



CODECRAFT

Overview

60 Sessions || 15-19years

Rasing younger innovators & innovations.

KTECCAFRICA

COURSE OVERVIEW

CodeCraft invites kids and teens on an exciting adventure into the world of web development using PHP and MySQL. Through hands-on projects and interactive challenges, students will embark on a coding journey to unlock the secrets of server-side programming and database management, crafting their own dynamic web creations along the way.

WHY AFRICA KIDS & TEENS?

"Africa possesses vast untapped potentials, not necessarily due to a lack of skills, but often because we enter the arena later than others, resulting in our efforts being overlooked. We believe that a key solution lies in empowering the next generation from the outset. Adult learning can be complex and time-consuming & distracting, making it essential to focus on nurturing skills and talents in children and teenagers."

Founder KTECCAFRICA

COURSE OBJECTIVES

The objectives of this course are to:

- 1. Understand basic programming concepts and principles.**
- 2. Learn how to use the Scratch platform for game development.**
- 3. Develop problem-solving and computational thinking skills.**
- 4. Create interactive stories, animations, and games.**
- 5. Foster creativity and collaboration in a digital environment.**

COURSE GOAL

The aim of CodeCraft is to equip kids and teens with the essential skills needed to build dynamic websites using PHP and MySQL. By the end of the course, students will be able to create their own web applications and understand the foundations of backend web development.

Course Summarized Overview

Module 1: Unveiling the Secrets of PHP

Class 1-3: Welcome to the CodeCraft Guild!

Class 4-6: Casting Spells with PHP: Variables and Functions

Class 7-9: Enchanting Loops and Mystical Conditionals

Class 10-12: Unraveling Forms: Capturing User Magic

Class 13-15: Crafting Potions with Arrays and Strings.

Module 2: Journey into the Realm of MySQL

Class 16-18: Introduction to MySQL: Crafting Enchanted Databases

Class 19-21: Conjuring Connections: PHP and MySQL Sorcery

Class 22-24: Mystical Manipulation: Storing and Retrieving Spells

Class 25-27: Bewitching Blogs: Crafting Your First Dynamic Citadel

Class 28-30: Magical Menus: Building Interactive Portals.

Module 3: Mastering CodeCraft Techniques

Class 31-33: Captivating Cookies and Enchanting Sessions

Class 34-36: Spellbinding Security: Protecting Your Web Spells

Class 37-39: Potent Potions: Exploring Object-Oriented Magic

Class 40-42: Bewildering Forms: Creating Charmed Contact Pages

Class 43-45: Enthralling Events: Handling User Interactions

Perquisites

asic understanding of HTML and CSS (Webby).
Imagination and a sense of adventure.

Resources

Online tutorials and educational games.
Relevant educational websites and platforms.

Module 4: The Final Quest: Crafting Your Magical

Class 46-48: Unleashing Your Creativity: Designing Your Web Enchantment

Class 49-51: Crafting Your Masterpiece: Implementing Spells and Charms

Class 52-54: Enchanting Effects: Adding Sparkles and Shimmers

Class 55-57: Peer Spell-Casting: Sharing Your Magical Creations

Class 58-60: Graduation Ceremony: Unveiling Your CodeCraft Creations

Recap

Embark on this epic adventure with CodeCraft, where coding becomes an enchanted journey, and every line of code is a spell waiting to be cast!

ASSESSMENT

weekly quizzes and magical challenges to test understanding.

Enchanting projects and assignments to showcase skills and creativity.

Collaborative spell-casting sessions for peer feedback and encouragement.