For Grade - 6th

الإمتحان
TEST,SET,GO!

Presented by **Al imtehaan**

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10 Lectures

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Course Outline

Computer programming

- Basic terminologies (algorithm, variables, data types, etc.)
- Understanding the logic behind coding
- Introduction to computer programming

- Introduction to programming languages (e.g. Python, Java, C++)

Debugging common coding errors

- Conditional statements and using logic in code
- Introduction to object-oriented programming (OOP)
- Collaborating on a group project to create a program
- Reflection on the projects created and what has been learned

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10+20 Lectures

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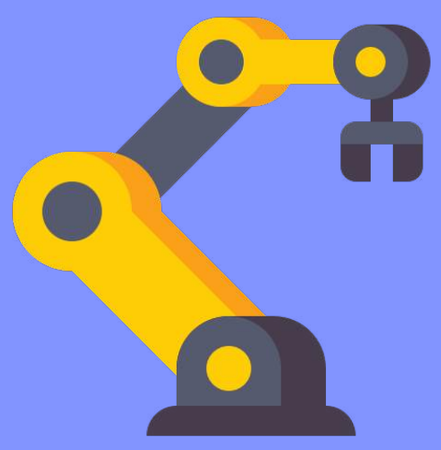
Course Outline

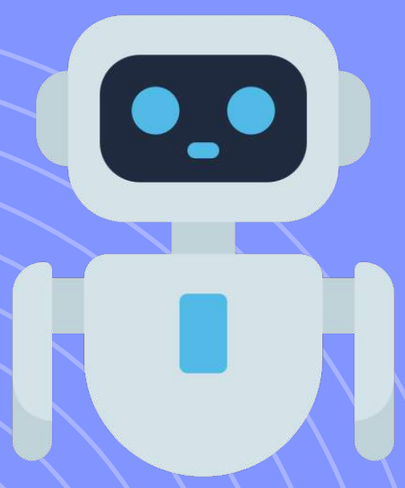
HTML and CSS

- Introduction to HTML tags and structure of a web page
- Creating a simple web page using HTML tags
- Understanding CSS styles and how to style web pages
- Applying CSS styles to web pages

Robotics and physical computing



- Introduction to robotics and physical computing
- Understanding how robots work
- Programming robots to perform basic tasks
- Understanding microcontrollers and how to use them



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10+20+30 Lectures

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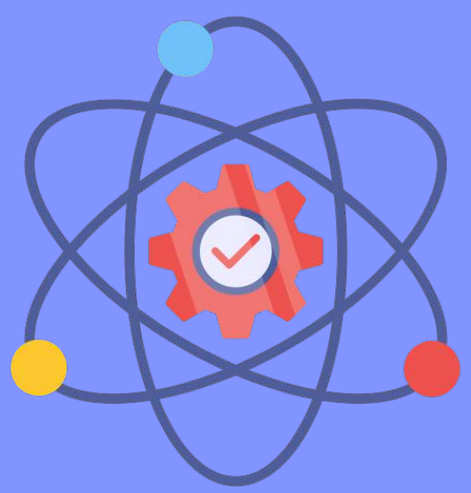
Course Outline

Introduction to Game Development

- Understanding game development concepts
- Building a simple game using Scratch
- Introduction to game engines (e.g. Unity, Unreal Engine)
- Understanding game design principles (e.g. game mechanics, level design)

Data Science with Python



- Introduction to Data Science
- What is Machine learning and Artificial Intelligence

- Create very simple neural netwoerks using Python
- Introduction to supervised learning

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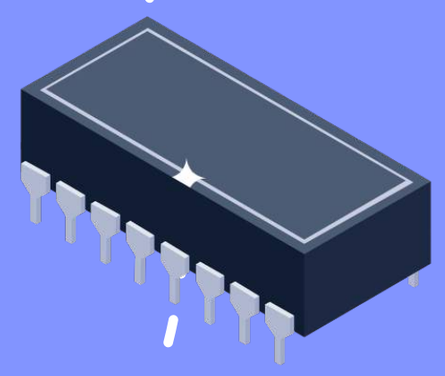
HTML & CSS

Sensors & Microcontrollers

Learning Outcomes

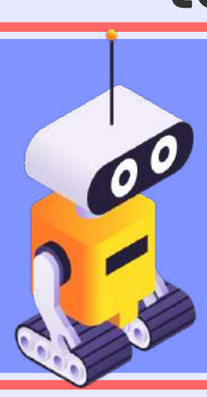


Game Development Concepts

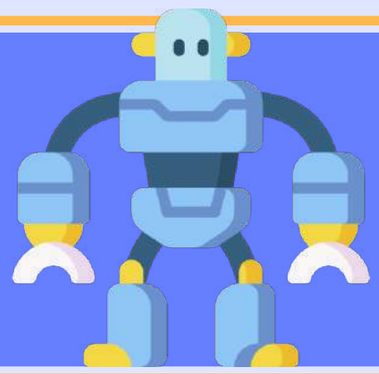
Data Science

Key Points

Learn how to create a style web pages to make them look great



Get a glimpse into the world of robotics



Create your own robots

Discover the exciting world of game development

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