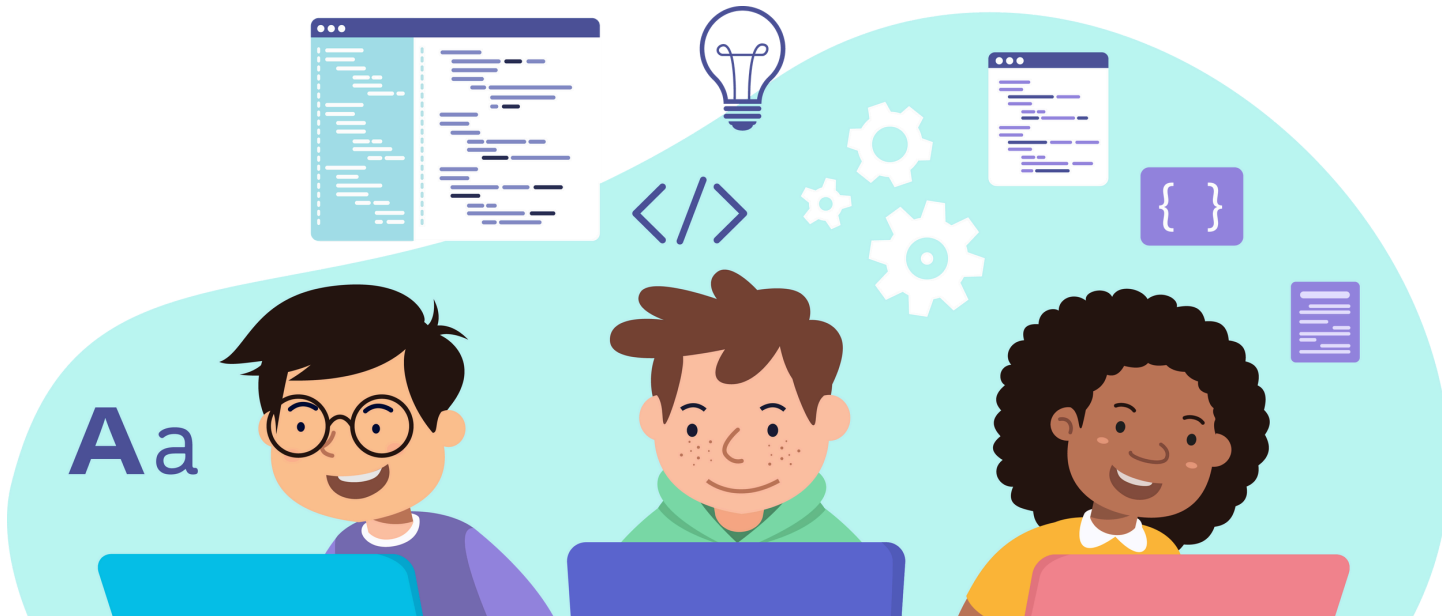


Kid's Group Coding Classes

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 Group Classes 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.
-  **Peer Learning:** Supervised peer learning in small groups 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 of websites

Program Structure



-  **Duration:** 3 months · 1 class per week · 2hrs each
-  **Format:** Group live online sessions with a tutor and coordinator
-  **Flexibility:** Parents choose between available time-slots
-  **Age Appropriate:** Kids are placed in groups based on their age and familiarity with coding
-  **Next Steps:** After months, kids can continue advanced classes

Curriculum Tracks



Peer Learning Ages 5-10

Tools: ScratchJr, Scratch, Kodable, Lightbot Jr, Logic Games

Month	Focus	Tools	Weekly Achievements
1	Storytelling with ScratchJr	Mouse/ keyboard games, Kodable, Bee-Bot, ScratchJr app	Week 1: Drag and Drop and Mouse functions Week 2: Kodable sequencing maze Week 3: Animate a character Week 4: Create 2-scene story
2	Intro to Scratch	Scratch (scratch.mit.edu)	Week 1: Add sounds & voices Week 2: Moving sprites Week 3: Add background & sound Week 4: Project – “My Digital Story”
3	Scratch Project and Intro to HTML codes	Scratch (scratch.mit.edu) Web Lab	Week 1: Make sprite bounce Week 2: : Broadcasting messages Week 3: Introduction to HTML codes Week 2: Project – “My First Scratch Game”

Final Project: *My First Scratch Game.*

Peer Learning Ages 11-15

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

Month	Focus	Tools	Weekly Projects / Achievements
1	Scratch fundamentals	Scratch, Tynker	Week 1: Introduction to Coding and Setup Week 2: Motion & events Week 3: Loops Week 4: Variables Project – “Space Shooter Game”
2	Web Design basics	Web Lab	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> ”

Final Project: *Styled Portfolio Website.*

Resources & Tools Provided



- **Platforms:** ScratchJr, Scratch, Code.org, Tynker, Lightbot, Web Lab, VS Code
- **Devices Needed:** Computer/laptop with internet.
- **Extras:** Unplugged coding puzzles for offline practice.

Schedule & Duration



- **1 class per week (2 hours each with two 10 minutes break in between).**
- Each cohort begins at an preannounced date and time.
- Classes begin immediately with a short window for late registration.
- Recordings would be made available for missed classes.

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. Classes begin – your child’s coding journey starts!

✉ **Questions? We’re here for you.**

✉ support@codelambs.com

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