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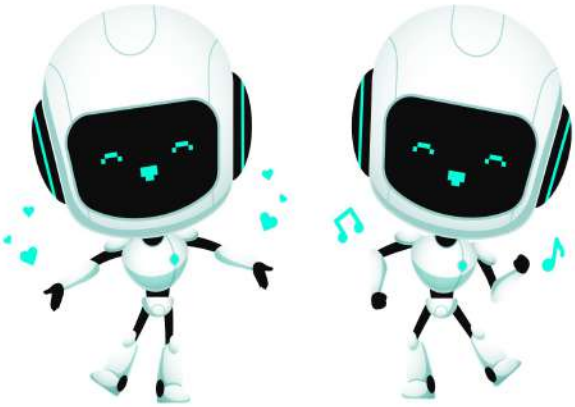
Class - 7



WEB DEVELOPMENT

APP DEVELOPMENT

HTML

Learn the basic building blocks of the web and create an HTML document.

INTRO TO WEB APPS

Overview of Web Apps and its types

CSS

Learn basic CSS styling

INTRO TO FLUTTER

Using Flutter as a tool to create apps

JAVASCRIPT

Introduction to JavaScript with DOM manipulation

INTRODUCTION TO BASIC WIDGETS

Widgets for making an APP

CLOUD VS LOCAL

Weighing the pros and cons of Cloud vs Local Storage

PROJECT

Learning to code a basic webpage to showcase our projects

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DATA SCIENCE

INTRO TO DATA SCIENCE

Overview of Data Science and its workflow

PROBABILITY & STATISTICS

Getting our Basics Strong with Probability and Statistics

PYTHON AND FUNDAMENTAL LIBRARIES

Exploring Python and it's fundamental libraries

MACHINE LEARNING LIBRARIES

Mastering Machine Learning libraries to assist us in projects

FEATURE ENGINEERING

Understanding the process of extracting features from data

C++

INTRO TO C++

Learning about C++

OPERATORS & EXPRESSION

Understanding the concepts of Operators to assist in our journey of learning C++

FLOW OF CHART

Understanding concepts of Flow of Execution of C++ code

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DATA SCIENCE

MACHINE LEARNING MODELS

Learning about different Machine Learning Models to apply into practical use in real life situations

EVALUTION OF MODEL

Evaluation of our machine learning model

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INTERNET OF THINGS

PYTHON

INTRO TO IoT AND NETWORKING

Understanding IoT fundamentals

GETTING STARTED

Basics of Python with environment setup

ARDUINO AND THEIR PROGRAMMING

Introduction to Arduino and its related concepts

GET YOUR BASICS RIGHT

Introducing Python Fundamentals

EVENT HANDLING

Handling IoT events using practical examples

INTRO TO OOPs

Understanding OOPs Concepts

WORKSHOP

Bluetooth car workshop

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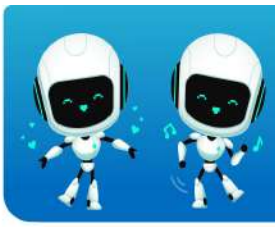

ARTIFICIAL INTELLIGENCE

NETWORKING

INTRO TO AI & DATA

Diving into the field of Artificial Intelligence (AI) and its related concepts

INTRO TO COMPUTER NETWORK

Overview of Computer Networks

TYPES OF NETWORKS

Exploring different types of Networks like WAN, LAN etc

INTERNET & IoT

Learning about the Internet and Internet of Things to enhance our knowledge

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CYBER SECURITY

GAME DEVELOPMENT

INTRO TO CYBER SECURITY

Overviewing the concepts in Cyber Security

INTRO TO GAME DEVELOPMENT

Understanding Game Development Concepts

FIREWALL

Learning the know-how of Firewall

BASIC GAMES IN SCRATCH

Using the concepts learnt in Scratch language, to make a game

TYPES OF VULNERABILITY AND PREVENTION

Grasping the essential concepts of Vulnerability and Prevention

GAME DESIGN CONCEPTS

Using Scratch- Basic to Advanced concepts

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COMPUTER PROTECTION BASICS

Getting our basics right to protect our computers from unwanted attacks

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