ROBOTIC SCHOOLS

Where Dreams Come to Real Life

Scratch Programming

Discover Create Robotify!

Grades 1-5

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

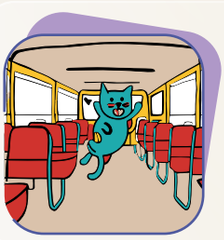
Scratch Programming

- Kids develop problem-solving skills by arranging visual blocks in Scratch.
- Scratch introduces coding basics like loops and variables through a block-based interface.
- Scratch allows kids to express creativity by creating interactive stories and games with visual blocks.

30 Classes

20 Projects

35 Concepts



1: Introduction to **Scratch and Catch the Bus**

Objective: Develop a simple game where the player catches a moving bus.
Learning Outcomes: Understand game mechanics, user input handling, and basic animation.

2: **Silly** Eyes

Objective: Create an interactive project with animated silly eyes.

Learning Outcomes: Learn animation techniques, user interaction, and creative design.

3: Catching **Game**

Objective: Develop a game where the player catches falling objects.

Learning Outcomes: Understand game dynamics, scoring mechanisms, and user feedback.

4: **Balloon** Pop

Objective: Build a game where the player pops balloons with user input.

Learning Outcomes: Learn event-driven programming, game physics, and visual effects.

5: Grow a **Dragon Fly**

Objective: Create an interactive project where a dragonfly grows in size.

Learning Outcomes: Understand animation scaling, user interaction, and Costume changes.

6: **Brain** Game

Objective: Create a game that challenges the player's cognitive skills and memory.
Learning Outcomes: Develop brain-teasing puzzles, implement scoring systems, and enhance user engagement.

7: **Catch** the Dot

Objective: Develop a game where the player catches dots using a rotating wheel.

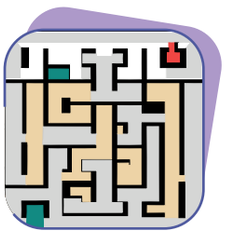
Learning Outcomes: Sprite manipulation, user input handling, and game mechanics.

8: Don't **Fall In**

Objective: Program a player to navigates a character to avoid falling into gaps.

Learning Outcomes: Collision detection, character movement, and game level design.

9: **Maze** Escape



Objective: Design a maze where the player navigates through a maze to reach an exit.

Learning Outcomes: Maze generation, pathfinding algorithms, and game logic.

10: Guess **the Flag**

Objective: Develop a quiz game where the player guesses the country flag based on hints.

Learning Outcomes: Quiz game structure, flag recognition, and interactive user feedback.

11: Soccer **Champ**

Objective: Create a soccer game where the player scores goals as a goalkeeper.
Learning Outcomes: Sports game mechanics, scoring system, and player interaction.

12: **Boat** Race

Objective: Build a boat race where the player navigates a boat through a maze.

Learning Outcomes: Racing game design, course navigation, and speed control.

13: Flappy **Allay**

Objective: Design a Flappy Bird-inspired game with a unique character.

Learning Outcomes: Flappy Bird mechanics, obstacle avoidance, and apply gravity concept.

14: **Snake** Game

Objective: Develop a Snake game where the player controls a growing snake.

Learning Outcomes: Broadcast messaging, growth implementation, and input handling.

15: Bow and **Arrow**

Objective: Create a game where the player shoots balloons using arrows.

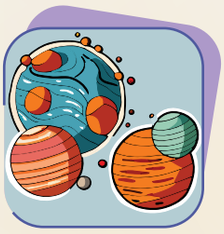
Learning Outcomes: Projectile motion, aiming mechanics, and target-based games.

16: Scratch Paint **Shapes**

Objective: Develop a drawing program that allows users to paint geometric shapes.

Learning Outcomes: Drawing tools in Scratch, shape creation.

17: **Gravity** Simulator



Objective: Simulate the effects of gravity on planets in a space environment.

Learning Outcomes: Gravity simulation, planetary motion, and physics-based interactions.

18: Airplane **Shooter**

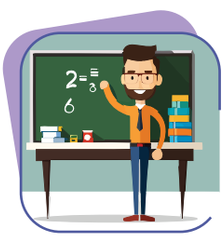
Objective: Design a game where the player controls an airplane shooting down.

Learning Outcomes: Shooter game mechanics, enemy AI, and player-controlled movement.

19: **Language** Translator

Objective: Develop a simple language translator tool within the Scratch.

Learning Outcomes: Text processing, language translation, and user interface design.



20: Math **Quiz**

Objective: Develop an interactive math quiz game for users to practice math skills.

Learning Outcomes: Quiz game structure, math problem generation, and user feedback.

Register Now

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