

# Advance Curriculum Snapshot



Make your Kid a Creator for Life by Unlocking these Milestones!





Bringing the Eureka Moment to Your Child!



**06** **06**

MODULES SESSIONS





**AGE 13-14 LEARNER**

Algorithm Making, Programming, Electronics, Digital System	Logic and Reasoning, Information Process, Category formation	Real-life working project	Behavior Development and Solving Real Challenges
 CURRICULUM	 COGNITIVE ABILITIES	 ACHIEVEMENT	 SOCIAL ASPECT

**16** **16**

MODULES SESSIONS

**AGE 13-14 ACHIEVER**

C++, Code Library Application, Robot Construction & Programming, AI Gaming, Image and Text processing	Logic and Reasoning, Information Process, Category formation	Real-life working project	EQ and Confidence Building With Shareable value of Projects
 CURRICULUM	 COGNITIVE ABILITIES	 ACHIEVEMENT	 SOCIAL ASPECT

With Tinkerly, kids use foundation of Logic-sequence, Loops, Commands to Experiment and Create Commercial-ready Tech Apps and specialize in AI/ML Concepts.



**LEARNER**

**Age 13-14**

Foundation of  
Basic Fundamentals  
of Product Making  
and Science





## ACHIEVER

### Age 13-14

Foundation of  
Basic Fundamentals  
of Product Making  
and Science



Class	Session Plan	Milestone
	Live Session 1	
1	Computational Thinking 1	
	Live Session 2	
2	Computational Thinking 2	 Computational Thinking
	Live Session 3	
3	Understanding Of Electronics-1	
	Live Session 4	
4	Understanding Of Electronics-2	
	Live Session 5	
5	Electronics Development Board	 Arduino Board
	Live Session 6	
6	Input & Output Understanding	
	Live Session 7	
7	Smart Lamp Logic Development	 First IoT Project



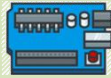








**ACHIEVER**

**Age 13-14**

Foundation of  
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Class	Session Plan	Milestone
	Live Session 8	
8	Working of Coding and Error Understanding	
	Live Session 9	
9	Arduino IDE Interface	 Arduino Board Simulation
	Live Session 10	
10	Digital & Analog Systems	
	Live Session 11	
11	AI & ML Understanding	 AI-ML Understanding
	Live Session 12	
12	Platform Setup for ML	
	Live Session 13	
13	Text Based Machine Learning	
	Live Session 14	
14	Number Based Machine Learning	

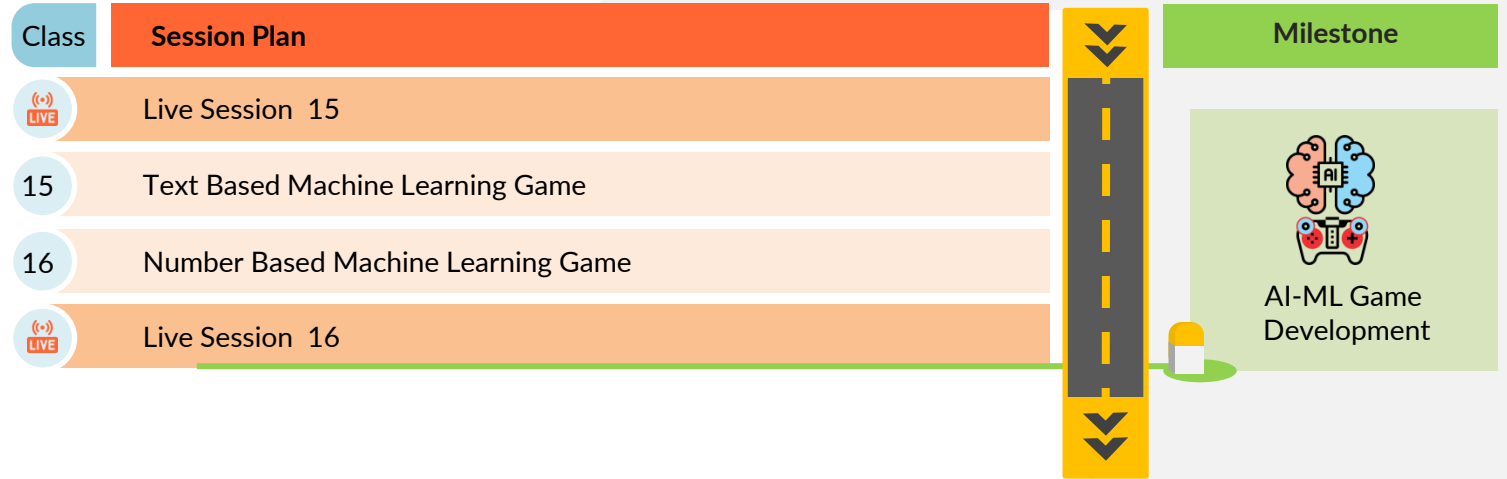
**BRAIN DEVELOPMENT PROGRESS TRACK**



**ACHIEVER**

**Age 13-14**

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Basic Fundamentals  
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and Science



Class

Session Plan



Live Session 15

15

Text Based Machine Learning Game

16

Number Based Machine Learning Game



Live Session 16

Milestone



AI-ML Game  
Development

# Contact Us For More!



[CODE.TINKER.LY/INT](https://code.tinker.ly/int)

 CLICK HERE

