

Python Level 1 - Course Structure (45 Sessions)

Designed for kids to build strong foundational coding skills through fun, interactive learning.

The table below outlines the curriculum structure for Python Level 1, detailing the modules, session ranges, and specific topics covered.

Module	Sessions	Topic/Session Title
Module 1: Getting Started with Python	1	Welcome to Python Programming
	2	Exploring Basic Operations
	3	Playing with Text (Strings)
	4	Working with Lists (Collections 1)
Module 2: Data Structures & Logic Building	5	Mini Project
	6	Understanding Tuples & Sets
	7	Getting to Know Dictionaries
	8	Introduction to Conditional Thinking
	9	Fun Logic Challenges - 1
	10	Mini Project
Module 3: Control Structures & Looping	11	Mastering Loops in Python
	12	Dive into Nested Loops
	13	Building Flow with Loops
	14	Assessment 1

Module	Sessions	Topic/Session Title
Module 4: Patterns & Functions	15	Drawing with Code - Patterns
	16	Logic Challenges - 2
	17	Learning About Functions
	18	Variables That Travel - Scope
	19	Logic Challenges - 3
	20	Mini Project
Module 5: Advanced Functionality	21	Going Deeper with Recursion
	22	Reading & Writing Files
	23	Debugging - Handling Errors
	24	Major Project 1
	25	Project Enhancement Techniques
	26	Assessment 2
Module 6: Modular Programming & OOP	27	Modules & Python Libraries
	28	Introduction to OOP - Part 1
	29	OOP - Part 2: Classes in Action
	30	Mini Project
	31	Assessment 3
Module 7: GUI & Visual Programming	32	Drawing with Turtle
	33	Intro to GUI with Tkinter
	34	Creating Themed Widgets

Module	Sessions	Topic/Session Title
	35	Buttons, Labels, Entries
	36	More GUI Elements
	37	Mini Project
	38	Advanced Widgets & Features
	39	Interactive Dialog Boxes
Module 8: Event Handling & Canvas	40	Widgets for Layout and Structure
	41	User Events & Interactions
	42	Drawing with Canvas
	43	Major Project 2
	44	Polishing the Project
	45	Final Assessment