

1

LESSON SYLLABUS

- OUR PROGRAM FEATURES THE LATEST AND UPDATED TECHNOLOGY. CURATED FOR BEGINNERS TO ADVANCED LEVELS WITH A LESSON PLAN SUITED TO STUDENTS' AGES AND SKILLS.

2

CLASS SESSION

- WE PROVIDE THE BEST CLASSROOM SETTING FOR STUDENTS. THE CLASSES ARE FOCUSED AND LIMITED TO ONLY 4 STUDENTS PER TRAINER. THE MISSED CLASS SESSION IS REPLACEABLE WITHIN 1 WEEK.

3

BRING-HOME PROJECTS

- AFTER 15 SESSIONS OF CLASSES IN THE ROBOTICIST AND CREATOR PROGRAM, STUDENTS CAN BRING HOME THEIR CHALLENGE PROJECT, WHILE THE GAME MAKER AND DEVELOPER RECEIVE AN ACCOUNT THAT CAN BE USED AT HOME.

4

INDIVIDUAL REPORTS

- EACH STUDENT WILL RECEIVE AN UPDATED REPORT EVERY CLASS. THEY WILL BE ASSESSED EVERY 6 LESSONS, AND OUR APPLICATION MAKES THE REPORTS AND ATTENDANCE EASIER FOR PARENTS.

PROGRAM ROAD MAP

ROBOTICIST

ASSEMBLY + CODING



MODULE 1

MECHANIC 
 **ROBOTIC**



MODULE 2

DRONE 
 **ELECTRONIC**

GAME MAKER

CODING



MODULE 1

SCRATCH 
 **MINECRAFT**



MODULE 2

 **CONSTRUCT**
GODOT 



PROGRAM PACKAGES

A

ROBOTICIST

1

WITH BRING-HOME
CHALLENGE PROJECT

RM 155 MONTH
(1 HOUR/ WEEK)

RM 245 MONTH
(2 HOUR/ WEEK)

RM 290
REGISTRATION FEE

B

GAME MAKER

RM 130 MONTH
(1 HOUR/ WEEK)

RM 200 MONTH
(2 HOUR/ WEEK)

RM 100
REGISTRATION FEE

C

ROBOTICIST

+

GAME MAKER

RM 230 MONTH
(2 HOUR/ WEEK)

RM 290
REGISTRATION FEE

*INCLUDING BRING-HOME
CHALLENGE
PROJECT



2

WITHOUT BRING-HOME
CHALLENGE PROJECT

RM 140 MONTH
(1 HOUR/ WEEK)

RM 220 MONTH
(2 HOUR/ WEEK)

RM 190
REGISTRATION FEE

*A BRING-HOME CHALLENGE PROJECT WILL BE RECEIVED
AFTER 16 HOURS (1 PART OF THE COURSE)

*2-HOUR/WEEK OPTION IS ONLY AVAILABLE FOR STUDENTS
8 YEARS OLD AND ABOVE

*RM100 ANNUAL FEE IS APPLICABLE EVERY 1ST JANUARY
(ONLY FOR REGISTRATION 6 MONTHS AND ABOVE)



PROGRAM SCHEDULE

WEDNESDAY - FRIDAY	SATURDAY - SUNDAY	SATURDAY - SUNDAY	SATURDAY - SUNDAY
	SESSION 1	SESSION 2	SESSION 3
8.00-9.00 PM (1-HOUR)	9.00-10.00 AM (1-HOUR)	10.30-11.30 AM (1-HOUR)	2.00-3.00 PM (1-HOUR)
8.00-10.00 PM (2-HOUR)	8.30-10.30 AM (2-HOUR)	10.30-12.30 PM (2-HOUR)	2.00-4.00 PM (2-HOUR)

PROGRAM DURATION

	JUNIOR	SENIOR	SENIOR +	MASTER
	2 PARTS PER MODULE (PACKAGE A / B)	4 PARTS PER MODULE (PACKAGE A / B)	6 PARTS PER MODULE (PACKAGE A / B)	4 PARTS PER MODULE (PACKAGE C)
1-HOUR WEEKLY	8 MONTHS	16 MONTHS	24 MONTHS	-
2-HOUR WEEKLY	4 MONTHS	8 MONTHS	12 MONTHS	16 MONTHS

*SENIOR+ IS SUGGESTED FOR STUDENTS LESS THAN 8 YEARS OLD AND STUDENTS WITH SPECIAL NEEDS



ROBOTICIST

PROGRAM

MODULE 1

COURSE 1

MECHANIC



ABOUT : PHYSICS &
MECHANICAL ENGINEERING

TOOL : LEGO EDUCATION BRICQ
& SIMPLE POWERED MACHINE

CODING : NOT AVAILABLE

DURATION : 16 HOURS EACH PART

PART 0

6 YO

PART 1

6 YO

7 YO

PART 2

7 YO

8 YO

9 YO

PART 3

8 YO

9 YO

10 YO

11 YO+

PART 4

10 YO

11 YO+

COURSE 2

ROBOTIC



PART 1

6 YO

7 YO

PART 2

7 YO

8 YO

9 YO

PART 3

8 YO

9 YO

10 YO

PART 4

10 YO

11 YO+

PART 5

11 YO+

ABOUT : ROBOTIC PROGRAMMING

TOOLS : LEGO EDUCATION SPIKE

CODING : SPIKE APP (BLOCK CODING/PYTHON)

DURATION : 16 HOURS EACH PART

INDICATOR

6 YO : 6 YEARS OLD

7 YO : 7 YEARS OLD

8 YO : 8 YEARS OLD

9 YO : 9 YEARS OLD

10 YO : 10 YEARS OLD

11 YO+ : 11 YEARS OLD AND ABOVE

ROBOTICIST

PROGRAM

MODULE 2

COURSE 1

DRONE



ABOUT : DRONE MANEUVERING & PROGRAMMING

TOOLS : LITBEE WING, 3D PRINTER, TINKERCAD

CODING : LITBEE GO

DURATION : 16 HOURS EACH PART

PART 1

9 YO

10 YO

11 YO+

PART 2

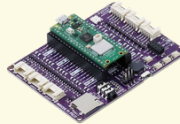
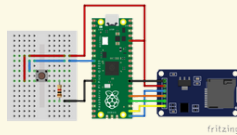
9 YO

10 YO

11 YO+

COURSE 2

ELECTRONIC



PART 1

9 YO

10 YO

11 YO+

PART 2

9 YO

10 YO

11 YO+

ABOUT : ELECTRONIC ENGINEERING & PROGRAMMING

TOOLS : RASPBERRY PI PICO, PICO AI BOT

CODING : CIRCUITPYTHON

DURATION : 16 HOURS EACH PART

INDICATOR

6 YO : 6 YEARS OLD

7 YO : 7 YEARS OLD

8 YO : 8 YEARS OLD

9 YO : 9 YEARS OLD

10 YO : 10 YEARS OLD

11 YO+ : 11 YEARS OLD AND ABOVE

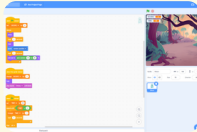
GAME MAKER

PROGRAM

MODULE 1

COURSE 1

SCRATCH



ABOUT : 2D GAME CREATION
TOOLS : SCRATCH APPLICATION
CODING : SCRATCH BLOCK CODING
DURATION : 16 HOURS EACH PART

PART 1

8 YO

9 YO

PART 2

8 YO

9 YO

PART 3

10 YO

11 YO+

COURSE 2

MINECRAFT



PART 1

8 YO

9 YO

PART 2

9 YO

10 YO

11 YO+

ABOUT : MINECRAFT GAME DESIGN
TOOLS : MINECRAFT EDUCATION
CODING : MINECRAFT BLOCK CODING
DURATION : 16 HOURS EACH PART

INDICATOR

6 YO : 6 YEARS OLD
7 YO : 7 YEARS OLD
8 YO : 8 YEARS OLD
9 YO : 9 YEARS OLD
10 YO : 10 YEARS OLD
11 YO+ : 11 YEARS OLD AND ABOVE

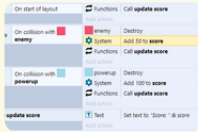
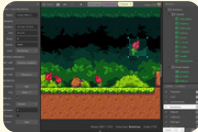
GAME MAKER

PROGRAM

MODULE 2

COURSE 1

CONSTRUCT



ABOUT : VIDEO GAME DESIGN
TOOLS : CONSTRUCT 3
CODING : CONSTRUCT 3 VISUAL SCRIPTING
DURATION : 16 HOURS EACH PART

PART 1

9 YO

10 YO

11 YO+

PART 2

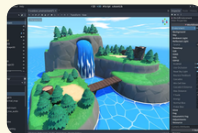
9 YO

10 YO

11 YO+

COURSE 2

GODOT



PART 1

10 YO

11 YO+

PART 2

10 YO

11 YO+

ABOUT : VIDEO GAME DESIGN
TOOLS : GODOT ENGINE
CODING : GD SCRIPT
DURATION : 16 HOURS EACH PART

INDICATOR

6 YO : 6 YEARS OLD

7 YO : 7 YEARS OLD

8 YO : 8 YEARS OLD

9 YO : 9 YEARS OLD

10 YO : 10 YEARS OLD

11 YO+ : 11 YEARS OLD AND ABOVE