekend course requires consistent attendance, focus during sessions, and a willingness to explore and complete projects. A positive attitude and steady participation help students gain the most from the program.

Important Note: To receive a Certificate of Completion, students must attend at least 60% of the total class sessions (8 sessions out of 12).