

Benefits of this program



24 one-hour live online sessions with expert trainers in 3/6 months



21 class projects +
21 additional challenges
to master your skills



Demo Days to present personal projects and get expert feedback



Detailed reports of creative and conceptual learning



Global Community -Innovate with others and connect with experts



Free expert counselling to help with child's progress

Avishkaar's educational experience proudly bears the STEM.org trustmark



Learn using



AMS
Avishkaar Maker Studio
Block Programming Software

MakerBoard



Demo Day

Demo Day

Milestone 1

Milestone 2

Milestone 3



Animation Coder

Learn to create various types of animations using LED matrix on MakerBoard



Beginner IoT Enthusiast

Learn in detail about Internet of things and make various applications using Bluetooth and MB Play app



Beginner Electronics Enthusiast

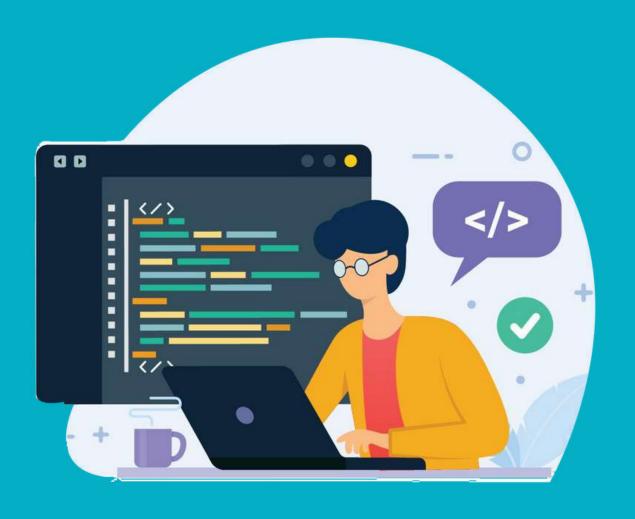
Learn to make various circuits based projects using sensors and Bluetooth

Each Milestone will have

8 Sessions

14 Challenges

Regular Global Competitions

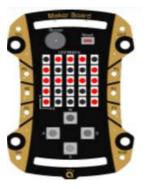


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Milestone 1: Animation Coder

Sessions

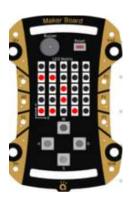
01



Name initial letter

- LED Matrix
- Pattern Glow

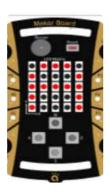
02



Display Board

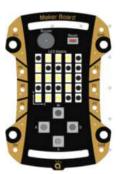
- Coordinates
- Custom Pattern

03



Mood Badge

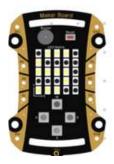
- Basic of Animation - Delay 04



Happy Birthday Tune

- Use of On-Board Buzzer

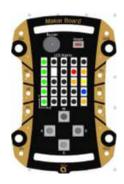




Sargam

- Custom Music with On-Board Buzzer

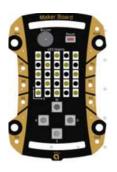




TV Channels

- Events - On-Board Buttons





Firefly Effect

- Advanced Loops - Animation



- Demonstration Skills - Design Thinking Process

Milestone 1: Certificate

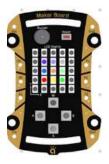




Milestone 2: Beginner IoT Enthusiast

Sessions





Building a zoo

- Understanding Sprites

02



Tracing a square

- Manipulatng Sprites

03



100 natural numbers on app

- Bluetooth and Application

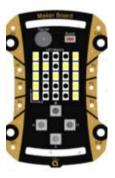
04



Print Voice Messages

- Text to Speech - Voice Controlled System





Piano

- Sliders and Piano Controls





Wireless snake game

- Wireless Communication between two Bluetooth enabled Device





Tilt Game

- Accelerometer Sensor - Tilt detection



- Demonstration Skills - Design Thinking Process

Milestone 2: Certificate





Beginner IoT Enthusiast

This certificate has been awarded to

for completion of "Milestone 2 : Beginner IoT Course" on of

- IoT Starter Microdegree.

Tanus shelle ..

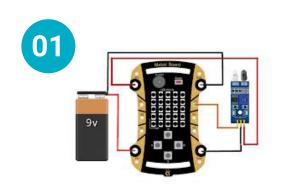
Founder & CEO, Avishkaar





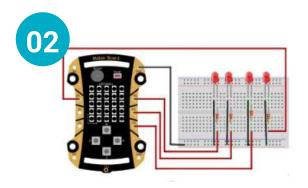
Milestone 3: Beginner Electronics Enthusiast

Sessions



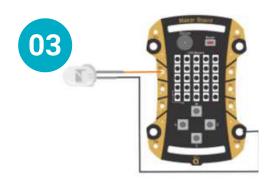
Contactless Door Opener

- IR Sensor and Application



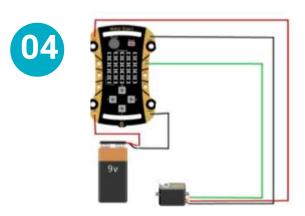
Knight Rider Circuit

- Series and Parallel Circuits



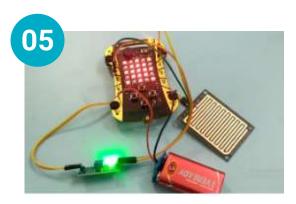
Fading effect

- Concept of PWM



Basic servo movements

- Servo Motor movements



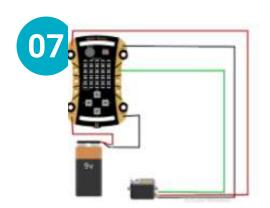
Rain alarm

- Rain water Sensor and application



Pollution Badge

- MQ Sensor and application



Reading Glass wiper

- Servo Motor Application



- Demonstration Skills - Design Thinking Process

Milestone 3: Certificate





Beginner Electronics Enthusiast

This certificate has been awarded to

for completion of "Milestone 3 : Beginner Electronics
Course" on of

- IoT Starter Microdegree.

Tarun salle ..

Founder & CEO, Avishkaar



Stay on top of the child's progress

Parents get detailed reports including:



Projects made by students



Badges earned



Feedback from trainers



Progress on skills



Microdegree Certificate





Curriculum designed by alumni and veterans from prestigious universities and companies













Let's Avishkaar

Your kids get access to our global community Let's Avishkaar with thousands of innovators from across the globe



Monthly expert webinars



Free workshops and how-to-videos



Exciting content on next-gen tech



Regular competitions win prizes upto Rs10,000/-



Avishkaar League

Prepare to participate in Asia's Biggest Innovation & Robotics Competition



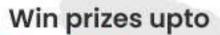












Rs. 5 lacs

including sponsored international competitions







Learn from Masters



Pragya
Robotics Trainer
6000+ hours

Pragya is passionate Robotics & Coding Instructor with 20+ years of experience.



Shweta
Curriculum Lead
6000+ hours

Shweta is a driven Robotics & Coding trainer with over 15+ years of experience.



Gautam
Robotics Trainer
6000+ hours

Gautam is one of our most beloved Robotics, Coding & App Dev trainers.



Amarpreet
Curriculum Lead
6000+ hours

Amarpreet is a young coding & electronics trainer full of passion and zeal.

Hear from our happy customers



Kiyansh, 10

"I made a humanoid robot to help take care of COVID patients in isolation"



Agray, 7

"I have made a Smart Dustbin that works on my command. This will help in contactless disposal of the waste"



Adhiraj, 10

"I made an automatic screwdriver to help me and my dad with our robotic projects"

FAQs

Is this suitable for kids who have never done any coding before?

Yes. This is the perfect course for kids aged 10+ who have never done any coding before. If your kids love tech and want to make their own awesome software and video games, then they should join this course today!

Do I need to pay separately for the software and kit used in the course?

The cost of the software and kit are already included in the MRP. If you are an existing Avishkaar customer who already have our kits and just want the training, then click on the 'I already have the kit' option to see the training only cost.

What is the format of the course?

It is a live online course with 1:3 batch strength, where each week the students make one new project with a trainer on video call, and get one project as homework.

Would I receive some guidance for the demo day projects?

Avishkaar's "Demo Day" is when your child learns to apply knowledge to action.

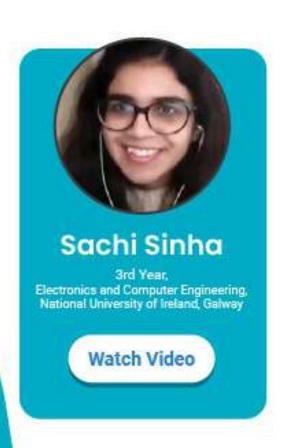
- It is probably the most significant part of the course as the child develops skills like self-learning, confidence, crisp and precise articulation, engaging with people, and problem-solving skills while working on creating an all-new project.
- While the child is preparing to present the demo day project, they can request guidance from the mentor. The mentor would answer the child's questions and direct the child in the right direction. However, making and presenting the project is entirely the child's responsibility.

Still not convinced?

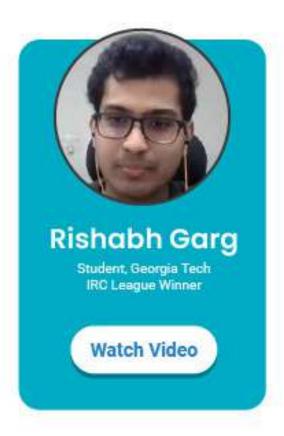
Trust the 200,000+ young innovators & the

'Stars of Avishkaar'

who're already flying high across the globe...







Hear from 50,000+ students who are learning coding and robotics with us!



Use the link or scan the QR code to watch this video!

https://www.youtube.com/watch?v=mCfF8sBJ_l4

Watch Now!

avishkäar















BUILD. SHARE. WIN