

Advance Curriculum Snapshot



Kids creativity declines 96% from Age 9 since Rule-Based Learning emphasize binary outcomes.

Bringing the Eureka Moment to Your Child!



06
MODULES

06
SESSIONS

AGE 6-9
LEARNER

Algorithms Understanding (3), Graphics Making (2), Logic Code Making (3)	Logic and Reasoning, Information Process, Category formation	Self Made Animated Story + Experiment Video	Behavior Development and Solving Real Challenges
CURRICULUM	COGNITIVE ABILITIES	ACHIEVEMENT	SOCIAL ASPECT

16
MODULES

16
SESSIONS

AGE 6-9
ACHIEVER

Conditional Programming(3), Loop(2), Game Making (3), Image-based AI, IoT Introduction	Logic and Reasoning, Information Process, Category formation	Self made two games, Super Smart Table Lamp	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 6-9

Foundation of
Basic Fundamentals
of Product Making
and Science



Class	Session Plan	Milestone
	Live Session 1	
1	Algorithm	
	Live Session 2	
2	Logical activity	Logic Making
	Live Session 3	
3	Character making	
	Live Session 4	
4	Backdrop Making	
	Live Session 5	
5	Character Movement	
6	Story Making	Story Making
	Live Session 6	



ACHIEVER

Age 6-9

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Class	Session Plan	Milestone
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	Live Session 3	
3	Character making	
	Live Session 4	
4	Backdrop Making	
	Live Session 5	
5	Character Movement	
	Live Session 6	
6	Story Making	 Story Making
	Live Session 7	
7	Condition	



ACHIEVER

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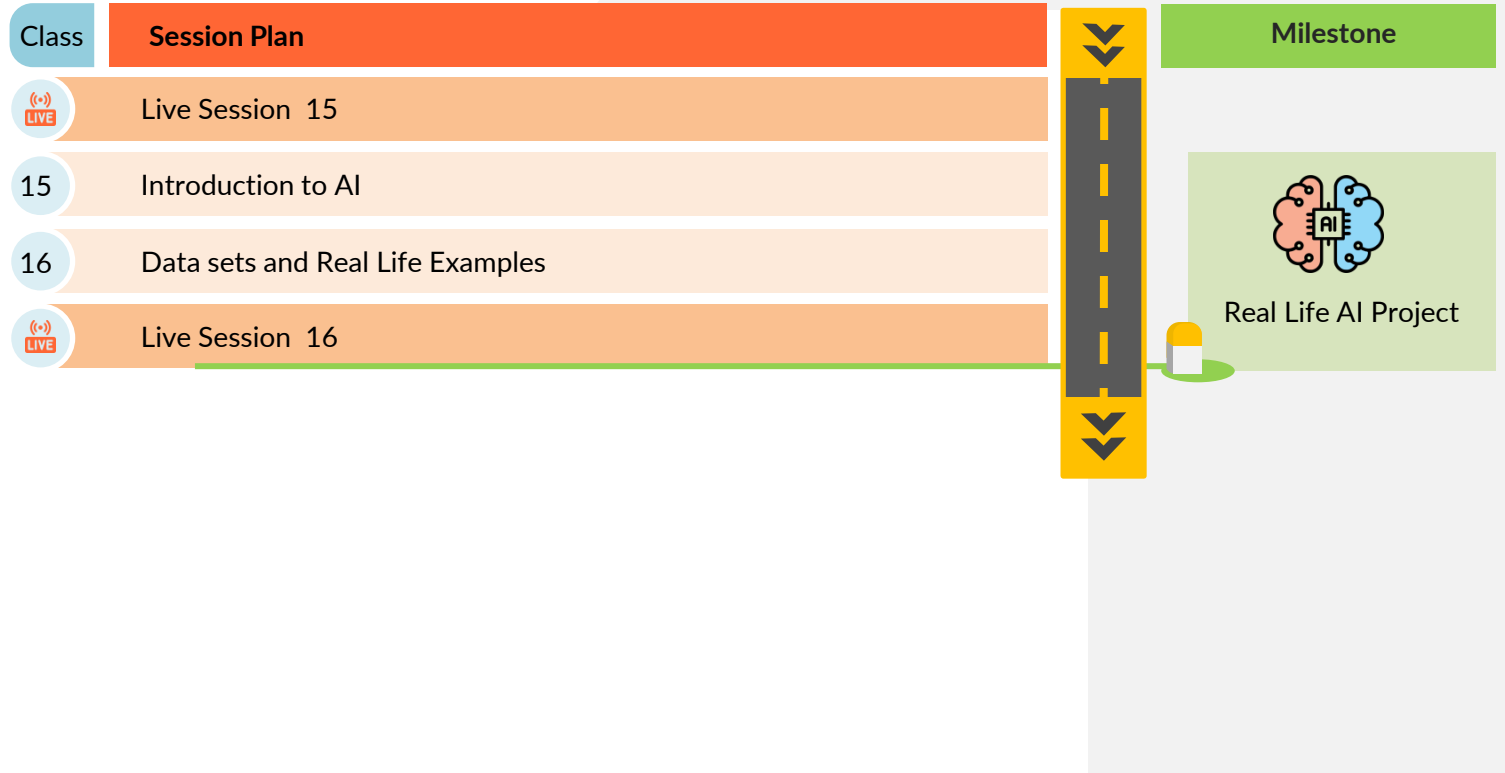
Class	Session Plan	Milestone
	Live Session 8	
8	Loop	
	Live Session 9	
9	Input and Output	
	Live Session 10	
10	Game Analysis	Game Making
	Live Session 11	
11	Logical order	
	Live Session 12	
12	Uses of Coding	
	Live Session 13	
13	Introduction to IoT	
	Live Session 14	
14	Simulating an IoT System	IoT System Understanding



ACHIEVER

Age 6-9

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Contact Us For More!

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

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