

# ALPHABEZ

## LEARNING YOUR WAY



**Learning to code is useful no matter what your career ambitions are..**

### **Coding and Computer Science in your school.**

In today's digital world, coding is a fundamental skill alongside math and reading, but too few kids have the opportunity to learn to program because it is rarely taught in school.

Our mission is to create fun and engaging activities where children not only learn to program but also have opportunities to be creative using code.

### **We make it fun and easy for children to code.**

- We teach the full subject of computer science. We provide 1:1 tuition for students and work on both theory and the project.
- If you or your child would like to obtain an extra Skill for the Future or want tuition please contact us for further information.
- Please note the minimum age for enrollment in the Computer Science Classes syllabus is 7 Years, there is no upper limit.

We are now offering our in-school workshops and would love to work with you and your pupils. However, if your school prefers online delivery, we can provide our Coding Games and MIT workshops virtually through our custom-built, safe, secure platform. Please contact us before you make your booking to arrange virtual delivery to check availability.

# What do We do?

Working in partnership with three major universities and over 100 primary & secondary schools in India, we deliver after-school clubs and coding workshops. Our mission is to engage, inspire and create tech leaders of tomorrow from a young age.

- We run [Coding Workshops](#) for **Primary** and **Secondary** school pupils. We teach the fundamentals of coding, teaching pupils real-world programming skills with **practical, hands-on** sessions! We have workshops for all age groups and experience levels.
- We run workshops teaching [coding for apps and games](#), and we also run workshops for the **new** MIT where we work with pupils to code for the Internet of Things. We also have an [Introduction to Coding Workshop](#) for younger pupils too!
- We are app and games developers ourselves, with two of our games featured on BBC Click, meaning your students get a **coding workshop from industry professionals**. Our workshops include the source code, supporting materials, and follow-up support.
- **Our Coding Workshops...**
  - Introduction to Coding Workshop for Ages 2, 3, and 4**
  - Coding Games Workshop for ages 3 - 10**
  - Python Workshop for ages 6 - 12**
  - Getting Started with Website Design and Development for Age 10+**

**Developing the tech leaders of tomorrow! We aim to inspire & excite students about Computer Science and help them to code in a range of different ways.**



# How we help your child become a young coder of tomorrow?

There are so many ways your child can learn to code but, having private lessons at the School of Coding not only accelerates learning but also encourages the student to do more than just what is required at school and at the national curriculum level. This is why our students are always one step ahead at school in Computing. We teach students from the tender age of 6 years through to A-Level.

## NO NEED FOR A CLASSROOM

## E-Learning

Our E-Learning platform is an easy way to access all of our courses and learning resources. On there you will find Coding Courses, GCSE tutoring, and more.

### Free Trial Lessons

Still unsure? No problem. Have a free trial of one of our lessons and take your first step into the world of coding.

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### Contact Us Now For a Free Demo:

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FOR STUDENTS 3-10 CLASS

# CODING GAMES WORKSHOP

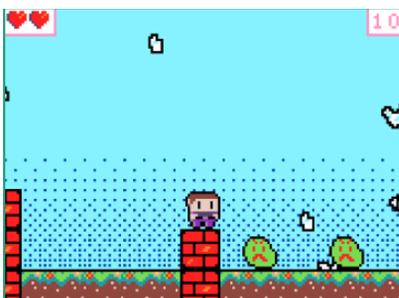
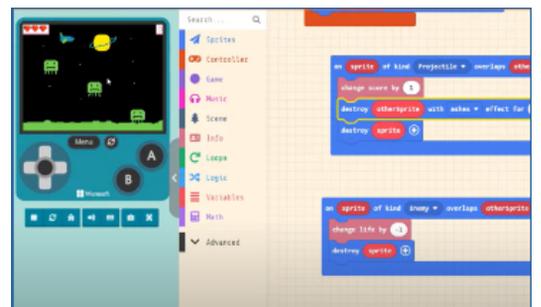


## OUR POPULAR CODING [GAMES WORKSHOP](#) HAS BEEN UPDATED FOR 2022/2023 WITH NEW PROJECTS!

Our Coding Games Workshop teaches the basics of coding and game development. We'll teach coding fundamentals with a very practical workshop, giving pupils plenty of hands-on time with code, and creating arcade-style games and “snack” games. We will then work on a REAL mobile game with your class.

- Our Coding Games Workshop is broken down into two sessions and can be run as a day or Evening Class, depending on the depth of content you'd like us to cover.
- We'll begin by creating several arcade-style games with your pupils, replicating some of their favorite types of games, in code.
- Your students will love seeing their ideas come to life, and they'll be able to save and continue working on their projects in the future.

Using either Microsoft's MakeCode programming language with Primary, Secondary School students, or optionally GameMaker or Code.org Studio with older secondary school students, they'll get to design their own characters and, throughout the session, they'll learn how to move objects, change their size and rotation, and detect collisions and we learn how to code if and while statements that make games work.



Throughout the session, the games we will create with your students will get more complex, as we introduce more advanced coding concepts. For schools booking a full-day workshop, they'll even have the chance to produce a side-scrolling platform game! Our Coding Games Workshop is extremely practical – we want pupils to get hands on with code, and experiment!

In addition to providing you with follow-up lesson plans, and the source code for projects we create during our workshops, we can also provide follow-up support, which is a super-cool and fun way for your pupils to stay engaged with coding and a great way



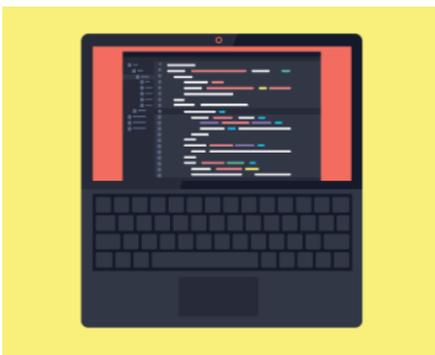
for us to check-in and see how your pupils are doing and help them take coding further!

FOR STUDENTS 6 -12 CLASS

# INTRODUCTION TO PYTHON WORKSHOP



Our new [Python Workshop](#) is great for teaching coding fundamentals through a real-world programming language. We will use Python (a programming language used by companies such as Google and NASA) to teach coding basics!



## What is Python?

The Python programming language is free to use and makes solving computer problems super easy and accessible. The code can be written once and run on most computers and many devices. It can be used for processing text, numbers, images, scientific data and just about anything else you might save on a computer. It is used daily in the operations of the Google search engine, the video-sharing website YouTube, NASA and the New York Stock Exchange!

## Who would benefit from our Python Workshops?

Give your pupils a head start with our Python Workshop, designed for pupils 6-12 class. It's a great workshop to give your pupils hands-on experience with a real world programming language, and is a workshop designed to teach the fundamental concepts of programming. It is a real problem-solving workshop, designed to challenge your pupils whilst exposing them to real-life coding scenarios through some really fun projects!





## What will the pupils learn?

During the workshop, we will learn how to use Python's loops, conditional programming, and more, to build some really cool

projects including interactive quizzes, a two-player game, and Python-based micro:bit apps including a working spirit level and more! We'll also explore the graphical capabilities of Python too, creating some applications and solving real-world problems through programming.

FOR STUDENTS 7-12 CLASS

# WEBSITE DESIGN AND DEVELOPMENT WORKSHOP

A graphic for a 'WEB DEVELOPMENT' workshop. It features a central laptop displaying a website with the text 'WEB DEVELOPMENT' on the screen. Surrounding the laptop are various programming and web development icons: HTML5, JavaScript, PHP, WordPress, and jQuery. The background is green with yellow wavy lines.

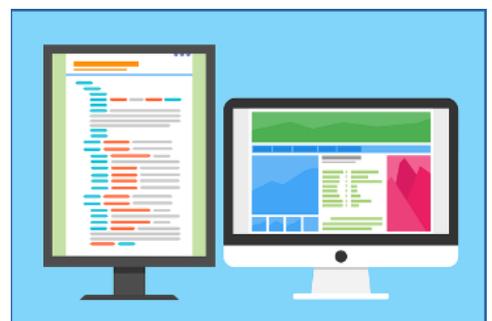
Our new Getting Started with [Website Design and Development Workshop](#) is a great way to introduce your pupils to coding. We'll focus on **HTML**, **CSS**, and **JavaScript** throughout a full-day workshop. At the end of the day, they will have a working website, along with notes and support so they are equipped to design an online portfolio for their work or other projects.



Each school that books a coding workshop with us receives the source code after the workshop, allowing students to develop their work further after the session, with support from us. We'll even upload their projects to the internet at the end of the day, so they can see them live, and share them with their family and friends! We also provide support materials and some additional projects for you to try! We'll help your pupils take their coding further, and we are happy to run follow-up sessions too.

## HTML

HTML is the coding language that determines the structure of a website and the content. We'll look at building a website that is responsive to different screen sizes, and we'll show students how to build flexible layouts and format their code.





## CSS

CSS determines what the website looks like. How big is the text? Do links get underlined? What colour is the background? How do the images look? We'll spend time playing with the look and feel of the website, and focusing on design.

## JavaScript

JavaScript is used to develop interactive elements for a website. We'll take a look at some of the fundamentals behind JavaScript, developing some interactivity for their website.

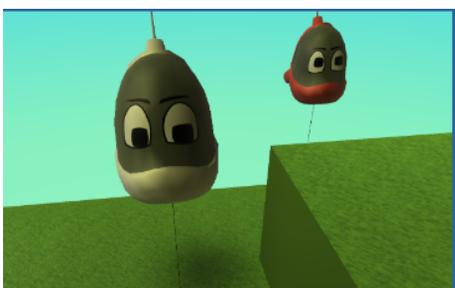


FOR STUDENTS 2, 3, 4 CLASS

# INTRODUCTION TO CODING WORKSHOP



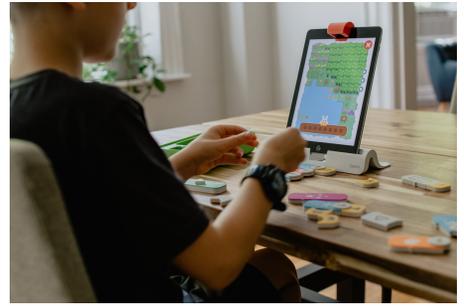
This [Introduction to Coding workshop](#) is a great way to get pupils started with code. Using visual programming tools such as Scratch, Kodu, MakeCode, and Minecraft HoC, we'll teach the fundamentals behind coding, and begin to look at how pupils can write their own apps and games. This is an extremely accessible workshop, suitable for all ages as an introduction to programming.



Our Introduction to Coding Workshop is a fantastic way to get young pupils thinking about coding. Using visual programming languages, we will teach young pupils about coding fundamentals through experimentation. We'll encourage them to play, and have fun, as they learn how to animate characters, create simple game mechanics, and learn coding basics!

We'll also expose them to some real code so they can see how it relates to visual coding. They'll get to edit code from a real game and see how the changes they make affect the gameplay.

This is an extremely practical workshop, run by real-world app and games developers, designed to get young children inspired to code!



In addition to providing you with follow-up lesson plans, and the source code for projects we create during our workshops, we can also provide Skype-based follow-up support, which is a super-cool and fun way for your pupils to stay engaged with coding and a great way for us to check-in and see how your pupils are doing and help them take coding further!

**Contact Us For a Free Demo:**

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