Lets Unbound
unlock your child's potential

SEMESTER
PROGRAM 2022

For Grades K-1

Game Development | App Development | Animation|
Computational Thinking | Coding

STEM.ORG ACCREDITED™ EDUCATIONAL EXPERIENCE

Why Lets Unbound's Semester Program?

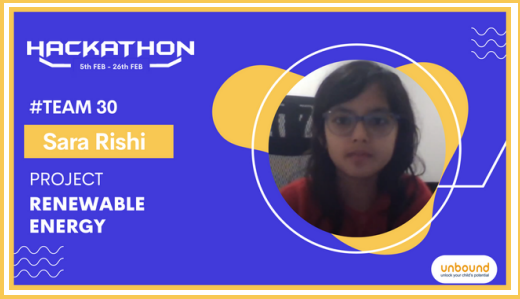
Balanced learning with 2-3 classes per week for 12, 24 or 48 weeks.

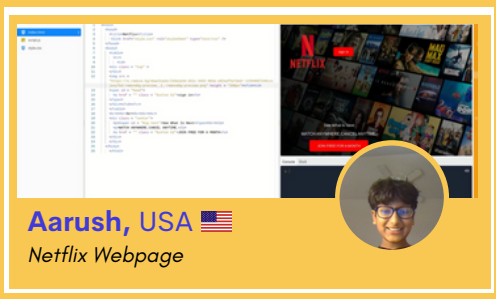
Choose what You love from Game and App Development, Websites Web Games and Web Apps, Python, Java, AI/ML and so much more.

Always be in sight of our expert mentors with our 1-1 personalised live sessions.

Dive into the fascinating world of computational thinking, not just coding.

Have access to workshops, hackathons and other events conducted regularly.





BLOCK CHAIN CERTIFICATES

HACKATHONS

WEEKEND WORKSHOPS AND POTENTIAL UNLOCKED

Unbounded Journey of Coding

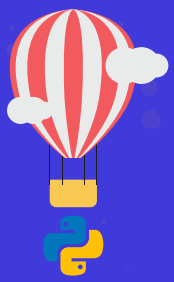
Age appropriated Pathways to serve the individual needs of the Students

Grades 9+

- Web Development - HTML , CSS JS
- Core JAVA
- Core Python

Grades 7-8

- Web Development - HTML , CSS JS
- Core JAVA
- Core Python
- Game and App Development using Javascript



Grades 4-6

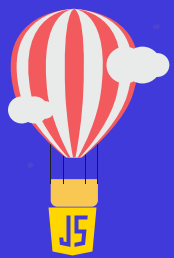
- Game and App Development using Javascript
- Web Development - HTML, CSS JS
- Android App Development
- Game Development using Python
- ROBLOX

Grades 2-3

- Game and App Development using Blocks
- Android App Development
- ROBLOX

Grades K-1

- Game and App Development using Blocks



Grades K-1

- **Balanced learning** with 2-3 classes per week for 12, 24 or 48 weeks.
- Choose what you love from Game and App Development and so much more.
- Always be in sight of our expert mentors with our **1-1 personalized live sessions**.
- Dive into the fascinating world of **computational thinking**, not just coding.
- **Grade appropriate curriculum** structure delivered by **expert mentors.**
- Develop logical and **computational thinking skills.**
- Regular assessments & **Student Reports.**

Courses	Page No
Game and App Development using Blocks	1

Game and App Development using Blocks

(Animation and Game Development using Blocks) **Beginner | Grade K-1 | Age 5 to 6**

Course Outline: This course curriculum helps kids transform their imagination into games.
The projects are aligned to academics. By the end of the camp, students will be able to create multiplayer games, animations as well as short stories which can be shared with family and friends.

Prerequisites: Basic Reading and Numeracy Skills.

Session	Key Concept	Projects
Level 1 (1 to 24 Sessions)		
1 to 8	**Algorithm**- Sequencing, Selecting, Iterating, Sprite, World, Location, text, Events and actions	 **Story and animation creation** Other Projects
9 to 16	**Debugging and Animation:** Debugging, Sprite Design, Animating Text, Behaviour	 **Multiplayer Car Race Game** Other Projects: Solar System
17 to 24	**Loops and Events:** Loops. Programming in Artist Lab, While Event	 **Indian/American Flag using Artist Lab** Other Projects: Bee vs Monsters
Level 2 (25 to 48 Sessions)		
25 to 32	**Variables and Conditionals:** Variables, Mathematical Expression, Boolean Expressions, Comparison Operators, If Else	 **Dice Game** Other Projects: Life Cycle of a Hen

Session	Key Concept	Projects
33 to 40	**While and for loops:** Intro to front end dev:While Loop, For Loop, Input-Output, Behaviour, Intro to UI/UX, front end	 **Water Cycle** Other Projects: Quiz Show
41 to 48	**Sequencing with turtle and Design elements intro:** sequencing with turtle,design elements and its properties, debugging.	 **Emoji Builder App** Other Projects: Sound App
Level 3 (49 to 80 Sessions)		
49 to 56	**Variables, Console and User Inputs:** drop down menu, variables, console, user input, arithmetic expressions using variables.	 **Whiteboard App** Other Projects: MS Word clone
57 to 64	**Stings and if-else:** user inputs and strings, comparisons, if, if-else	 **Calculator App** Other Projects: Greeting Card App
65 to 72	**Hands on Projects**	 **Alphabet App** Other Projects: Emoji Builder, etc.
73 to 80	**Hands on Projects**	 **Phone Lock Screen** Other Projects: Quiz App, Button Randomizer

FAQS

How will my child benefit from your programs?
LETS UNBOUND courses teach critical 21st-century skills including computer programming, critical thinking, and problem-solving. Students learn how to logically sequence events, create playable games & apps, tell good stories, and model real situations. They also learn computational thinking by developing algorithmic and design thinking abilities. After learning the fundamentals, kids can transition to the higher end of languages like Python and JavaScript within the LETS UNBOUND learning system.

My child is too small to take up computer-based programs & skill development, I am unable to decide?
LETS UNBOUND is a 1:1 Online platform and our courses are designed for kids of the age group 6-14. The classes are taken by high-quality certified mentors & experts who are trained specially to ensure that the kids understand the topics properly. Your child specifically builds their algorithmic thinking via the course helping them for their future endeavors.

Can my child share an account & learn together?
Multiple kids cannot share the same account, because they will overwrite each other's work. We offer referral bonuses when you add additional children to our programs.

What all programs are run by LETS UNBOUND?
LETS UNBOUND is a learning ecosystem to provide technology-enabled platforms for every child, making them confident & prepare for all the right set of skills needed to succeed in the 21st century. We offer programs based on Computational Thinking, Logical Reasoning, and Problem Solving. Also, a few of our programs in the future will cater to mathematics, languages, entrepreneurship, hobbies, etc.

What prior knowledge of coding is required by my child & where can we avail these?
Our Programs do not require any prior coding experience to learn. All Programs are designed for school and extra-curricular courses.

What technical requirements are needed to run the Programs?
Desktop or Laptop, chrome web browser, and broadband internet connection (min 10 Mbps).

Why should my child learn to code?
Your child should learn to code because:

- Coders are in high demand considering future high-paying jobs in the 21st century.
- Coding provides a competitive advantage and improves problem-solving and persistence.
- Coding knowledge allows students better understand the world.

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HARVARD STUDENT AGENCIES

Arizona State University

TEAM WITH 25+ YRS OF EDTECH EXPERIENCE & ALUMNI FROM

TATA

SPJIMR Bharatiya Vidya Bhavan

Deloitte.

> In the new economy, computer science isn't an optional skill, it's a basic skill, I strongly believe every child has to have the opportunity to learn this critical skill. We are inundated with technology and I don't want our young people to just be consumers, I want them to be producers of this technology and to understand it, to feel like they're controlling it, as opposed to it controlling them.

Barack Obama

letsunbound.com