

Day (Classes)	TOPICS	PARTICULARS	LEARNING OBJECTIVES	LEVEL
1 - 2	Intro to App Dev	Designer vs. Blocks View , AI Companion setup (Wi-Fi/Emulator), Button and Label components, Sound component, building the "Hello Codi" buzzing bee app.	Student will understand the mobile development environment and complete their first live-sync build.	Basic (Module Quiz)
2 - 3	UI & Layout Design	Horizontal and Vertical Arrangements , Screen properties (Background, Alignment), Image components, Text-to-Speech , building the "Talk to Me" app.	Student will be able to create an organized UI and understand component properties.	Basic (Add It Challenge)
1 - 2	Events & Logic	Event Handlers (Click, Touch), IF/ELSE conditional blocks, Comparison operators, building the "Magic 8 Ball" (random responses on shake).	Student will learn to make apps interactive by coding responses to specific user actions.	Basic (Fix It Challenge)
2 - 3	Project 1: Soundboard	Layout: Table Arrangements , Sound/Player components, Category design, multi-button media interaction [109, 221 (conv history)].	Student will apply layout and media components to create a professional multi-sound interactive tool.	Basic (Project Build)
2 - 3	Variables & Math	Global vs. Local Variables , Math blocks (+, -, *, /), Variable initialization, building a "Counter App" or "Guessing Game".	Student will master data storage within a single session using dynamic variables.	Intermediate (Module Quiz)
2 - 3	Sensors & Motion	Accelerometer Sensor, Orientation Sensor , "EdgeReached" and "Dragged" events, building a motion-controlled "Ball Bounce".	Student will learn to use physical phone movement and screen touch as primary inputs.	Intermediate (Practice Challenge)
2 - 3	Project 2: Health Tracker	Pedometer Component , Variables for step count, Logic for distance calculation, UI for progress tracking [110, conv history].	Student will integrate hardware sensors with variables to track and display real-world physical data.	Intermediate (Project Build)
2 - 3	Lists & Loops	List creation , indexing items, FOR EACH loops, "Add items to list" blocks, building a functional "To-Do List" app.	Student will be able to handle multiple data entries and automate repetitive tasks using loops.	Intermediate (Add It Challenge)
2 - 3	Multi-Screen UI	Screen switching logic , "Open another screen with value", Navigation Drawers, maintaining app state across screens.	Student will understand app architecture and how to organize complex features across different screens.	Advanced (Module Quiz)
2 - 3	Project 3: Interactive Quiz	Lists for Questions/Answers , logic for "Correct" checks, score tracking variable, results screen with navigation [110, 222 (conv history)].	Student will combine advanced conditionals, lists, and multi-screen logic into a complete game.	Advanced (Project Build)
3 - 4	Data Persistence	TinyDB (Local Storage) , Tag-Value pairs, "Persistence" logic (saving data after app restart), introduction to Firestore (Cloud Storage) .	Student will learn how to make apps "remember" user data permanently through database integration.	Advanced (Fix It Challenge)

3 - 4	Web APIs & Data	Web Component, JSON Parsing basics, fetching data from URLs, building a "Real-Time Weather" app.	Student will build "smart" apps that connect to the internet to retrieve and display external information.	Advanced (Module Quiz)
3 - 4	Functions & UX	Procedural Abstraction ("My Blocks"), creating reusable functions, Agile development wireframing, User Experience (UX) testing.	Student will learn to build scalable code by abstracting repetitive tasks into custom functions.	Advanced (Practice Challenge)
8 - 10	Professional Capstone	Phase 1: Agile Problem Identification. Phase 2: Prototyping. Phase 3: Full Build with Database/API. Phase 4: Public Speaking Showcase.	Student will design, build, and present a professional-grade solution to a community problem.	Professional (Final Showcase)