

Advance Curriculum Snapshot



Your Child is Smart, We Make Them Smarter

Unlock your child's innovation with Ideal Stages of Learning!



06 MODULES	06 SESSIONS	AGE 14+ LEARNER		16 MODULES	16 SESSIONS	AGE 14+ ACHIEVER	
Programming, Digital & Analog IoT System,	Logic and Reasoning, Information Process, Category formation	Real-life working project	Behavior Development and Solving Real Challenges	Library-based coding, Robotic Construction, Bluetooth Controlled System, AI Game Building, Python, Physical Troop projects	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	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.




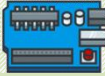







LEARNER

Age 14+

Foundation of
Basic Fundamentals
of Product Making
and Science



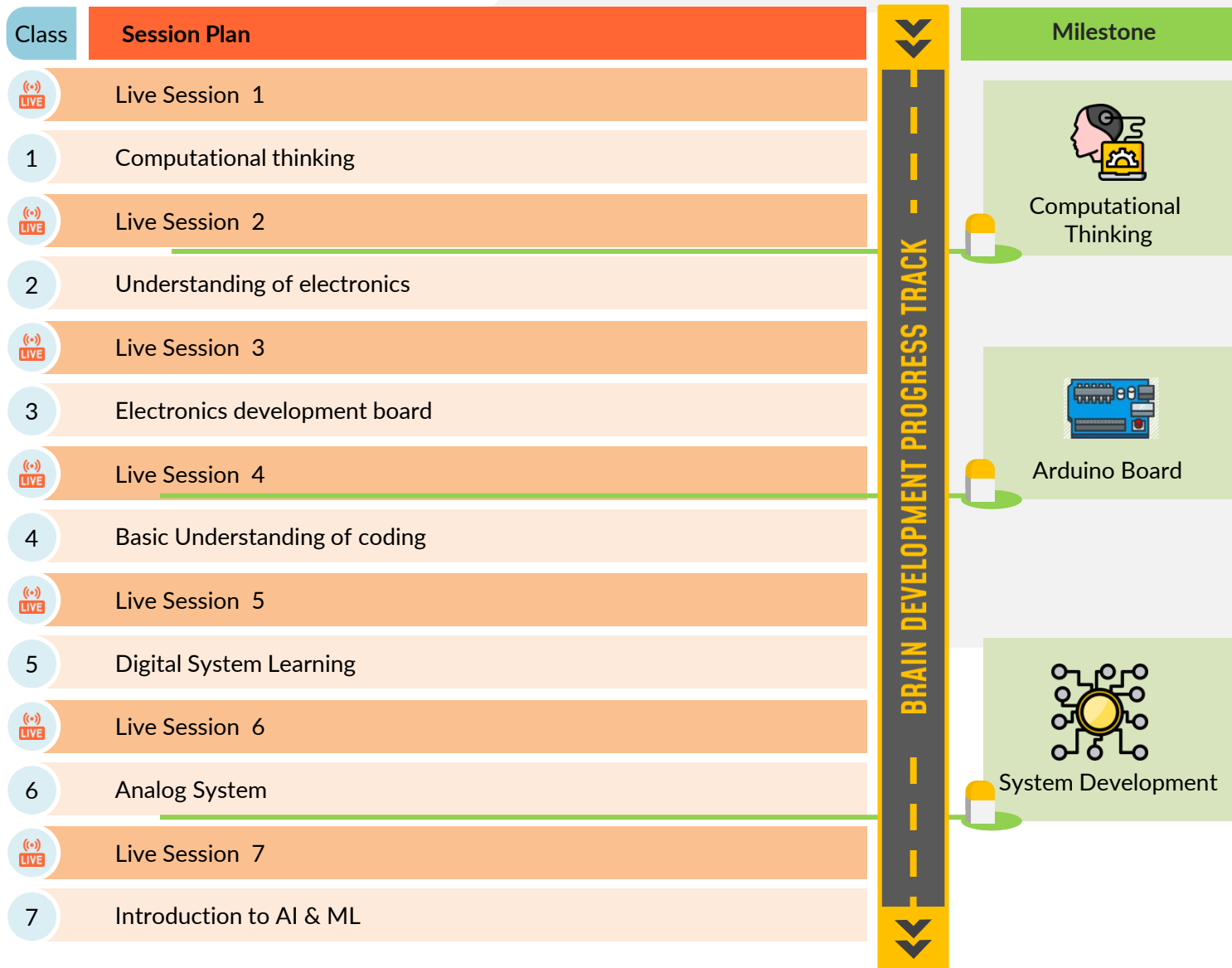
Class	Session Plan	Milestone
	Live Session 1	 Computational Thinking
1	Computational thinking	
	Live Session 2	 Arduino Board
2	Understanding of Electronics	
	Live Session 3	 System Development
3	Electronics development board	
	Live Session 4	
4	Basic Understanding of coding	
	Live Session 5	
5	Digital System Learning	
6	Analog System	
	Live Session 6	



ACHIEVER

Age 14+

Foundation of
Basic Fundamentals
of Product Making
and Science





ACHIEVER

Age 14+

Foundation of
Basic Fundamentals
of Product Making
and Science



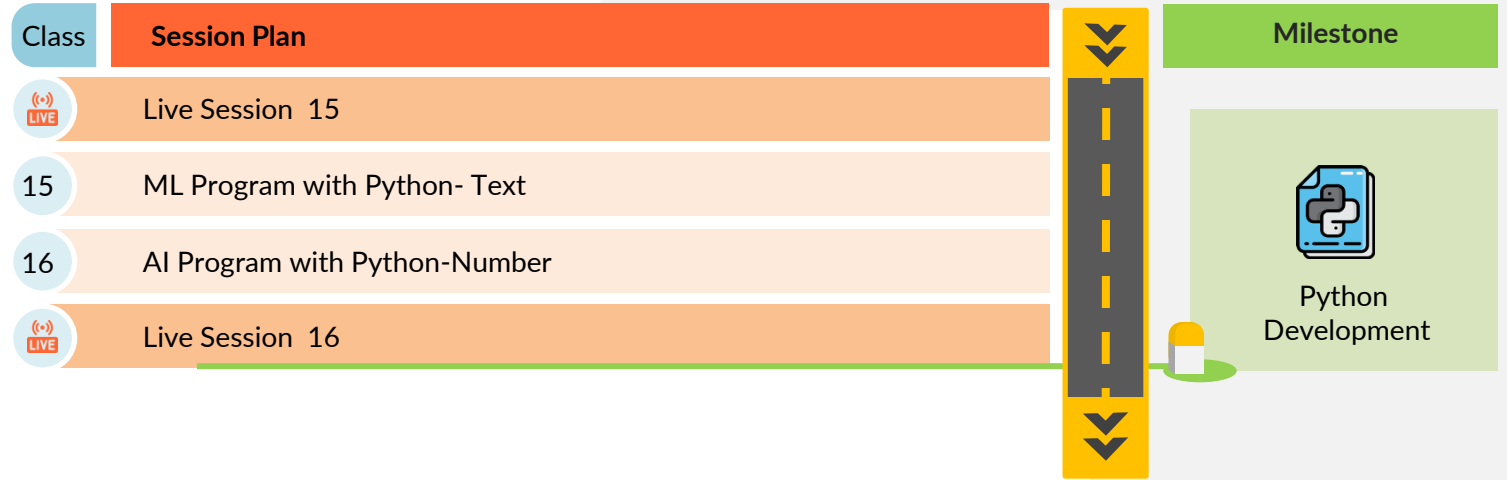
Class	Session Plan	Milestone
	Live Session 8	
8	Platform for ML	
	Live Session 9	
9	Text Based Machine Learning	
	Live Session 10	
10	Number Based Machine learning	
	Live Session 11	
11	Sound-Based Machine Learning	
	Live Session 12	
12	Text-Based Game Making	
	Live Session 13	
13	Number-Based Game Making	
	Live Session 14	
14	Introduction to ML with Python	



ACHIEVER

Age 14+

Foundation of
Basic Fundamentals
of Product Making
and Science



Contact Us For More!



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

 CLICK HERE

