

# PROGRAMMING FUNDAMENTALS



AGES: 10-18

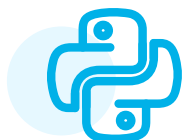
32 HOURS

Engaging Python coding program designed for kids. Interactive lessons that teach fundamental concepts using **fun projects**, games, and animations. Child-friendly interface promotes hands-on learning, building a strong foundation in programming. Encourages logical thinking, **enhancing computational skills**. Inspires young minds to explore, experiment, and innovate in a supportive, educational environment.

## Learning Objectives

Hours	0-2	Data Types and Basic Syntax   Creating Basic Programs
	2-5	Conditions and Loops   Creating Complex Programs
	5-11	Functions and Classes   Organizing Codes
	11-18	Windows and Applications   Creating an Application
	18-22	Graphics and Pictures
	22-27	Keyboard and Mouse Events
	27-32	Game-Design Logic and Integration   Creating a Game

## Tangible Outcomes



Learn Python  
Advance Level



Full Code  
Application



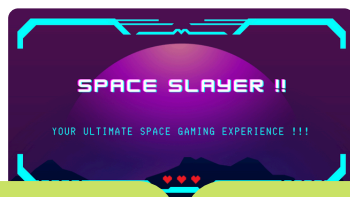
Tactical  
Analysis

## Student Success Stories



**Kabir** Age 13

Kabir, passionate about business and coding, has enhanced his video game by adding more action, elements, and his main interest—sound.



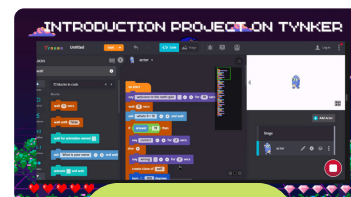
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[Click to play](#)



**Zwear** Age 12

Zwear, a young Python learner, showcased his progress from beginner to coding a full game, highlighting the skills and lessons he gained.



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