



Lets Unbound
unlock your child's potential

SEMESTER

PROGRAM 2022

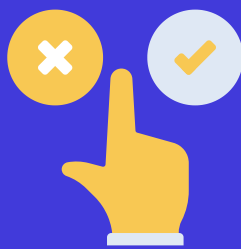
For Grade 4-6

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



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.

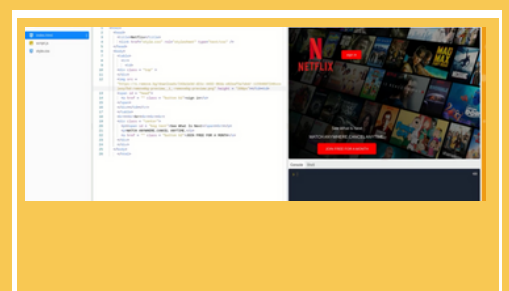
Have access to workshops, hackathons and other events conducted regularly.



**BLOCK CHAIN
CERTIFICATES**



HACKATHONS



**WEEKEND WORKSHOPS AND
POTENTIAL UNLOCKED**

Unbounded Journey of Coding

Age appropriated Pathways to serve the individual needs of the Students

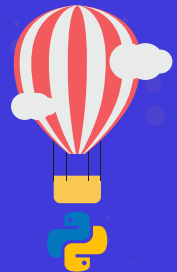
Grades 9+

- 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

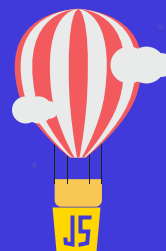


Grades 2-3

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

Grades K-1

- Game and App Development using Blocks





Grades 4-6

- 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 & App Development using Javascript	1
Android App Development	3
Web development using HTML ,CSS and JS	5
Game Development using Python	7
ROBLOX	9

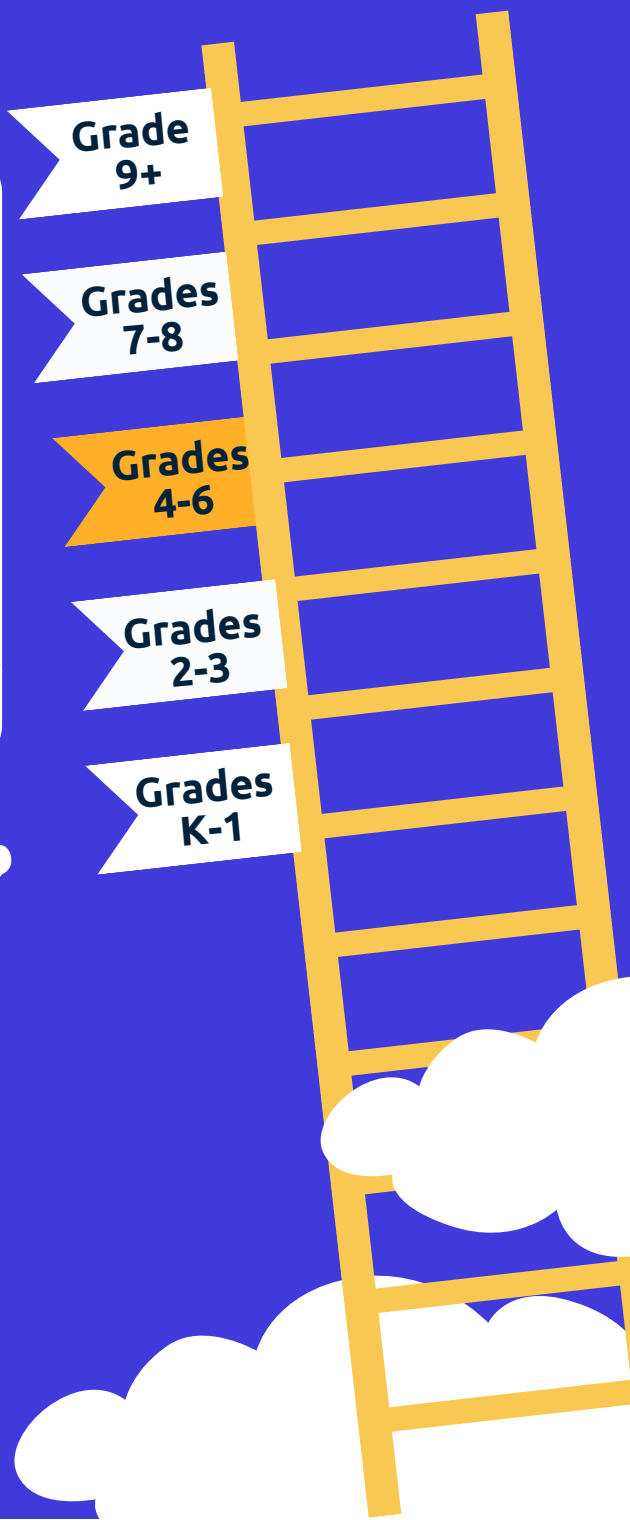
Grade
9+

Grades
7-8

Grades
4-6

Grades
2-3

Grades
K-1



Game & App Development




Beginner | Grades 4-6 | Age 9 to 11

Game & App Development using JavaScript

Course Outline: Children will learn basic coding concepts and then implement the same to design basic games with objects and characters that interact with each other and will be able to enhance their logic-building skills as well as computational thinking.

Prerequisites: Basic Reading and Numeracy Skills.

Session	Key Concept	Projects
Level 1 (1 to 24 Sessions)		
1 to 8	Algorithm- Sequencing, Selecting, Iterating, Sprite Design, text, Events and actions, Loops, Nested Loops	 <p>Burst the Balloon Other Projects: Water Cycle</p>
9 to 16	Variables and Random Numbers: Shapes, Variables, Random Numbers, Draw Loop	 <p>Infinite Game Other Projects: Captioned Scene</p>
17 to 24	Booleans, conditionals and user inputs: Sprite Movement, Boolean and Conditionals, User Input- Mouse and Keyboard Input	 <p>Dress up the Character Other Projects: Animation, Interactive Card game</p>
Level 2 (25 to 48 Sessions)		
25 to 32	Velocity and Collision: Velocity, Collision Detection, Complex Sprite Movement, Collision	 <p>Cricket Maniac Other Projects: Side Scroller, Flyer Game, Pass the Hurdles</p>

Session	Key Concept	Projects
33 to 40	Functions and Game Design: Functions, Game Design Process	 Gardening Game Other Projects: Jumper Bumper Game, Bunny Chef, Take me to Mama
41 to 48	Hands on Projects	 Maze Game Other Projects: Space Run Game, Plants vs Zombies, Tennis Fever Game
Level 3 (49 to 80 Sessions)		
49 to 56	UI/UX,sequencing with turtle and design elements: UI/UX, front-end,sequencing with turtle,design elements and its properties, debugging, Multiple Screens, on event	 Theme Based Flashcard App Other Projects
57 to 64	Functions and mathematical expressions: Inbuilt and user defined functions, Return statement, Variables and Mathematical Expressions	 Build a Super Hero Other Projects: Whatsapp Clone
65 to 72	Booleans and if-else: Drop Down Menu, User Input, Boolean and if-else	 Phone lock screen Other Projects
73 to 80	Hands on Projects	 Browser Other Projects: Emoji Builder, Rock Paper Scissors, Spell Bee

Android App Inventor

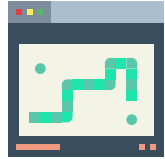
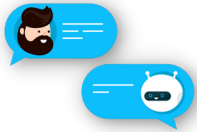
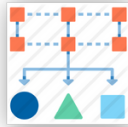

App Development using MIT App Inventor

Beginner | Grades 4-6 | Age 9 to 11

Course Outline: Take your first step into the world of mobile apps! Students will learn the basics of designing and creating mobile apps. Even those new to coding can have their first app up and running in less than 30 minutes!

Prerequisites: Basic Reading and Numeracy Skills.

Session	Key Concept	Projects
Level 1 (1 to 24 Sessions)		
1 to 8	Introduction to app development in MIT App Inventor: Algorithm- Sequencing, Selecting, Iterating, Design, text, Events and actions, Loops, sensors	 <p>Translator Other Projects: My Xylophone</p>
9 to 16	APP Basics: Debugging, Design, Behaviour, variable, arrangements, sensors, arrays	 <p>Bill generators Other Projects: Compass, Secret message</p>
17 to 24	Game apps: Animation design, behaviour, procedures, storage, layouts	 <p>Weekly Planner Other Projects: Fruit Hunt</p>
Level 2 (25 to 48 Sessions)		
25 to 32	Arrays and Lists: Variables, Mathematical Expression, Boolean Expressions, Comparison Operators, If Else	 <p>Fidget spinner Other Projects: Voice calculator, E-notebook</p>

Session	Key Concept	Projects
33 to 40	Operators and sensors : drop down menu, variables, console, user input, arithmetic expressions using variables.	 <p>Snake Game Other Projects: Health Observation, Camcorder</p>
41 to 48	Procedures : user inputs and strings, comparisons, if, if-else	 <p>1 to 1 chat Other Projects: Tic tac toe</p>
Level 3 (49 to 80 Sessions)		
49 to 56	AI in mit	 <p>Image classifier</p>
57 to 64	Training model	 <p>Text training Other Projects: Image training, Audio training</p>


Become a Jr. Web Developer !

Web development using HTML ,CSS and JS

Intermediate | Grades 4-6 | Age 9 to 11

Course Outline: The course curriculum is designed to take kids through the journey of being a No-Coder to a Super Junior Web Developer. Kids Start with the front-end and master the foundational concepts of HTML & CSS. By the end of the Summer Camp, students will be able to design and code their own static website and share it with family and friends.

Prerequisites: Basic Reading and Numeracy Skills.

Session	Key Concept	Projects
Level 1 (1 to 24 Sessions)		
1 to 8	Fundamentals of HTML:- HTML Structure, Tags & Attributes, Texts & Styles, Lists, Images & Videos	 <p>Solar System Other Projects: Indian states and Languages, The Universe, Flora & Fauna</p>
9 to 16	Introduction to Tables:- Links, Indentation, Text Formatting, Tags & Tables	 <p>Oceans Other Projects: Spheres of the Earth, Wild Animals & Farm Animals,</p>
17 to 24	Introduction to Forms:- Tables, Marquee tag & HTML Forms	 <p>Making a Calendar Other Projects: Currencies of the World, Types of Habitat, Student Interest Survey Form</p>
Level 2 (25 to 48 Sessions)		
25 to 32	Fundamentals of CSS:- CSS Basics, Specificity & Selectors, Comments & Background, Font & align attributes	 <p>Food pyramid Other Projects: Classification of plants, Major Nutrients in the Food We Eat,</p>

Session	Key Concept	Projects
33 to 40	CSS Features:- List & Link, Command line Instructions, Background, Border, Margin, Padding, Box Model & Colors in CSS	 <p>Types of organ system Other Projects: Types of Cell (Plant & Animal Cell), Types of organ system</p>
41 to 48	Properties in CSS:- Typography, Float, Dropdown, Opacity, Navigation Bar, Text & Overflow in CSS	 <p>Ecommerce Shopping Website Other Projects: Memory units of Computer,</p>
Level 3 (49 to 80 Sessions)		
49 to 56	Fundamentals of JavaScript:- JavaScript Basics, Output, Statement, Features & Syntax in JavaScript, JavaScript Comments, Variables & Identifiers, Const & Let, Operators, Datatypes & Function	 <p>Create a Collapsible Other Projects</p>
57 to 64	Introduction to Event, String & Number:- JavaScript Object, Events & Strings, String Methods, Number and its methods	 <p>Countdown Timer Other Projects</p>
65 to 72	Introduction to Arrays:- JavaScript Number Methods, Arrays - Arrays Methods - Array Sort	 <p>Instagram login Page Other Projects: Music Band Webpage</p>
73 to 80	Hands on Projects	 <p>Tic-Tac-Toe Other Projects: Toast, Smooth Scrolling & Profile Card</p>

Game Development using Python

(Animation and Game Development using Python)

Advanced | Grades 4-6 | Age 9 to 11

Course Outline: Python is widely used across various companies like Netflix, Google, Instagram etc. The curriculum is designed specifically for developing computational skills and helps students put their imagination into action through coding in python.

Prerequisites: Basic Reading and Numeracy Skills.

Session	Key Concept	Projects
Level 1 (1 to 24 Sessions)		
1 to 8	Introduction to game development with Python: Designing, Actions, Click Events, Movement of Sprites, Collision Event, Shapes and Parameters, Data Types	 <p>Robot Design Other Projects: Sprite Dance Routine</p>
9 to 16	Python Basics: dot notation, Variables, text, random Number, Strings and concatenation, Math and Computation	 <p>Aquarium Tank wallpaper Other Projects: Folktale in Codesters, roll the dice</p>
17 to 24	Iteration, User Input & Conditional Branching - mechanics of loops, for loop, Variable updation in loops User Input, Boolean and Conditionals, if-else	 <p>Pattern Printing Other Projects: loading bar animation, Interactive Game, memory game, Magic 8 Ball, Rock Paper Scissors</p>
Level 2 (25 to 48 Sessions)		
25 to 32	Lists and Nesting - Lists, basic list functions, Nested if Statements, Loops with Conditionals, Looping to iterate through a string	 <p>Program a sports event Other Projects: Multi-Screen Story, Program a sports event</p>

Session	Key Concept	Projects
33 to 40	Functions - Defining and calling a function, Indexing in Lists	 <p>Band-Name Generator Other Projects: Multi-Screen Story, Program a sports event, random</p>
41 to 48	Advanced Functions, Strings and Maths operations: Calling and modifying functions with parameters, store return value from function call, conversions of strings to lists, manipulating string values	 <p>Alphabet poster Other Projects: Etch-a-Sketch, Maze Game.</p>
Level 3 (49 to 80 Sessions)		
49 to 56	Global Variables and Timer: Global variables, choosing randomly from a list, timer using global keyword, random choice commands, using functions and loops together	 <p>Falling Object Game, Other Projects: Endangered Species , Pictionary,</p>
57 to 64	Probability and 5 elements of game design: Coding movement of a sprite, if statements inside collision events, functions inside interval event, updating scoreboard, using probability to determine chance of occurrence	 <p>Jumping game Other Projects: Obstacles game</p>
65 to 72	Booleans and Python modules: Functional programming, docstrings, logical operators (and, or, not), booleans, importing modules, datetime module, operations on lists (creation, insertion, deletion, retrieval), string format	 <p>Birthday project Other Projects: Grade Calculator, Customise your dance</p>
73 to 80	Dictionary, CSV files and Exceptions: Dictionary, reading and writing in a CSV file, while loops, break and continue statements, handling exceptions, try and raise statements, nested conditionals, functional branches,	 <p>Art generator Other Projects: Emoji Builder, Alphabet app</p>

ROBLOX

App Development using blocks and API

Beginner | Grades 4-6 | Age 9 to 11

Course Outline: Create your own games using Lua - coding language. It's best described as similar to Python, but even easier to learn since Lua doesn't require strict adherence to indentations and other syntax that create hurdles for new learners.

Prerequisites: Basic Reading and Numeracy Skills.

Session	Key Concept	Projects
1 to 8	Intro to Roblox Studio: variables, conditionals, forloops, dictionaries and arrays	 <p>World Building</p>
9 to 16	Animation and Hands on game building - creating landmarks	 <p>Adventure game Other Projects: galactic speedway, story game</p>
17 to 24	Major Game Building	 <p>Battle Royale Game Other Projects: Arcade Game</p>

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 higher end of languages like Python, 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 the future especially 21st century skills.

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 from Computational Thinking, Logical Reasoning, Problem Solving based also few of our programs in future will cater to mathematics, entrepreneurship, hobbies etc.

What prior knowledge of coding is required by my child & where all we avail these?

Our Programs do not require prior coding experience to learn. All Programs are designed for school and extra-curricular.

What technical requirements are needed to run Programs ?

Desktop or Laptop, Chrome web browser, Broadband internet connection (min 10 Mbps).

Why should my child learn coding ?

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, improves problem solving and persistence
- Coding knowledge allows students better understand the world



TEAM WITH 25+ YRS OF EDTECH EXPERIENCE & ALUMNI FROM



“ 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



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