



Tier-0 Robotics 12-Month Curriculum - Stage 1

SESSION NUMBER	SESSION NAME
Session 1	Multiple LED blinking and effect of resistance
Session 2	Patterns on LED
Session 3	Slide switch with LED & concept of if else
Session 4	Variables in programming
Session 5	Traffic light activity using variables & comments in programming
Session 6	Introduction to Arduino web-editor & working with web-editor
Session 7	Kit unboxing & hands on hardware components
Session 8	Introduction to 7-segment on simulator
Session 9	Activity on 7-segment using ELBB
Session 10	Introduction to digital Input
Session 11	Generating tones on ELBB
Session 12	Working with Liquid Crystal Display (LCD) on simulator
Session 13	Working with Liquid Crystal Display (LCD) on ELBB
Session 14	Real-life activity on LCD using simulator
Session 15	Real-life activity on LCD using ELBB
Session 16	Servo motor on simulator
Session 17	Servo motor on ELBB
Session 18	Introduction to the breadboard
Session 19	Circuit activity on breadboard
Session 20	RGB led
Session 21	Activity using RGB LED on breadboard
Session 22	Traffic light on a breadboard
Session 23	Simple Servo motor application
Session 24	Servo motor application
Session 25	Introduction to serial monitor - Part I
Session 26	Serial monitor - Part II
Session 27	Project 1 - Part I
Session 28	Project 1 - Part II
Session 29	Project 2 - Part I
Session 30	Project 2 - Part II
Session 31	Project 2 - Part III
Session 32	Math operators (==, >, <, etc) Random number generation
Session 33	AND, OR operation
Session 34	Count up & down in block coding
Session 35	Jackpot game
Session 36	Project 3 - Part I
Session 37	Project 3 - Part II
Session 38	Project 3 - Part III
Session 39	Miscellaneous (Optional)

Disclaimer

- ** 1. The curriculum is subjected to changes and upgradation as per the feedback received from our customers.
2. Project and activities will depend on the type of course and tier.
3. Moonpreneur reserves all the rights to update its curriculum at any given point in time.



Tier-0 Robotics 12-Month Curriculum - Stage 2

SESSION NUMBER	SESSION NAME
Session 1	Identify user's need
Session 2	define problem
Session 3	Ideation
Session 4	Gathering Components
Session 5	Preparation
Session 6	Prototyping Session 1
Session 7	Prototyping Session 2
Session 8	Prototyping Session 3
Session 9	Testing 1
Session 10	Testing 2
Session 11	Testing 3
Session 12	Final Evaluation
Session 13	Planning Future Prospects

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