

REAL SCHOOL

Programming & Coding

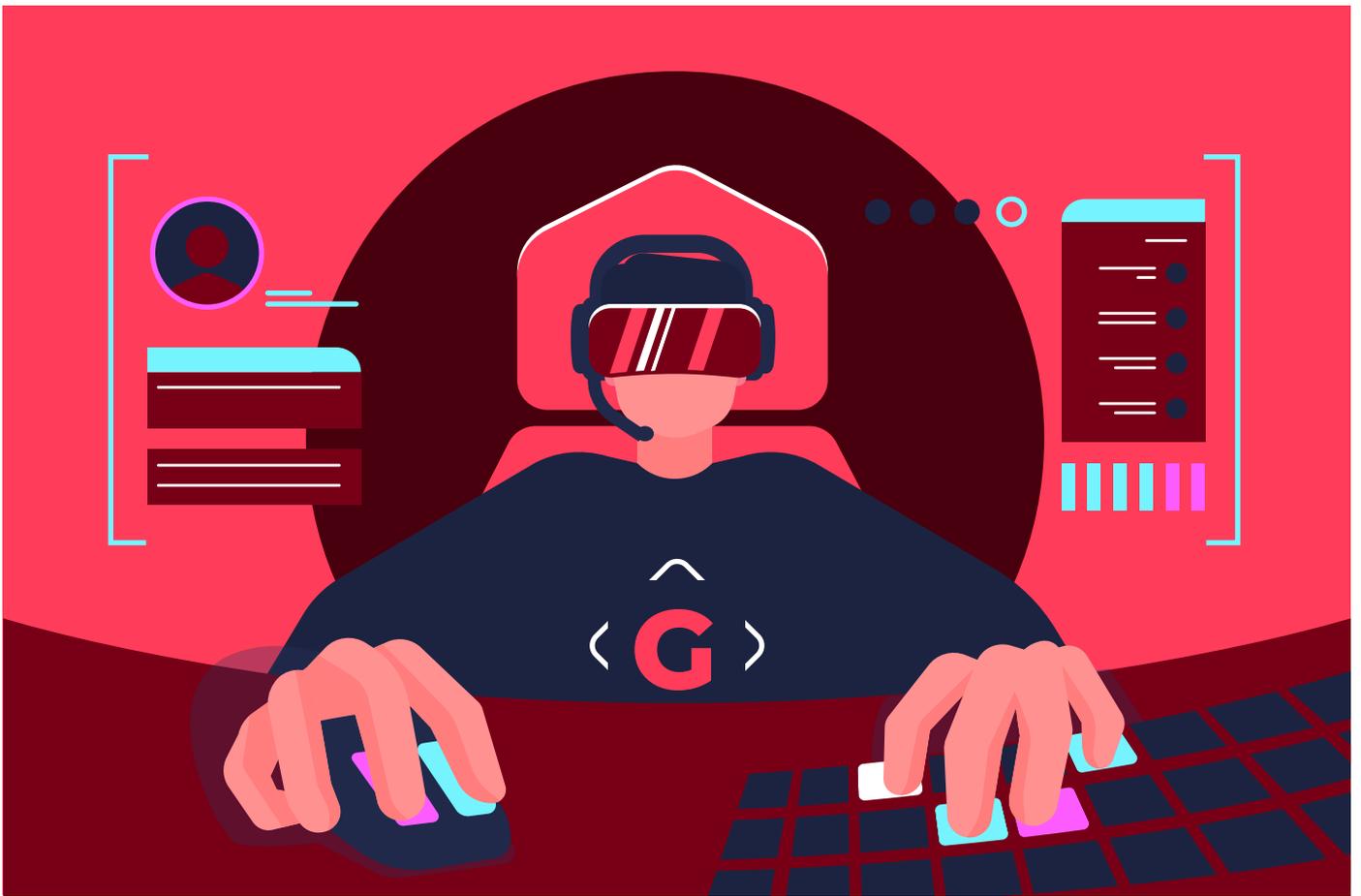
# Visual Coding and Game design

Online. Real-time. Futuristic



# CONTENTS

- » About the Program
- » Goals you can accomplish
- » Benefits of the program
- » What do we cover
- » The developmental roadmap
- » Parent testimonials
- » Classroom Experience
- » Parent-Teacher Meetings
- » Real School Philosophy

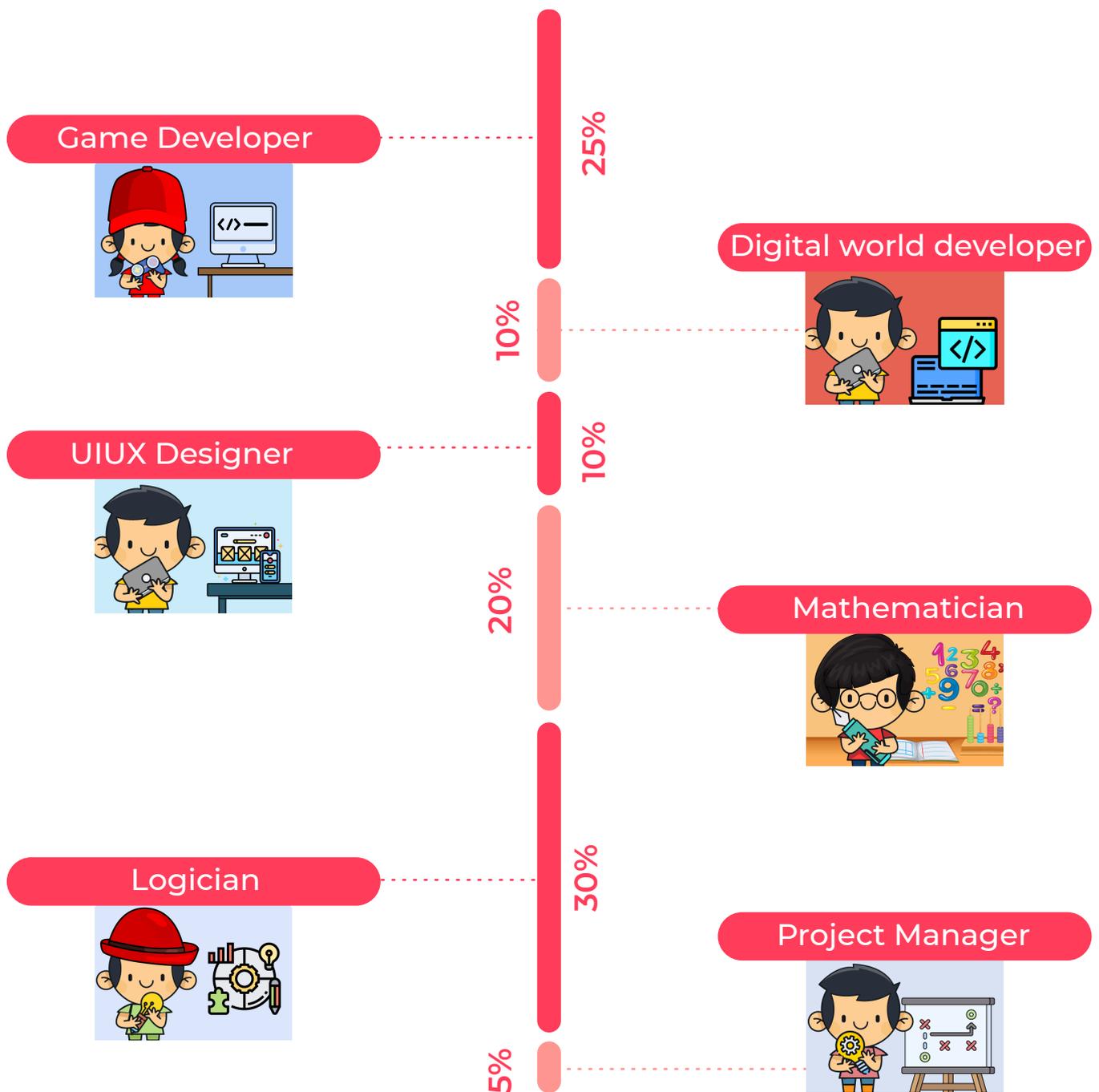


## About the Program

Expose your kids to the Art, Maths, and Science behind the world of computer games. Watch them design brilliant gaming strategies, environments and logic that is the foundation for every game designer.

# Goals you can accomplish

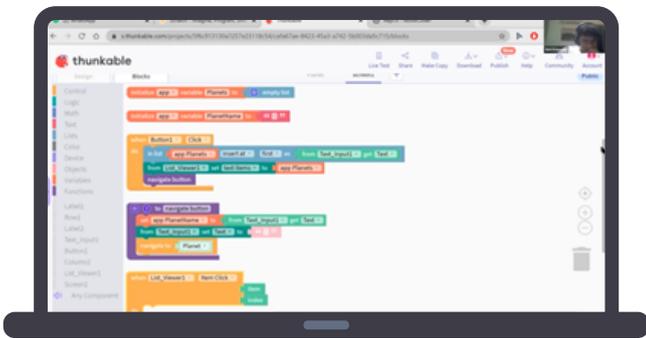
Real-world challenges are unpredictable and demanding. Super expertise in just one area will do more harm than good. For this reason, each of the Real School programs takes your kids through a range of critical and complementary skills and knowledge domains. This guarantees a holistic development.



# Benefits of the Program



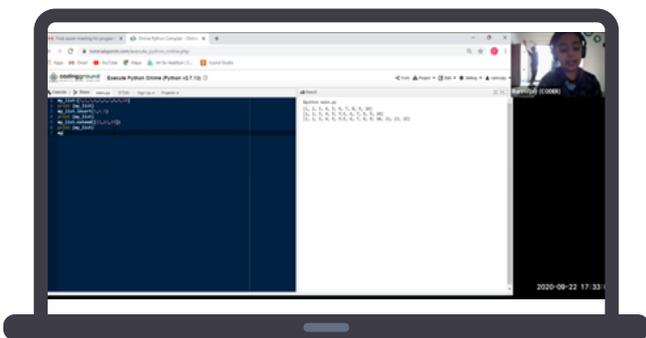
**Drives  
Innovation**



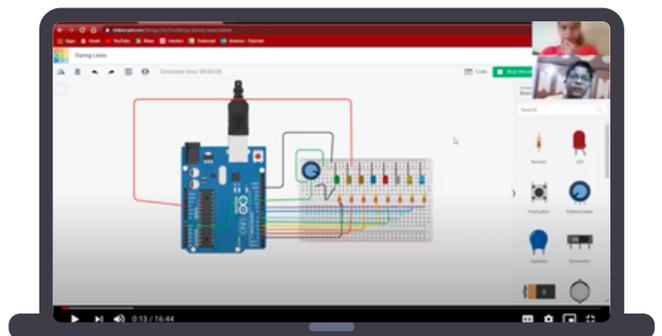
**Develops  
Creativity**



**Boosts  
Mathematical  
Thinking**



**Supports  
Innovation**



# What do we cover

The Visual Coding & Game Design is covered in 6 modules taking our students from simple to advanced level concepts in that domain. We ensure that the real-world significance is reflected in every topic we cover and every project that is done in the class.

## MODULE 1

### Introduction to simple games, stories and animations using Scratch

#### Concepts covered

1. Concept of order of instructions : Sequence
2. Navigating the sprites using Motion component
3. Touch events through Sensing
4. UI/UX design using Costumes
5. Event Handling

## MODULE 2

Concept of variables:store and update the variables.Deciding the rules of the game. Game design

### Concepts covered

1. Introduction to Variables: placeholders
2. Increment and Decrementing the variables
3. Initializing variables within scope:local variables
4. Initializing variables within global scope

## MODULE 3

Introduction to Data Structures : store, update and retrieve values from the list . List Vs Variable

### Concepts covered

1. Introduction to Data structures: List
2. Reading from a list
3. Updating a list
4. Appending to a List.

## MODULE 4

Implementing the rules of the game , Decide the flow of the game and Game Strategizing

### Concepts covered

1. Conditional If Statements
2. Else If Statements
3. Learning about Operators and Operands

## MODULE 5

Introduction to Looping Constructs and its utilization.

### Concepts covered

1. Introduction to loops
2. Repeat forever loop
3. Repeat Until loop
4. Creating clones of the sprite

## MODULE 6

Creating user-defined functions for the game , calling it over and over again . Learn its usage in game coding

### Concepts covered

1. Introduction to functions
2. Build your own functions
3. Calling the function needed

# Packages

We offer the following package for the Visual Coding & Game Design program:

## Packages offered - Grade 4 and above:

 <b>Duration</b>	<b>15 Hours</b>
 <b>Months</b>	<b>3 Months</b>
 <b>PTMs</b>	<b>2 PTMs</b>
 <b>Dedicated Course Counsellor</b>	<b>Yes</b>
 <b>Modules Covered</b>	<b>1, 2, 3, 4, 5, 6</b>

## Projects

**Dino's Simple Story**      Bounce Ball Game  
Animating your name      Cat and Mouse Game  
Building a List from user input      Attendance Marking System  
Counting numbers with friends      Game of Tron  
Sharks and Minnows      Ask your Grade?  
Bottle Flipping  
Multiplayer Tank game

## For detailed pricing and to take a Trial Class?

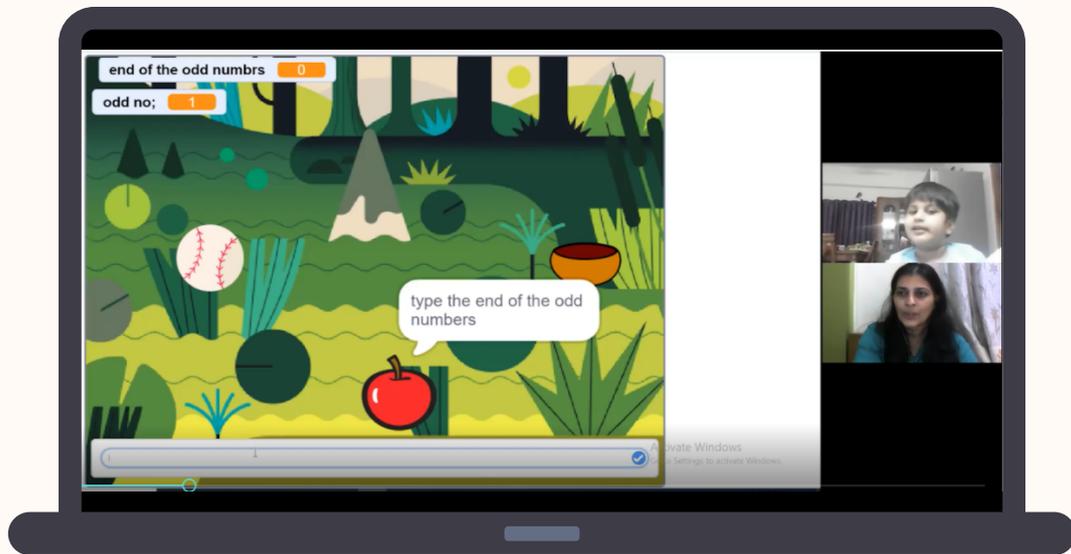
Get in touch with us on +91 84339 71759 or visit [www.therealschool.in](http://www.therealschool.in)

# The development roadmap

The Visual Coding and Game Design program aims to bring about a positive change in the kids in a structured way. You will see the following developments as they do more and more projects

- 1 Starts getting familiar with new concepts and terminologies
- 2 Learns ideation and brainstorming techniques for projects. Discovers new tools and methods.
- 3 Introduced to Computational thinking as a key problem solving skill
- 4 Actively participates in brainstorming. Engages in enquiry driven discussions. Starts challenging the Trainer.
- 5 Creates unique ideas and designs. Gathers ability to work independently.
- 6 Comprehends and applies the learnings to create innovative solutions for the projects.
- 7 Develops problem solving aptitude that involves mental, physical and social skills
- 8 Develops ability to identify problems, its root cause and design a suitable solution towards it
- 9 Ability to compete head-on with highly competent peers

# Parent Testimonials

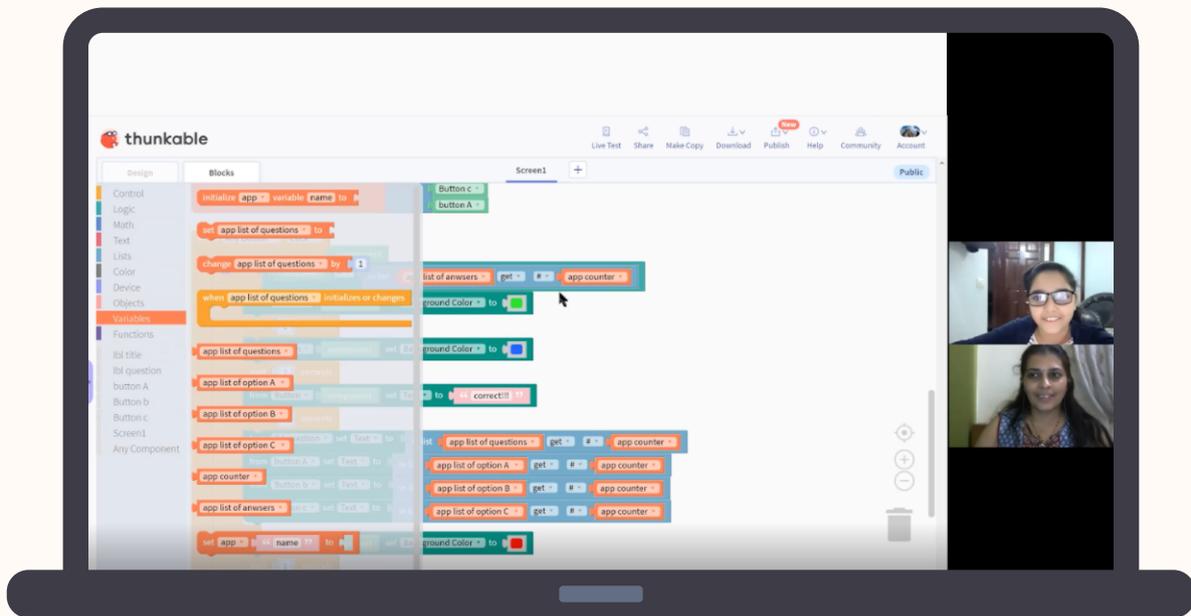


“

“Real School has been a fantastic, constructive experience for Ansh in which he learned much more than what he does at school. It has given him a new and more enthusiastic approach to learning. The Masterclasses are not just fun, they have so much to offer... children and we parents are bound to stay curious!”

**Veena Gupta**

Mother of 10 year old Ansh  
Don Bosco School, Mumbai



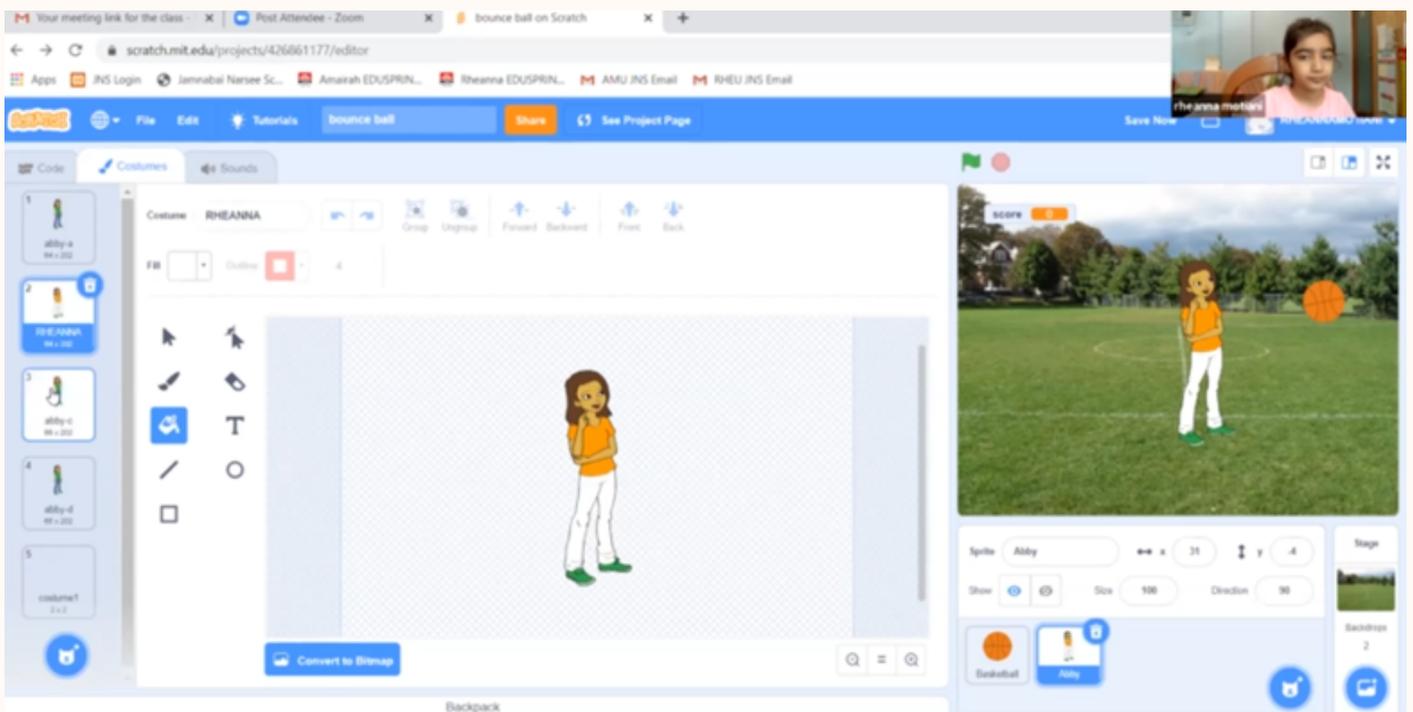
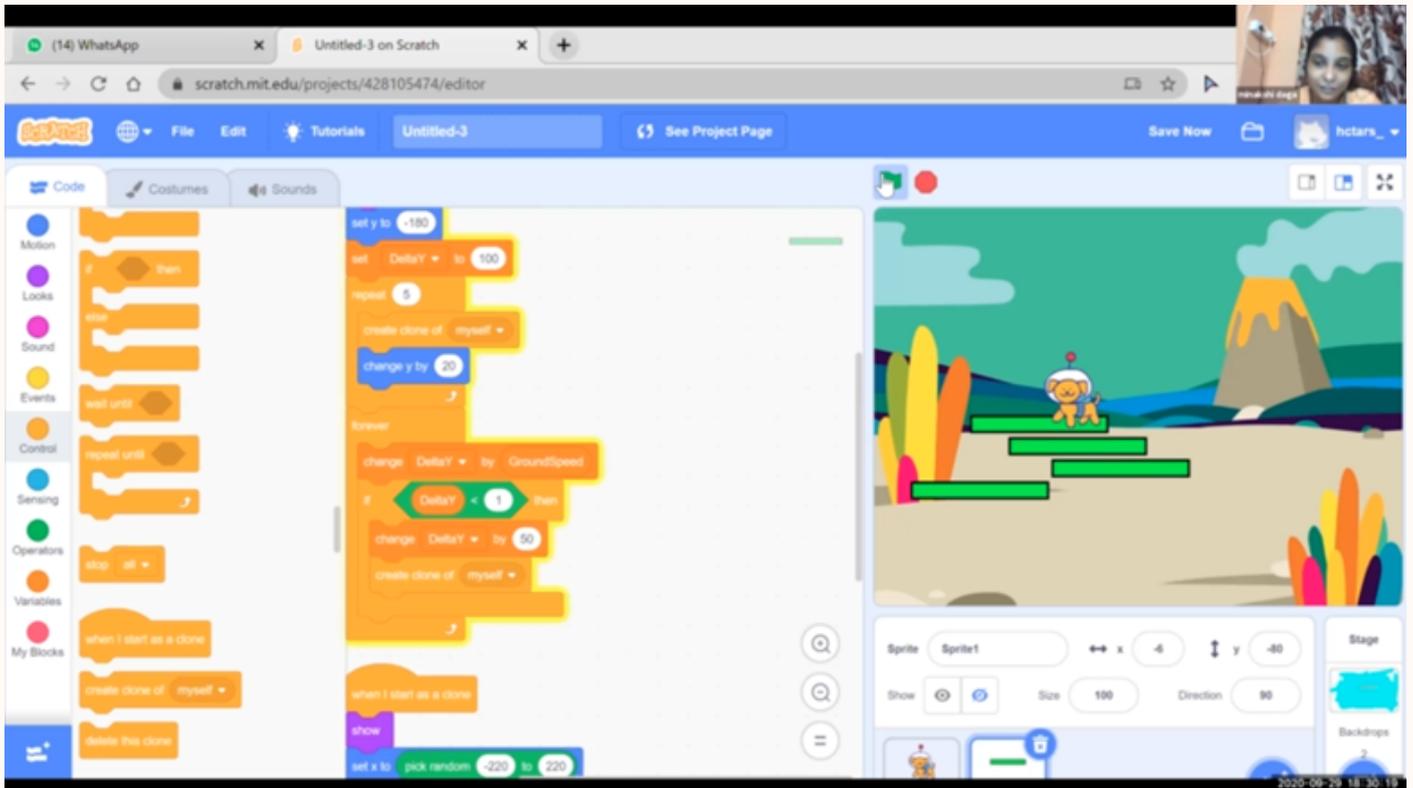
“

“My 12 year old daughter has started to think about what problems are there and how she can solve them. She has designed her own version of facemask during this pandemic and I am really amazed! This is all thanks to Real School!”

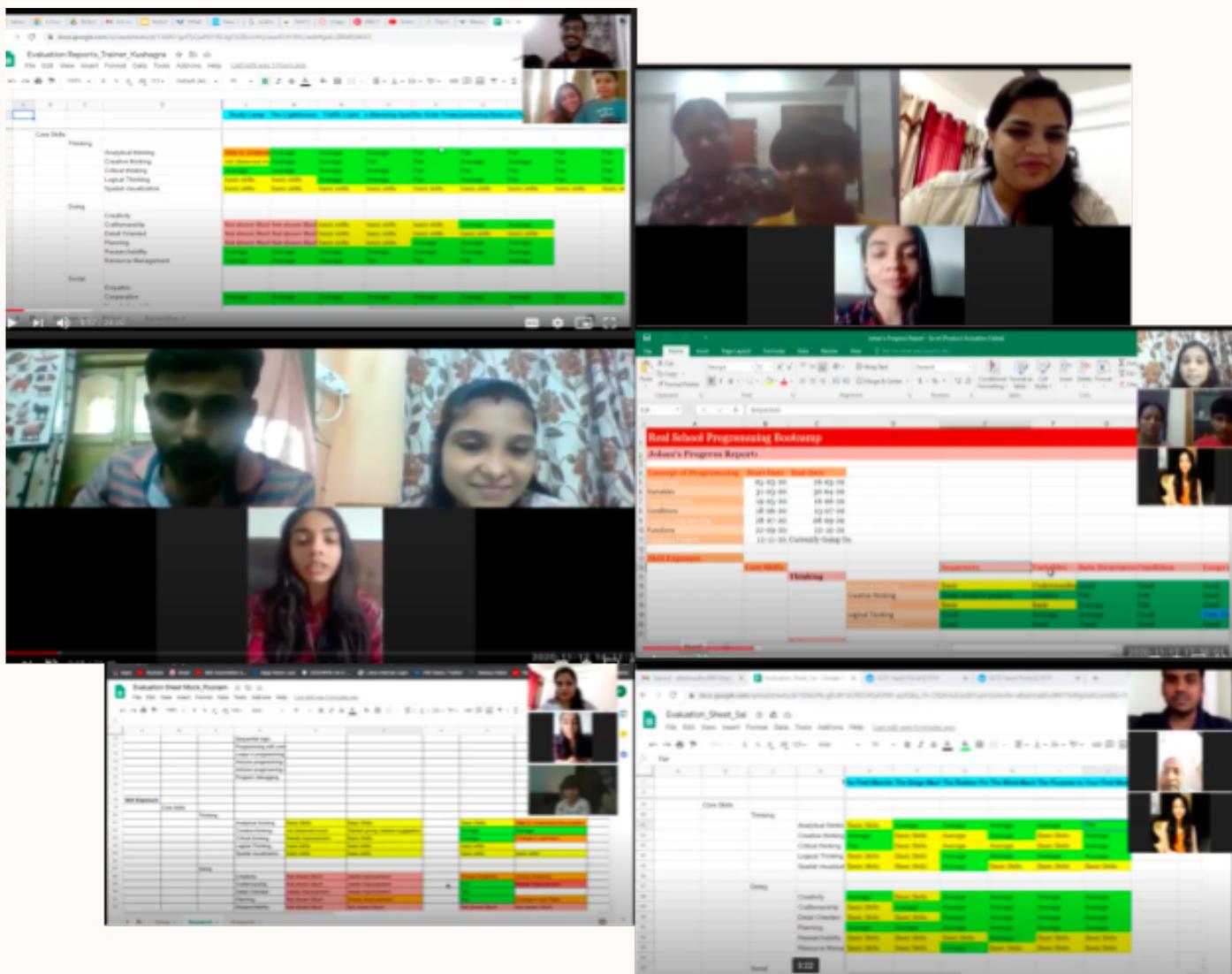
**Sashi Anand**

Mother of 12 year old Siya  
Christ Academy, Bengaluru

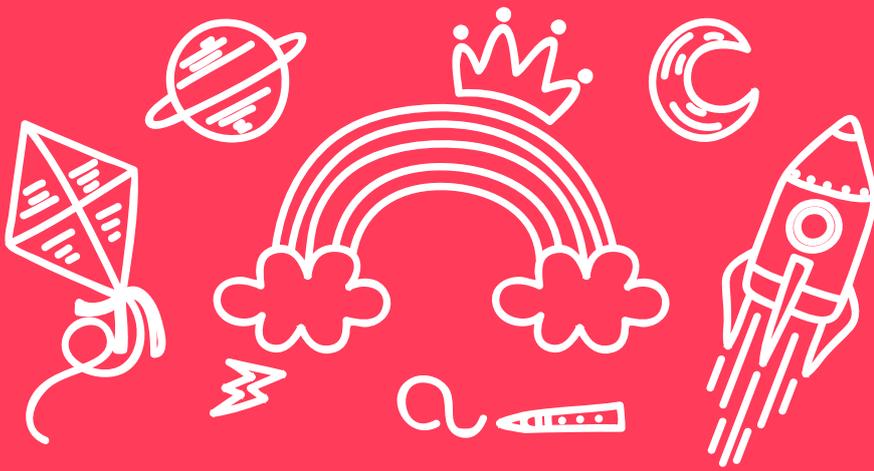
# Classroom Experience



# Parent-Teacher Meetings



Real School conducts parent - teacher meetings for the continuous assessment of a student.



## Real School Philosophy

Real School, a product of uFaber Edutech Pvt. Ltd. is an ecosystem that transforms a young curious mind into a highly-skilled problem solver. At Real School, we've turned everything on its head. So, instead of the student going to school, the school comes home! Instead of a compartmentalised subject-oriented curriculum, we use dynamic project-based learning curated to develop skills. Instead of the stress of examinations, our students revel in the joy of discovery and creation! They learn not from books but from experiences, Their knowledge is not graded based on an answer paper but on how they have applied this knowledge to solve a real-world problem.

## About Ufaber

uFaber offers courses in life-changing and transformational domains like IELTS & PTE, UPSC, GATE and English Communication. Our customized education solutions for students, professionals, corporations, and colleges are geared towards achieving excellence and high power performance. Our focus is to make Education Easily Accessible and Highly Personalized. While our training techniques continue to evolve, we work with a single aim to get the students and our clients what they need the most: RESULTS!

BeingPro

IELTS NINJA

HOOOP

eMaester

FLUENT LIFE

▶ UPSC PATHSHALA

GATE SCHOOL

# REAL SCHOOL

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