LEARN THE **FUTURE**
LEARN THE **CODES**

NOW SAY WHAT YOU HAVE TO
IN YOUR OWN FUTURE LANGUAGE

<#**LEARN**THE**FUTURE**LANGUAGE>

WHY
CODING?

In today's digital world, coding is a fundamental skill alongside math and reading.

It is very important to have tech skills - especially coding - can be your ticket to better personal and professional opportunities.

Bill Gates
Co-Chairman, Bill & Melinda Gates Foundation and Co-Founder, Microsoft

Learning to write programs stretches your mind, and helps you think better, creates a way of thinking about things that I think is helpful in all domains.

President Barack Obama
Former President

Computers are going to be a big part of our future...and that future is yours to shape.

Stephen Hawking
Theoretical Physicist, Cosmologist & Author

Whether you want to uncover the secrets of the universe, or you just want to pursue a career in the 21st century, basic computer programming is an essential skill to learn.

Mark Zuckerberg
Founder, Facebook

Our policy at Facebook is literally to hire as many talented engineers as we can find. There just aren't enough people who are trained and have these skills today.

Eric Schmidt
Executive Chairman, Google

For most people on Earth, the digital revolution hasn't even started yet. Within the next 10 years, all that will change. Let's get the whole world coding!

Gabe Newell
Founder & President, Valve

The programmers of tomorrow are the wizards of the future. You're going to look like you have magic powers compared to everybody else.
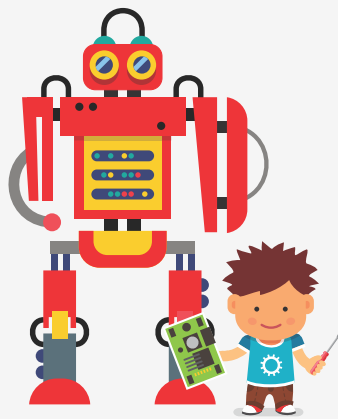
WHAT IS
CODING?

Code is all around us and the results of coding are everywhere. Whether you are posting a tweet, watching a Youtube video, or browsing a website.

Most of the appliances in today's world, be it a mobile phone, microwave or a car, everything has some piece of coding inside it to make it work.

Language that
machines understand

Giving instructions
to machines

Building instructions
with words.

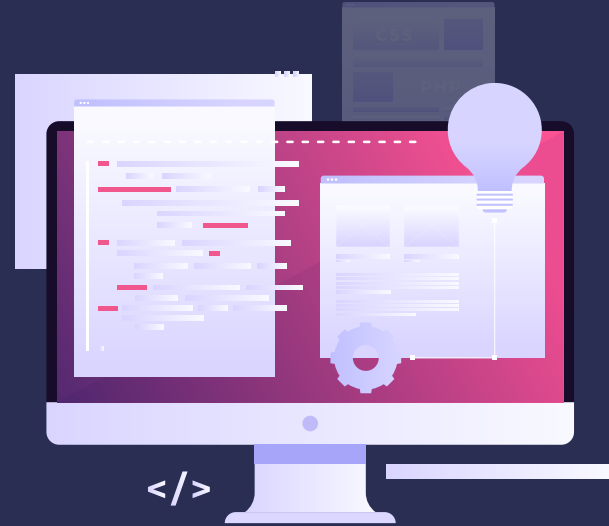**It is similar to communicating with a friend or a family**

HOW DOES
CODING WORK?

In order to code, you must pick actions that you want your computer or robot to do.

You have to write instructions in a way that the computer understands in order to complete the task.

Keeping in mind that there are rules to follow.

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Actions	Instructions	Pick a language	Put it together	The End
Pick actions that you want to be done	Write instructions that computer understands	Identify that language to be used	Write the instructions you want to be performed	Cherish the completed task as per instructions

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WHY DO KIDS NEED TO
LEARN CODING?

PROBLEM-SOLVING ABILITY

CREATIVE THINKING ABILITY

COMMUNICATION

LOGICAL THINKING ABILITY

CODING DRIVES INNOVATION

CODING BUILDS CONFIDENCE

CODING IS BEST LEARNED EARLY

CODING TRANSLATES TO SUCCESS IN OTHER AREAS

CSS

10100

HTML

PHP

JAVA

C++

010010

0100

100

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WHAT DOES THE
MARKET OFFER?

SOLUTION	DURATION	COST
Whitehat Jr	8 Sessions	INR 5999
Vedantu	8 Sessions	INR 6000
Robogenuis	8 Sessions	INR 3999
CAMPK12	12 Hours	INR 6999
Tynker	Open	$15-25 Per student
LEARN2CODE	17 HOURS	FREE

17-HOURS FREE
JOINT CERTIFICATION
PROGRAM BY
EUPHEUS LEARNING &
ROBOGARDEN

CERTIFICATE

WHAT DOES
LEARN2CODE OFFER?

Eupheus Learning, your partner in imparting 21st century learning brings **Learn2Code**, powered by RoboGarden. It offers a quick, easy and intelligent way for students to learn coding from Grade 1 to 12. Learn2Code is an exciting certification program to learn coding that is designed to teach the basics of coding in an age-friendly manner.

GRADES
1 TO 4

GRADES
5 TO 8

GRADES
9 TO 12

Sense the fun in the birthday party

Let's go find treasures in the forest

Discover JavaScript

A joint certification program from
Eupheus Learning and **RoboGarden**

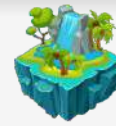## GRADES 1 TO 4 — BEGINNER LEVEL

ASPECT	DESCRIPTION
Title	Sense the Fun in the Birthday Party
Duration	16 hours
Target Audience and Prerequisites	K-12 Students interested to elevate their coding skills through playing mission-based games. **K-12 Prerequisites:** • Reading simple sentences • Two-digits Addition/Subtraction
Course Description	Game based course in which missions are achieved by a program written by Blocks. While preparing for a birthday party, students will learn repeat loop and Robo sensors of colors and text. Applying all that in solving some math puzzles and collect objects and move objects around.
Course Outcomes	**By end of this course, you will be able to:** 1. Use Blocks for simple Repeat loops 2. Use Robo Sensors of Color and Text 3. Control Robo movement with more accurate distances
Topics of Instruction	Module 1: Hide the sweets Module 2: Calorie calculations Module 3: It's closer than you think Module 4: My name is Robo, come meet my friends! Module 5: Color coding Module 6: How about some more games Module 7: Time to go home Module 8: Time to clean up

GRADES 5 TO 8 — INTERMEDIATE LEVEL

ASPECT	DESCRIPTION
Title	Let's go find treasures in the forest!
Duration	16 hours
Target Audience and Prerequisites	K-12 Students interested to elevate their coding skills through playing mission-based games. **Prerequisites: None** **K-12 Prerequisites:** • Reading simple sentences • Simple mathematical operations
Course Description	Game based course in which missions are achieved by a program written by Blocks. In this course, students will become familiar with letters of Alphabet. They will begin with missing letters, move on to writing a complete word, and end with completing entire statements. Students will become familiar with letters of Alphabet. They will begin with missing letters, move on to writing a complete word, and end with completing entire statements.
Course Outcomes	**By end of this course, you will be able to:** 1. Use Blocks for Robo Simple Movement 2. Use Blocks for Sequencing
Topics of Instruction	Module 1: Let's go pick tropical fruits! Module 2: Avoid the perils! Module 3: Let's find the Forest's beauty! Module 4: Be careful with the holes and puddles of mud! Module 5: Use fewer code blocks Module 6: Our friends have arrived! Module 7: Let us feed our friends! Module 8: The largest treasure of all!

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GRADES 9 TO 12 — ADVANCED LEVEL

ASPECT	DESCRIPTION
Title	Discover JavaScript
Duration	16 hours
Target Audience and Prerequisites	K-12 Students interested to elevate their coding skills through playing mission-based games. **Prerequisites: None** **K-12 Prerequisites:** • Reading simple sentences • Simple mathematical operations
Course Description	Game based course in which missions are achieved by a program written by JavaScript. In this course, students will learn the syntax of JavaScript. They will learn how loops, conditions, math operations are written in JavaScript. Students will start their first steps to JavaScript as a textual language and its relation to Blocks programs.
Course Outcomes	**By end of this course, you will be able to:** 1. Discover JavaScript basic commands 2. Recognize If and Loops syntax in JavaScript 3. Discover nested loops Syntax in JavaScript
Topics of Instruction	Module 1: Let's decorate the tree! (JavaScript Version) Module 2: Let's move around the rocks! (JavaScript Version) Module 3: Let's collect candy canes (JavaScript Version) Module 4: Watch out for the cracked ice! (JavaScript Version) Module 5: Use fewer code blocks (JavaScript Version) Module 6: Let's collect some snowman ornaments (JavaScript Version) Module 7: Let's collect some gifts (JavaScript Version) Module 8: The Christmas Star ornament! (JavaScript Version)