



ROBOTIC TIER-1 CURRICULUM



Session Plan Overview



S.No.	Session Name	Class Topics	Tool Used
1	Intro to Python and simulator	<ul style="list-style-type: none"> • Introduction to MoonTinker • Understanding python • Introduction to Microbit • Creating the first program 	MoonTinker Simulator
2	Buttons and logics	<ul style="list-style-type: none"> • Understanding sensors • Learn decision-making using button input • Build an Emotion Machine (Button A → Happy, Button B → Sad, Button A+B → Surprise) 	MoonTinker Simulator
3	Variables and algorithm	<ul style="list-style-type: none"> • Understanding variables and operations • Understand storing and updating values • Build a Score Counter (increase/decrease using buttons) 	MoonTinker Simulator
4	Comparison Operators	<ul style="list-style-type: none"> • Understanding conditional commands • Create a Win/Lose system based on score conditions 	MoonTinker Simulator
5	Project (Concept Integration)	<ul style="list-style-type: none"> • Building a Reaction Game 	MoonTinker Simulator
6	Gestures	<ul style="list-style-type: none"> • Gesture integration • Create gesture-based controls (tilt actions, shake to reset) 	MoonTinker Simulator
7	Introducing basic Circuit Design in Simulator	<ul style="list-style-type: none"> • Build LED + Button circuit in simulator • Control LED • Blinking logic 	MoonTinker Simulator
8	Mini Project + Showcase	<ul style="list-style-type: none"> • Build an independent project (Game / Smart Light / Gesture system) 	MoonTinker Simulator