BEGINNER CURRICULUM (GRADE 1)
Build full Entrepreneur-ready Games, Apps, Websites and AI/ML Models

Class 1-48  Game Design & Basic App Development

1. Story Telling and Animation
   - Students will learn basic programming constructs while designing a storyboard.
   - Sequence, Events, Loops, Keypress
   - SpaceTech: Lost Astronaut
     Create a story board on space theme.

2. Basic Game Development
   - Students will be introduced to commands and sequencing while making fun games.
   - Binary Strings, Basic Maths, Conditionals, Nested Loops
   - Wizard Spell and Bolts Game
     Design a game from scratch.

3. Mobile App Development
   - Students will learn how to create basic clicker and catcher apps using block based code.
   - Variables, Logic Gates, UI: Buttons, App publishing
   - Catch that Bee
     Create a multiscreen clicker catcher app

4. Basic GUI Apps
   - Students will learn to bring their imagination to digital screen using turtle programming.
   - Debugging, UI: Sliders, Dropdowns, Shapes & Patterns
   - Drum Beat Pads
     Design a rich GUI based app.

5. Interactive Gaming Apps
   - Students learn how to build apps having UI and User interaction.
   - Mouse Events, Event Trigger, UI: Radio Buttons, Keypress Events
   - How to train your dragon
     Build a game which user can control using keys.

6. Arcade Games
   - Students learn how to create complex motion and shooting games.
   - STEM: Velocity, Edge Detection, Sprite Animation, Sprite interaction
   - Alien Shooter And Meteor Attack
     Design a Space Tech Game

7. SpaceTech Simulation Apps
   - Students will learn how to build fun simulation apps.
   - Arguments, Functions, Boolean Expressions, Event Handling
   - Gravity Jump
     Design a space tech game app

8. Never Ending Games
   - Students will learn how to build games and apps using arrays.
   - Arrays, Timed Loops, Java Script, Array Traversal
   - Horse Obstacle Game
     Design an interactive never ending game.

9. Database Management
   - Students will learn to access and update database through apps.
   - Create DB, View DB, Internet Safety, Queries: Edit, Update
   - Zoo Manager App
     Design app to view and manage data stored in database.

10. Native Apps
    - Students will learn how to design native apps for mobiles.
    - Thunkable, Images, UI/UX, Text to Speech
    - My Personal Portfolio App
      Design your own portfolio app.

11. Utility Apps
    - Students will learn to build various utility apps for mobile.
    - Logical Thinking, Geographical Maps, Image Processing, Money Management
    - Math App
      Build an advanced native game app.

12. Chat Bot Apps
    - Students will learn to build knowledge chatbot which can answer all your questions.
    - AI, Astronomy, Dialog Flow, Structured Thinking
    - AI Chatbot
      An intelligent chatbot which can answer all your questions on black holes.