CZ GreenHorn (Age 6-8)

The CodingZen Greenhorn program instills the concept that technology is a creator's tool to the young curious minds. By using fun and educational technology kits, including Scratch, Hopscotch, LittleBits and Dash. CodingZen Greenhorn moves students beyond mobile and computer gaming, and gets them hands-on experience in programming and hardwares.

View Schedule and Enroll

01. Structure

1. 18-20 Hours per term, each class is 1.5 hours long
2. Class size ranges from 8 to 15 students
3. Language : English

Modular Classes

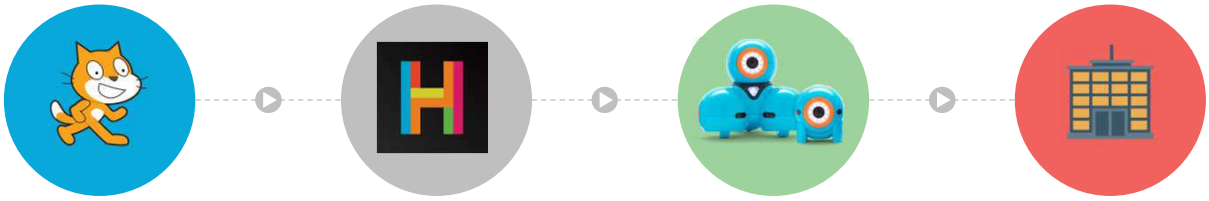
Designed for young curious minds, this modular course is project-based and hands-on, giving them a first try on programming.

Visual, Tangible Coding

Each class we offer a tangible product for students to take home. We believe coding is a means to create with technology; that's why having an end product is of utmost importance.

02. Curriculum

This course is designed for young children to learn the fundamentals of programming, building the connection between hardware and software.



Scratch 101

Designed for young imaginative minds, the course uses Scratch, a MIT Developed block-based programming tool to give young students hands-on first try on programming.

Scratch 102

The Scratch 102 is a deep dive in Scratch to solidify their understanding of key computer science concepts

Scratch 103

This course allows students to experience the full range of Scratch and it's features. It further challenges Greenhorn students to take charge in the process, from prototyping to creation

Presentation

Final Demonstration of creation by students themselves

CZ Explorer (Age 9-11)

The CodingZen Explorer program inspires technology savvy primary school students to go beyond mobile and computer gaming, and move to create their own games and apps. With the emphasis of creativity, CodingZen Explorer empowers students through problem solving using technology. Students learn computer science concepts, user-centric design, and mobile app development.

View Schedule and Enroll

01. Structure

1. 18-20 Hours per term, each class is 1.5 hours long
2. Class size ranges from 8 to 15 students
3. Language : English

Emphasis on Hands-on Building

To cultivate their curious minds, our instructors guide students through their personal projects towards end of each term. Through the process, students learn to make their own mobile apps from idea to reality.

Strong Foundation on Concepts

Our curriculum emphasizes computer science concepts. Laying a solid foundation of such from a young age, students can apply computational thinking skills to solve problems in different facets of their lives.

02. Curriculum

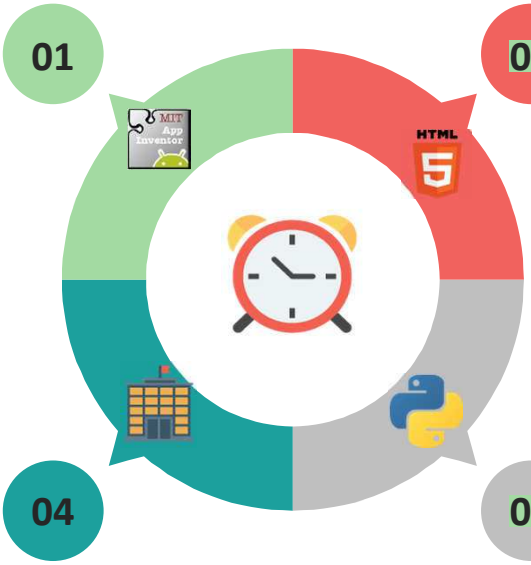
Explorer Program offers a vigorous, multi semester curriculum that is catered for students to dive into the world of computer science and software development

Computer Science Foundation : App Inventor

This course explores the world of computer science by designing and creating games and utility apps using block-based language AppInventor. We start by programming games and instilling computational thinking and gradually focus more on building mobile applications

Demonstration

Final Demonstration of creation by students themselves



Intro to Web Development : HTML, CSS, Javascript

Building on the foundations of computer science concepts, this course introduces the syntax based language, Javascript and front end web development with HTML and CSS. Projects include mini web applications and web based games.

Web App Development : Python

This course introduces another modern programming language Python as well as modules such as Tkinter and frameworks such as Flask. Projects feature web applications that take in data such as microblogs , to-do lists and turn-based games.

CZ Creator (Age 12+)

The CodingZen Creator program lays a solid foundation of computer science concepts and theories through developing technically challenging apps. With an emphasis on hands-on development and bringing ideas to reality, the program guides students to deepen their understanding on key current topics in technology, including privacy, security and social networking.

View Schedule and Enroll

01. Structure

1. 20-24 Hours per term, each class is 1.5 hours long
2. Class size ranges from 8 to 15 students
3. Language : English

Modern Technologies

From mobile applications development to web frameworks, CodingZen Creators get their hands on the latest technologies that are used by industry professionals in technology companies and startups.

Challenging, Fast Pace Course

A continuation from Explorer program, or an entry point for our older students, the Creator Program offers a fast-pace, challenging curriculum to give a head-start to the college level computer science courses.

02. Curriculum

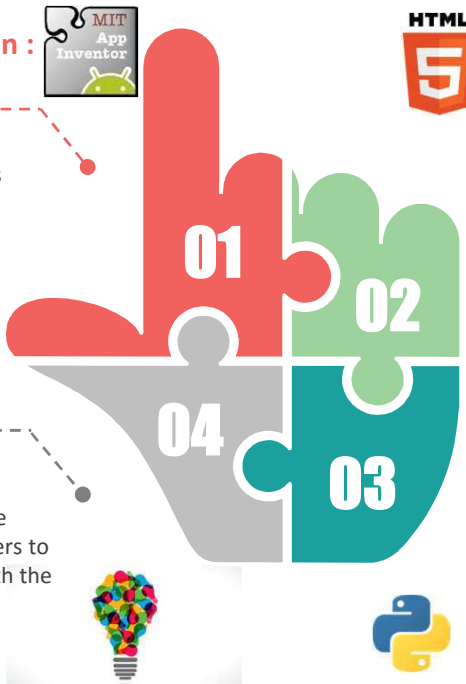
This program covers computational thinking on 7 areas including Creativity, Abstraction, Data, Algorithms, Programming, Internet, and Impact.

Computer Science Foundation : App Inventor

Through hands-on projects to create games and utility apps, this course aims to provide a solid foundation of computer science concepts and computational thinking. Students are also introduced to design thinking principles to solve real life problems using their programming skills.

Design Thinking

The workshop focuses on a tangible learning process. Learn about the methodology that involves putting the user's needs first, helps problem solvers to deeply understand and empathize with the user, and prototyping quickly to gain insights for possible solutions.



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Our Course List

CodingZen is very flexibile towards each school's needs and therefore adapts exclusive courses for the partner schools in a variety of formats (In-School, weekends, after-school and vacation camps).

01. Course offerings

We offer multiple levels of varied courses in conjunction with the three flagship programs. These can be interspersed to suit the need of the students.

Scratch

Scratch course uses Scratch, a block-based programming tool developed by the MIT Media Lab, to give young students hands-on first try on programming

App Jamming

From introducing fundamental computer science concepts, applying Design Thinking process to utilizing AppInventor as a language, we guide students to apply problem solving skills to their daily lives.

Entrepreneurship

This workshop provides an introduction to the experience of being an entrepreneur.

HTML, JS, CSS

Course teaches the basics of web programming through a series of fun and engaging projects. Students start with structuring web content with HTML and styling with CSS to gain a solid foundation in static web programming.

Design Thinking

The workshop focuses on a tangible learning process. Learn about the methodology that involves putting the user's needs first, helps problem solvers to deeply understand and empathize with the user

Python

The course introduces the basics of Python and computer science by programming a series of fun games and rewarding code challenges.

WordPress and Digital Marketing as an add on workshops are also offered

02. Formats in which offered

The above individual programs along with the three flagship courses are offered at below formats

In-School Programs

In collaboration with schools, these are offered at school during school timings

01

After-School Programs

These are conducted post school hours, at school premises

02

Summer Camps

The camps are conducted at school premises during summer vacations

03

Center Classes

The classes are run throughout the year, post school hours on weekdays and on weekends

04