



Welcome to Roboticschools

Program Overview



Children have an innate love for all things joyful and fun. Our mission is to unleash their full potential through a wide range of interactive and multidisciplinary programs.

At Roboticschools, we've redefined learning by making it a delightful and playful experience. We encourage children to explore their passions and uncover their hidden talents. Our curriculum takes a playful approach to cover a wide spectrum of subjects, from coding and design thinking to cutting-edge technologies like AR, VR, Robotics, IoT, and the ever-evolving domains of artificial intelligence and machine learning.

A Roboticschools student embarks on a journey of self-discovery and skill development, reaching their maximum potential through our meticulously crafted programs. These skills complement their regular school curriculum, leading to improved academic performance.

Our methodology is designed to help students grasp complex concepts in science and mathematics through coding, visualizations, and animations. We offer a unique curriculum that instills new-age skills in children, preparing them for success and the ability to tackle any challenge that comes their way. As they learn with us, their relationship with technology shifts from that of a consumer to that of a creator.

Join Roboticschools and let your child's learning journey be a joyous adventure in discovery and creativity."

About Curriculum

At Roboticschools, our curriculum is meticulously crafted to unlock the genius within your child. We offer a comprehensive technology program for kids, spanning from laying a strong foundation in coding to fostering scientific exploration, nurturing design thinking skills, and delving into the world of robotics. What sets us apart is our commitment to providing specialized expertise across various technology domains, making us the premier choice for holistic tech education.



Hands-On Learning

Creativity
and Problem-Solving



Progressive Skill Building

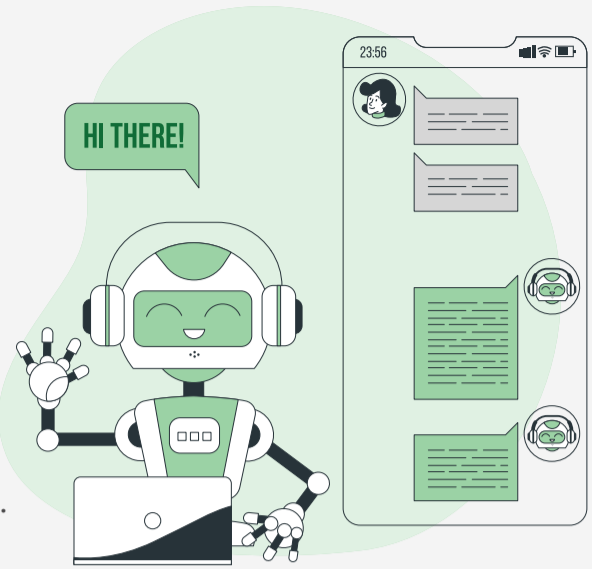
Fun engagement



Advanced technology



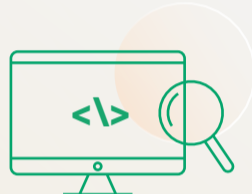
Mobile App Development



- Simplifies mobile app development with visual block-based coding, making interface design easy.
- Kids use intuitive blocks in Thinkable for straightforward app logic without traditional coding.
- Thinkable offers real-time testing, allowing kids to preview their apps instantly on mobile devices, enhancing the hands-on learning experience.



25 Classes



12 Projects



35 Concepts



1: Animation of 2D Game Sprite

Objective: Create a app that features a 2D sprite with animated movements.

Learning Outcomes: Introduction to sprite animation, event-driven programming.

2: Countdown Timer

Objective: Develop a mobile app with a countdown timer for time management.



Learning Outcomes: Timer implementation, time-based events, user interface design.

3: Music App

Objective: Build a simple music app, allowing users to play and control music tracks.



Learning Outcomes: Media playback control, user interface design.

4: Kidz Quiz App

Objective: Develop an interactive quiz app, focusing on engaging questions and responses.



Learning Outcomes: Quiz logic, user input processing, feedback mechanisms.

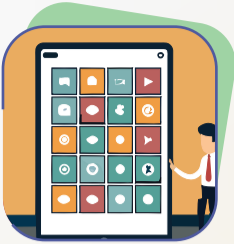
5: Age Calculator App

Objective: Create an app that calculates a user's age based on the input birthdate.



Learning Outcomes: Date manipulation, input processing, result display.





6: Gallery Locker App

Objective: Develop a privacy-focused mobile app, that allows users to secure and access their photo gallery.

Learning Outcomes: Security concepts, file management, user authentication.

7: Drawing App

Objective: Build an drawing app, providing users with basic drawing tools and features.



Learning Outcomes: Touch-based drawing, color selection, canvas manipulation.



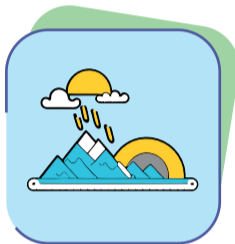
8: Barcode Scanner App

Objective: Create an app to scan and interpret barcodes, display information.

Learning Outcomes: Barcode scanning integration, data extraction.

9: Weather App

Objective: Develop an app that displays real-time weather information based on user location.



Learning Outcomes: API integration, location-based services, data presentation.



10: Text-to-Speech App

Objective: Build an app that converts entered text into speech.

Learning Outcomes: Text-to-speech integration, user input handling.

11: Translator App

Objective: Develop an app that allowing users to translate text between different languages.



Learning Outcomes: Language translation API integration, user interface design.



12: Own ChatGPT App

Objective: Create an app that simulates a conversation with a basic chatbot.

Learning Outcomes: User input processing, chatbot simulation, message handling.





Register Now



**ROBOTIC
SCHOOLS**

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