



**LEGO Robotics - Pre-Junior Beginner Level I** 



6-8 Years

FOR REGISTRATION 9823512880



# **Eligibility**

Children Grade 1 to 3 with curiosity to explore new concepts and enjoy doing hands-on building blocks

# **Learning Outcomes**

- Mechanical Basics: Understanding different type of forces like push/pull, Gravity etc., Balance/unbalance weight and friction. Different movements clockwise/anti-clockwise
- Software Coding: Block coding to learn logical sequence, time delay, repeat loop etc.
- Hardware Interface: Basic commands to control motor movement, light output and color sensor



# **Number of Sessions**

**Total 12 Sessions** of 2 hours each

# **Batch Timings\***

9:30am to 11:30am

1:30pm to 3:30pm

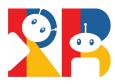
4:00pm to 6:00pm



\*During school days, sessions will be conducted on every Saturday and Sunday











# FOR REGISTRATION **9823512880**

# **Eligibility**

Children Grade 4 to 7 with curiosity to explore new concepts in Science, Mathematics, Technology and enjoy doing hands-on experiments

# **Learning Outcomes**

- Mechanical Engineering concepts: Gear, linkage, pully system, balance/unbalance system
- Software Coding: control loops, condition, variables etc.& debugging
- Hardware Interface: Coding of controller and its interface like Motors and sensors
- Execution of project: representing real-life scenario or solution to real-life problem

# when 📜 clicked go to x: (-210) y: (-120)

### **Number of Sessions**

Total 12 Sessions of 2 hours each

# **Batch Timings\***

9:30am to 11:30am

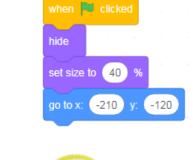
1:30pm to 3:30pm

4:00pm to 6:00pm





<sup>\*</sup>During school days, sessions will be conducted on every Saturday and Sunday



\*Batch timings are subjected to availability of slots

<sup>\*</sup>During school holidays (Summer vacation/midterm vacation), sessions will be conducted on all weekdays





# **LEGO Robotics - Junior Beginner Level II**



# FOR REGISTRATION 9823512880

# **Eligibility**

**Children Grade 4 to 7,** having urge to develop more solutions for given problem statements using Software and Hardware tools

Pre-requisite: Completion of Junior Beginner Level I

# **Learning Outcomes**

- Mechanical Engineering concepts: understanding of types of energy, energy conversion & transfer and collision
- Software Coding: sequences and loops, decompose problems, and improve programs to meet specific needs
- Hardware Interface: Develop their ability to generate and debug multiple solution
- **Execution of project:** Develop multiple solution with improved coding and nested control loops real-life solution

# **Number of Sessions**

• Total 12 Sessions of 2 hours each

# **Batch Timings**\*

9:30am to 11:30am

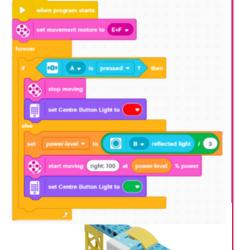
1:30pm to 3:30pm

4:00pm to 6:00pm

\*Batch timings are subjected to availability of slots

\*During school days, sessions will be conducted on every Saturday and Sunday













### **FOR REGISTRATION**

# 9823512880 Stay Cupious.

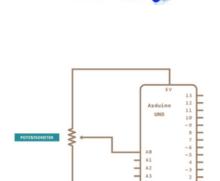
# **Eligibility**

**Children Grade 6 to 8** with curiosity to explore new concepts in Electrical and Electronics components and controller.

Pre-requisite: Completion of LEGO Robotics Junior Level I & II

# **Learning Outcomes**

- Identify basic electronics components like Resistor, Capacitor, Diode, transistor, LED, LCD etc. and its units of measurement
- Functionality and its application of basic electronic components in real life world
- Reading basic electronic circuits and building circuit on breadboard to test and validate
- **Hardware Interface:** Introduction to Arduino controller, Digital/Analog signals
- **Software Coding:** Basics of Text coding to program Arduino controller



### **Number of Sessions**

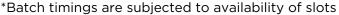
• Total 12 Sessions of 2 hours each

# **Batch Timings**\*

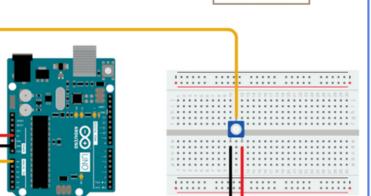
9:30am to 11:30am

1:30pm to 3:30pm

4:00pm to 6:00pm



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**Electronics & Coding - Junior Beginner Level II** 



**FOR REGISTRATION** 



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# **Eligibility**

Children Grade 9 to 10 & Completed Level I, and have a urge to explore and test prototypes for real life solutions

Pre-requisite: Completion of Electronics & Coding Junior Level L



# **Learning Outcomes**

- Writing basic electronic circuits to achieve desired outcome
- Hardware Interface: Identify Hardware/Electronic components for achieving outcome
- **Software Coding:** Text coding/debugging Arduino controller to achieve desired objective

# **Number of Sessions**

• Total 12 Sessions of 2 hours each

# **Batch Timings**\*

9:30am to 11:30am 1:30pm to 3:30pm

4:00pm to 6:00pm

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# Science & Data Exploration - Junior Beginner Level I

# FOR REGISTRATION



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# **Eligibility**

Children Grade 8 to 10 & Completed Level I, and have a urge to explore and analyze real time data for science experiments

**Pre-requisite:** Completion of Electronics & Coding Junior Level I & II



# **Learning Outcomes**

- Functionality of various sensors like Accelerometer, Magnetometer, Air pressure, UV index, Proximity, Gyroscope, Humidity etc
- Analyze real time data for 16 Sensors
- Introduction to Hardware Interface of two controllers with LEGO elements and sensors to solve real life problems
- **Introduction to Software Coding** for two controllers and integrating it to achieve desired objectives

# Z Section 2 Representation 0.00 m/s2 Lowest Variation 0.06 m/s2 Check out your data! The variation is how far off you were from perfectly level and is used to adjust your average and determine your final score. 100% is a perfect score!! Largest Variation 0.06 Z Average 9.79 m/s2 Final Score: 99.12%

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• Total 12 Sessions of 2 hours each

# **Batch Timings**\*

9:30am to 11:30am 1:30pm to 3:30pm

4:00pm to 6:00pm











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<sup>\*</sup>Batch timings are subjected to availability of slots

<sup>\*</sup>During school holidays (Summer vacation/midterm vacation), sessions will be conducted on all weekdays