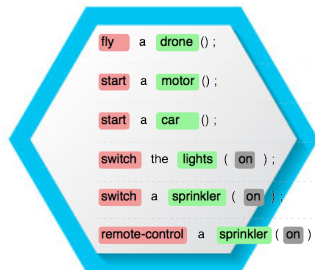


Strands



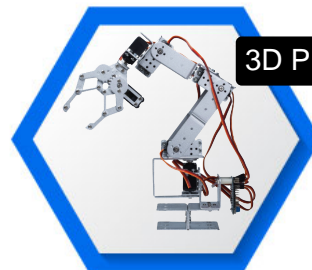
Pattern Recognition

Learning to identify abstract and geometric patterns as an integral part of the Design and Computational Thinking process



Algorithms and Coding

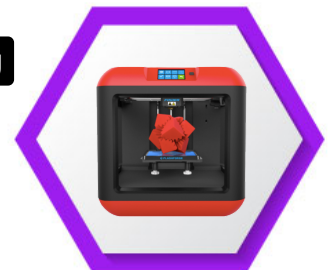
Learning about fundamental programming principles and constructs to introduce learners to important computational skills



3D Printing

Robotics and IoT

Fundamentals of Mechanical and Electrical engineering systems and circuits that are used in Robotics



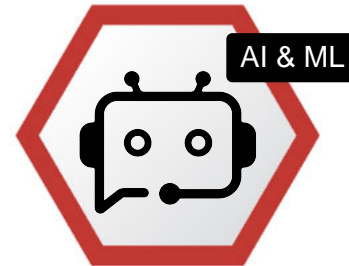
Digital Concepts

Fundamental ideas that underpin and support coding and robotics and performing interactive learning practicals



e-Commerce Online Retail

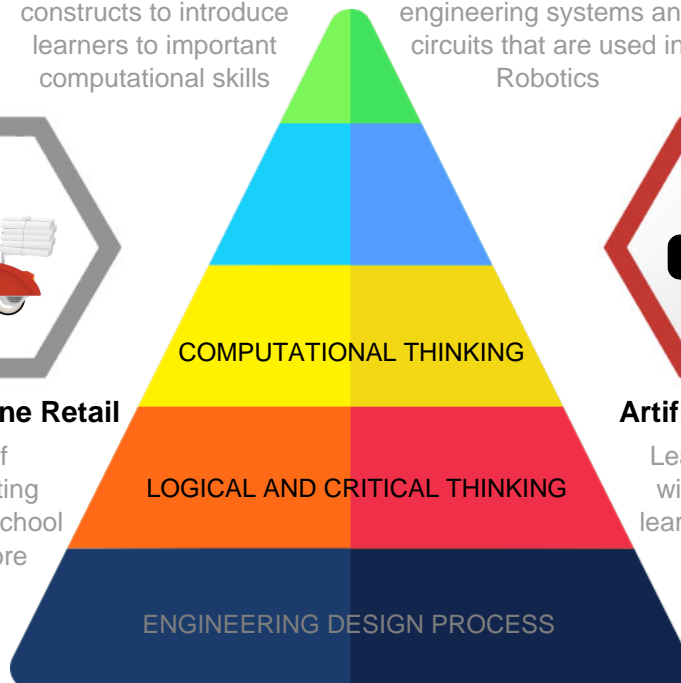
Fostering a culture of entrepreneurship by listing 3D-printed items on the school marketplace online store



AI & ML

Artificial Intelligence

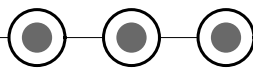
Learning how to interact with machines that can learn, reason, and act like humans



Robotics for Kiddies

Coding and Robotics that guarantee the two E's
(Employability and Entrepreneurship)

Edition: 2nd Edition



4IR

AI

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