

Circular No.119/2022-23

12th November 2022

Dear Parent,

ROBOTICS AND ANIMATION- Grades III-X

Where concepts come alive.....!

AVN Vida has introduced robotics and animation subject for grades III-X. The robotics and animation program will provide a valued platform for the students to understand exchange and explore the new developments in field of Robotics and its kinematics and dynamics that makes the faster adoption of Robots as per recent global trend.

Technology and AI is the future and will be omnipresent irrespective of the domain that a child chooses to specialise in. This makes it essential for children to learn programming and robotics from an early age, and not just because it is trendy or highly in demand but because students will have huge benefits, considering that the foreseeable future will be AI driven.

Robotics courses for kids are designed to introduce age-appropriate Robotics and programming to students from an early on.

The robotic lab aims at enabling educational institutions towards creating an ecosystem to foster learning, creativity and innovation in Coding, Artificial Intelligence, Machine Learning and Robotics.

Curriculum – Class 3rd to 10th

Stage (Class)	Curriculum Objectives	Concepts Covered
Preparatory (Class 3-5)	Play, discovery, and activity-based and interactive classroom learning.	Graphical Programming - Game, Story and Quiz AI and ML Activities Physical Computing and Robotics
Middle Stage (Class 6-8)	Experiential learning aligned with Coding & AI skill subjects as per CBSE.	Coding (as per CBSE Skill Subject) Artificial Intelligence (as per CBSE Skill Subject) Physical Computing and Automation Robotics, Design Thinking, and Tinkering
Secondary (Class 9-10)	Coding, AI and Robotics with Python aligned with AI skill subject.	Python Basics (as per CBSE Computer Science) Artificial Intelligence (as per CBSE Skill Subject) Physical Computing and Robotics with Python Tinkering



Principal