



Python Programming for

kids

(Our budding geniuses between 10 & 16 yrs of age)

With
Junaid Khateeb



Live Online Lectures

(just like being in a classroom from your home or office or just anywhere)

"Children should grow up, not just as the consumers of technology,

but also the creators of technology"

What is Python For Kids:

Python for kids is a unique concept, that introduces kids between the ages 8 and 14 years to the idea of creating technology. In simpler terms, we try to get the children from playing computer games to thinking in terms of designing one.

Is It possible to learn this at such an early age:

Technology can be learnt at any age. Countries like Japan ,introduce developing technologies to children as young as 5 yrs old. We need to introduce it to them in different manner though. It involves having more of playful practical training rather than long theory sessions. Our experience of over decade and half in training, helps us design different content for different age groups. you are never too young or too old to start learning technology.

What to Expect:

The Course ensures that the kids feel happy and are motivated to learn the nuances of how to develop technology and how it helps us solve real life mathematical and technical problems. It will be a completely hands on course(Laptops/Computers with internet will be provided by the institute) with lot of interactive sessions and anecdotes to technical brilliance in the world, this keeps the kids motivated to go beyond their abilities.

Does this Course help students in future studies:

Definitely !! Students learn the basics and intermediate concepts from Python Programming. This gives them a heads on ,when they start with technologies like Java in their school curriculum during their grades IX and X. Also, the biggest take away from the

course is ,that the child will be able to decide his or her liking for Computer Technology, hence, they will be able to decide whether to take computer science or Electronics or Biology as an elective in their XI & XII or their 'A' Levels.	
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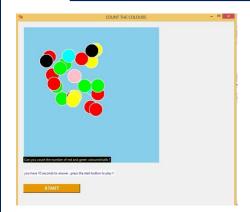
Certification

On Completion of the course, a Digital Certificate will be provided to all the students.

Sample Certificate:



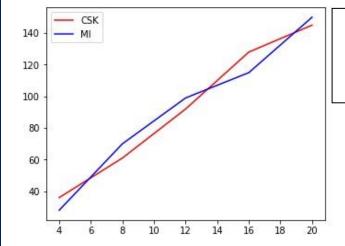
Course Highlights



Game Design : Counting the Circles



Order placement system for McDonalds



Create Graphs for IPL match



Design a Quiz Game

Detailed Course Content

Part 1: Getting Started with Python

- History of Python.
- Installing Python.
- **↓** Introduction to IDE's like Jupyter Notebook, Spyder, Anaconda.

Part 2: Python Programming Basics

- Introduction to various Datatypes in Python.
- The Idea Of indentation.
- Understanding Python Interpreter.

Part 3: Lists, Tuples & Dictionary

- How to Create a List, Tuple and Dicctionary.
- Operations on List, Tuples & Dictionary.
- **♣** Compare and Contrast List ,Tuple & Dictionary.

Part 4: Control Structures in Python

- If Statement.
- For Statement.
- While Statement.
- Elif Statement.
- Break and Continue statements

Part 5: Functions in Python

- What are Functions.
- How to define functions in Python.
- Concept of Function Overloading.
- Defining init functions.

Part 6: Strings in Python

- Creating Strings in Python.
- **★** Various string operations including striping and striding.

Part 7: Object Oriented Programming in Python

- Creating Classes and Objects.
- Data abstraction in Python.
- Inheritance in Python Classes.

Part 8: GUI (Graphical User Interface) design in Python

- Introduction to Tkinter Programming.
- Creating Forms.
- Adding Components like Labels, Command Buttons, Option Buttons, Dropdown Boxes etc.
- Adding Canvas to Tkinter Frame.

Part 9: Working with NumPy & Pandas

- Introduction to Numerical Python and Pandas Library.
- Importing Data from Excel sheets.
- Performing operations on Dataframes and sequences.

Part 10: Data visualization in Python

- **♣** Introduction to MATPLOTLIB
- Creating all Different Kinds of Graphs including, Bar graphs, Scatter plots, line graphs, worm graphs etc.

About The Director

The entire camp will be conducted by Prof. Junaid Khateeb.

Qualification: M.E. Computer Engineering

Teaching Experience: 17 Years

Profile: Founder of Khateeb Group of Insitutes & Junkminds.com

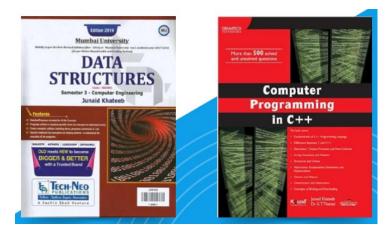
Technologies Taught: C, C++, JAVA, Python, Machine Learning, Artificial Intelligence, R-

Programmming

Concepts Taught: Object Oriented Programming, Database Management System, Operating System, Data Structures, Software Engineering, Discrete Mathematics, Analysis of Algorithms, Distributed Processing.

Number Of students trained : over 10,000 and counting.

Author of the following books:





our websites:

www.khateebclasses.com and www.junkminds.com