



# Coding to Concept™



Level-1 Index

Intermediate (Grade 3 onwards)



## Session 1

Introduction to Coding

Sequencing & Instructions

Learn basic steps of coding,  
Writing first code

## Session 2

Algorithm, Graphical representation, Flow control process

Logical analysis through coding

Learn about flow diagram and instruction processing

## Session 3

Scratch Language Introduction

Understanding Multiple Instructions

Learn various logical operators in coding

## Session 4

Events, Looks block, sensing block

Understanding Multiple Instructions – Level 2

Learn various programming block and compiling

## Session 5

Wait statement, GUI, If/Else Statement

Food

App building 1 - To differentiate between different kinds of foods

## Session 6

Conditional statements, GUI, Logical operators

Solar System

App building 2 - Provide information about the planets in our solar system

## Session 7

App components, Sprite programming, Logical operators

Number game

Game Building 1 - Using concepts of numbers and their properties

## Session 8

Repeat block, Variables, Functions

Money

Game Building 2 - Develop a game on money concept

## Session 9

Game elements, GUI, Loops, Intent commands

Time

App building 3 - On time management system

## Session 10

Pen tool, logical operators, If/else commands

Geometry

App building 4 - To draw different geometrical shapes through coding

## Session 11

Conditional statements, Sprite communication, Events

Simple machine part 1

Game Building 3 – To understand simple machines through coding

## Session 12

While loop, conditional statements, sensing commands

Simple machine part 2

Game Building 4 – On simple machines with levels of complex environment Certification



Coding: - Sequence, loops, logical operators, variables, game elements, IOT applications



Session

CODING CONCEPT  
OUTCOME