

KAUR'S CODING ACADEMY

All Courses - Module-wise Syllabus Index

Module-wise Teacher Syllabus

A quick index for all module-wise teacher syllabus PDFs prepared for Kaur's Coding Academy.

Course	Audience	Suggested Duration	Final Output
All Courses - Module-wise Syllabus Index	Academy management and teachers	Reference document	Quick list of all separate PDFs in this syllabus pack

Teacher Note

Use the separate course PDFs for detailed modules. This index helps select the correct PDF based on learner age and course track.

Learning Outcomes

- Choose the right course PDF for each batch.
- Understand the progression from junior coding to professional full-stack tracks.
- Use project guide with every major course.

Document Use

This PDF is made for teachers to plan classes module by module. Each module includes topic names, teaching points, class practice and revision work.

Complete Module Index

The table below gives a quick view of what will be taught in this course.

Module	Topic Name	Main Things Teacher Will Cover
1	Junior Coding and Game Development - Grades 3 to 5	Audience: Grades 3 to 5 beginners, Duration: 4 to 6 months / flexible online batch, Final Output: Animated story, beginner game, first web page and parent demo project
2	Creative Coding, Web and Games - Grades 6 to 8	Audience: Grades 6 to 8, Duration: 6 to 9 months / online project-based batch, Final Output: Responsive website, interactive JavaScript app, Python mini project and browser game
3	Teen Web and App Developer - Grades 9 to 12	Audience: Grades 9 to 12, Duration: 8 to 12 months / career starter pathway, Final Output: Portfolio website, API app, React project, backend API and full-stack capstone
4	Web Designing - HTML and CSS	Audience: Grades 6+, beginners, college students and professionals, Duration: 30 classes / 6 to 8 weeks, Final Output: Responsive website or business landing page
5	JavaScript Programming	Audience: Grades 7+, college students and beginners in web development, Duration: 35 classes / 8 to 10 weeks, Final Output: Interactive web app, quiz/to-do project or browser game
6	React JS Frontend Development	Audience: Grades 9+, college students and professionals, Duration: 66 classes / 12 to 16 weeks, Final Output: Deployed React application with routing, API integration, state management and testing basics
7	Node.js, Express.js and MongoDB Backend Development	Audience: Grades 10+, college students and professionals, Duration: 50 classes / 12 to 16 weeks, Final Output: REST API backend with MongoDB, authentication, authorization and project deployment readiness
8	Python Programming	Audience: Grades 7+, college students and programming beginners, Duration: 4 modules / 8 to 10 weeks, Final Output: Console-based Python application, logic challenges and file-handling mini project
9	Django Backend Development	Audience: Python learners, college students and backend beginners, Duration: 4 modules / 10 to 14 weeks, Final Output: Django backend project with templates, models, APIs, authentication, user dashboard and social/OTP features overview
10	Java Backend Development	Audience: College students, backend learners and professionals, Duration: 90 classes / 8 to 10 months, Final Output: Java backend project with OOP, collections, JDBC, JSP/Servlet, Spring Boot, Hibernate and microservices overview
11	React Native Full-Stack Mobile App Development	Audience: College students, professionals and advanced teens, Duration: 8 months / approx. 32 weeks, Final Output: Full-stack mobile app with React Native frontend, Node.js backend, MongoDB database and deployment preparation
12	Real-Time Websites, Apps and Games - Project Guide	Audience: All project batches: school, college and professional learners, Duration: Use with any course / 4 to 8 week project sprint, Final Output: Portfolio-ready website, app or game with documentation and presentation

Detailed Module-wise Teaching Plan

Teachers should first explain the concept in simple language, then demonstrate code, then allow students to practice and customize the output.

Module 1: Junior Coding and Game Development - Grades 3 to 5

Topics to be Covered	What Teacher Will Explain / Demonstrate
- Audience: Grades 3 to 5 beginners - Duration: 4 to 6 months / flexible online batch - Final Output: Animated story, beginner game, first web page and parent demo project	- Use the separate PDF for full module details. - Match course level with student grade, skill and learning goal.
Class Practice / Student Output	Homework / Revision
- Open the relevant detailed PDF and prepare batch plan.	- Maintain attendance, homework and project progress sheet.

Module 2: Creative Coding, Web and Games - Grades 6 to 8

Topics to be Covered	What Teacher Will Explain / Demonstrate
- Audience: Grades 6 to 8 - Duration: 6 to 9 months / online project-based batch - Final Output: Responsive website, interactive JavaScript app, Python mini project and browser game	- Use the separate PDF for full module details. - Match course level with student grade, skill and learning goal.
Class Practice / Student Output	Homework / Revision
- Open the relevant detailed PDF and prepare batch plan.	- Maintain attendance, homework and project progress sheet.

Module 3: Teen Web and App Developer - Grades 9 to 12

Topics to be Covered	What Teacher Will Explain / Demonstrate
- Audience: Grades 9 to 12 - Duration: 8 to 12 months / career starter pathway - Final Output: Portfolio website, API app, React project, backend API and full-stack capstone	- Use the separate PDF for full module details. - Match course level with student grade, skill and learning goal.
Class Practice / Student Output	Homework / Revision
- Open the relevant detailed PDF and prepare batch plan.	- Maintain attendance, homework and project progress sheet.

Module 4: Web Designing - HTML and CSS

Topics to be Covered	What Teacher Will Explain / Demonstrate
- Audience: Grades 6+, beginners, college students and professionals - Duration: 30 classes / 6 to 8 weeks - Final Output: Responsive website or business landing page	- Use the separate PDF for full module details. - Match course level with student grade, skill and learning goal.
Class Practice / Student Output	Homework / Revision
- Open the relevant detailed PDF and prepare batch plan.	- Maintain attendance, homework and project progress sheet.

Module 5: JavaScript Programming

Topics to be Covered	What Teacher Will Explain / Demonstrate
- Audience: Grades 7+, college students and beginners in web development - Duration: 35 classes / 8 to 10 weeks - Final Output: Interactive web app, quiz/to-do project or browser game	- Use the separate PDF for full module details. - Match course level with student grade, skill and learning goal.
Class Practice / Student Output	Homework / Revision
- Open the relevant detailed PDF and prepare batch plan.	- Maintain attendance, homework and project progress sheet.

Module 6: React JS Frontend Development

Topics to be Covered	What Teacher Will Explain / Demonstrate
- Audience: Grades 9+, college students and professionals - Duration: 66 classes / 12 to 16 weeks - Final Output: Deployed React application with routing, API integration, state management and testing basics	- Use the separate PDF for full module details. - Match course level with student grade, skill and learning goal.
Class Practice / Student Output	Homework / Revision
- Open the relevant detailed PDF and prepare batch plan.	- Maintain attendance, homework and project progress sheet.

Module 7: Node.js, Express.js and MongoDB Backend Development

Topics to be Covered	What Teacher Will Explain / Demonstrate
- Audience: Grades 10+, college students and professionals - Duration: 50 classes / 12 to 16 weeks - Final Output: REST API backend with MongoDB, authentication, authorization and project deployment readiness	- Use the separate PDF for full module details. - Match course level with student grade, skill and learning goal.
Class Practice / Student Output	Homework / Revision
- Open the relevant detailed PDF and prepare batch plan.	- Maintain attendance, homework and project progress sheet.

Module 8: Python Programming

Topics to be Covered	What Teacher Will Explain / Demonstrate
- Audience: Grades 7+, college students and programming beginners - Duration: 4 modules / 8 to 10 weeks - Final Output: Console-based Python application, logic challenges and file-handling mini project	- Use the separate PDF for full module details. - Match course level with student grade, skill and learning goal.
Class Practice / Student Output	Homework / Revision
- Open the relevant detailed PDF and prepare batch plan.	- Maintain attendance, homework and project progress sheet.

Module 9: Django Backend Development

Topics to be Covered	What Teacher Will Explain / Demonstrate
- Audience: Python learners, college students and backend beginners - Duration: 4 modules / 10 to 14 weeks - Final Output: Django backend project with templates, models, APIs, authentication, user dashboard and social/OTP features overview	- Use the separate PDF for full module details. - Match course level with student grade, skill and learning goal.
Class Practice / Student Output	Homework / Revision
- Open the relevant detailed PDF and prepare batch plan.	- Maintain attendance, homework and project progress sheet.

Module 10: Java Backend Development

Topics to be Covered	What Teacher Will Explain / Demonstrate
- Audience: College students, backend learners and professionals - Duration: 90 classes / 8 to 10 months - Final Output: Java backend project with OOP, collections, JDBC, JSP/Servlet, Spring Boot, Hibernate and microservices overview	- Use the separate PDF for full module details. - Match course level with student grade, skill and learning goal.
Class Practice / Student Output	Homework / Revision
- Open the relevant detailed PDF and prepare batch plan.	- Maintain attendance, homework and project progress sheet.

Module 11: React Native Full-Stack Mobile App Development

Topics to be Covered	What Teacher Will Explain / Demonstrate
- Audience: College students, professionals and advanced teens - Duration: 8 months / approx. 32 weeks - Final Output: Full-stack mobile app with React Native frontend, Node.js backend, MongoDB database and deployment preparation	- Use the separate PDF for full module details. - Match course level with student grade, skill and learning goal.
Class Practice / Student Output	Homework / Revision
- Open the relevant detailed PDF and prepare batch plan.	- Maintain attendance, homework and project progress sheet.

Module 12: Real-Time Websites, Apps and Games - Project Guide

Topics to be Covered	What Teacher Will Explain / Demonstrate
- Audience: All project batches: school, college and professional learners - Duration: Use with any course / 4 to 8 week project sprint - Final Output: Portfolio-ready website, app or game with documentation and presentation	- Use the separate PDF for full module details. - Match course level with student grade, skill and learning goal.
Class Practice / Student Output	Homework / Revision
- Open the relevant detailed PDF and prepare batch plan.	- Maintain attendance, homework and project progress sheet.

Final Review and Certification Checklist

- Student can explain the main concepts in simple words.

- Student has completed the required practice tasks and mini projects.
- Student can run the project, fix common errors and present the work confidently.
- For advanced courses, student should submit GitHub repository, screenshots and deployment link where possible.