

# Where Dreams

Come to

**Real Life**



**Web Development**

**Discover Create Robotify!**

**Grades 8-12**

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



# Web Development HTML

- Exploring HTML tags, elements, and attributes to create a first webpage.
- Elevate HTML by adding colors, fonts, and layouts using CSS for visually appealing designs.
- Interactivity with HTML forms, mastering buttons, and text inputs for dynamic web content.



**18** Classes



**15** Projects



**22** Concepts



## 1: Introduction to HTML - Tags and Elements

**Objective:** Understanding HTML syntax and structure.

**Learning Outcomes:** Understanding HTML syntax and structure. Ability to use basic HTML tags to create a webpage.

## 2: Document structure and Text formatting

**Objective:** Learn HTML documents and various text formatting options.

**Learning Outcomes:** Creating well-structured HTML documents. Applying text formatting.



## 3: Links and Images

**Objective:** Explore hyper-linking and image embedding capabilities in HTML.

**Learning Outcomes:** Creating clickable links. Embedding images and understanding image attributes.



## 4: Lists and Tables

**Objective:** Introduce HTML lists and tables for content organization.

**Learning Outcomes:** Creating types of lists. Constructing tables for data representation.



## 5: HTML Forms

**Objective:** Teach the creation of interactive forms using HTML.

**Learning Outcomes:** Implementing HTML forms. Understanding form elements and attributes.





## 6: Multimedia Elements

**Objective:** Explore embedding multimedia content like audio and video.

**Learning Outcomes:** Embedding audio and video elements. Configuring multimedia attributes.

## 7: Semantic HTML

**Objective:** Introduce semantic HTML for improved document

**Learning Outcomes:** Understanding semantic tags. Applying semantic HTML for accessibility.



## 8: Canvas & SVG

**Objective:** Explore the HTML canvas and SVG for graphics and visualizations.

**Learning Outcomes:** Creating drawings and graphics using HTML canvas. Understanding SVG.



## 9: Responsive

Web Design

**Objective:** Teach principles of responsive web design for various devices.

**Learning Outcomes:** Implementing media queries. Creating responsive layouts.



## 10: HTML Geolocation & Drag/Drop API

**Objective:** Introduce HTML APIs for geolocation and drag-and-drop functionality.

**Learning Outcomes:** Implementing geolocation features and drag-and-drop interactions.



## 11: Personal Portfolio Page

**Objective:** Apply HTML skills to create a personal portfolio webpage.

**Learning Outcomes:** Designing and building a personal portfolio. Showcasing skills and projects effectively.

## 12: School registration form

**Objective:** Develop a practical HTML form for school registration.

**Learning Outcomes:** Creating a functional registration form and Validating form data.



## 13: HTML media player page

**Objective:** Build a webpage with an embedded HTML media player.

**Learning Outcomes:** Embedding and customizing an HTML media player and controls.



## 14: HTML Drag and Drop Quiz

**Objective:** Implement a quiz using HTML drag-and-drop functionality.

**Learning Outcomes:** Creating interactive quizzes. Implementing drag-and-drop in HTML.



## 15: Responsive Button clicker game

**Objective:** Develop a responsive button clicker game using HTML.

**Learning Outcomes:** Designing an interactive game interface and engaging user experience.



# Web Development CSS



- Master CSS to elevate web pages with colors, and layouts for visually appealing designs.
- Delve into transitions, animations to add dynamic movement and bringing websites to life.
- Explore CSS Flexbox and Grid for advanced layout techniques, responsive designs across various devices.



**20** Classes



**15** Projects



**35** Concepts



## 1: Introduction to CSS - syntax and rules

**Objective:** Introduce the basics of CSS syntax and rules for styling HTML.

**Learning Outcomes:** Understanding CSS syntax and rule structure. Applying styles to HTML elements.

## 2: Selectors and Declarations

**Objective:** Explore CSS selectors to target HTML elements for styling.

**Learning Outcomes:** Use of CSS selectors. Applying various style declarations.



## 3: Margin, padding, Border and Box sizing

**Objective:** Teach CSS box model and its properties, including margin, padding.

**Learning Outcomes:** Understanding the CSS box model, and border properties.



## 4: CSS Text Styling and Fonts

**Objective:** Cover text styling options and font properties in CSS.

**Learning Outcomes:** Applying styles to text elements. Working with different font styles.



## 5: Layout, Floating and Positioning in CSS

**Objective:** Explore CSS layout and positioning for page structure.

**Learning Outcomes:** Creating responsive layouts. Implementing floating and positioning.





## 6: Navigation Bar, Drop downs and Image Gallery

**Objective:** Develop a navigation bar, drop-down menus using CSS.

**Learning Outcomes:** Creating styled navigation bars. Implementing drop-down menus and image galleries.

## 7: CSS3 : Transitions and Animations

**Objective:** Introduce Transitions and Animations for webpage interactivity.

**Learning Outcomes:** Implementing smooth transitions and animations using CSS3.



## 8: 2D, 3D, Translate, rotate, scale effects

**Objective:** Explore 2D and 3D transformations, rotate, and scale effects.

**Learning Outcomes:** Applying 2D and 3D transformations, scale effects using CSS3.



## 9: Shadows and Filters

**Objective:** Use CSS3 shadows and filters for depth and visual effects.

**Learning Outcomes:** Implementing shadows for depth and various CSS filters for visuals.



## 10: Anime image slider and hover

**Objective:** Develop an animated image slider and hover effects using CSS.



**Learning Outcomes:** Creating dynamic image sliders. Implementing engaging hover effects.



## 11: CSS Basic calculator

**Objective:** Build a basic calculator interface using CSS.

**Learning Outcomes:** Designing an intuitive calculator layout. Applying styles to enhance user experience.

## 12: Personalized gaming website

**Objective:** Apply CSS to create a personalized gaming website.

**Learning Outcomes:** Designing a gaming website. Utilizing CSS for a customized UI.



## 13: Food recipe website

**Objective:** Develop a food recipe website with styled layouts.

**Learning Outcomes:** Creating recipe pages and Improving UI through CSS styling.



## 14: Parallax effect school website

**Objective:** Design a parallax scrolling effect for a school website using CSS.

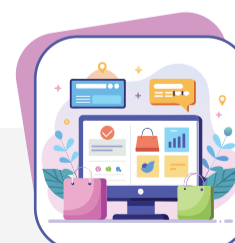
**Learning Outcomes:** Applying parallax scrolling to enhance website design.



## 15: E-commerce amazon clone website

**Objective:** Design an e-commerce website similar to Amazon website.

**Learning Outcomes:** Design and Implementing styles for a cohesive Amazon-like interface.



# Web Development JavaScript



- Learn JavaScript basics, exploring variables, functions, and events.
- JavaScript's DOM manipulation for updates and animations, adding visual web elements.
- Event-driven programming in JavaScript to handle user actions, creating interactive web experience.



**32** Classes



**25** Projects



**45** Concepts



## 1: Introduction to **Web Development**

**Objective:** Understand the basics of HTML, CSS, and JavaScript.

**Learning Outcomes:** Knowledge of web technologies and their roles in creating dynamic and interactive web pages.

## 2: Variables, Data

Types, and Operators

**Objective:** How to declare variables, data types, and operators.

**Learning Outcomes:** Understand data types, and perform operations using operators.



## 3: Control Flow: If Statements, Loops

**Objective:** Concept of control flow using conditional statements and loops.

**Learning Outcomes:** Control the flow of a code using if statements for decision-making.



## 4: Functions & Scope

**Objective:** Usage of functions, as well as understand variable scope.

**Learning Outcomes:** Reusable code and understand how variable scope impacts the accessibility of variables.



## 5: Document Object Model (DOM)

**Objective:** Learn how to manipulate HTML documents dynamically using DOM.

**Learning Outcomes:** Understand how JS interacts with the DOM to dynamically update.





## 6: Asynchronous JavaScript

**Objective:** Concept of asynchronous Coding using callbacks, promises.

**Learning Outcomes:** Handling asynchronous operations to create responsive and efficient web applications.

## 7: Error Handling

**Objective:** Understand techniques for handling errors in JS applications.



**Learning Outcomes:** Learn to identify, catch, and handle errors to improve the code.

## 8: ES6 + Features

**Objective:** Familiarize with the features introduced in ECMAScript 6 (ES6).



**Learning Outcomes:** Adopt modern JavaScript syntax and features to enhance code readability and efficiency.

## 9: JavaScript Libraries and Frameworks

**Objective:** Explore popular JavaScript libraries and frameworks.



**Learning Outcomes:** Understand the role of libraries in accelerating web development.

## 10: Version Control with Git

**Objective:** Learn the fundamentals of version control using Git.



**Learning Outcomes:** Tracking changes, collaborating, and managing project versions using Git.

## 11: Background Color Generator

**Objective:** Create a web app generating random background colors.

**Learning Outcomes:** Practice DOM manipulation and event-driven programming.



## 12: Countdown App

**Objective:** Knowledge of JavaScript fundamentals to create a countdown app.



**Learning Outcomes:** Develop skills in user interface implementation and event handling.

## 13: QR Code Generator

**Objective:** Implement a QR code generator using JS.



**Learning Outcomes:** Working with third-party libraries or APIs and handling user inputs.

## 14: Age Calculator

**Objective:** Build an age calculator web app.



**Learning Outcomes:** Apply date and time manipulation in JS, reinforcing skills in UI design.

## 15: Quiz Web App

**Objective:** Develop a quiz application using JavaScript.



**Learning Outcomes:** Practice control flow, form handling for interactive user experiences.



### 16: Mind Game

**Objective:** Create an interactive mind game using JavaScript.

**Learning Outcomes:** Apply complex logic and reinforce event-driven programming skills.

### 17: Music App

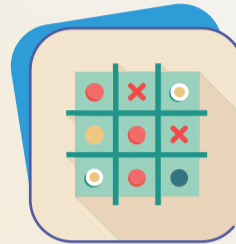
**Objective:** Build a web app for playing and managing music.



**Learning Outcomes:** Practice asynchronous operations, audio handling, and UI design.

### 18: Tic Tac Toe

**Objective:** Implement a classic Tic Tac Toe game using JavaScript.



**Learning Outcomes:** Strengthen skills in logic implementation and interactivity.

### 19: Drawing Web App

**Objective:** Develop a drawing web application.



**Learning Outcomes:** Practice handling user inputs for creative applications.

### 20: Digital Clock

**Objective:** Build a digital clock using JavaScript.



**Learning Outcomes:** Date and time manipulation, real-time application development.



### 21: Weather App

**Objective:** Create a weather application using third-party APIs.

**Learning Outcomes:** Working with external data sources and displaying dynamic content.

### 22: Food Ordering Website

**Objective:** Develop a basic food ordering website.



**Learning Outcomes:** Combine HTML, CSS, and JS for a complete web development.

### 23: E-commerce Website

**Objective:** Build a more complex e-commerce website.



**Learning Outcomes:** User authentication, dynamic data, and cart functionality.

### 24: Capstone Website Project 1

**Objective:** Apply all learned concepts to create web app.

**Learning Outcomes:** Showcase proficiency in web development and project management.



### 25: Capstone Website Project 2

**Objective:** Apply all learned concepts to create web app.

**Learning Outcomes:** Showcase proficiency in web development and project management.





**Register Now**



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SCHOOLS**

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