



48 Class Program Grade 4 to 6

BEGINNER MODULE

INTERMEDIATE MODULE

ADVANCED MODULE

EXPERT MODULE



1. Getting Started with Coding

2. Greeting Card

3. Let's Dance

4. Cat Simulator

5. Subway Surf

6. Flappy Bird

7. Fruit Ninja

8. Food catcher

9. Pong Game

10. Bug Hunt

11. Pacman

12. Work Session

13. Basic Game

14. Classic Maze

15. Sports Lab

16. Basket Ball

17. Infinity

18. Infinity + Gumball

19. Gumball

21. Frozen

22. Creative Blocks

22. Fun with Patterns

23. Rainbow Drawing

24. Kill the Virus

25. Balloon Shooting

26. Animation block

27. Variable + Drawing

28. Arena Development

29. Digital Lock

30. Egg Rush

31. Space War

32. Batminton Game - 1

33. Batminton Game - 2

34. Application UI Design

35. Timer Clock

36. Corona Tracker

37. Calculator

38. Quiz game

39. Shapes with Loops

40. Work Session

41. Introduction of Circuits

42. Logic Gates

43. Transistors

44. Counter Circuit

45. Voltage Regulator

46. Automatic Door Bell

47. Digital Dice

48. End of Session

