# LEVEL 1 — AGES 5–8

## JULY 2025 COURSE TIMETABLE
### MONDAY AND TUESDAY

| Session | Date | Day | Time | Topic |
|---|---|---|---|---|
| Session 1 | July 1 | Monday | 10:00 am – 11:30 am | What is Coding? + Scratch Orientation |
| Session 2 | July 2 | Tuesday | 10:00 am – 11:30 am | Movement & Looks |
| Session 3 | July 7 | Monday | 10:00 am – 11:30 am | Events & Sequences |
| Session 4 | July 8 | Tuesday | 10:00 am – 11:30 am | Loops + Sound |
| Session 5 | July 14 | Monday | 10:00 am – 11:30 am | Variables in Games |
| Session 6 | July 15 | Tuesday | 10:00 am – 11:30 am | Mini Game Build |
| Session 7 | July 21 | Monday | 10:00 am – 11:30 am | Final Project Development |
| Session 8 | July 22 | Tuesday | 10:00 am – 11:30 am | Final Project Completion |
| Session 9 | July 28 | Monday | 10:00 am – 11:30 am | Project Showcase + Quiz |

# LEVEL 1

## 18-HOUR COURSE BREAKDOWN

| Session | Topic | Description | Activity Type |
|---|---|---|---|
| Session 1 | What is Coding? + Scratch Orientation | Introduction to programming, navigation in Scratch, drag-drop block concept | Concept + Exploration |
| Session 2 | Movement & Looks | Use motion blocks to move sprites; use looks to change appearance; storytelling intro | Concept + Lab |
| Session 3 | Events & Sequences | Use of 'when clicked', combining blocks in logical order | Concept + Quiz |
| Session 4 | Loops + Sound | Repeat, forever blocks; adding background music or sprite sounds | Lab + Activity |
| Session 5 | Variables in Games | Creating a score system or timer, intro to storing values | Concept + Assignment |
| Session 6 | Mini Game Build | Use events, motion, loops, variables to build a simple game | Project (guided) |
| Session 7 | Final Project Development | Planning sprites, actions, outcomes, user experience | Project Build + Peer Discussion |
| Session 8 | Final Project Completion | Debugging, improvements, test run | Lab + Teacher Feedback |
| Session 9 | Project Showcase + Quiz | Students present projects, reflect, and attempt a closing quiz | Presentation + Quiz |

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# LEVEL 2 / AGES 9–12

## JULY 2025 COURSE TIMETABLE
### TUESDAY AND THURSDAY

| Session | Date | Day | Time | Topic |
|---|---|---|---|---|
| Session 1 | July 1 | Tuesday | 11:15 am – 1:15 pm | Recap of Scratch Concepts |
| Session 2 | July 3 | Thursday | 11:15 am – 1:15 pm | Introduction to Python |
| Session 3 | July 8 | Tuesday | 11:15 am – 1:15 pm | Variables & Input |
| Session 4 | July 10 | Thursday | 11:15 am – 1:15 pm | Conditions and Logic |
| Session 5 | July 15 | Tuesday | 11:15 am – 1:15 pm | Loops |
| Session 6 | July 17 | Thursday | 11:15 am – 1:15 pm | Functions |
| Session 7 | July 22 | Tuesday | 11:15 am – 1:15 pm | Quiz Game Project – Planning |
| Session 8 | July 24 | Thursday | 11:15 am – 1:15 pm | Quiz Game – Coding |
| Session 9 | July 29 | Tuesday | 11:15 am – 1:15 pm | Project Completion + Showcase |

# LEVEL 2

## AGES 9–12

## 18-HOUR COURSE BREAKDOWN

| Session | Topic | Description | Activity Type |
|---------|-------|-------------|---------------|
| Session 1 | Recap of Scratch Concepts | Quick review of motion, loops, and events with small Scratch activity | Concept + Review Lab |
| Session 2 | Introduction to Python | Intro to syntax, print statements, and code editors | Concept + Exploration |
| Session 3 | Variables & Input | Storing and displaying user input | Concept + Lab |
| Session 4 | Conditions and Logic | Use if, else, elif with number and string conditions | Concept + Quiz |
| Session 5 | Loops | Use for and while loops to repeat tasks | Lab + Practice |
| Session 6 | Functions | Create reusable blocks of code with def | Lab + Assignment |
| Session 7 | Quiz Game Project – Planning | Design quiz flow using input, logic, and score | Concept + Project Design |
| Session 8 | Quiz Game – Coding | Start building text-based game project | Project Lab |
| Session 9 | Project Completion + Showcase | Test, debug, and present project | Project + Quiz + Reflection |

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# LEVEL 3

## AGES 13–18

## JULY 2025 COURSE TIMETABLE
### WEDNESDAY AND FRIDAY

| Session | Date | Day | Time | Topic |
|---|---|---|---|---|
| Session 1 | July 2 | Wednesday | 11:15 am – 1:15 pm | Recap: Functions & Loops |
| Session 2 | July 4 | Friday | 11:15 am – 1:15 pm | Data Structures I (Lists, indexing) |
| Session 3 | July 9 | Wednesday | 11:15 am – 1:15 pm | Data Structures II (Dictionaries, nested) |
| Session 4 | July 11 | Friday | 11:15 am – 1:15 pm | File Handling |
| Session 5 | July 16 | Wednesday | 11:15 am – 1:15 pm | Flask Basics |
| Session 6 | July 18 | Friday | 11:15 am – 1:15 pm | Forms & Input |
| Session 7 | July 23 | Wednesday | 11:15 am – 1:15 pm | Mini Web App – Planning |
| Session 8 | July 25 | Friday | 11:15 am – 1:15 pm | Mini Web App – Development |
| Session 9 | July 30 | Wednesday | 11:15 am – 1:15 pm | Deployment + Presentation |

# LEVEL 3

## AGES 13-18

## 18-HOUR COURSE BREAKDOWN

| Session | Topic | Description | Activity Type |
|---|---|---|---|
| Session 1 | Recap: Functions & Loops | Sharpen core coding logic with drills and examples | Concept + Lab |
| Session 2 | Data Structures I | Lists, indexing, appending data | Concept + Lab |
| Session 3 | Data Structures II | Dictionaries, key -value pairs, nested structures | Concept + Practice |
| Session 4 | File Handling | Read/write files using open, write, readline | Lab + Assignment |
| Session 5 | Flask Basics | Create basic routes and templates | Concept + Demo |
| Session 6 | Forms & Input | Accept and process user input through HTML forms | Lab + Practice |
| Session 7 | Mini Web App – Planning | Design a portfolio or diary web app with basic frontend | Project Planning |
| Session 8 | Mini Web App – Development | Code the backend logic and link forms | Project Build |
| Session 9 | Deployment + Presentation | Upload to PythonAnywhere/Replit; present project | Deployment + Presentation |

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