ROBOTIC SCHOOLS

Where Dreams Come to Real Life

Machine Learning for Kids

Discover Create Robotify!

Grades 3-8

Live 1:1 or 1:2 Online | Offline classes

Personalised curriculum | Monthly Fee structure

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

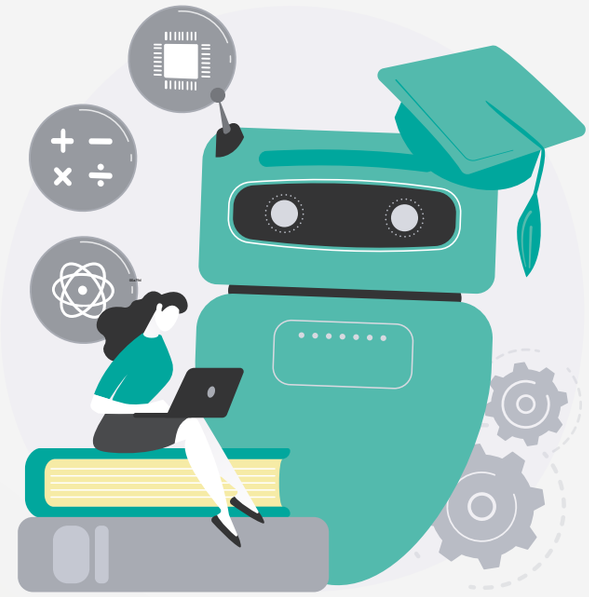
Progressive Skill Building

Fun engagement

Advanced technology

Module 1

Machine Learning for Kids



- Machine learning for kids introduces algorithms in a fun, interactive way.
- Kids explore creative projects with machine learning, like generating art or stories.
- Practical examples help kids understand how machine learning is used in everyday applications.

16 Classes

12 Projects

20 Concepts

1: Facial **Expressions**

Objective: Recognize facial expressions using machine learning.

Learning Outcomes: Image classification, emotion recognition, and model interpretation.

2: **Object** Detection

Objective: Identify and classify objects in images using machine learning.

Learning Outcomes: Object detection, model training, and utilizing pre-trained models.

3: Paint Brush using **Human Body Detection**

Objective: Create virtual finger painting with human body detection.

Learning Outcomes: Human pose estimation, keypoints usage, and interactive applications.

4: **Gesture** Controlled Game

Objective: Develop a game controlled by human body gestures.

Learning Outcomes: Gesture recognition, integrating ML models with game development.

5: Rock Paper **Scissors**

Objective: Train a model for recognizing hand gestures in rock-paper-scissors.

Learning Outcomes: Hand gesture classification, model training, and game logic implementation.

6: Face Filters using **Face Detection**

Objective: Create AR face filters with machine learning-based face detection.

Learning Outcomes: Face detection algorithms, filter integration, and real-time image manipulation.

7: Attendance System using Facial Recognition

Objective: Develop facial recognition for automated attendance tracking.

Learning Outcomes: Facial recognition, database integration, and system automation.

8: Smart Classroom **AI Assistant**

Objective: Create an AI assistant for classroom responding to voice.

Learning Outcomes: Speech recognition, natural lang. processing, & AI assistant implementation.

9: Face Lock System

Objective: Implement face recognition for device security.

Learning Outcomes: Facial recognition security, access control, and biometric technology.

10: Virtual AI **Chameleon**

Objective: Design a virtual chameleon responsive to its surroundings.

Learning Outcomes: Integrating virtual creatures with environmental stimuli.

11: Virtual Pet

Objective: Develop a virtual pet simulation with ML interactions.

Learning Outcomes: Virtual pet behavior modeling, UI design, and ML in gaming.

12: Hand Gestures by **Image Recognition**

Objective: Train a model for recognizing hand gestures to control applications.

Learning Outcomes: Image-based gesture recognition, gesture-to-action mapping.

Register Now

ROBOTIC SCHOOLS

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