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EARLY CODING

CHAPTER 1

Introduction to Coding and Software

Provides an overview of coding concepts and the software used.

CHAPTER 2

Introduction to Tools: Marking on Default Mat (World Famous Monuments)

Introduces the tools and default mat markings while incorporating a theme of famous places.

CHAPTER 3

Introduction to Forward Movement on the Default Mat

Begins with basic movement concepts on the default mat.

CHAPTER 4

Introduction to the Backward Direction on the Default Mat

Expands on movement by introducing backward direction.

CHAPTER 5

Discovering Left and Right Turns with Matatabot

Introduces turning concepts using Matatabot.

CHAPTER 6

Activities based on Direction keys on Shape, Colour, and Size Mat

Integrates all directional movements with additional mat features.

CHAPTER 7

Challenges Based on Shapes, Colour, and Size Mat

Presents engaging challenges using the mat's features.

CHAPTER 8

Letter Hunt with the Alphabet Mat

Embarks on an adventure to hunt for letters using the alphabet mat.

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CHAPTER 9**Creating Three-Letter Word with the Alphabet Mat**

Teaches how to create codes using three-letter words with the alphabet mat.

CHAPTER 10**Exploring Shapes on the Playground Mat with Number Keys**

Explores different shapes on the playground mat using number keys.

CHAPTER 11**Challenging Activities on the Playground Mat**

Takes on an adventure involving twists and turns on the playground mat.

CHAPTER 12**Explore shops on the Busy Street Mat**

Explores activities and scenarios in a busy street setting.

CHAPTER 13**Plan Market Visit on Busy Street Mat**

Guides in planning an adventure in a market setting.

CHAPTER 14**Skip Counting on Number Mat**

Engages in a skip counting adventure using the number mat.

CHAPTER 15**Addition and Subtraction on Number Mat**

Presents engaging challenges using the mat's features.