APP **DEVELOPMENT**
GRADE 3-5

COURSE HIGHLIGHTS !

- **BUILD 10 REAL WORLD APPLICATION**
- 48 hours Live Session
- 48 hours Self Learning Session
- Fundamental of Block Based Programming
- Create Smart and Fun games
- Create your Mobile Application
- Understand complex computer science concepts by intuitively applying them in games & mobile App
- Publishing App
- Build real world application like Flashlight App, Calling & Texting App, Bill Generator, Voice Translator, Ping-Pong Game & My Personal Diary
- Certificate of Completion
- LMS Access - Pre-recorded videos, Documents, Assignments, Codes
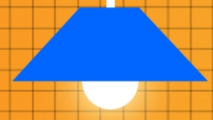
Book your FREE Demo now!

www.tinkercoders.com

COURSE REQUIREMENTS

- No coding experience required
- Laptop, computer or a tablet
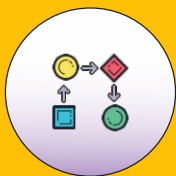- Access to the internet

TINKERCODERS
BEYOND CODING

WHAT YOU'LL LEARN
IN THE COURSE

Designing and debugging the app

Managing images, sound, collisions, Image sprites, etc.

Insides of procedures & Variables

Working with sensor like clock, accelerometer, location, light etc

Learn and control Real time Database

Adding more features through Extensions

Introduction to Mobile Application

START

Beginner

Grade 3-5

Getting Started with MIT App Inventor
- Sign up to MIT app inventor
- Installing MIT app companion

Birthday card
- Adding multiple images
- Use of click events

Traffic signal
- Adding button and labels
- Handling buttons event

Gallery App
- Adding scrolling feature

Animal Sound App
- Downloading Audio
- Use of Sound Component

Speaking Clock
- Adding text
- Use of text to speech

Train The Brain
- Check for the right/wrong answer

My Website App
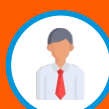- URL and its importance
- Working with webviewer

Flashlight App with Icon
- Downloading & Attaching Extension
- Adding button to ON/OFF the flash

Employee Monitoring App
- Use of Join block
- Time picker and its use

Alarm Clock
- Use of Switch button
- Adding message for alarm

Feed The Fish
- Concept of coordinates
- Adding controls

Guess the number
- Generation of random numbers
- Comparing result

SECRET

Recording App
- Clock and its use
- Start, stop and Reset of recording

Wikipedia App
- Creating a List
- Use of Spinner

My Personal Diary
- Edit content
- Storing content with date

Hand Drawing App
- Dragging in screen
- Writing with different colour and size

To do list App
- Adding & deleting items from list
- Counting the number of item

Publish App In App Store/ Icon Designing Using Canva
- Making Developer console account
- Learn icon designing

Voice translator
- Changing speech into text
- Yandex codes for different language

My wallet App
- Data storing
- Mathematical Operation
- Initialization of variables and text

Order Online
- Calculation of checked items
- Login to database

Mole Mash Game
- Conditional Statement
- Show and Hide of Sprite

Age Calculator
- Arithmetic & logical operators
- Conditions for month & year

PingPong Game
- Use of checkbox
- Collision & detection of ball

Calling and Texting App
- Selecting contact
- Call to any number

Book Donation App
- Adding Category
- Creating list of donar

Chatting App
- Storing and accessing messages
- Creating room

AI based Animal Detection App
- Classify the image and video
- Adding Label

END

HOW THIS COURSE
WILL HELP YOUR CHILD ?

CIC approach

Consumer to innovator to the creator

This course aims to turn the student from a consumer of technology to the creator of technology.

Activity-Based learning

Learn the required programming concepts by performing activities

Project - Based Learning

Learn the required programming concepts by performing activities
Instead of a theoretical and traditional way of learning, students will build projects during the course.

Our PBL approach will help student in

Allows students to acquire key knowledge & skills through the development of projects that respond to real-life problems
Develop critical thinking

Retain the concept

Integration of different concepts

COURSE OUTLINE
Beginner

Session Number	Activity name	Learning Outcome
	Introduction to Mobile Application	
	Getting Started with MIT App Inventor	Sigup to MIT App inventor Installing MIT app companion Introduction to Block based coding
1.	Birthday card	Changing Component property Use of click events
2.	Traffic signal	Adding Button and Labels Handling buttons event Changing properties of Component
3.	Gallery App	Adding multiple images Concept of scrolling arrangement Changing the width and height
4.	Animal Sound App	Downloading Audio Use of Sound Component Play and Stop audio
5.	Speaking Clock	Adding text Use of text to speech
6.	Train The Brain	Check for the right/wrong answer Switching screens
7.	My Website App	URL and its Importance Understanding & changing URL Adding Multiple Link
8.	Flashlight App with Icon	Downloading and Attaching Extension Adding button to ON/OFF the flash
9-10	Employee Monitoring App	Use of Join block Time picker and Its Use Sharing mesage in different social media
11-12	Alarm Clock	Use of Switch Adding message for alarm Setting multiple alarms
13-14	Feed The Fish	Concept of coordinates Use of random block Increment of Score for food
15-16	Guess the number	Generation of random numbers Comparing result Creating list

COURSE OUTLINE
Intemmediate

Session Number	Activity name	Learning Outcome
1-2	Recording App	Clock and its use Start, stop and reset of recording
3-4	Wikipedia App	Creating a list Use of spinner Adding multiple images and text
5-6	Personal diary	Adding date & time Storing content Displaying previous date content
7-8	Hand Drawing App	Dragging in screen Changing paint and background color Slider for changing thickness
9-10	To do list App	Adding item in list Deleting item from list Counting number of items
11-12	Publish App In App Store/ Icon Designing Using Canva	Making Developer console account Learn icons designing Publish of App
13-14	Voice translator	Changing speech into text Yandex code for different language Convert text into speech
15-16	My wallet App	Data storing Mathematical Operation Initialization of variables and text

COURSE OUTLINE
Advance

Session Number	Activity name	Learning Outcome
1.	Order Online	Calculation of checked items Login to Database Sending and fletching of data
2.	Mole Mash Game	Conditional Statement Show and Hide of Sprite Decreasing life
3.	Age Calculator	Arithmetic & Logical operators Finding month and year Displaying month left for next birthday
4.	PingPong Game	Use of checkbox Collision & detection of ball Score increase for hitting paddle
5.	Calling and Texting App	Selecting contact Calling to any numbers Texting and receiving message
6.	Book Donation App	Adding category Creating list of donar Mail the info. to owner
7.	Chatting App	Textbox and its use Saving and sending messages Creating room
8.	AI based Animal Detection App	Classify the image and video Adding label Train and test the model

OTHER COURSES

Game Development

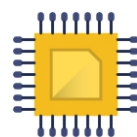**Artificial Intelligence & Machine learning**

Web Development

Arduino Programming

Fun with electronics

FOR MORE COURSES VISIT:

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