



Lets Unbound
unlock your child's potential

SEMESTER

PROGRAM 2022

For Grade 2-3

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.

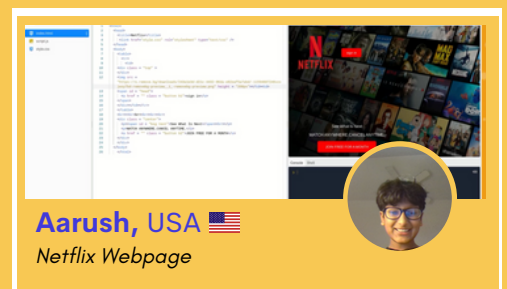
Have access to workshops, hackathons and other events conducted regularly.



**BLOCK CHAIN
CERTIFICATES**



HACKATHONS



**WEEKEND WORKSHOPS AND
POTENTIAL UNLOCKED**

Unbounded Journey of Coding

Age appropriated Pathways to serve the individual needs of the Students

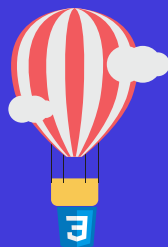
Grade 9+

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



Grade 4-6

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

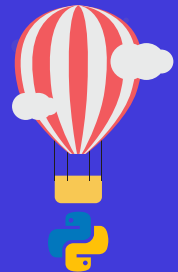


Grade K-1

- Game and App Development using Blocks

Grade 7-8

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



Grade 2-3

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



Grade 2-3

- **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
Android Apps - MIT App Inventor	3
ROBLOX	5

Grade
9+

Grade
7-8

Grade
4-6

Grade
2-3

Grade
K-1



Game and App Development using Blocks

(Animation and Game Development using Blocks / Javascript)

Beginner | Grade 2-3 | Age 7 to 8

Course Outline: The curriculum is designed age-appropriately and helps kids put their imagination into games through coding. Students can choose to use blocks or JavaScript Syntax as a part of the course. The projects are aligned with academics. By the end of the course student will acquire strong logical and computational thinking skills and will be able to develop stories, animation, games, and apps 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, Word, Location, Text, Debugging, Events & Actions	 <p>Solar System Other Projects: Story Creation and Animation, Multiplayer Car Race Game</p>
9 to 16	Loops, booleans and conditionals: Loops, Nested Loops, Variables, Mathematical Expression, Boolean Expressions, Comparison Operators, If Else	 <p>Life Cycle of a Hen Other Projects: Dice Game</p>
17 to 24	While and for loops, I/O: While Loop, For Loop, Input-Output, Behaviour	 <p>Quiz show Other Projects: Infinite game</p>
Level 2 (25 to 48 Sessions)		
25 to 32	intro to UI/UX, design elements and debugging : UI/UX, front-end, sequencing with turtle, design elements and its properties, debugging.	 <p>Sound App Other Projects: Emoji Builder App</p>

Session	Key Concept	Projects
33 to 40	Variables, Console and user inputs: drop down menu, variables, console, user input, arithmetic expressions using variables.	 <p>MS Word clone Other Projects: White Board App</p>
41 to 48	Strings and if-else: user inputs and strings, comparisons, if, if-else	 <p>Mark report calculator app Other Projects: Greeting Card App, Voting App</p>
Level 3 (49 to 80 Sessions)		
49 to 56	Hands on Projects	 <p>Whatsapp clone Other Projects: Alphabet app</p>
57 to 64	Hands on Projects	 <p>Virtual Zoo App Other Projects: Emoji Builder App, Button Randomiser, Dice Roller App</p>
65 to 72	Functions : functions, return statements , function parameters	 <p>Discovering Gravity App Other Projects: Quiz App, Magnetic Spectrum App</p>
73 to 80	Hands on Projects	 <p>Browser in App Lab Other Projects: Build a Superhero App, Random Ball Game, Spell Bee App</p>





Android App Development



App Development using blocks and API

Beginner | Grade 2-3 | Age 7 to 8

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>Hello world Other Projects: Virtual assistant</p>
9 to 16	APP Basics: Debugging, Design, Behaviour, variable, arrangements, sensors, arrays	 <p>Doodle Other Projects: Solar System</p>
17 to 24	Game apps: Animation design, behaviour, procedures, storage, layouts	 <p>Mole hunt Other Projects: Secret Diary</p>
Level 2 (25 to 48 Sessions)		
25 to 32	Arrays and Lists: Variables, Mathematical Expression, Boolean Expressions, Comparison Operators, If Else	 <p>Music player Other Projects: To-do list, Quiz, Voice Recorder</p>

Session	Key Concept	Projects
33 to 40	<p>Operators and sensors : drop down menu, variables, console, user input, arithmetic expressions using variables.</p>	 <p>QR generator Other Projects: Pedometer, Bmi calculator</p>
41 to 48	<p>Procedures: user inputs and strings, comparisons, if, if-else</p>	 <p>Space Invader Game Other Projects: Football game, finger print sensor</p>

ROBLOX

App Development using blocks and API

Beginner | Grade 2-3 | Age 7 to 8

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 syntaxes 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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