

Course Description: Python Programming for Kids

Overview:

This dynamic course offers a fun and interactive introduction to Python programming for young learners. Covering essential programming concepts like variables, loops, and functions, it also dives into exciting areas such as artificial intelligence. Students will engage with a variety of activities including coding quizzes, game-based learning, and hands-on projects like creating quizzes and games, all aimed at fostering a solid foundation in Python.

One of the benefits of mastering the fundamentals is that students will easily learn other programming languages, the fundamentals of programming remain consistent. When the student has a strong grasp of the fundamentals of python, they will easily learn other languages, these skills are 100% transferable.

Course Features:

- Interactive Learning: Engage in game-based learning.
- Real-World Projects: Apply skills in real-world projects like creating a quiz, a guessing game, and exploring artificial intelligence applications.
- Comprehensive Curriculum: Learn Python basics, data types, logical operators, string operations, and more.
- Hands-On AI Activities: Dive into artificial intelligence with activities like 'Make me Happy' and chatbot creation.

Course Structure:

The course is divided into 35 lessons, starting with the basics of computers and programming, moving through Python's various features like data types, control structures, and collections (lists, dictionaries, tuples, sets), and culminating in advanced topics such as object-oriented programming and artificial intelligence.

Key Projects (Subject to change):

- Guess the Animal Game
- High Score Tracker
- AI-based activities: 'Make me Happy' and 'Chatbot'
- Final Project: Create a game or image using pygame

Requirements:

- A computer with internet access
- Replit account (free)
- Enthusiasm for learning programming!