

Visual Programming (8-10 y.o.)

From their first line of code to complete projects. The basis of the course is a story about a space mission to study the planet Mars. Our students become astro cadets, who train robots before sending them into space, land on the Red Planet, and explore this alien world under the guidance of their mentor, Captain Kepler! The story connects together all the tasks on the platform, and at the end of each module our astro cadets give a report on the work they've done by presenting their creative projects.

Why Choose Creative Coding and what we will learn:

- **How to create cartoons and games** - Programming isn't just about computers; it's a platform for imagination, enabling kids to create games, stories, and animations.
- **Main principles of graphics and coding**- To apply the main principles of graphic design in Scratch and vector and graphics in practice skills.
- **Confidence** - To not fear public speaking and confidently present their projects in front of a live audience
- **Collaboration & Social Skills** - To work in a team: allocating tasks, searching for compromise, and expressing their ideas effectively.



A project-based approach.

Kids learn 7 modules. To adopt a creative approach to solving problems, to experiment, and not to worry about making mistakes. They share projects with classmates, give and receive feedback, and present individual or group projects at the end of each module..

What our classes are like:

- Small group up to 12 students. Teacher explains the material in an interesting way and gets the kids interested in the new topic.
- Your kid won't ever fall behind in the program: any classes they miss can be taken on the platform, 24/7. You'll be given access to the platform and will be able to follow your kid's progress. International certificate.
- Each student will have access to a computer equipped with the software.

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