

Play, Learn and Grow

Empowering Kid Knowledge

Class 12





WEB DEVELOPMENT

HTML

Learn the basic building blocks of the web and create an HTML document.

CSS

Learn basic CSS styling

BootStrap & Flexbox

CSS Frameworks for websites

SASS

Styling Websites with SASS

JavaScript

Introduction to JavaScript with DOM manipulation



APP DEVELOPMENT

Intro To Apps

Overview of Apps and its type

Intro To Flutter

Using Flutter as a tool to create apps

Intro To DART Programming

Programming in DART language

Intro To Basic Widgets & Layout

Widgets for making an APP

Project

Hands-on project using the concepts learnt



WEB DEVELOPMENT

Cloud

Understanding about Cloud and its related concepts

Twitter Workshop

Understanding the components of Twitter



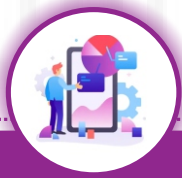
APP DEVELOPMENT

Intro To API

Application Programming Interface and its real life example

Intro To Firebase

Introducing Firebase to help you deploy apps successfully



DATA SCIENCE

Intro To Data Science

Overview of Data Science and its workflow

Probability & Statistics

Getting our Basics Strong with Probability and Statistics

Python and Fundamental Libraries

Exploring Python and it's fundamental libraries

Machine Learning Libraries

Mastering Machine Learning libraries to assist us in projects

Feature Engineering

Understanding the process of extracting features from data



C++

Intro To C++

Learning about C++

Operators & Expression

Understanding the concepts of Operators to assist in our journey of learning C++

Flow Of Chart

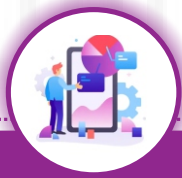
Understanding concepts of Flow of Execution of C++ code

LOOPS

Learning about repeated execution of a block of code

Array and Functions

Exploring Arrays and Functions to enhance our C++ code



DATA SCIENCE

Types Of Learning In Machine Learning

Algorithms in Machine Learning

Testing

Evaluation of our machine learning model

Workshop

Using concepts learnt in the course, to create real-life projects



C++

Strings

Overview of Strings as a concept

Concepts Of Pointers, Structure and Union

Learning about Pointers, Structure and Union

Object Oriented Programming

Understanding OOPs Concepts in C++

File Handling

Learning File Handling concepts



INTERNET OF THINGS

Intro To IoT And Networking

Understanding IoT Fundamentals

Event Handling

Handling IoT events using practical examples

Arduino And Their Programming

Introduction to Arduino and its related concepts

Live Project

IoT Workshop

Basic Logic Gates

Learning Logic Gates (AND, OR, XOR etc)

Integrated Circuits

Understanding Microprocessors and Microcontrollers in depth



PYTHON

Getting Started

Basics of Python with environment setup

Get Your Basics Right

Introducing Python Fundamentals

Data Types

Dealing with Data in Python

Objected Oriented Programming

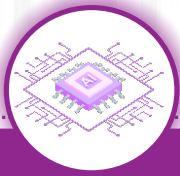
Understanding OOPs Concepts

Algorithms

Understanding Algorithms

Modules & Workshop

Learning about Modules & Python Workshop



ARTIFICIAL INTELLIGENCE

Intro To AI & Data

Diving into the field of Artificial Intelligence (AI) and it's related concepts

Intro To Machine Learning

Understanding concepts of Machine Learning with practical examples

Intro To Data Science

Overview of concepts in Data Science

Miscellaneous

Exploring concepts such as Deep Learning, NLP using Case studies



NETWORKING

Intro To Computer Network

Overview of Computer Networks

Networking

Learning about network types, devices, topologies and protocols

Mobile Communication Technologies

Going in-depth and understanding Mobile Communication Technologies

Internet, Web and Internet of Things

Understanding the concepts of Internet, Web and IoT

Network Security Concepts

Mastering Network Security Concepts



CYBER SECURITY

Intro To Cyber Security

Overviewing the concepts in Cyber Security

Firewall

Learning the know-how of Firewall

Types Of Vulnerability and Prevention

Grasping the essential concepts of Vulnerability and Prevention



GAME DEVELOPMENT

Intro To Game Development

Understanding Game Development Concepts

Game Programing : Scratch Programing

Using Scratch- Basic to Advanced concepts

Game Programing Unity

Using Unity for Game Development

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