ANYONE, EVEN THE YOUNGEST LEARNERS CAN LEARN TO CODE

Designed as the first comprehensive coding curriculum, our coding lessons piques children's natural curiosity & ingenuity, encourages engagement & collaboration and appeals to their natural cognitive development.
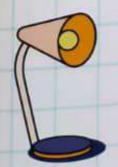
THIS PROGRAM IS DESIGNED FOR KIDS AGES 4-6

Learning to code is a trend that is expanding around the world. Code literacy is now recognised as essential for not only future computing professionals but for many other occupations as well.

There are many other benefits afforded to students learning to code. It helps academic skills, creativity, logical & critical thinking aside from developing soft skills. Coding is truly the modern literacy.

"I think everybody in this country should learn how to program a computer because it teaches you how to think" – Steve Jobs, Apple.

SIMPLE, FUN LESSONS TAILORED TO SUIT PRE-SCHOOLERS

Our curriculum has been designed and tested to ensure it appeals to kids' natural

cognitive development.

Computer scientists and educators have come together to develop engaging lessons and activities to match preschoolers' abilities, interest and attention spans. Inspired by K-12 CS Standards, we want to enable kids to be creators not just users of technology.

APPLICATION OF CODING SKILLS

Students get to apply their newly acquired skills by creating their own interactive stories and games. This empowers learners as teachers and vice versa. Through hands-on experience creating their own digital masterpiece, they become real world software developers.

WHAT WILL YOUR KIDS LEARN?

Computing Concepts

Develop Games

Create Stories

IMPLEMENTATION OF QCODEJR LESSONS

✓ Our course has been inspired by international curricula used in UK and USA for kids from 4 to 6 years old.

✓ We combine the best of coding and unplugged activities to teach kids science, technology, engineering and math in a holistic and fun way.

✓ They will be given hands-on lessons and exciting challenges to encourage them to be well- rounded creative problem solvers.

✓ This foundational curricula will give them strong fundamentals in technical subjects and will serve them well for the future.

We don't just teach kids to code, we teach kids code to learn.

UNPLUGGED ACTIVITIES

Our lessons are not all carried out with digital devices, we have a healthy dose of unplugged activities. Unplugged activities are **off-screen activities** consisting of a series of hands-on lessons designed to teach computing concepts through engaging games and puzzles.

Our aim is to teach coding concepts and computational thinking, not how to use computers.

KEY OUTCOMES

- **Design interactive stories**
- **Create animation**
- **Challenging puzzles**

- **Design digital artwork**
- **Learn computing algorithms**
- **Collaborative teamplay**

- **Create digital games**
- **Problem solving challenges**
- **Computer science foundation**

CONTACT US