

# MUSIC

## A. Beginner Level (Ages 3-6) - Music Fun & Foundations

**Goal:** Develop a love for music through play, rhythm, and basic instrument exposure.

**Activities:**

- Singing nursery rhymes and simple songs.
- Clapping and body percussion for rhythm.
- Introduction to musical instruments (tambourine, xylophone, shaker, keyboard).
- Fun music games and movement-based learning.

## B. Intermediate Level - Exploring Instruments & Notes

**Goal:** Build foundational musical skills through structured lessons.

**Activities:**

- Learning simple melodies on keyboard, recorder, or ukulele.
- Basic music notation and rhythm reading.
- Ear training and listening exercises.
- Group and solo performances.

## C. Advanced Level - Music Mastery & Performance

**Goal:** Develop technical skills, composition abilities, and stage confidence.

**Activities:**

- Mastering an instrument of choice (piano, guitar, violin, drums, etc.).
- Advanced music theory and sight-reading.
- Creating original compositions and songwriting.
- Performance coaching for recitals and talent shows.

# CODING

## A. Beginner Level – Coding Fun & Basics

**Goal:** Introduce kids to coding in a fun and engaging way.

**Activities:**

- Learning through games using **ScratchJr** and **Blockly**.
- Drag-and-drop coding to create animations and interactive stories.
- Basic logic and problem-solving activities (if-then statements, loops).
- Fun unplugged coding exercises (coding without a computer).

## B. Intermediate Level – Building with Code

**Goal:** Teach students how to create simple projects and understand programming logic.

**Activities:**

- Block-based programming with **Scratch** for games and storytelling.
- Introduction to **Python** and **JavaScript** for text-based coding.
- Simple website development using **HTML & CSS**.
- Hands-on projects like animations, mini-games, and quizzes.

## C. Advanced Level – Coding for the Future

**Goal:** Prepare students for real-world applications, app development, and advanced problem-solving.

**Activities:**

- Python programming for data and automation.
- Web development with **HTML, CSS, JavaScript**.
- Game development with **Unity (C#) or Pygame (Python)**.
- App development using **MIT App Inventor** or **React Native**.
- Introduction to AI, robotics, and IoT for advanced learners.