



KURIOS

Kurios is on a mission to inspire students to learn programming, a skill which is pervasive, applicable across domains and is a civil right of the 21st century. We promote computational thinking and design thinking in students to enable them to be problem solvers, strategy designers in addition to being able to program.

The curriculum is designed and built by experts in industry, computer science education and K-12 education space. Coding helps promote problem solving and logic development.

Coding jobs already constitute more than 60% of the jobs in STEM sector. In a decade, today's students will face unseen challenges and will have to work in jobs that don't exist today. Coding along with Computational and Design thinking will help them be future ready. Training at young age will help you learn quickly, provide base for brain's organizational development, development and functioning and will impact social and emotional abilities.

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How are we different from other coding platforms?

#1 Higher product quality and learning experience

We do not spam and hound you with calls and promotion emails. Student experience and learning will do the promotion

#2 Personalized Curriculum and Learning pace

Every child is special and has different learning requirements. We customize as per the needs and learning rate.

#3 Positive, Fun, Engaging Environment

We provide an active learning environment which includes two-way interactions and activities

#4 Learning from Professionals

We ensure your child learns from professionals with computer science background

#5 Not just Coders but Problem Solvers and Innovators

Tomorrows challenges are unpredictable. We skill your child in computational thinking and design thinking along with coding to be future ready

#6 Dive into Safe Technologies

Your child gets exposure to digital safety and hands-on experience on internet of things – an important technological advancement in 21st century

Master Series What would the students learn in grade 6-7?

Achiever
8 Sessions

Course
Coding and Computational Thinking

Curriculum
Aspects of problem solving and innovation, Scratch Programming, Loops, Variables and Conditions

Activities
20+ activities and 2 quiz

Skillset gained
Problem solving, native thinking, perseverance, ideation, Code logic and development

Achievements
Rising Coder certificate, post course support for extended learning, lifetime community access

Content Delivery
1 Workbook and online classes

₹5000/-

Champion
30 Sessions

Course
Logic building, Game and App development

Curriculum
Scratch Programming, Python programming, Mobile apps, Environmental Science through coding

Activities
30+ activities and 7 quizzes

Skillset gained
Critical Thinking, Advanced coding concepts, structured approach, multidisciplinary applications

Achievements
Coding champion certificate, post course support for extended learning, lifetime community access, publish your app to play store*

Content Delivery
1 Workbook and online classes

₹8000/-

Scholar
50 Sessions

Course
Computational Thinking, Advanced Coding and game development

Curriculum
Web app development, AI and chatbots, Data Analysis with Python, Advanced game design, Cyber security

Activities
60+ activities and 12 quizzes

Skillset gained
Computational Thinking skills, Critical thinking, Analytical skills, Building projects with confidence and sharable value,

Achievements
Coding Scholar certificate, post course support for extended learning, lifetime community access, student project posted on open-source community

Content Delivery
1 Workbook and online classes

₹15000/-

Achiever

Coding and Computational Thinking

<u>No. of Classes</u>	<u>Age Group</u>	<u>Grade</u>	<u>Activities</u>
8 Classes	9-10 years	4-5	20+ activities and 2 quizzes



Skilling

- Problem Solving
- Native Thinking
- Code logic and development
- Ideation



Achievements

- Certificate
- Post course support for extended learning
- Lifetime community access



Price

₹5000/-

Module	Course	Topics Covered	Learning Outcomes
M1 (8 Sessions)	Coding and computational Thinking	Aspects of problem solving and innovation, scratch programming, algorithms, loops, variables and conditions	Students will develop a foundation for logical thinking and fundamentals of programming. They will also learn problem solving skills and apply them in developing projects.

CHAMPION

Logic building, Game and App development

<u>No. of Classes</u>	<u>Age Group</u>	<u>Grade</u>	<u>Activities</u>
30 Classes	9-10 years	4-5	30+ activities and 7 quizzes



Skilling

- Basics of Python
- Animations
- App development with JavaScript
- Critical thinking
- Ideation,



Achievements

- Certificate
- Post course support for extended learning
- Lifetime community access



Price

₹8000/-

Module	Course	Topics Covered	Learning Outcomes
M2 (4 sessions)	Scratch programming-	Loops, decisions, algorithm, coordinate system, defining functions,	Students will learn Scratch programming and build various games using the basic concepts of coding. They will learn to apply problem solving skills.
M3 (6 sessions)	Python programming	Functions, variables and scope, graphics in python	Students will learn python programming concepts - functions, graphics.
M4 (5 sessions)	Mobile app development	Application development with scratch coding	Students will develop applications using block based Programming.
M5 (4 sessions)	Game Designing	Advanced game design	Students will design and develop games based on environmental science concepts.
M6 (3 sessions)	Capstone project	Building projects	Students will build coding projects based on social and environmental issues.

SCHOLAR

Computational Thinking, Advanced Coding, Game and Web development

<u>No. of Classes</u>	<u>Age Group</u>	<u>Grade</u>	<u>Activities</u>
50 Classes	9-10 years	4- 5	60+ activities and 12 quizzes



Skilling

- Python Programming
- Web designing
- Analytical thinking
- Perseverance



Achievements

- Certificate
- Post course support for extended learning
- Lifetime community access



Price

₹15000/-

Module	Course	Topics Covered	Learning Outcomes
M8 (5 sessions)	Web development	HTML, CSS and interactive web pages	Students will design web pages including text, table, multimedia and interactivity.
M9 (4 sessions)	Artificial Intelligence	AI, significance of AI, Cognimates, training AI models	Students will learn the significance of AI, code and play with the AI models based on real life examples.
M10 (4 sessions)	Data Analysis	Data patterns, data frames, graphs, pandas	Students will analyze patterns in data, read the data frames and build graphical visualizations of data that can be used to train AI models
M11 (4 sessions)	Advanced Game Design	Game design	Students will design and develop activity games using advanced concepts like web development and AI
M12 (3 sessions)	Cyber Security	Information, protocols, internet security	Students will learn the security and privacy concerns in the cyber world.