



CODING YEAR - 3

COURSE INCLUDES

Introduction to Coding Basics – Fundamental coding concepts and sequencing.

Coordinate Plane – Positioning sprites using X and Y coordinates.

Variables – Storing and modifying data for interactive elements.

Conditional Statements – Using “if-else” logic for decision-making.

Develop an App – Create a simple app with basic design and functionality.

Create a Game – Design a basic game using sprites, motion, and conditions.

Create Chatbots – Build simple chatbots with basic dialogue flows.

Launch Web Pages – Introduction to basic web page creation and launching.

