



JUNIOR CURRICULUM

Module 1
1 Introduction to B3P

Basic Coding

Students will be introduced to basic programming concepts

- drag & drop
- algorithm
- debugging
- repeat block

.....

Path Finder
create an app to reach from source to target

Basic GUI App

Students will learn to bring their imagination to digital screen

- Loops
- Pattern Generation
- Nested Loops
- Drawing images

.....

MazeApp Spelling
Bee Collector App Create apps to solve puzzles

Interactive GUI

Students learn to create interactive GUI in PlayLab workspace

- Events
- Buttons
- Buttons
- User Interaction

.....

PlayLab
Jorge The Dog Create an interactive game with sprites

Basic Game Development

Students will be introduced to commands and sequencing while making fun games

- Complex Looping
- Game Design
- Action Block
- Interactive Animation

.....

PlayLab
Royal Battle Create your own story and animation sprites

Module 2
2 Adv coding with P3 & Sprite Lab

Logical Thinking Skill

Students will learn to develop logical thinking skills essential to create simulate real life scenarios

- Complex Sequence
- Complex Loops
- Artistic Sequence
- Direction Blocks

.....

Treasure Hunt Digital Painter
Create simple apps to generate designs

Art of Debugging

Students will get to know the importance of debugging in programming world

- Conditionals
- Paper coding
- Dry running code
- Fixing Errors

.....

DebuggerApp
Create app to troubleshoot erratic codeszzles

Strategy Building

Students will learn to create strategies as per the story board

- Condition Evaluation
- Identifying Repetition
- Creating Efficient Solution

.....

Flappy Game Minecraft
Voyage Aquatic Create your own story and animation in Minecraft

SpriteLab: Theory & Simulation

Students will learn about aliens with fun simulation apps

- Sprites
- Events
- Behaviours
- Story Building

.....

Alien Dance Party
Design a space tech program with an entertaining story line

Module 3
3 Interactive Game Building / GDLC

App Development

Students will learn how to create basic clicker catcher apps

- Functions
- Artist Lab
- Variables
- App Publishing
- SpriteLab

.....

Monster Dance App
Create a single user interactive game

Interactive UI

Students learn how to build apps having UI and User interaction.

- Envelope Variable
- Recursive Looping
- Artist Variable
- Function parameters

.....

MyArtist & Minecraft
Create customized Minecraft game

Game Building: Sprite Lab

Students explore the SpriteLab further to create interesting games as per the story board

- Behaviours
- GDLC phases
- Costume Tool
- Logic Gates

.....

Cup Cake Helicopter Dance Factory
Create games in SpriteLab

