







Kids are curious and eager to explore the world around them. They like to learn by doing, playing, experimenting, and asking questions. They enjoy learning new things and discovering new possibilities. Learning is fun and exciting for kids, especially when they are supported and encouraged by their parents, teachers, and peers.

At EduProper, we are committed to delivering excellence in education and providing a range of benefits that enrich the learning experience. We believe that by offering free doubt-solving sessions, encouraging project sharing, fostering an entrepreneurial mindset, leveraging advanced technology, and providing school homework support, we can empower our students to reach their full potential and achieve success in their academic and professional pursuits.

We are a team of passionate coders who believe that learning to code is a skill that everyone should have. We want to make coding fun, accessible and engaging for learners of all ages and backgrounds. That's why we created such a curriculum, where you can find interactive courses, projects, challenges and games that will help your child master the most in-demand trending tools like AR & VR, AI & ML, Data Science and the core programming languages like Python, Java, C++, HTML, CSS, JS, React, SQL, NodeJS. Whether your child is a beginner or an expert, you will find something that suits your needs and interests.

Join us on this exciting journey as we transform education and empower learners to become tomorrow's innovators, problem solvers, and leaders. Together, let's unlock the infinite possibilities of learning with EduProper.





## CURRICULUM



#### Introduction to Roblox

Learning Objectives: Creating a Roblox account, exploring the Roblox platform, and customizing the avatar.



### **Exploring Roblox Studio**

Learning Objectives: Navigating the Roblox Studio interface and understanding the basic tools



# Building the First Obby (Obstacle Course)

Create a basic Obby with at least three obstacles and checkpoints.



### **Scripting Basics**

Introduction to scripting with Lua. Write a script to make a platform move up and down when a player steps on it.



### **Adding Interactivity**

Design a door that opens when a player touches a button or steps on a specific area.

















