

Kid's Virtual Coding

PROGRAM OVERVIEW



WHY CODE LAMBS?



Every parent dream of giving their child the best start in life.

You want them to grow up confident, creative, and ready to thrive in a world that's changing faster than ever. But between school, screens, and the noise of everyday life, it can feel overwhelming to know if your child is truly being equipped for the future.

That's why **Codelambs Academy was birthed – from a heart to help well-meaning parents just like you.**

In today's tech-driven world, the ability to understand and create with technology isn't just an advantage – it's becoming a necessity. We believe every child deserves to not only keep up with these changes but to step into them with confidence.

Objectives



Codelambs Academy promises to give your kids

 **Future-Ready Skills:** Prepares kids for tomorrow with a strong tech foundation.

 **Fun & Age-Appropriate Classes:** Introduce children to coding in fun, age-appropriate ways.

 **1-on-1 Learning:** Personalized pace with caring tutor support.

 **Creativity & Confidence:** Build creativity through storytelling, games, and projects

 **Problem-Solving Fun:** Logical thinking through hands-on projects.

 **Life Skills:** Perseverance, focus, and responsibility that go beyond coding.

 **Step-by-Step Learning:** Kids are guided into real coding – websites, apps, and programming.

 **Practice Made Easy:** Assessments, videos, and resources to keep learning at home.

Program Structure



 **Duration:** 4 months · 2 classes per week · 40 minutes each

 **Format:** 1-on-1 live online sessions

 **Flexibility:** Parents choose a convenient schedule, and a tutor is assigned accordingly. Adjustments can be discussed as needed.

 **Assessment:** Progress tracked through projects and evaluations

 **Practice:** Videos & resources provided for at-home learning

 **Next Steps:** After 4 months, continue advanced classes with the same tutor

Curriculum Tracks



Junior Coders 1 (Ages 5–7)

Tools: ScratchJr, Scratch, Kodable, Lightbot Jr, Bee-Bot (or virtual equivalent), Logic Games

Month	Focus	Tools	Weekly Projects / Achievements
1	Pre-coding: computer basics, sequencing, logic.	Mouse/ keyboard games, Kodable, Bee-Bot, unplugged puzzles.	Week 1: Mouse & keyboard games Week 2: Kodable sequencing maze Week 3: Bee-Bot style maze navigation Week 4: Project – “Treasure Map Maze”
2	Storytelling with ScratchJr	ScratchJr app	Week 1: Animate a character Week 2: Create 2-scene story Week 3: Add sounds & voices Week 4: Project – “My Digital Story”
3	Game-making in ScratchJr	ScratchJr, Lightbot Jr	Week 1: Loops (repeat) Week 2: Events (touch/start) Week 3: Build a catching game Week 4: Project – “Dance Party Game”
4	Intro to Scratch	Scratch (scratch.mit.edu)	Week 1: Moving sprites Week 2: Add background & sound Week 3: Make sprite bounce Week 4: Project – “My First Scratch Game”

Final Project: *My First Scratch Game.*

Junior Coders 2 (Ages 8–10)

Tools: Scratch, Code.org (CS Fundamentals), Tynker, Lightbot, HTML (CodePen/Replit), Logic Games

Month	Focus	Tools	Weekly Projects / Achievements
1	Pre-coding: logic & problem-solving	Code.org puzzles, Lightbot, unplugged games	Week 1: Debugging (Fix the Robot) Week 2: Lightbot puzzle (loops) Week 3: Code.org maze (Angry Birds) Week 4: Project – “Treasure Hunt Puzzle”
2	Scratch fundamentals	Scratch, Tynker	Week 1: Motion & events Week 2: Loops Week 3: Variables (scoring) Week 4: Project – “Space Shooter Game”
3	Scratch advanced	Scratch, Tynker	Week 5: Broadcasting messages Week 6: Add levels Week 7: Timers Week 8: Project – “Escape the Maze”
4	Intro to Web Design	HTML (Web lab), Code.org	Week 1: Webpage structure Week 2: Headings & text Week 3: Images & links Week 4: Final Project – “My Personal Webpage”

Final Project: *Treasure Dash Game.*

Rising Developers 1 (Ages 11-13)

Tools: Scratch, HTML, CSS, JavaScript (CodePen/Replit)

Month	Focus	Tools	Weekly Projects / Achievements
1	Scratch – advanced logic & projects	Scratch	Week 1: Variables Week 2: Functions (custom blocks) Week 3: Multi-level games Week 4: Project – “Treasure Dash game”
2	Web Design basics	Web Lab, Visual Studio	Week 5: Structure + text Week 6: Links & images Week 7: Tables + lists Week 8: Project – “Biography Page”
3	Styling with CSS	Web Lab, Visual Studio	Week 9: Colors + fonts Week 10: Layouts Week 11: Positioning Week 12: Project – “ <i>Styled Portfolio Website</i> ”
4	Interactivity with JS	Web Lab, Visual Studio (HTML + CSS + JS)	Week 13: Buttons & alerts Week 14: Animations Week 15: Mini-game Week 16: Final Project – “ <i>Interactive Website</i> ”

Final Project: *An Interactive Website.*

Rising Developers 2 (Ages 14-15)

Tools: C++, HTML, CSS, JavaScript (Replit/VS Code)

Month	Focus	Tools	Weekly Projects / Achievements
1	Intro to programming with C++	Replit / VS Code	Week 1: Print text Week 2: Variables & input/output Week 3: If/else conditions Week 4: Project – “Mini Calculator”
2	Web Development – HTML	Visual Studio, code.org	Week 5: Structure Week 6: Add images & media Week 7: Forms Week 8: Project – “Portfolio Page”
3	Styling with CSS	Visual Studio, code.org	Week 9: Colors & fonts Week 10: Grid & flexbox Week 11: Styling forms Week 12: Project – “Blog Layout”
4	JavaScript Interactivity	Visual Studio, code.org	Week 13: Buttons + functions Week 14: Alerts + inputs Week 15: Mini-app (quiz/todo) Week 16: Final Project – “Interactive Portfolio Website”

Final Project: *Personal Interactive Portfolio Website.*

Resources & Tools Provided



- **Platforms:** ScratchJr (ages 5–7), Scratch (ages 8+), Code.org, Tynker, Lightbot, Replit, CodePen, VS Code.
- **Devices Needed:** Computer/laptop with internet.
- **Materials:** Recorded lesson videos, worksheets, and project guides.
- **Extras:** Unplugged coding puzzles for offline practice.

Schedule & Duration



- **2 classes per week (40 minutes each).**
- Parents choose a convenient schedule.
- A tutor is assigned within one week of registration.
- Classes begin immediately after assignment.
- Adjustments to timing can be discussed with the tutor.

Next Steps to Enroll



1. Visit codelambs.com
2. Click **Register Now**
3. Complete the secure payment link.
4. You will receive a confirmation mail plus detailed program instruction.
5. A tutor will be assigned within a week and schedule time finalized upon.
6. Classes begin – your child’s coding journey starts!

✉ **Questions? We’re here for you.**

✉ support@codelambs.com

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