



Early Coding

Guidelines for Online Learning

Section-I Parent's Role

- ◆ It is compulsory for Parents to sit with their Kids for Early Coding Sessions until the kid is comfortable to attend the sessions on its own. The following points need to be ensured:
 - ▶ Connectivity of Internet
 - ▶ Login to Day Wise Session
 - ▶ Understand the instructions given so that the learning objective can be met
 - ▶ Enable kids to get with the Session's Interface and make them understand:
 - ▷ How to Toggle window between the sessions and Software while performing activities
 - ▷ Opening the Software & how to use the Software
 - ▷ How to perform any Quizzes & Activities
- ◆ Parents may require to use their E-mail ID to login into the software

Section-II Internet Connectivity

- ◆ The first and foremost requirement is good network connectivity for the smooth running of classes
- ◆ Lack of internet connectivity may cause:
 - ▷ Audio/Visual Disturbances
 - ▷ Some Quizzes may not work properly
 - ▷ Captions or Images may not be displayed
 - ▷ Activity's Instructions may not be clear
 - ▷ Software glitch may also occur

Section- III Digital Equipment

- ◆ Laptop or Desktop
- ◆ Speaker/Headphones
- ◆ Tablet or I-pad may also be used

Section- IV How to Perform "Early Coding Sessions"

- ◆ Once you login to the session, please go through the "Lesson Plans" for each day on your Message Box
- ◆ Lesson Plans are prepared for Each Day with the following details:
 - ▷ Estimated Time Requirement & Objective of the Session
 - ▷ Learning Resources Links
 - ▷ Software Links and other important links for the session
 - ▷ Details of Learning Materials if required

- ◆ Once the session starts reloading again and audio/video is paused due to bad internet connectivity, then refresh the page
- ◆ The session is so designed that it will contain the Topics based on Storytelling concepts, Objective of Session, Summary, Assignment & Knowledge Check Quiz. It will also contain "Steps of Instructions" for performing Activities.
- ◆ Activity's Instructions and Knowledge Check Quiz must not be skipped
- ◆ Performing Activities enables kids to build a strong foundation for Coding and other EVS concepts
- ◆ Number of Interactions performed under Knowledge Check Round reflects Day-wise Performance of the learner.
- ◆ For performing activities, the toggling of a window between instructions and software must be followed

Section- V Activity Software Guidelines

- ◆ The software link is "play.matatalab.com. This Software is an open source software.
- ◆ For performing activities, Thematic Educational mats are also available, and its reference links are also reflected in "Lesson Plan" & respective Session
- ◆ For performing any activity, kids must follow the instructions as given in the sessions
- ◆ In-case of any wrong steps performed by the learners there is no need to worry. Just refresh the page and start again.
- ◆ Each time while performing any new activities, you need to drag and drop the robot and the flag as mentioned in activities
- ◆ If kids start any activity, they must have to complete the activity at the same time otherwise they need to repeat the whole coding again

Note: Estimated Time Duration for Completion of Course is 3 Months