

SENIOR TECH CURRICULUM

Module 1

App Development & UI Designs

Turtle Programming

Students will learn the basics of turtle coding

- Commands
- Functions
- Abstarctions
- Event Listeners

Pictorial Quiz

Create multiple interactive mobile friendly apps

Module 2

Adv coding with P3 & Sprite Lab

Apps using Databases

Students will learn to communicate with backend whie designing multiple apps

- Variables
- Objects
- Classes
- Functions

PhotoLiker App QuoteMaker App

Create your own apps using basic DB

Module 3

Interactive Game Building / GDLC

Multi-screen Apps

Students will learn to build multiscreen apps

- Debugging
- Web Layout
- Screen Dimension
- Screen Position

Banana Catcher Game

Build your own multiscreen app

Introduction to API

Students will learn to design API from their games and apps

- API Designs
- Troubleshooting
- Functions with Parameter
- Console Programming

Under the Sea

Create your own unserwater digital scene

Utility App

Students will design apps that will used in real life scenarios

- Conditional Events
- Loops
- Pattern Generation

Museum Ticket Generator ScreenLock App

Create and deploy apps for ticket generation

Audio Coding

Students will learn to incorporate audio file in their games

- Event Handling
- Screen Linking
- Digital Design
- Play Screen Configuration

Music Player

Create an app that will play music as per user's choice

App Development

Students will learn to develop professional apps as per standard guidelines

- Loops & Random Numbers
- UI Navigation
- UI Screens
- UI Elements

Whack an Emoji

Design a simple interactive game

Designing Tools

Students will learn to create stratgies as per the story board

- Lists
- Screen Design
- Loop Traversalln

Reminder App Random Forecaster App

Create app to generate reminders and give out weather forecasts

Interactive UI Design

Students will learn the basics of turtle coding

- Data Type
- Variables
- Expressions
- Math block

Clicker Game

Create multiple interactive mobile friendly apps

Memory based Games

Students build responsive apps based on user input

- Conditionals
- Boolean Expression
- Strings in App
- User Input

MadLab Game

Create an interactive word game

