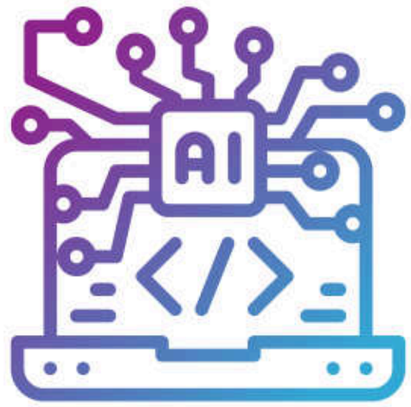
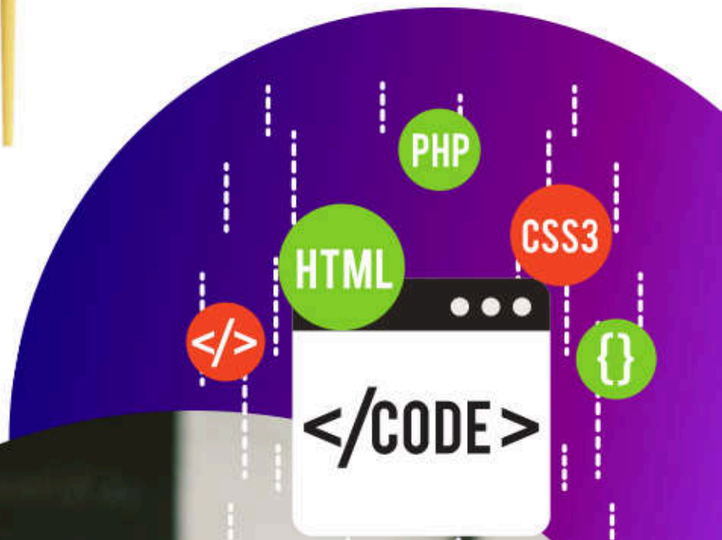
WinQuest
Online Education

TECHNOLOGY FOR KIDS - CODING

COURSE







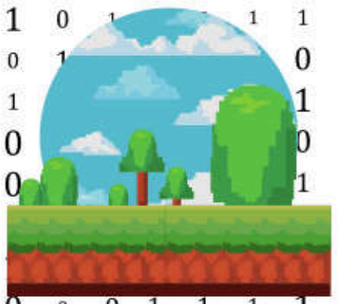
FREE WORKSHOPS!

We offer free coding workshops for your kids within the comfort of your home. The course is designed for kids from aged 7-18 years. Sign up for a Free Workshop/Demo Class to start your tech journey.

ENROLL TODAY



LEARN HOW TO
CREATE
YOUR OWN
VIDEO **GAME!**



winquestonline.com



Courses We Provide

Academics - Elementary & Middle

Phonics, Numbers and Language Development | Mathematics Grade 1-5 | Mathematics Grade 6 - 8 | Science Grade 1-5 | Science Grade 6 -8 | English Grade 1-5 | English Grade 6-8 | Abacus | Vedic Math | Social Science

Academics - High School

Mathematics Grade 9-10 | English Grade 9-10 | Integrated Math I/II/III | Algebra I | Algebra II | Geometry | Pre-Calculus | High School Physics | High School Chemistry | High school Biology | Essay Writing | Spanish | Calculus | Economics

AP Courses

AP Calculus AB , BC | AP Physics - A, B, C | AP Chemistry | AP Biology | AP Computer Science | Mathematics Grade 11-12 | AP Computer Science Principle | AP Spanish Language | AP French Language | English Grade 11-12 | AP Music Theory | AP US History | AP European History | Honors Courses - Biology/Chemistry/Physics | AP Statistics

Standardized Tests

English SAT/PSAT | Math SAT/PSAT | NMSQT | ACT

Mind Sports

Rubik's Cube | Chess

IT Technologies for Kids

Scratch | Roblox and Minecraft | Python | Java | C++ | Web Development | Robotics | AI & ML | Data Science | AI Prompting | Graphics Design | Video Editing | Animation | VFX | AWS | Devops

Music

Cello | Saxophone | Guitar | Ukulele | Piano | Violin | Viola | Veena | Sitar | Flute | Clarinet | Trumpet | Keyboard | Drums | Tabla | Music Theory | Recorder

Vocal Music

Western | Carnatic | Hindustani

Languages

Spanish | French | German | Mandarin | Russian | Sanskrit | Hindi | Tamil | Telugu | Kannada | Malayalam

Dance

Bollywood | Kuchipudi | Bharatnatyam | Kathak | Western

Creative Skills

Arts & Paintings | Public Speaking | Creative Writing | Spelling Competition | Craft Activities | Handwriting and Calligraphy

PYTHON

Python is one of the most popular programming languages and one of the easier languages to learn. However, one needs a perfect course, a teacher who is adequately proficient and has the right tools to help them be better at solving problems and utilizing their creativity to the maximum potential using the python language, fortunately we provide all of them.



SCRATCH

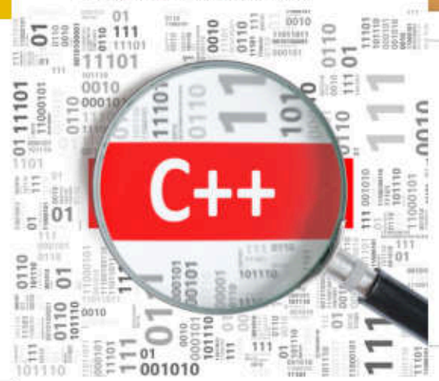
With WinQuest online one can start their journey into the world of programming using the programming language Scratch.
Delve into the world of coding, learn basic problem-solving skills, create your own programs, create and play your own games with Scratch classes provided by WinQuest Online.





JAVA

Java is a versatile and popular language with many applications. It offers both object- oriented and functional programming features. With WinQuest Online you receive expert tutoring and resources to learn, master, and apply your skills with Java.



C++

C++ is a mid-level language, as we can do both systems-programming (drivers, kernels, networking etc.) and build large-scale user applications (Media Players, Photoshop, Game Engines etc.)





WEB DEVELOPMENT

A well-designed website can help you reach new customers, increase brand awareness and sales, and build your reputation as a leader in your industry. Learn how the internet works, create your own websites and web applications.

WINQUEST

When we started WinQuest Online, we wanted to offer beginner classes of all kinds. Coding as a skill improves problem solving and creativity in kids, also opening them up to the ever-expanding field of computer science.

However, we soon realized coding is a skill very few learn properly. They didn't know where to go for help, and so they would just give up before they ever got started! We saw this as a problem—one that needed solving.

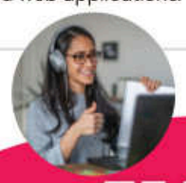
That's why we created WinQuest Online: To help Parents/ Students like you find the information you need and get started on your coding journey!



COURSES FOR KIDS
IN TOP CODING LANGUAGES











TEACHERS

We believe that teachers are one of the most important people in our lives. Thus, we have assembled a team of highly qualified teachers (Master's in Computer Science, BTech or equivalent) who have been selected carefully to meet the needs of our students, who are always ready to help you improve your skills and learn new things.



WinQuest
Online Education

WinQuest

SCRATCH BLOCK CODING

SCRATCH

Key Highlights :

- Live Interactive Classes
- 1:1 and group classes
- Classes available across USA, UK, Europe, Australia, Singapore, Dubai, etc.
- Convenient & flexible scheduling
- No contracts or hidden fees
- Free demo class
- Highly qualified tutors
- Perfect introduction to the world of coding
- Project-based learning
- For kids aged 7 years and above
- 40+ hours of curriculum

REQUIREMENTS

- A Laptop or a PC (Windows, Mac)
- Stable internet connection
- Free Scratch account

FOR BEGINNERS

Age Group- 7+
Duration - 20 Hrs

Module 1: Getting Started with Scratch
- Introduction to Scratch's user-friendly interface.
- Navigating the stage and sprite area.
- Drag-and-drop coding blocks.

Module 2: Basic Animations
- Creating simple sprite animations.
- Using motion blocks for movement.
- Building interactive scenes.

Module 3: Adding Sounds
- Incorporating sound effects and music.
- Triggering sounds with events.
- Enhancing interactivity through audio.

Module 4: Interactive Stories
- Introducing dialogue and character interactions.
- Creating interactive narratives.
- Adding speech bubbles and text-based interactions.

Module 5: Game Basics
- Introduction to game design principles.
- Building basic games: movement, obstacles, scoring.
- Encouraging creativity in game mechanics.

Module 6: Creative Art and Design
- Exploring the Pen tool for drawing.
- Building interactive art projects with animations.
- Encouraging artistic expression.

Module 7: Simple Game Challenges
- Designing and building additional game challenges.
- Introducing levels and difficulty progression.
- Implementing win and lose conditions.

Module 8: Showcase and Reflection
- Students present their favorite projects to the class.
- Reflecting on their coding journey and progress.
- Celebrating creativity and accomplishments.

FOR ADVANCED

Age Group- 9+
Duration - 20 Hrs

Module 1: Animation Techniques
- Creating more complex sprite animations.
- Exploring "broadcast" for synchronized actions.
- Developing interactive stories with advanced animations.

Module 2: Game Design and Mechanics
- Deepening game design skills with more complex games.
- Implementing power-ups, enemies, and game physics.
- Encouraging students to develop unique game mechanics.

Module 3: Simulations and Interactive Art
- Building simulations of natural phenomena.
- Creating interactive art projects with dynamic visuals.
- Encouraging experimentation and creativity.

Module 4: Custom Blocks and Functions
- Introduction to custom blocks for reusable code.
- Building functions to encapsulate complex behavior.
- Encouraging modular and organized coding.

Module 5: Collaborative Projects
- Students collaborate on larger group projects.
- Fostering teamwork, communication, and idea sharing.
- Creating complex interactive stories, games, or animations.

Module 6: Final Showcase and Reflection
- Students present their advanced projects to peers.
- Reflecting on their coding growth and accomplishments.
- Celebrating creative achievements and learning.

WinQuest Online Education

PYTHON

Key Highlights:

- Live Interactive Classes
- l 1:1 and group classes
- l Classes available across USA, UK, Europe, Australia, Singapore, Dubai, etc.
- l Convenient & flexible scheduling
- l No contracts or hidden fees
- l Free demo class
- l Highly qualified tutors
- l Perfect introduction to the world of coding
- l Project-based learning
- l Learn in-demand skills
- l For kids aged 10 years and above
- l 80+ hours of classes

About the course:

Python is a versatile and beginner-friendly programming language that opens the door to endless possibilities. With Python, you can create games, build websites, analyze data, automate tasks, and much more. What makes Python special is its simple and readable syntax – it's like writing in plain English.

Whether you're a coding newbie or an experienced programmer, Python is a great choice. It's used by scientists, engineers, and developers around the world. From solving puzzles to developing cutting-edge applications, Python empowers you to turn your ideas into reality.

So, if you're ready to dive into the world of coding, Python is your friendly companion on the journey of exploration, learning, and innovation.

LEVEL 1

Age Group - 10+ **Duration - 20 Hrs**

Module 1: Introduction and Setup

- What is programming? Introduction to Python.
- Setting up the development environment.
- Writing and running a basic "Hello, World!" program.

Module 2: Variables and Data Types

- Understanding data types: int, float, str, bool.
- Declaring variables and assigning values.
- Basic arithmetic operations.

Module 3: Input and Output

- Using input() for user input.
- Printing output with print().
- Formatting strings.

Module 4: Conditional Statements

- Introducing if, else if, and else statements.
- Making decisions with comparisons and logical operators.
- Writing programs with branching logic.

Module 5: Loops and Iteration

- Introduction to loops: while and for.
- Creating programs that repeat tasks.
- Writing programs with loops.

Module 6: Functions

- Defining and calling functions.
- Function parameters and return values.
- Writing modular programs.

Module 7: Lists and Basic Data Structures

- Creating and manipulating lists.
- Accessing list elements and slicing.
- Basic list operations.

Module 8: Project - Interactive Story

- Students create an interactive text-based story.
- Utilizing user input, conditionals, and loops.
- Enhancing the story's interactivity.

Module 9: Project - Simple Calculator

- Students design a simple calculator program.
- Implementing functions for arithmetic operations.
- Incorporating user input and output.

ABOUT WINQUEST

WinQuest's Python classes offer a dynamic learning experience with flexible scheduling to suit your child's needs. Our live and interactive sessions ensure that young learners actively engage with Python programming. With a strong emphasis on student-teacher interaction, your child will receive personalized guidance and support, making it an ideal environment for beginners and those looking to advance their coding skills. Join WinQuest to ignite your child's passion for coding and set them on a path to a promising future in technology.

REQUIREMENTS

- A device(laptop/desktop)
- Stable internet connection.
- Python Interpreter(usually pre-installed on most Operating Systems)
- An IDE (eg:- Visual Studio Code, Eclipse, etc.)

WinQuest Online Education

LEVEL 2

Age Group - 10+ **Duration - 20 Hrs**

Module 1: Dictionaries and Sets
Introducing dictionaries and key-value pairs.
Working with dictionary methods.
Understanding sets and their unique elements.

Module 2: File Handling
Reading from and writing to text files.
Using with open() for safe file handling.
Storing and retrieving data from files.

Module 3: Advanced Functions and Modules
Function arguments: default, keyword, and variable-length.
Introduction to modules and libraries.
Importing modules and using functions from them.

Module 4: Exception Handling
Dealing with runtime errors using try-except blocks.
Handling and customizing exceptions.
Using multiple except blocks.

Module 5: Object-Oriented Programming
Introduction to classes and objects.
Defining attributes and methods.
Creating instances of classes.

Module 6: Pygame Introduction
Introducing Pygame library for game development.
Setting up Pygame and a basic game loop.
Displaying graphics and handling user input.

Module 7: Project - Basic Game
Students develop a simple game using Pygame.
Applying object-oriented principles and loops.
Adding interactivity, graphics, and user input.

LEVEL 3

Age Group - 10+ **Duration - 20 Hrs**

Module 1: Advanced Data Structures
Exploring tuples and their immutability.
Introducing list comprehensions.
Understanding nested data structures.

Module 2: Advanced File Handling
Working with binary files.
Using JSON for data serialization.
Handling exceptions related to file operations.

Module 3: Advanced Object-Oriented Programming
Inheritance and extending classes.
Overriding methods and dynamic binding.
Implementing class hierarchies.

Module 4: Advanced Pygame
Creating more complex games with Pygame.
Handling collisions, animations, and game states.
Implementing sound effects and music.

Module 5: Advanced Project - Mini Game
Students design an advanced game using Pygame.
Incorporating advanced OOP concepts, graphics, and user interactions.
Enhancing gameplay with methods, loops, events, and animations.

Module 6: Final Project - Creative Game
Students develop a creative game of their choice using Pygame.
Applying a combination of advanced concepts.
Presenting the final project to the class.

LEVEL 4

Age Group - 13+ **Duration - 20 Hrs**

Why NumPy and Pandas?
- Understanding the importance of NumPy and Pandas in data manipulation.
- Real-world examples of how these libraries are used.

Exploring NumPy

NumPy Arrays
- Reviewing the concept of arrays in Python.
- Creating NumPy arrays and performing basic operations.

Array Operations
- Exploring mathematical operations on NumPy arrays.
- Indexing, slicing, and reshaping arrays.

Advanced NumPy Features
- Introducing broadcasting and element-wise operations.
- Exploring universal functions (ufuncs).

Data Analysis with Pandas

Introduction to Pandas
- Recap of Python data structures.
- Introducing Series and DataFrames in Pandas.

Data Manipulation with DataFrames
- Loading and inspecting data from different sources.
- Filtering, sorting, and selecting data.

Data Analysis with Pandas
- Grouping and aggregating data.
- Computing summary statistics and creating pivot tables.

Working with Missing Data
- Handling missing values in DataFrames.
- Filling, dropping, or interpolating missing data.

Advanced Topics
- Combining DataFrames
- Merging and joining DataFrames.
- Concatenating data along rows and columns.

Data Visualization with Pandas
- Using built-in plotting functions in Pandas.
- Creating simple visualizations using Matplotlib.

Real-World Projects
- Students work on individual or group projects using real datasets.
- Applying NumPy and Pandas skills to analyze and present insights.

WinQuest

APP DEVELOPMENT

Key Highlights:

- Live Interactive Classes
- 1:1 and group classes
- Classes available across USA, UK, Europe, Australia, Singapore, Dubai, etc.
- Convenient & flexible scheduling
- No contracts or hidden fees
- Free Demo class
- Highly qualified tutors
- Perfect introduction to the world of app development
- Project-based learning
- Learn in-demand skills
- For kids aged 10 years and above
- 50+ hours of classes

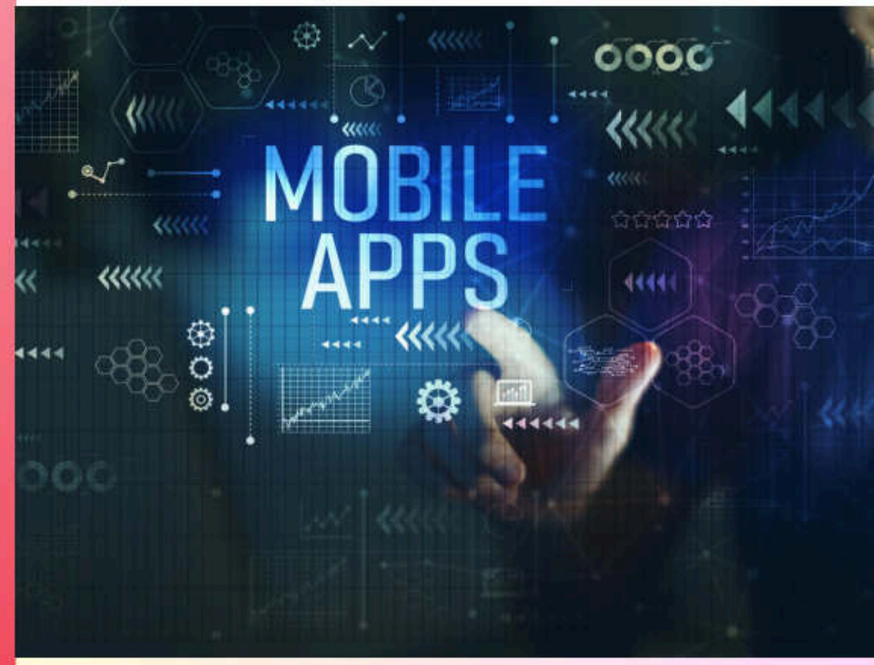


About the Course:

App development is the process of creating software applications designed to run on mobile devices like smartphones and tablets. It involves designing, coding, and testing applications that provide various functionalities to users. App development can be for platforms like iOS (Apple) or Android (Google), and it often includes creating user interfaces, implementing features, and integrating with device hardware and services. Developers use programming languages like Swift (iOS) or Java/Kotlin (Android) to build the app's functionality. The process also encompasses user experience (UX) and user interface (UI) design to ensure apps are intuitive and visually appealing. Successful app development requires a blend of creativity, coding skills, problem-solving, and a keen understanding of user needs and trends.

App Development with winquest

Unlock the world of creativity and technology with WinQuest's App Development classes for kids! Our engaging courses are designed to introduce young minds to the exciting realm of mobile app creation. Through hands-on projects and interactive lessons, kids will learn to design user-friendly interfaces, code interactive elements, and build their very own apps. With expert guidance and a supportive learning environment, WinQuest's App Development classes empower kids to become the app designers of tomorrow. Join us at WinQuest and watch your child's imagination come to life through the fascinating journey of app development!



LEVEL 1

MIT APP INVENTOR

Age Group: 10+
Duration: 20 hours

PRERQUIISITES

- Prior experience with block based coding recommended.

REQUIREMENTS

- A device(laptop/desktop)
- Stable internet connection.
- Free MIT App Inventor Account

WinQuest Online Education

APP DEVELOPMENT

CURRICULUM

Module 1: Introduction to App Development and MIT App Inventor
- What is app development? Introduction to mobile apps.
- Understanding MIT App Inventor as a visual programming tool.
- Setting up the development environment.

Module 2: Designing User Interfaces
- Understanding user interfaces and layout components.
- Adding buttons, labels, textboxes, and images.
- Arranging components for an appealing layout.

Module 3: Basic Interactions
- Responding to button clicks and user interactions.
- Using conditionals for decision-making.
- Creating interactive elements on the screen.

Module 4: User Input and Output
- Incorporating user input through textboxes and buttons.
- Displaying output using labels and notifications.
- Enhancing user interactions with feedback.

Module 5: Animation and Multimedia
- Adding animations using ImageSprites and Clock components.
- Playing sounds and displaying images.
- Creating engaging multimedia experiences.

Module 6: Data and Storage
- Using variables to store data.
- Managing data with lists and TinyDB.
- Storing and retrieving data using App Inventor.

Module 7: Building Functional Apps
- Project 1: Interactive Story App.
- Creating a text-based interactive story app.
- Designing the user interface and branching narratives.
- Project 2: Quiz App.
- Developing a multiple-choice quiz app.
- Incorporating quiz questions and user feedback.

Module 8: Advanced App Features
- Project 3: GPS Locator App.
- Building an app that displays user's location on a map.
- Integrating GPS functionality for real-time updates.
- Project 4: Virtual Pet App.
- Designing a virtual pet simulation with interactions.
- Implementing health, happiness, and care features.

Module 9: Final Project - Creative App
- Students create a creative app of their choice.
- Applying a combination of learned concepts.
- Presenting the final project to the class.

LEVEL 2

TEXT BASED

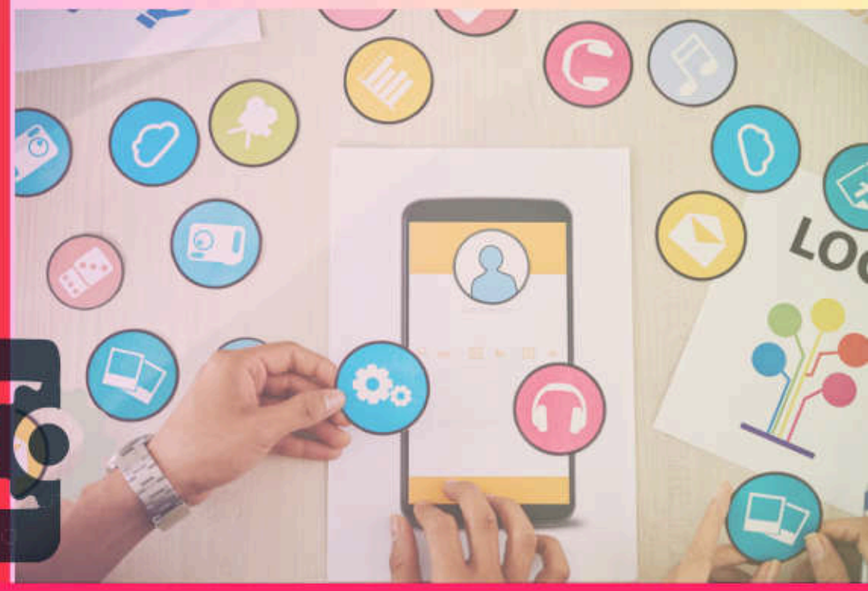
Age Group: 13+
Duration: 25 hours

PRERQUIISITES

- Prior experience with Java recommended.

REQUIREMENTS

- A device(laptop/desktop)
- Stable internet connection.
- Coding Environment like Visual Studio Code, etc.
- Mobile Development platform like Android Studio or Xcode
- Emulator or a physical mobile device to test apps.
- Version Control like GIT



WinQuest Online Education

APP DEVELOPMENT

CURRICULUM

Module 1: Introduction to App Development
- What is app development? Introduction to mobile apps.
- Understanding the app development process.
- Exploring different types of mobile apps.

Module 2: Getting Started with Coding
- Introduction to coding concepts and syntax.
- Setting up the development environment.
- Writing and running a simple "Hello, World!" program.

Module 3: User Interface Design
- Understanding user interfaces and layout design.
- Adding buttons, text, images, and interactive elements.
- Arranging components for a visually appealing layout.

Module 4: Basic Interactions
- Responding to button clicks and user interactions.
- Using conditionals for decision-making.
- Creating interactive elements in the app.

Module 5: User Input and Output
- Incorporating user input through textboxes and buttons.
- Displaying output using labels and notifications.
- Enhancing user interactions through feedback.

Module 6: Animation and Multimedia
- Adding animations and visual effects to the app.
- Incorporating images, sounds, and videos.
- Creating engaging multimedia experiences.

Module 7: Data Management
- Storing and retrieving data using variables.
- Managing data with lists and dictionaries.
- Understanding the importance of data in apps.



Module 8: Building Functional Apps
- Project 1: Interactive Story App.
- Creating a text-based interactive story app.
- Designing the user interface and branching narratives.
- Project 2: To-Do List App.
- Developing an app to manage tasks and to-dos.
- Implementing list-based functionalities.

Module 9: Advanced App Features
- Project 3: Quiz App.
- Building a multiple-choice quiz app.
- Incorporating quiz questions and user feedback.
- Project 4: Creative App of Choice.
- Students design and develop a unique app concept.
- Applying a combination of concepts learned throughout the curriculum.

Module 10: Final Project - Innovative App
- Students create an innovative app that addresses a specific need.
- Applying advanced concepts and problem-solving skills.
- Presenting the final project to the class.

WinQuest Online Education

WEB DEVELOPMENT

Key Highlights:

- I Live Interactive Classes
- I 1:1 and group classes
- I Classes available across USA, UK, Europe, Australia, Singapore, Dubai, etc.
- I Convenient & flexible scheduling
- I No contracts or hidden fees
- I Free Demo Class
- I Highly qualified tutors
- I Perfect introduction to the world of web development
- I Suitable for beginners and experienced students alike
- I Project-based learning
- I Learn in-demand skills
- I For kids aged 7 years and above



About the course:

Web development involves creating and maintaining websites and web applications that people use every day. It's like building digital homes on the internet where information, services, and interactions take place. Web developers use various programming languages, technologies, and tools to bring websites to life.

There are two main parts of web development:

Front-End Development: This is the part users see and interact with directly. It includes designing the layout, adding content, and making everything look and work great on different devices.

Back-End Development: This is like the engine behind the scenes. It involves setting up databases, handling user data, and making sure the website works smoothly and securely.

Web development is essential for businesses, organizations, and individuals who want an online presence. It's a dynamic field that constantly evolves as new technologies emerge, providing endless opportunities for creativity and innovation.

Web Development with WinQuest

Unlock your child's potential in the digital age with our empowering course. As the online world expands, so does the demand for skilled web developers. Equip your children with the tools to not just navigate the internet, but to shape it. In our program, they'll master the art of designing and crafting captivating, interactive websites. This experience isn't just about code – it's about cultivating creativity, honing critical thinking, and fostering digital literacy. Give your child a head start in a tech-savvy world, where innovation and imagination collide.



LEVEL 1

WEB DEVELOPMENT WITH WORDPRESS

Age Group: 7+
Duration: 20 hours

PRERQUIISITES

- Basic knowledge and experience with using internet browser and surfing webpages.

REQUIREMENTS

- A device(laptop/desktop)
- Stable internet connection.
- A web browser, preferably Google Chrome.
- Free WordPress acount

WinQuest Online Education

WEB DEVELOPMENT

CURRICULUM

Module 1: Introduction to Web Development

Lesson 1: What is Web Development?
- Understanding the basics of creating websites.
- Exploring different types of websites.

Lesson 2: Introduction to WordPress
- What is WordPress and why it's popular?
- Exploring the WordPress dashboard.

Module 2: Getting Started with WordPress

Lesson 3: Setting Up a WordPress Website
- Creating an account on WordPress.com.
- Choosing a theme for the website.

Lesson 4: Navigating the WordPress Dashboard
- Understanding the different sections of the dashboard.
- Exploring posts, pages, and settings.

Module 3: Creating Content

Lesson 5: Creating Pages
- Adding and editing pages to the website.
- Formatting text and adding images.

Lesson 6: Writing Blog Posts
- Creating blog posts with text and images.
- Understanding categories and tags.

Module 4: Customizing the Website

Lesson 7: Customizing the Appearance
- Changing the website's theme and colors.
- Adding a custom header and background.

Lesson 8: Adding Widgets and Menus
- Adding widgets to the sidebar.
- Creating custom menus for navigation.

Module 5: Adding Media and Interactivity

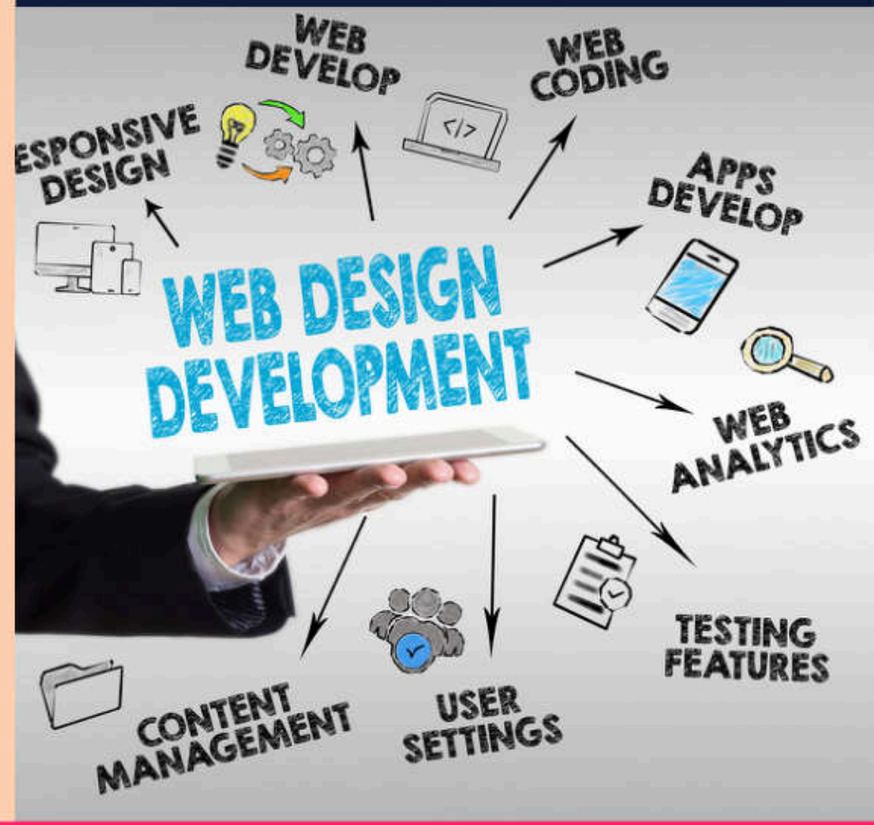
Lesson 9: Adding Images and Videos
- Uploading and inserting images and videos.
- Creating an image gallery.

Lesson 10: Adding Links and Buttons
- Creating hyperlinks and buttons on the website.
- Linking to other pages or websites.

Module 6: Publishing and Sharing

Lesson 11: Publishing Your Website
- Previewing and publishing your website.
- Making your website live on the internet.

Lesson 12: Sharing Your Website
- Understanding domain names and web hosting.
- Exploring ways to share your website with others.



WinQuest Online Education

WEB DEVELOPMENT

LEVEL 2

BASIC FRONT-END

Age Group: 10+
Duration: 30 hours

PRERQUIISITES

- Some experience with block-based coding is recommended.
- Basic knowledge and experience with using internet browser and surfing webpages.

REQUIREMENTS

- A device(laptop/desktop)
- Stable internet connection.
- A web browser, preferably Google Chrome.
- Text Editor like notepad, sublime text or an IDE like Visual Studio Code.



CURRICULUM

Module 1: Introduction to Web Development
- Understanding what web development is and its components.
- Introduction to HTML, CSS, and JavaScript.
- Exploring popular websites and their features.

Module 2: Basics of HTML
- Introduction to HTML: structure and elements.
- Creating headings, paragraphs, and lists.
- Project: Building a simple webpage about a favorite hobby.

Module 3: Styling with CSS
- Introduction to CSS: styling elements and layouts.
- Adding colors, fonts, and backgrounds to web pages.
- Project: Styling the hobby webpage created earlier.

Module 4: Introduction to JavaScript
- Basic understanding of JavaScript and its role in interactivity.
- Using JavaScript to manipulate elements on a webpage.
- Project: Creating a simple interactive quiz game.

Module 5: Creating Interactive Elements
- Adding buttons, forms, and input fields to web pages.
- Introduction to event handling with JavaScript.
- Project: Developing a contact form with validation.

Module 6: Responsive Design
- Understanding the importance of responsive web design.
- Media queries and adapting layouts for different devices.
- Project: Making the hobby webpage responsive.

Module 7: Introduction to Web Hosting and Domains
- Exploring the concepts of web hosting and domain names.
- Understanding how websites are published and accessed.
- Project: Publishing the created webpage online (if feasible).

Module 8: Project - Personal Portfolio Website
- Students design and create a personal portfolio website.
- Incorporating elements learned: HTML, CSS, JavaScript.
- Showcasing their interests, achievements, and skills.

Module 9: Project - Interactive Story Website
- Students develop an interactive story using HTML, CSS, and JavaScript.
- Creating clickable elements, animations, and transitions.
- Combining creativity with web development skills.

Module 10: Final Project - Web-Based Game
- Students design and create a simple web-based game.
- Applying HTML, CSS, and JavaScript for interactivity.
- Presenting their game to the class.

WinQuest Online Education

WEB DEVELOPMENT

LEVEL 3

ADVANCED FRONT-END

Age Group: 13+
Duration: 30 hours

PRERQUIISITES

- Prior experience with HTML, CSS & JavaScript
- Experience of creating, and hosting basic websites.

REQUIREMENTS

- A device(laptop/desktop)
- Stable internet connection.
- A web browser, preferably Google Chrome.
- Text Editor like notepad, sublime text or an IDE like Visual Studio Code.
- Browser Dev Tools
- React Developer Tools
- Redux Dev Tools



CURRICULUM

Module 1: Advanced HTML and CSS
Lesson 1: Semantic HTML
- Exploring HTML5 semantic elements.
- Enhancing accessibility and SEO.

Lesson 2:
- CSS Flexbox and Grid Layout
- Mastering advanced layout techniques.
- Creating responsive and complex layouts.

Lesson 3:
- CSS Preprocessors (Sass/SCSS)
- Introduction to Sass/SCSS syntax and features.
- Using variables, mixins, and nesting for efficient styling.

Module 2:
- JavaScript for Modern Front End

Lesson 4:
- Advanced DOM Manipulation
- Going beyond basics: traversing and modifying the DOM.
- Event delegation for optimized event handling.

Lesson 5:
- Asynchronous Programming
- Understanding asynchronous operations.
- Working with Promises and Async/Await for efficient data fetching.

Lesson 6:
- ES6+ Features
- Exploring modern JavaScript syntax and features.
- Arrow functions, destructuring, template literals, and more

Module 3: Advanced UI Components
Lesson 7: Advanced CSS Animations and Transitions
- Creating smooth animations using CSS transitions.
- Keyframe animations for complex animations.

Lesson 8: Responsive Web Design
- Implementing responsive design principles.
- Using media queries and viewport units.

Lesson 9: Web Accessibility (A11y)
- Ensuring your web applications are accessible to all users.
- Implementing ARIA roles and attributes.

Module 3: Advanced UI Components
Lesson 7: Advanced CSS Animations and Transitions
- Creating smooth animations using CSS transitions.
- Keyframe animations for complex animations.

Lesson 8: Responsive Web Design
Implementing responsive design principles.
Using media queries and viewport units.

Lesson 9: Web Accessibility (A11y)
Ensuring your web applications are accessible to all users.
Implementing ARIA roles and attributes.

Module 4: Front End Frameworks
Lesson 10: Introduction to React.js
- Understanding the component-based architecture.
- Creating dynamic UIs using React components.

Lesson 11: State Management with Redux
- Managing complex application states using Redux.
- Actions, reducers, and the Redux store.

Lesson 12: Styling in React
- Styling React components using CSS modules, Styled Components, or Emotion.

Module 5: Advanced Front End Topics
Lesson 13: Performance Optimization
- Techniques for optimizing website performance.
- Lazy loading, code splitting, and image optimization.

Lesson 14: Web Security Basics
- Understanding common web security vulnerabilities.
- Implementing security best practices.

Lesson 15: Real-Time Web Applications
- Introduction to WebSockets and real-time communication.
- Building real-time features like chat applications.

Module 6: Capstone Project
Lesson 16: Building a Complex Front-End Application
- Students design and develop a feature-rich web application.
- Applying concepts learned throughout the curriculum.
- Focusing on UI/UX, responsiveness, and interactivity.

WEB DEVELOPMENT

LEVEL 4

BACK-END

Age Group: 13+
Duration: 30 hours

PRERQUIISITES

- Some experience with block-based coding is recommended.
- Experience of creating, and hosting basic websites.

REQUIREMENTS

- A device(laptop/desktop)
- Stable internet connection.
- A web browser, preferably Google Chrome.
- Text Editor like notepad, sublime text or an IDE like Visual Studio Code.
- Node.js and npm (Node Package Manager) for server-side development.
- Git for version control.
- XAMPP or similar tool for PHP and MySQL development.

CURRICULUM

Module 1: Introduction to Backend Development

Lesson 1: What is Backend Development?
- Exploring the role of backend in web applications.
- Understanding server-side processing.

Lesson 2: Setting Up the Environment
- Installing and configuring necessary tools.
- Introducing version control with Git.

Module 2: Server-Side Programming

Lesson 3: Introduction to Node.js
- Learning the basics of Node.js and JavaScript runtime.
- Building simple server applications.

Lesson 4: Managing Data with Databases
- Introducing databases and their importance.
- Setting up a basic database using mySQL.
- Introduction to SQL for querying and manipulating data.

Lesson 5: CRUD Operations
- Learning Create, Read, Update, and Delete operations.
- Implementing them in a backend application using SQL.

Module 3: MySQL Database and PHP

Lesson 6: Introduction to MySQL
- Understanding relational databases and MySQL.
- Setting up a MySQL server and database.

Lesson 7: PHP Basics for Backend
- Introducing PHP as a server-side scripting language.
- Writing PHP scripts for server-side logic.

Module 4: Building APIs

Lesson 8: Introduction to RESTful APIs
- Understanding REST architecture and principles.
- Designing APIs for communication between frontend and backend.

Lesson 9: Creating API Endpoints with PHP
- Developing API endpoints using PHP.
- Handling HTTP requests and responses.

Module 5: User Authentication and Security

Lesson 10: User Authentication with PHP
- Implementing user registration and login functionality using PHP.
- Exploring concepts like tokens and sessions.

Lesson 11: Web Security Basics

- Understanding common web security threats and vulnerabilities.
- Implementing security measures to protect data.

WEB DEVELOPMENT

BACK-END



Module 6: Real-World Backend Projects

Lesson 12: Building a RESTful API with MySQL and PHP

- Students design and develop a RESTful API for a specific use case.
- Implementing multiple endpoints, handling data, and user authentication.

Lesson 13: Data Validation and Error Handling

- Ensuring data validity and handling errors gracefully.
- Implementing validation checks and meaningful error messages.

Module 7: Capstone Project - Interactive Web Application

Lesson 14: Full Stack Integration

- Integrating the backend with a frontend application.
- Building a complete interactive web application.

JAVA

Key Highlights:

- Live Interactive Classes
- 1:1 and group classes
- Classes available across USA, UK, Europe, Australia, Singapore, Dubai, etc.
- Convenient & flexible scheduling
- No contracts or hidden fees
- Free Demo Class
- Highly qualified tutors
- Project-based learning
- Learn in-demand skills
- For kids aged 10 years and above
- 40+ hours of classes

JAVA WITH WINQUEST

Enter the dynamic world of Java, a versatile language with boundless applications. Learn the concept of object-oriented programming . At WinQuest Online, we're your gateway to expert guidance and comprehensive resources, enabling you to not only learn but also master Java. Unleash your coding potential with WinQuest Online and embrace the limitless possibilities of Java programming

PREREQUISITES

- Some experience with block-based coding is recommended.

REQUIREMENTS

- Stable internet connection
- Latest version of JDK (Java Development Kit) installed.
- One IDE installed preferably, e.g.: - Eclipse, Blue J, etc

ABOUT THE COURSE:

Java is a versatile and widely-used programming language that's known for its portability, reliability, and robustness. It's used to build everything from mobile apps to large-scale enterprise systems. Java's unique feature is its "write once, run anywhere" capability, allowing code to be run on various platforms without modification.

With Java, you can develop Android apps, web applications, desktop software, and even embedded systems. Its object-oriented nature makes it great for organizing code into reusable components, promoting clean and efficient programming practices.

Whether you're a beginner or an experienced coder, Java offers a vast ecosystem of tools, libraries, and resources to support your coding journey. It's a language that empowers you to create impactful and diverse applications across different domains.

LEVEL 1 :

Age Group - 10+ **Duration - 20 Hrs**

Module 1: Introduction to Java
- What is programming? Introduction to Java.
- Setting up the development environment.
- Writing and running a basic "Hello, World!" program.

Module 2: Variables and Data Types
- Understanding data types: int, double, char, boolean.
- Declaring variables and assigning values.
- Basic arithmetic and string concatenation.

Module 3: Conditional Statements
- Introducing if, else if, and else statements.
- Making decisions with comparisons and logical operators.
- Writing programs with branching logic.

Module 4: Loops and Iteration
- Introduction to loops: while and for.
- Creating programs that repeat tasks.
- Writing programs with loops.

Module 5: Functions and Methods
- Defining and calling methods.
- Method parameters and return values.
- Writing modular programs.

Module 6: Arrays and Lists
- Creating arrays and ArrayLists.
- Accessing and modifying array elements.
- Writing programs that manipulate lists.

WinQuest

Module 7: Basic Object-Oriented Concepts
- Introduction to objects and classes.
- Creating simple classes and objects.
- Writing programs using objects.

Module 8: Inheritance and Polymorphism
- Extending classes through inheritance.
- Overriding methods and dynamic binding.
- Exploring superclass and subclass relationships.

Module 9: Project - Mini Calculator
- Students create a mini calculator program.
- Implementing methods for arithmetic operations.
- Incorporating user input and output.

Module 10: Project - Simple Quiz Game
- Students develop an interactive quiz game.
- Utilizing conditionals, loops, and methods.
- Enhancing the game with user input and feedback.

Module 11: Final Project - Creative Application
- Students design a creative program of their choice.
- Applying a combination of learned concepts.
- Presenting the final project to the class.

LEVEL 2 :

Age Group - 13+ Duration - 20 Hrs

Module 1: Advanced Functions and Methods
- Function pointers and callbacks.
- Lambda expressions.
- Recursion and its applications.

Module 2: Exception Handling
- Dealing with runtime errors using try-catch blocks.
- Handling and customizing exceptions.
- Using multiple catch blocks.

Module 3: File I/O and Serialization
- Working with text and binary files.
- Reading and writing data using FileReader, FileWriter, ObjectInputStream, ObjectOutputStream.
- Serializing and deserializing objects.

Module 4: Introduction to GUI Programming
- Basic concepts of graphical user interfaces.
- Introducing JFrame and JPanel components.
- Creating simple graphical applications.

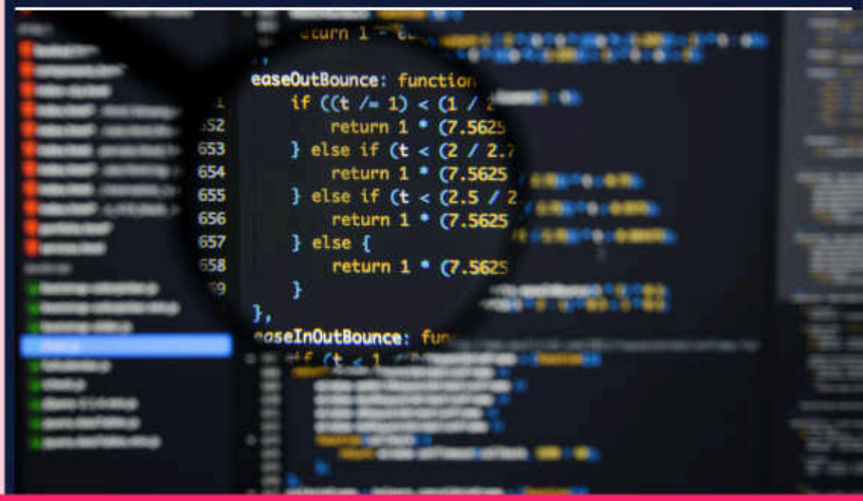
Module 5: Event Handling
- Understanding event-driven programming.
- Responding to user actions with ActionListener.
- Implementing event listeners for interactive GUI components.

Module 6: Inheritance and Polymorphism
- Extending classes through inheritance.
- Overriding methods and dynamic binding.
- Exploring superclass and subclass relationships.

Module 7: Advanced Project - To-Do List Application
- Students create a more advanced To-Do List application.
- Utilizing GUI components, event handling, and OOP concepts.
- Managing tasks and displaying a dynamic list.

Module 8: Advanced Project - Mini Game
- Students design a more complex text-based game.
- Incorporating object-oriented concepts, user interactions, and branching logic.
- Enhancing gameplay with methods, loops, and events.

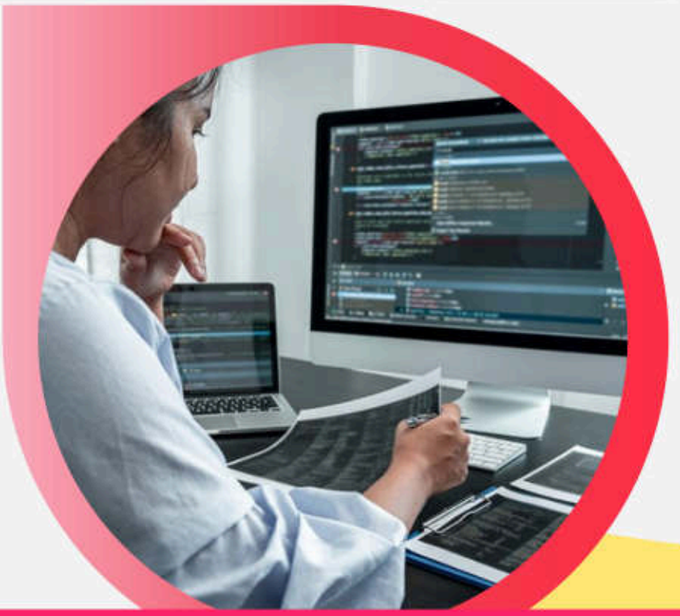
Module 9: Final Project - Creative Application
- Students develop a creative program of their choice.
- Applying a combination of advanced concepts.
- Presenting the final project to the class.



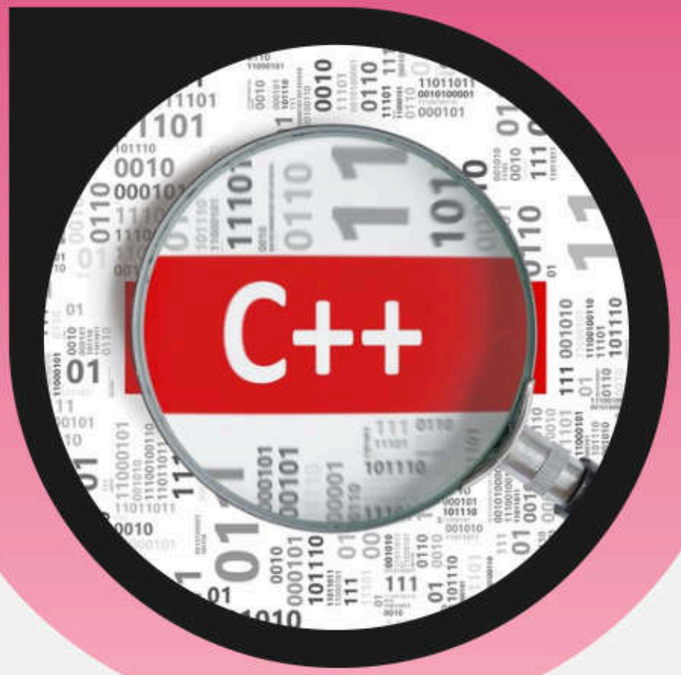
WinQuest

C++

C++ is a powerful and versatile programming language that's widely used in various domains, from software development to game design. It's an extension of the C programming language with added features, making it suitable for both low-level system programming and high-level application development.



C++ combines the efficiency of low-level programming with the flexibility of high-level languages. It supports both procedural and object-oriented programming paradigms, allowing you to create structured and reusable code. C++ is often used in areas like game development, system software, robotics, and more. Its performance and ability to directly manipulate memory make it a popular choice for performance-critical applications. With C++, you have the power to create complex programs while also having access to a wide range of libraries and frameworks that can streamline your development process.



Unlock the world of coding for your young explorer with WinQuest's engaging C++ classes. Our specially designed program introduces kids to the fascinating realm of programming through the dynamic C++ language. Guided by expert instructors, your child will embark on a journey of discovery, learning to create and innovate while mastering the fundamentals of coding.

WinQuest

Key Highlights:

- Live Interactive Classes
- 1:1 and group classes
- Classes available across USA, UK, Europe, Australia, Singapore, Dubai, etc.
- Convenient & flexible scheduling
- No contracts or hidden fees
- Free Demo Class
- Highly qualified tutors
- Project-based learning
- Learn in-demand skills
- For kids aged 10 years and above
- 40+ hours of classes

PREREQUISITES

- Some experience with block-based coding is recommended.

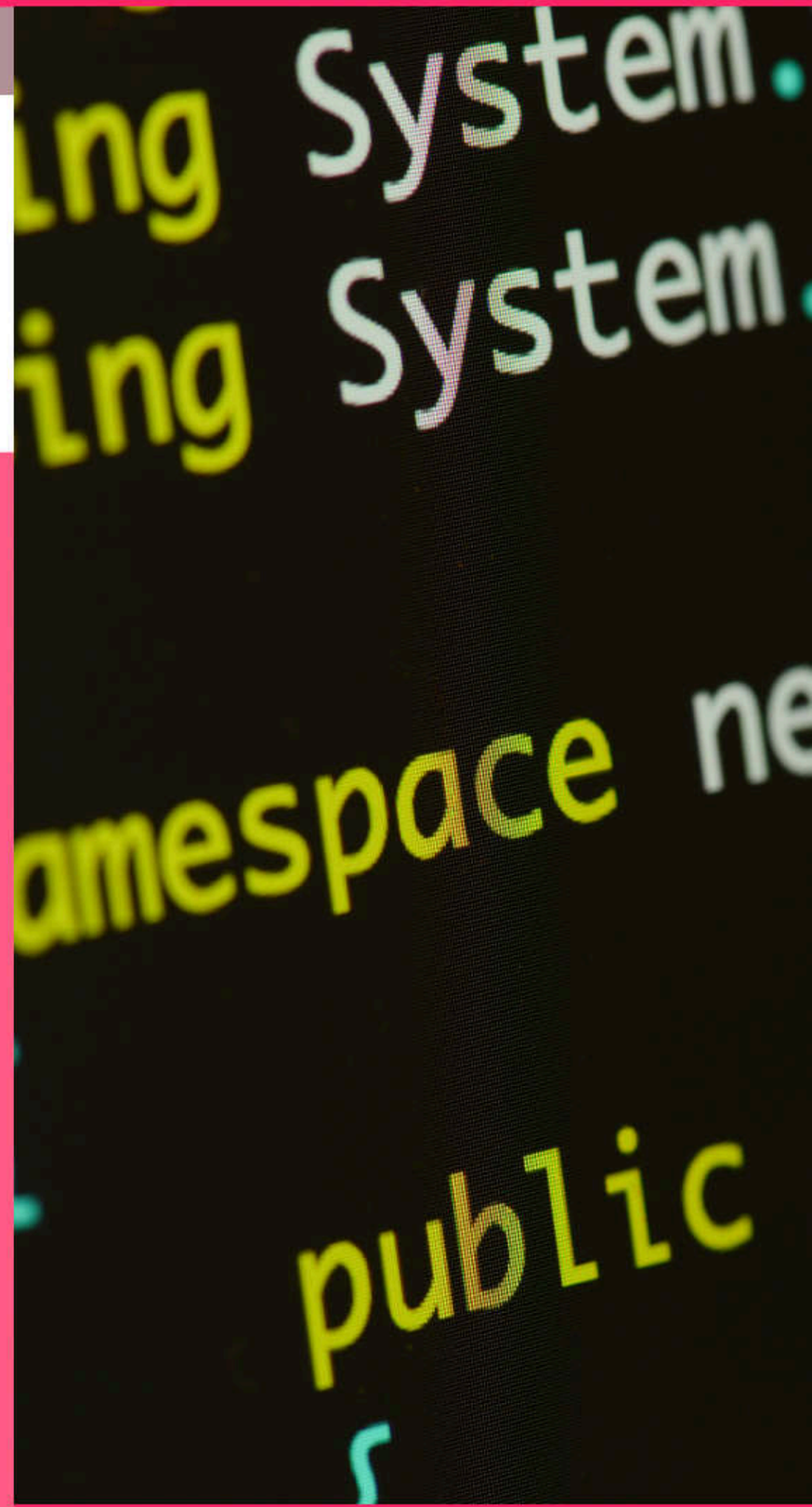
REQUIREMENTS

- A device(laptop/desktop)
- Stable internet connection.
- C++ compiler like MINGW, GCC, etc.
- An IDE like Dev C++, Visual Studio Code, Code::Blocks, etc.

About the course:

C++ is a powerful and versatile programming language that's widely used in various domains, from software development to game design. It's an extension of the C programming language with added features, making it suitable for both low-level system programming and high-level application development. It supports both procedural and object-oriented programming paradigms, allowing you to create structured and reusable code. It is often used in areas like game development, system software, robotics, and more.

Its performance and ability to directly manipulate memory make it a popular choice for performance-critical applications. With C++, you have the power to create complex programs while also having access to a wide range of libraries and frameworks that can streamline your development process



WinQuest Online Education

LEVEL 1

Age Group - 13+ Duration - 20 Hrs

Module 1: Introduction and Setup

- What is programming? Introduction to C++.
- Setting up the development environment.
- Writing and running a basic "Hello, World!" program.

Module 2: Variables and Data Types

- Understanding data types: int, float, char, bool.
- Declaring variables and assigning values.
- Arithmetic and relational operators.

Module 3: Input and Output

- Using cin and cout for input and output.
- Taking user input and displaying messages.
- Formatting output with manipulators.

Module 4: Conditional Statements

- Introducing if, else if, and else statements.
- Making decisions with comparisons and logical operators.
- Writing programs with branching logic.

Module 5: Loops and Iteration

- Introduction to loops: while and for.
- Creating programs that repeat tasks.
- Writing programs with loops.

Module 6: Functions and Modular Programming

- Defining and using functions.
- Function parameters and return values.
- Writing modular programs.

Module 7: Arrays and Vectors

- Creating arrays and vectors.
- Accessing and modifying array elements.
- Writing programs that manipulate arrays.

Module 8: Basic Object-Oriented Concepts

- Introduction to objects and classes.
- Creating simple classes and objects.
- Writing programs using objects.

Module 9: Project - Interactive Quiz Game

- Students develop an interactive quiz game.
- Utilizing conditional statements and loops for gameplay.
- Enhancing the game with user input and feedback.

Module 10: Project - Mini Calculator

- Students create a mini calculator program.
- Implementing functions for arithmetic operations.
- Incorporating user input and output.

LEVEL 2

Age Group - 13+ Duration - 20 Hrs

Module 1: Pointers and Memory Management

- Introduction to pointers and memory addresses.
- Dynamic memory allocation: new and delete operators.
- Understanding pointer variables.

Module 2: Advanced Functions and Recursion

- Function pointers and callbacks.
- Lambda expressions.
- Recursion and its applications.

Module 3: Object-Oriented Concepts

- Polymorphism and dynamic binding.
- Abstract classes and pure virtual functions.
- Exploring inheritance and interfaces.

Module 4: File I/O and Streams

- Working with text and binary files.
- Reading and writing data using streams.
- Error handling in file operations.

Module 6: Project - Address Book

- Students create an address book application
- Using object-oriented concepts to model contacts.
- Incorporating file I/O for data storage.

WinQuest

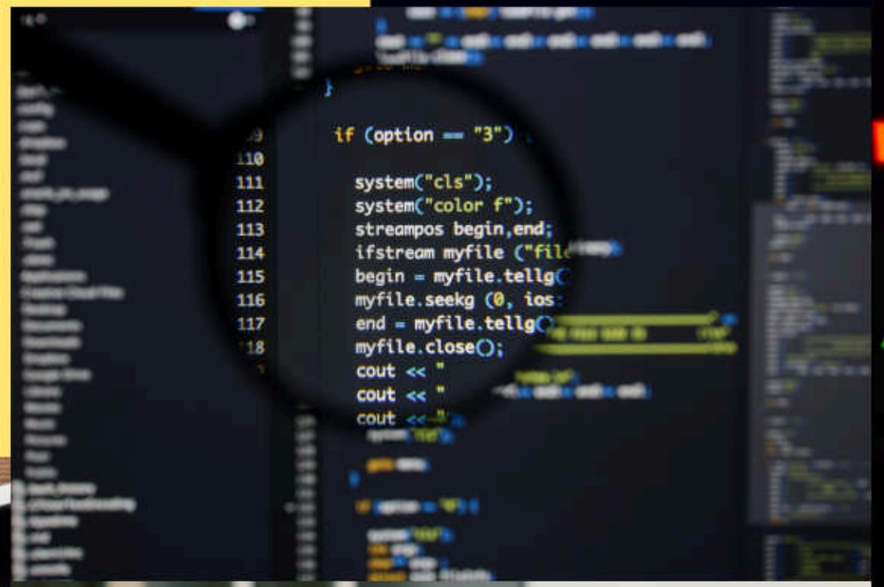
Module 7: Project - Simple Game

- Students design a simple text-based game.
- Utilizing concepts like loops, conditions, and functions.
- Enhancing user interaction and gameplay.

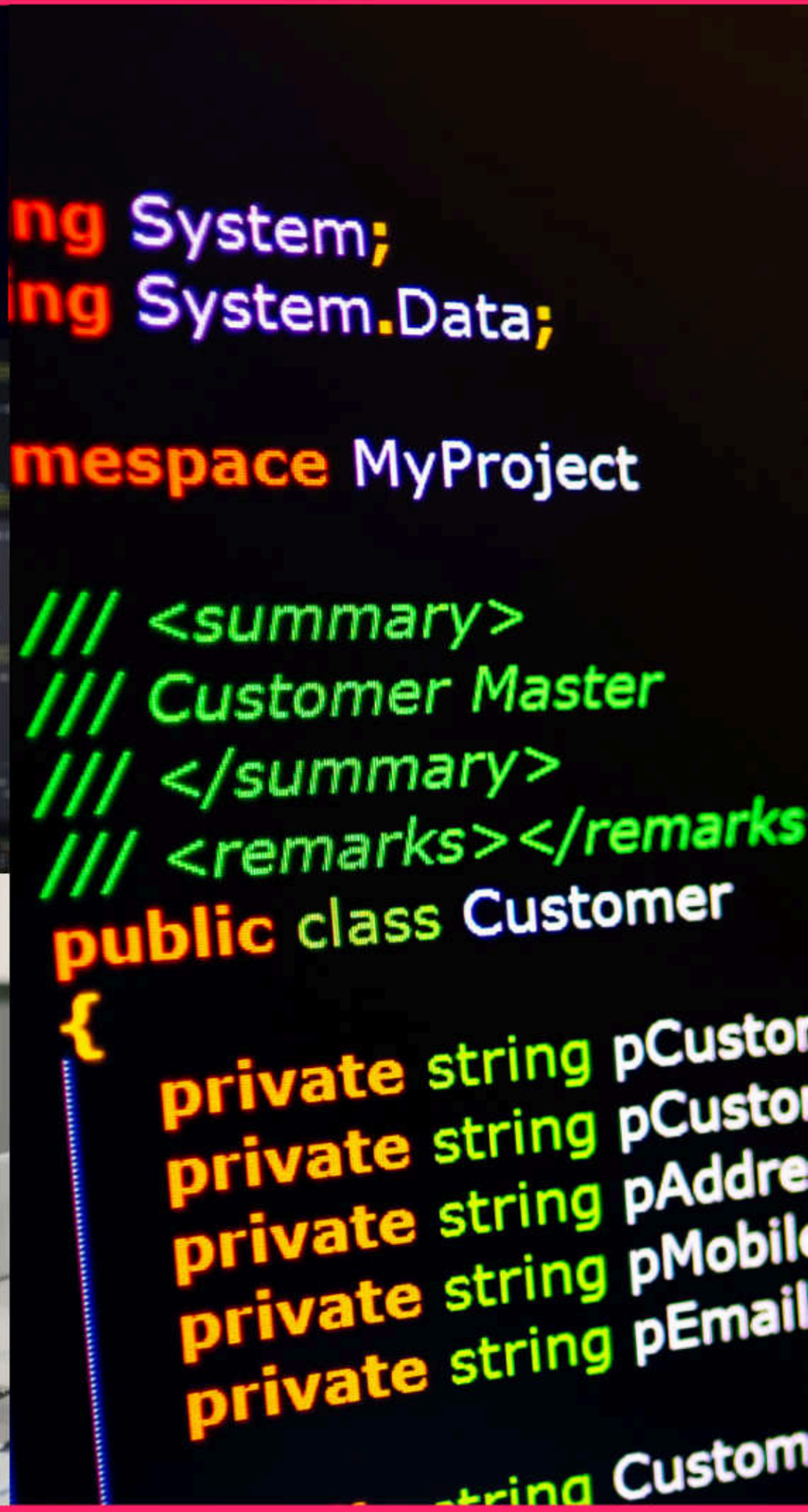
Module 8: Final Project - Creative Application

- Students develop a creative program of their choice.
- Applying a combination of learned concepts.
- Presenting the final project to the class.









WinQuest

ROBOTICS

Key Highlights:

- Live Interactive Classes
- 1:1 and group classes
- Classes available across USA, UK, Europe, Australia, Singapore, Dubai, etc.
- Convenient & flexible scheduling
- No contracts or hidden fees
- Free Demo Class
- Highly qualified tutors
- Perfect introduction to the world of robotics
- Suitable for beginners and experienced alike
- Hands-on learning
- For kids aged 7 years and above
- Both block-based coding and text based coding supported
- 60+ hours of classes

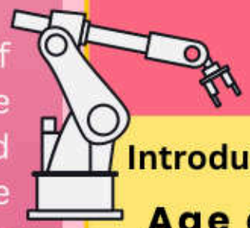


About the course:

Robotics is a multidisciplinary field of science and technology that involves the design, construction, programming, and operation of robots. Robots are autonomous or semi-autonomous machines that can perform tasks in the real world, often in environments that are hazardous, repetitive, or impractical for humans. Robotics draws upon various disciplines, including computer science, mechanical engineering, electrical engineering, and artificial intelligence, to create machines that can perceive their surroundings, make decisions, and carry out physical actions.

Robotics with WinQuest:

WinQuest takes pride in offering dynamic robotics classes tailored to children. Our carefully designed sessions immerse kids in the world of robotics, providing hands-on experiences that foster curiosity and learning. From understanding the fundamentals of robotics to constructing and programming robots, our classes provide a holistic learning journey. Through engaging activities and collaborative projects, children not only develop technical skills but also enhance teamwork, critical thinking, and creativity.
With the guidance of experienced instructors, our robotics classes create a supportive environment where kids can explore, experiment, and cultivate a passion for STEM



LEVEL 1 :

Introduction to Robotics with Block based coding

Age group: 10+
Duration: 20 hours

Prerequisites:

- Experience with Block based coding recommended
- No prior experience in robotics necessary.

Requirements:

- A laptop or desktop to connect.
- Stable internet connection.l Free Scratch/Blockly Account.
- Robotic Kit.

CURRICULUM

Introduction to Robotics

• What is robotics? Why is it important?
• Basic components of a robot: sensors, actuators, controller.
• Introduction to different types of robots.
• Hands-on: Exploring basic robot kits and components.

Building and Assembling Robots

• Introduction to construction materials.
• Understanding robot kits and components.
• Basic building techniques: attaching motors, sensors, wheels.
• Hands-on: Building a simple robot with basic movements.

WinQuest

Programming Basics for Robots

• Introduction to programming languages for robotics (block-based).

• Basics of robot programming: commands, loops, conditionals.

• Uploading and running programs on robots.

• Hands-on: Writing programs to control robot movements.

Sensors and Interactivity

• Introduction to sensors: light, touch, sound, distance sensors.

• Understanding input and output in robotics.

• Using sensors to make robots react to their environment.

• Hands-on: Programming robots to respond to different sensor inputs.

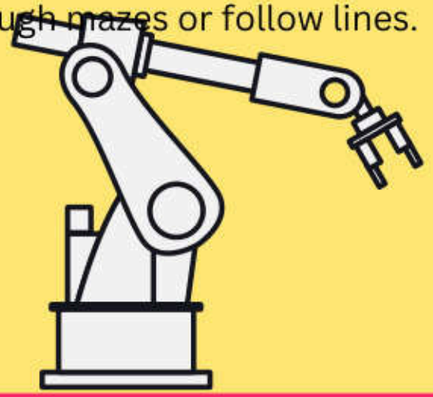
Navigating and Autonomous Movement

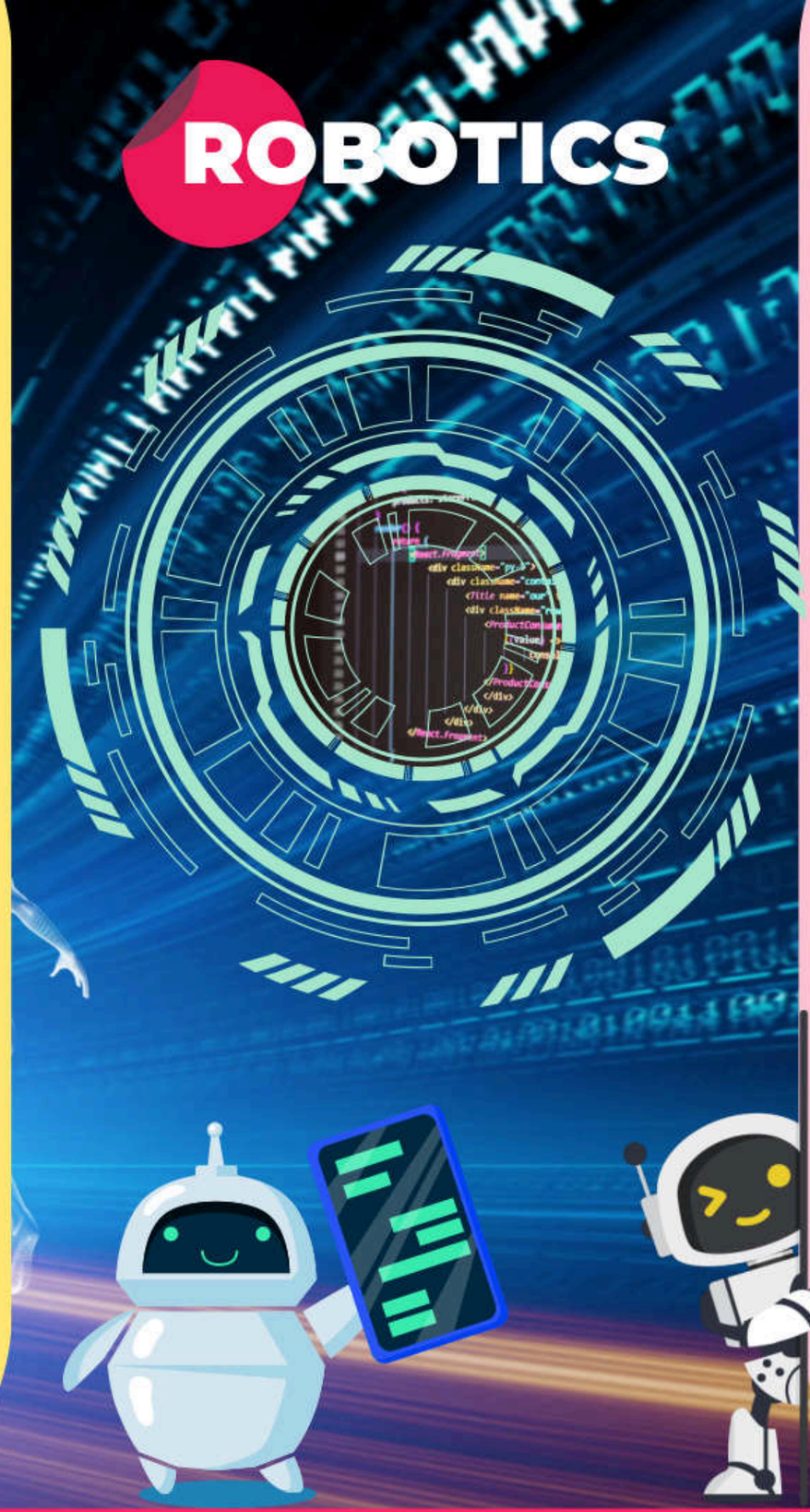
• Introduction to navigation and pathfinding.

• Using motors and sensors for precise movement.

• Creating basic obstacle avoidance algorithms.

• Hands-on: Programming robots to navigate through mazes or follow lines.





LEVEL 2 :

INTRODUCTION TO ROBOTICS WITH TEXT BASED CODING:

Age group: 10+
Duration: 20 hours

Prerequisites:

- Experience with text based coding recommended
- No prior experience in robotics necessary

Requirements:

- A laptop or desktop to connect
- Stable internet connection
- C++ compiler like MINGW, GCC, etc.
- An IDE like Dev C++, Visual Studio Code, Code::Blocks, etc.
- Robotic Kit

CURRICULUM

Introduction to Robotics

• What is robotics? Why is it important?

• Basic components of a robot: sensors, actuators, controller.

• Introduction to different types of robots.

• Hands-on: Exploring basic robot kits and components.

Building and Assembling Robots

• Introduction to construction materials.

• Understanding robot kits and components.

• Basic building techniques: attaching motors, sensors, wheels.

• Hands-on: Building a simple robot with basic movements.

WinQuest



Programming Basics for Robots

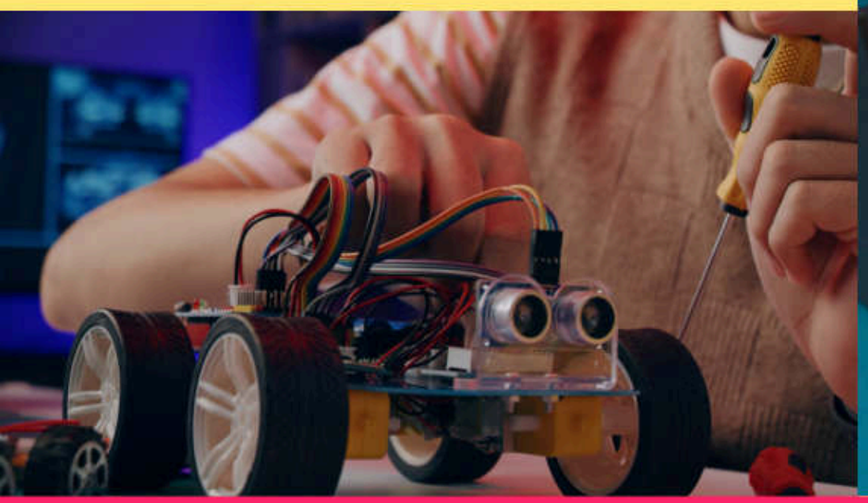
• Introduction to programming languages for robotics (block-based).
• Basics of robot programming: commands, loops, conditionals.
• Uploading and running programs on robots.
• Hands-on: Writing programs to control robot movements.

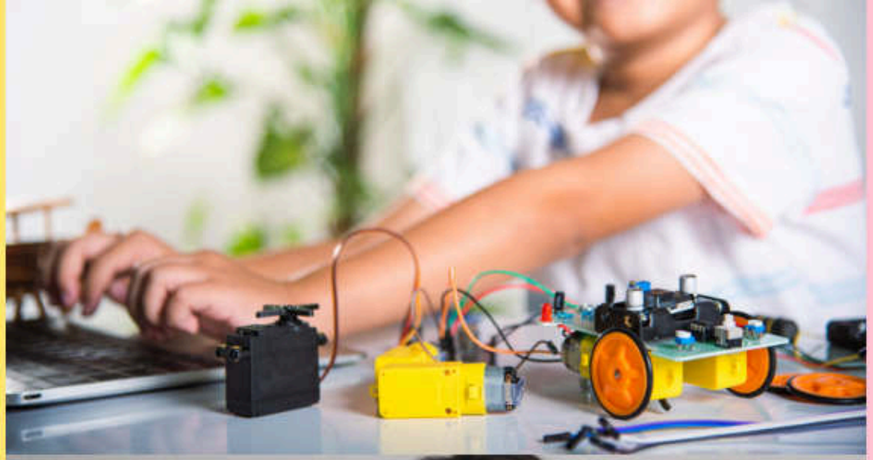
Sensors and Interactivity

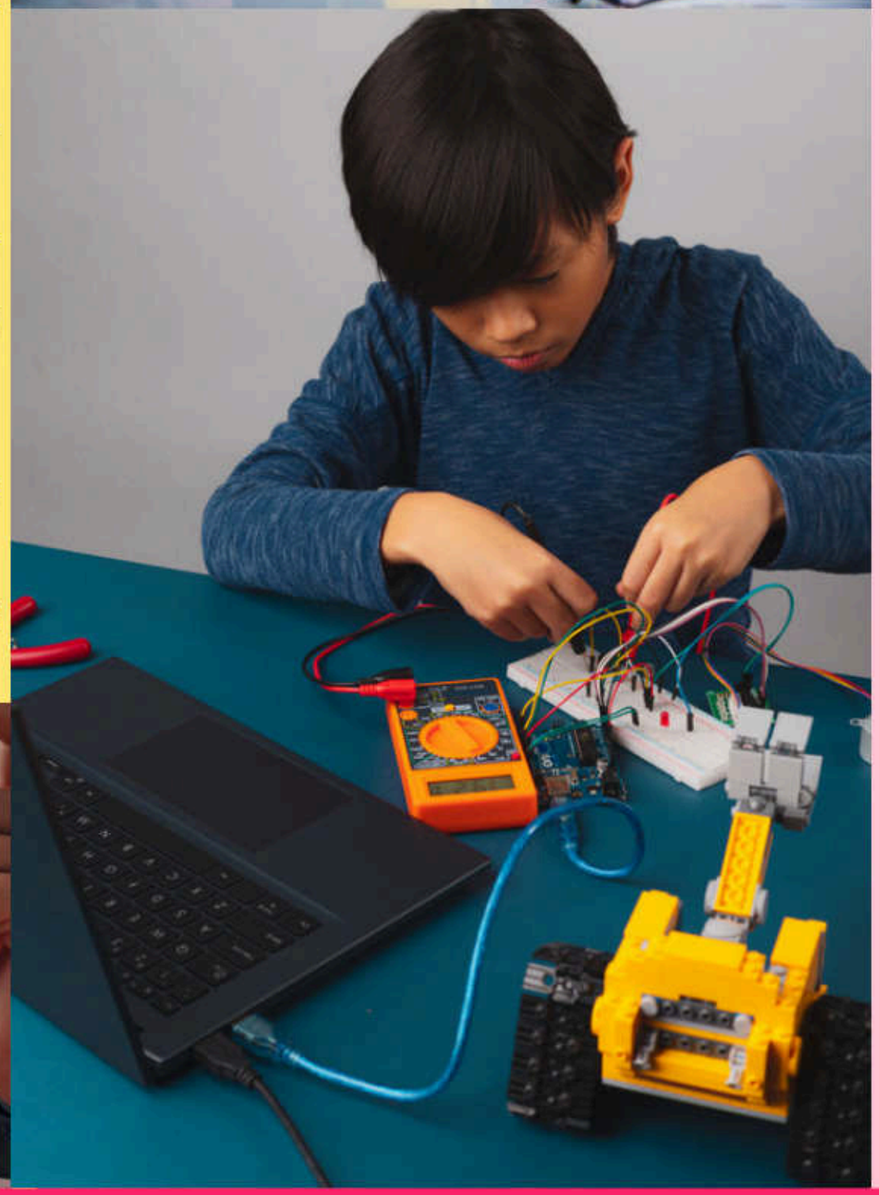
• Introduction to sensors: light, touch, sound, distance sensors.
• Understanding input and output in robotics.
• Using sensors to make robots react to their environment.
• Hands-on: Programming robots to respond to different sensor inputs.

Navigating and Autonomous Movement

• Introduction to navigation and pathfinding.
• Using motors and sensors for precise movement.
• Creating basic obstacle avoidance algorithms.
• Hands-on: Programming robots to navigate through mazes or follow lines.

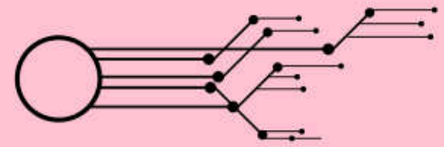






LEVEL 3 :

ADVANCED ROBOTICS:



Age group: 13+
Duration: 20 hours

Prerequisites:

- Experience with text based coding
- Prior experience in robotics

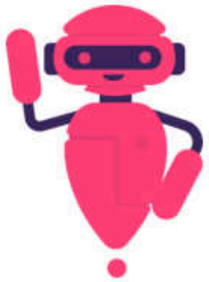
Requirements:

- A laptop or desktop to connect
- Stable internet connection
- C++ compiler like MINGW, GCC, etc.
- An IDE like Dev C++, Visual Studio Code, Code ::Blocks, etc.
- Robotic Kit
- Arduino

CURRICULUM

- Advanced Sensors and Feedback Systems
- Exploring more complex sensors (e.g., gyroscopes)
- Implementing feedback loops for precise control
- Advanced Arduino Programming
- Multi-threading and asynchronous programming
- Using libraries to enhance functionality
- Final Project and Competition
  - Students design and build their own robots
  - Writing code to solve a specific challenge
  - Presenting and demonstrating their projects Assessment

AI & ML



Key Highlights:

- Live Interactive Classes
- 1:1 and group classes
- Classes available across USA, UK, Europe, Australia, Singapore, Dubai, etc.
- Convenient & flexible scheduling
- No contracts or hidden fees
- Free Demo Class
- Highly qualified tutors
- Perfect introduction to AI and ML.
- Project-based learning
- Learn in-demand skills
- For kids aged 13 years and above
- 25+ hours of classes

About the course:

Artificial Intelligence (AI) and Machine Learning (ML) are transformative technologies that enable computers to mimic human intelligence and learn from data. AI focuses on creating systems that can perform tasks requiring human intelligence, such as problem-solving and decision-making. ML, a subset of AI, equips computers with the ability to improve their performance on a specific task through learning from data. These technologies are at the forefront of innovation, impacting industries like healthcare, finance, and transportation. They hold immense potential to revolutionize how we live and work, making AI and ML exciting fields for learning and exploration.





AI & ML with WinQuest:

Unleash the potential of AI & ML with WinQuest's transformative course! Dive into the world of Artificial Intelligence, exploring real-world applications and understanding its power.

Master Machine Learning essentials, from algorithms to practical implementations. Whether you're a student or professional, WinQuest's hands-on approach and tailored modules will equip you with essential skills. Embrace the future by enrolling today at WinQuest and be at the forefront of technological innovation!

Prerequisites:

- Proficiency in Python programming.
- Understanding of basic programming concepts (variables, loops, functions).
- Familiarity with data structures (lists, dictionaries).
- Basic knowledge of mathematical concepts (algebra, statistics).
- No prior experience in AI required.

Requirements:

- Python (3.6 or higher) with libraries: NumPy, Pandas, Matplotlib, Seaborn, TensorFlow/Keras.
- Jupyter Notebook for interactive coding and documentation.

CURRICULUM

Age: 13+

Duration: 25 hours

Module 1: Introduction to AI and ML

Lesson 1: What is Artificial Intelligence?

- Defining AI and its real-world applications.
- Differentiating between narrow and general AI.

Lesson 2: Machine Learning Overview

- Understanding the core concepts of machine learning.
- Exploring supervised, unsupervised, and reinforcement learning.

Lesson 3: Python Review for ML

- Quick recap of essential Python concepts.
- Using libraries like NumPy and Pandas for data manipulation.

Module 2: Data Preprocessing and Exploration

Lesson 4: Data Collection and Cleaning

- Gathering and preparing data for analysis.
- Handling missing values and outliers.

Lesson 5: Exploratory Data Analysis (EDA)

- Visualizing data distributions and correlations.

AI & ML

Module 3: Machine Learning Algorithms

Lesson 6: Supervised Learning Algorithms

- Introduction to regression and classification.
- Implementing algorithms like Linear Regression and Decision Trees.

Lesson 7: Unsupervised Learning Algorithms

- Understanding clustering and dimensionality reduction.
- Implementing K-Means and Principal Component Analysis (PCA).

Module 4: Neural Networks and Deep Learning Lesson 8: Introduction to Neural Networks

- Basics of neural networks and their architecture.
- Activation functions, layers, and backpropagation.

Lesson 9: Deep Learning with TensorFlow/Keras

- Building and training neural networks using TensorFlow/Keras.
- Applying neural networks to image and text data.



Module 5: Model Evaluation and Deployment

Lesson 10: Model Evaluation Metrics

- Understanding accuracy, precision, recall, and F1-score.
- Applying appropriate metrics for different types of problems.

Lesson 11: Model Deployment Basics

- Introduction to deploying machine learning models.
- Exploring cloud platforms for model deployment.

Module 6: AI Ethics and Future Trends

Lesson 12: Ethical Considerations in AI

- Discussing bias, fairness, and transparency in AI.
- Addressing ethical challenges in machine learning.

Lesson 13: Future Trends in AI

- Exploring emerging trends like explainable AI and AI in healthcare.
- Discussing AI's impact on society and the job market.

DATA SCIENCE:



Key Highlights:

- Live Interactive Classes
- 1:1 and group classes
- Classes available across USA, UK, Europe, Australia, Singapore, Dubai, etc.
- Convenient & flexible scheduling
- No contracts or hidden fees
- Free Demo Class
- Highly qualified tutors
- Perfect introduction to Data Science
- Project-based learning
- Learn in-demand skills
- For kids aged 13 years and above
- 25+ hours of classes

About the course:

Data Science is the dynamic field that extracts valuable insights from data using a blend of advanced algorithms, statistics, and domain knowledge. In a world driven by data, Data Scientists analyze, visualize, and interpret massive datasets to uncover patterns, trends, and meaningful information. By applying statistical analysis, machine learning, and data visualization techniques, Data Science empowers decision-making across industries, from healthcare and finance to marketing and beyond. As a data-driven revolution sweeps through various sectors, Data Science emerges as the key to unlocking the hidden potential within data, driving innovation, and shaping the way we understand the world around us.

Data Science with WinQuest:

Elevate your journey into Data Science with WinQuest's course! Uncover the world of insights hidden in data as you master key skills in statistics, machine learning, and data visualization. Led by industry experts, this hands-on course is perfect for aspiring Data Scientists, professionals seeking to upskill, and anyone intrigued by the data-driven world. Join us at WinQuest to unlock a future brimming with data-powered opportunities!

Prerequisites:

- Proficiency in Python programming.
- Basic understanding of data structures (lists, dictionaries).
- Familiarity with concepts like variables, loops, and functions.
- Understanding of mathematical concepts like algebra and statistics.

Requirements

- Stable internet connection
- A laptop/desktop
- Python (3.6 or higher) with libraries: NumPy, Pandas, Matplotlib, Seaborn, scikit-learn.
- Jupyter Notebook for interactive coding and documentation.

CURRICULUM

Age: 13+
Duration: 25 hours

Module 1: Introduction to Data Science

Lesson 1: What is Data Science?

- Understanding the role of data science in real-world applications.
- Introducing the data science lifecycle.

Lesson 2: Python for Data Science

- Brief Python recap.
- Overview of essential libraries: NumPy, Pandas, Matplotlib.

Module 2: Data Acquisition and Cleaning

Lesson 3: Data Collection and Sources

- Exploring different data sources: CSV, APIs, databases.
- Retrieving data using libraries like requests or pandas.

Lesson 4: Data Cleaning and Preprocessing

- Identifying and handling missing values, outliers, and inconsistencies.
- Transforming and shaping data for analysis.



DATA SCIENCE:

Module 3: Exploratory Data Analysis (EDA)

Lesson 5: Data Visualization
- Creating meaningful visualizations using Matplotlib and Seaborn.
- Analyzing distributions, trends, and relationships.

Lesson 6: Statistical Analysis
- Basic statistical concepts: mean, median, variance, etc.
- Hypothesis testing and interpreting results.

Module 4: Machine Learning Basics

Lesson 7: Introduction to Machine Learning

- Overview of supervised and unsupervised learning.
- Choosing the right algorithm for the task.

Lesson 8: Model Training and Evaluation
- Splitting data into training and testing sets.
- Evaluating model performance with metrics like accuracy and confusion matrix.

Lesson 9: Feature Engineering
- Selecting and transforming features for improved model performance.
- Dealing with categorical data and encoding techniques.

Module 5: Advanced Data Analysis

Lesson 10: Dimensionality Reduction
- Reducing data dimensions using techniques like PCA.
- Visualizing high-dimensional data in lower dimensions.

Lesson 11: Time Series Analysis
- Understanding time-dependent data.
- Techniques for analyzing and forecasting time series data.

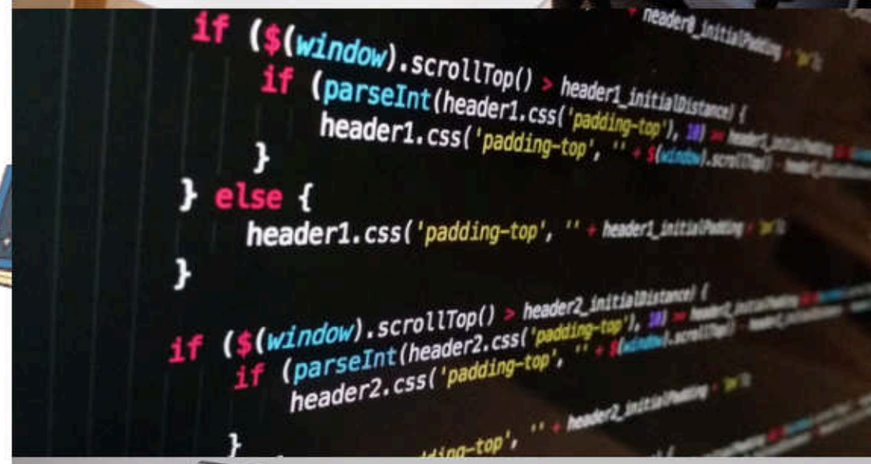
Module 6: Real-World Projects

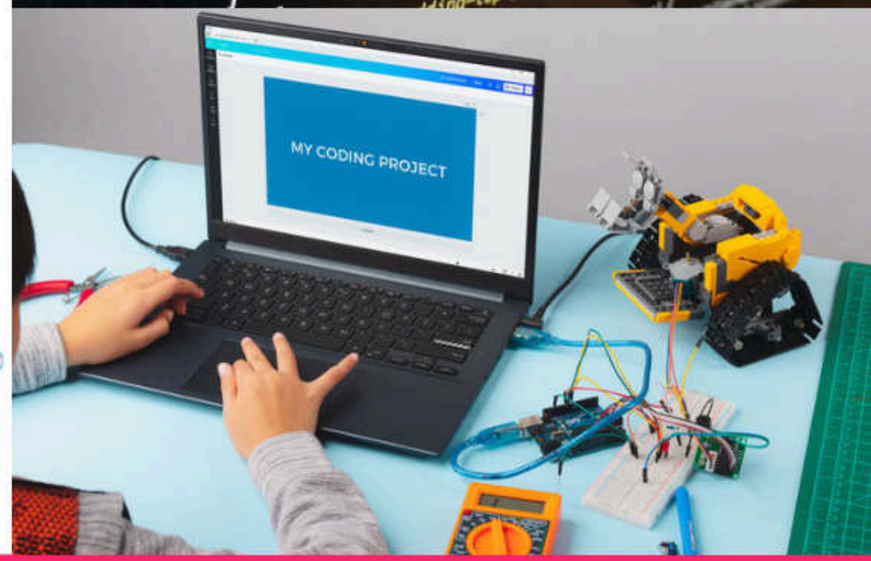
Lesson 12: Project 1 - Exploring a Real Dataset
- Students choose a real-world dataset and apply data cleaning, EDA, and basic analysis.

Lesson 13: Project 2 - Predictive Modeling

- Students build a predictive model using machine learning algorithms.
- Documenting the entire process, from data preparation to model evaluation.







WinQuest

AI PROMPTING

Key Highlights:

- Live Interactive Classes
- 1:1 and group classes
- Classes available across USA, UK, Europe, Australia, Singapore, Dubai, etc.
- Convenient & flexible scheduling
- Free Demo Class
- No contracts or hidden fees
- Highly qualified tutors
- Boost productivity
- Practical applications
- For kids aged 10 years and above
- 20+ hours of classes

About the course:

AI prompting is a technique that involves using artificial intelligence to generate text or content based on a given input or prompt. It leverages large language models like GPT-3 to understand the context and generate coherent and contextually relevant responses. By providing a starting point or question, users can generate various types of content, such as articles, stories, code snippets, and more. AI prompting has applications in content creation, chatbots, programming assistance, and creative writing, enabling users to efficiently generate content with the assistance of advanced AI algorithms.

AI Prompting with WinQuest:

Introducing AI Prompting for Kids by WinQuest:

Unlock the world of creative possibilities with AI Prompting for Kids, a groundbreaking course designed by WinQuest. In this interactive and engaging program, young learners aged 10 and above will discover the magic of AI-generated content. Through hands-on activities and projects, kids will harness the power of AI language models like GPT-3 to generate stories, code snippets, and more with just a prompt

Our carefully crafted curriculum covers the basics of AI language models, ethical considerations, and responsible AI usage. With expert guidance, students will learn to create captivating articles, explore coding assistance, and even collaborate with AI for creative writing endeavors. Aspiring young minds will gain a deeper understanding of AI's potential while developing critical thinking skills and digital literacy.

CURRICULUM

Age Group: 10+

Duration: 20 hours

Module 1: Introduction to AI Prompting

- Understanding the concept of AI prompting and its applications.
- Exploring the capabilities of language models like GPT-3.
- Ethical considerations and responsible AI usage.

Module 2: Basics of AI Language Models

- Introduction to GPT-3 and similar language models.
- How AI models understand and generate text.
- Exploring different language generation tasks.

Module 3: Getting Started with AI Prompting

- Setting up access to GPT-3 or relevant AI platform.
- Understanding API integration and authentication.
- Writing and formatting effective prompts.

Module 4: Generating Text with AI Prompts

- Creating text-based prompts for different purposes.
- Generating articles, stories, marketing content, and more.
- Refining prompts for coherent and accurate outputs.

Module 5: AI Prompting for Coding Assistance

- Using AI to generate code snippets and solutions.
- Assisting in programming tasks and troubleshooting.
- Applying AI prompting in software development.

Module 6: AI-Powered Content Creation

- Crafting engaging blog posts, social media content, and emails.
- Customizing AI-generated content to match the desired style.
- Leveraging AI for content planning and generation.

Module 7: Creative Writing with AI

- Collaborating with AI to brainstorm ideas and concepts.
- Using AI prompts for poetry, storytelling, and fiction.
- Combining human creativity with AI assistance.

Module 8: AI-Powered Chatbots and Customer Interaction

- Building chatbots using AI prompts.
- Crafting conversational AI responses.
- Enhancing user engagement and support.

Module 9: Real-World Applications and Challenges

- Exploring case studies of successful AI prompting applications.
- Addressing challenges like bias, accuracy, and context.

Module 10: Ethical and Responsible AI Prompting

- Understanding the ethical implications of AI-generated content.
- Ensuring responsible AI usage and avoiding misinformation

WinQuest

AP COMPUTER SCIENCE:

Key Highlights:

- Live Interactive Classes
- 1:1 and group classes
- Classes available across USA, UK, Europe, Australia, Singapore, Dubai, etc.
- Convenient & flexible scheduling
- No contracts or hidden fees
- Free demo class
- Highly qualified tutors
- Perfect introduction to the world of coding
- Learn core programming skills
- For kids aged 10 years and above
  30+ hours of classes

About the course:

AP Computer Science is an advanced-level course designed to provide students with a comprehensive understanding of computer programming and problem-solving. Through the study of programming languages like Java, students learn to write, analyze, and debug code. The course emphasizes algorithmic thinking, data structures, and the fundamentals of computer science.

Students explore topics such as variables, control structures, methods, and object-oriented programming. They gain the skills to create programs that solve real-world problems, honing their logical and analytical thinking abilities. Additionally, students develop an understanding of the social and ethical implications of computing, helping them make informed decisions in the digital world.

Overall, AP Computer Science prepares students for higher-level studies in computer science, engineering, and related fields, while also fostering computational skills that are valuable across various disciplines.

Age group: 13+ **Duration: 30 hours**

Prerequisites:

- Prior experience with Java recommended
- Understanding of basic programming concepts.
- Logical proficiency.
- Proficiency in basic mathematics.

Requirements:

- Stable internet connection
- A laptop/desktop
- JDK(Java Development Kit)to be installed
- An IDE like Eclipse, Visual Studio Code, etc.

CURRICULUM

Module 1: Introduction to Programming
- What is programming? Introduction to algorithms and code.
- Understanding the importance of precise instructions.
- Project: Write a simple program to print "Hello, World!"

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Module 2: Variables and Data Types
- Exploring different data types: int, double, char, boolean.
- Using variables to store and manipulate data.
- Project: Create a program to calculate and display user's BMI.

Module 3: Control Structures
- Using conditional statements (if, else if, else).
- Implementing loops (for, while) for repetitive tasks.
- Project: Build a program that simulates a basic quiz game.

Module 4: Methods and Functions
- Introduction to methods and their role in modular programming.
- Defining and calling methods with parameters and return values.
- Project: Develop a program that calculates and displays grades.

Module 5: Arrays and Lists
- Understanding arrays and lists for storing multiple values.
- Accessing, modifying, and iterating through arrays/lists.
- Project: Design a program that finds the highest and lowest values in an array.

Module 6: Object-Oriented Programming
- Introduction to classes, objects, and instances.
- Using constructors, methods, and instance variables.
- Project: Create a program with a class hierarchy representing different vehicles.

Module 7: Inheritance and Polymorphism
- Understanding inheritance and its benefits in code reuse.
- Implementing inheritance relationships between classes.
- Project: Extend the vehicle hierarchy to include specialized vehicles.

Module 8: Recursion and Advanced Algorithms
- Introduction to recursion and its applications.
- Exploring advanced algorithms like binary search and sorting.
- Project: Write a recursive program to calculate Fibonacci numbers.

Module 9: Project - Game Development
- Students design and create a simple game using object-oriented principles.
- Incorporating user interactions, graphics, and game logic.
- Project options: maze game, tic-tac-toe, simple platformer.

Module 10: Project - Data Analysis Tool
- Students build a program that analyzes and presents data.
- Reading data from files or user input.
- Creating graphs and visual representations of data.

Module 11: Final Project - Innovative Application
- Students develop an innovative software application.
- Applying a combination of concepts learned throughout the curriculum.
- Presenting the final project to the class.

AP COMPUTER SCIENCE PRINCIPLES

Key Highlights:

- Live Interactive Classes
- 1:1 and group classes
- Classes available across USA, UK, Europe, Australia, Singapore, Dubai, etc.
- Convenient & flexible scheduling
- No contracts or hidden fees
- Free demo class
- Highly qualified tutors
- Perfect introduction to the world of computing
- For kids aged 10 years and above
- 30+ hours of classes

About the course:

AP Computer Science Principles is a course that provides students with a holistic understanding of the fundamental concepts and applications of computer science. Unlike traditional programming-focused courses, AP Computer Science Principles aims to explore the broader aspects of computing and its impact on various aspects of life.

The course covers a range of topics, including the impact of computing on society, ethical considerations in technology, data analysis and interpretation, algorithms and problem-solving, as well as creative coding projects. Students are exposed to the multifaceted nature of technology, enabling them to critically assess the role of computing in our interconnected world. AP Computer Science Principles emphasizes computational thinking, collaborative work, and hands-on exploration. It encourages students to think creatively, analyze data, and communicate their findings effectively. By delving into various computational concepts, ethical considerations, and real-world applications, students gain a well-rounded perspective on the ever-evolving field of computer science. This knowledge equips them not only with technical skills but also with the ability to navigate the complexities of the digital era.

AP Computer Science Principles with WinQuest:

Empower young minds with WinQuest's AP Computer Science Principles classes for kids! Our engaging courses offer an exciting journey into the world of computational thinking, programming, and technology innovation. Through interactive projects and expert instruction, kids will delve into fundamental concepts such as algorithms, data representation, cybersecurity, and more.

CURRICULUM

Age group: 13+
Duration: 30 hour
Prerequisites:

- Experience with block based or text based coding recommended
- Basic digital literacy.

Requirements:

- Stable internet connection.
- A laptop/desktop.
- Compiler/Interpreter for a programming language(C++, Java, Python, JavaScript)
- Text Editor/IDE for

Module 1: Introduction to Computing
- Understanding the basics of computing and computational thinking.
- Introduction to algorithms and their importance.
- Exploring the impact of computing on society.

Module 2: Digital Information
- Introduction to binary representation and data encoding.
- Exploring different data formats: text, images, sound.
- Analyzing the benefits and challenges of digital information.

Module 3: The Internet
- Understanding the structure and functioning of the internet.
- Introduction to IP addresses, domain names, and URLs.
- Exploring the concepts of net neutrality and internet security.

Module 4: Algorithms and Programming
- Introduction to algorithms and their role in programming.
- Writing and running simple programs using block-based languages.
- Creating basic animations and interactive projects.

Module 5: Big Data and Data Privacy
- Exploring the concept of big data and data analytics.
- Understanding data privacy concerns and ethical considerations.
- Analyzing the trade-offs between data utilization and privacy.

Module 6: Project - Data Visualization
- Students create a data visualization project.
- Using data analysis tools to process and visualize data.
- Presenting insights through graphs, charts, and visual representations.

Module 7: The Impact of Computing
- Understanding the societal, ethical, and global impact of computing.
- Exploring issues related to accessibility, diversity, and inclusion.
- Analyzing real-world examples of technological impact.

Module 8: Project - Social Impact App
- Students design and create an app that addresses a social issue.
- Applying computational thinking to devise a solution.
- Presenting the app's functionality and impact.

Module 9: Creative Computing
- Introduction to creative computing and digital art.
- Exploring digital media creation: images, music, animations.
- Combining programming and creativity to produce original projects.

Module 10: Final Project - Innovate and Create
- Students conceive and develop an innovative project of their choice.
- Applying concepts from various modules to create a unique solution.
- Presenting the final project to the class.

DATA STRUCTURES AND ALGORITHMS

Key Highlights:

- Live Interactive Classes
- 1:1 and group classes
- Classes available across USA, UK, Europe, Australia, Singapore, Dubai, etc.
- Convenient & flexible scheduling
- No contracts or hidden fees
- Free Demo Class
- Highly qualified tutors
- Improve core concepts
- For kids aged 13 years and above
- 30+ hours of classes

About the course:

In the realm of programming, data structures and algorithms form the bedrock of efficiency and problem-solving. Data structures define how information is organized and stored, while algorithms provide the step-by-step instructions for processing that information.

By mastering data structures, programmers learn to choose the right way to store and access data, optimizing memory usage and execution speed. Algorithms empower programmers to craft efficient solutions to complex problems, ensuring code runs smoothly and effectively.

Understanding data structures and algorithms is like wielding a toolkit for creative problem-solving, enabling programmers to architect elegant, high-performing applications. This fundamental knowledge is key to building software that's both robust and efficient.

Data Structures and Algorithms with WinQuest:

Prepare your child for a future of coding brilliance with our specialized classes. At WinQuest, we're dedicated to fostering strong coding foundations. Our engaging courses delve deep into the world of data structures and algorithms, empowering young minds to create efficient, elegant code.

From mastering data organization to unraveling complex problem-solving techniques, our classes inspire confidence and ignite creativity. Give your child the edge they need for success in technology and beyond.

CURRICULUM

Age group: 13+

Duration: 30 hours

Module 1: Introduction to DSA

- Importance of data structures and algorithms.
- Basic terminology and examples.

Module 2: Arrays and Lists

- Arrays and lists for data storage.
- Access, modify, and search operations.

Module 3: Stacks and Queues

- Introduction to stacks and queues.
- Stack and queue operations.

Module 4: Linked Lists

- Singly linked lists.
- Insert, delete, traverse operations.

Module 5: Sorting Algorithms

- Sorting algorithms: bubble, selection, insertion.
- Algorithmic principles and implementation.

Module 6: Searching Algorithms

- Linear and binary search algorithms.
- Time complexity and efficiency.

Module 7: Recursion and Recursive Algorithms

- Recursion and its applications.
- Recursive problem-solving.

Module 8: Trees and Binary Trees

- Tree structures and hierarchical nature.
- Binary trees, nodes, and traversal

Module 9: Project - Maze Solver Algorithm

- Algorithm to solve a simple maze.
- Applying DSA concepts to navigate.

Module 10: Project - Sorting Visualizer

- Visualizing sorting algorithms.
- Building an interactive sorting visualizer.

Prerequisites:

- Basic proficiency with text-based programming.
- Understanding of basic programming concepts.

Requirements:

- Stable internet connection.
- A laptop/desktop.
- Compiler/Interpreter for a programming language(C++, Java, Python, JavaScript)
- Text Editor/IDE for programming



GRAPHIC DESIGN

Key Highlights:

- Live Interactive Classes
- 1:1 and group classes
- Classes available across USA, UK, Europe, Australia, Singapore, Dubai, etc.
- Convenient & flexible scheduling
- No contracts or hidden fees
- Free Demo Class
- Highly qualified tutors
- Perfect introduction to graphic design
- For kids aged 7 years and above
- 45+ hours of classes

About the course:

Graphic design is the art of visual communication, combining creativity and technology to convey ideas, messages, or information through visually appealing and impactful designs. It encompasses various elements such as typography, images, colors, shapes, and layout to create designs that captivate, inform, and evoke emotions. Graphic designers use tools like software applications (e.g., Adobe Photoshop, Illustrator) to craft designs for a wide range of purposes, including advertisements, logos, posters, websites, packaging, and more. Effective graphic design not only captures attention but also communicates a specific message or brand identity, making it an essential component in today's visually driven world.

Graphic Design with WinQuest:

Embark on a creative journey with WinQuest's graphic design classes! Unleash your artistic potential and delve into the world of visual communication. Through hands-on courses led by skilled instructors, you'll master the art of using tools like Adobe Photoshop to craft captivating logos, posters, and more. From understanding typography to exploring the nuances of color theory, our classes equip you with the skills to create designs that resonate. Join us at WinQuest and discover the power of graphic design to convey messages, tell stories, and make an impact through striking visuals.

BEGINNER GRAPHICS DESIGN WITH CANVA

Prerequisites:

- No prior experience in graphic design necessary

Requirements:

- A device(laptop/desktop)
- Stable internet connection.
- Free Canva Account

Age Group: 7+

Duration: 20 hours

Module 1: Introduction to Graphic Design Basics

- Understanding what graphic design is and its importance.
- Exploring the role of graphic design in everyday life.
- Introduction to basic design principles: color, typography, layout.

Module 2: Getting Started with Canva

- Introduction to Canva as a beginner-friendly design tool.
- Setting up a Canva account and exploring the interface.
- Creating a simple project using pre-made templates.

Module 3: Designing Visual Elements

- Exploring various types of visual elements: images, icons, shapes.
- Learning to manipulate and customize visual elements in Canva.
- Creating a basic visual composition using drag-and-drop tools.

Module 4: Typography and Text Design

- Understanding the importance of typography in design.
- Exploring font styles, sizes, and formatting.
- Creating text-based designs like posters and cards.

GRAPHIC DESIGN

Module 5: Color Theory and Palette Creation

- Learning about colors and their emotional impact in design.
- Creating color palettes and applying them to designs.
- Designing a project using a harmonious color scheme.

Module 6: Designing for Social Media and Print

- Exploring design dimensions and requirements for social media posts.
- Creating engaging social media graphics using Canva.
- Designing printable projects like bookmarks or stickers.

Module 7: Advanced Techniques and Layouts

- Using advanced Canva features for more intricate designs.
- Learning about layers, transparency, and blending modes.
- Creating a complex project with multiple design elements.

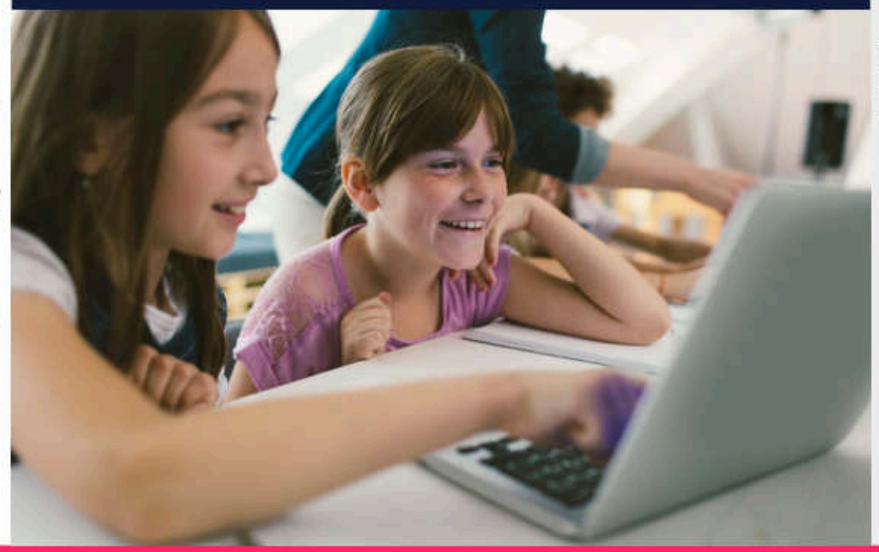
GRAPHIC DESIGN WITH CANVA:

Module 8: Applying Design to Real-World Scenarios

- Designing a personalized invitation or announcement.
- Creating a digital greeting card or thank-you note.
- Combining various design elements to tell a visual story.

Module 9: Final Design Project

- Students choose a design project of their interest.
- Applying concepts and techniques learned throughout the curriculum.
- Polishing and refining the design to create a visually appealing and balanced final project.



GRAPHICS DESIGN WITH PHOTOSHOP

Prerequisites:

- No prior experience in Adobe Photoshop necessary

Requirements:

- A device(laptop/desktop)
- Stable internet connection.
- Adobe Photoshop

Age Group: 13+ **Duration: 25hours**

CURRICULUM

Module 1: Introduction to Graphic Design Basics

- Understanding the role and significance of graphic design.
- Exploring the elements and principles of design.
- Introduction to Adobe Photoshop as a powerful graphic design tool.

GRAPHIC DESIGN

Module 2: Getting Started with Photoshop

- Setting up Adobe Photoshop and exploring the interface.
- Understanding the workspace: tools, panels, and options.
- Creating a simple project to grasp the fundamentals.

Module 3: Image Editing and Manipulation

- Basic image editing techniques: cropping, resizing, and retouching.
- Learning to use selection tools for precise editing.
- Creating a composite image by combining multiple photos.

Module 4: Color Correction and Enhancement

- Understanding color modes and color adjustments in Photoshop.
- Enhancing images using adjustment layers and filters.
- Creating visually appealing images by balancing colors.

Module 5: Typography and Text Design

Exploring typography principles and font selection.

Creating text-based designs: posters, banners, and more.

Adding effects and styles to text elements.

GRAPHIC DESIGN WITH PHOTOSHOP:

Module 6: Photo Manipulation and Digital Art

- Introducing advanced photo manipulation techniques.
- Creating surreal and artistic compositions using layers and masks.
- Designing a fantasy or sci-fi themed digital artwork.

Module 7: Advanced Techniques and Effects

- Learning advanced tools like layers, masks, and blending modes.
- Creating special effects: reflections, shadows, and gradients.
- Applying complex filters and adjustments for unique looks.

Module 8: Designing for Web and Print

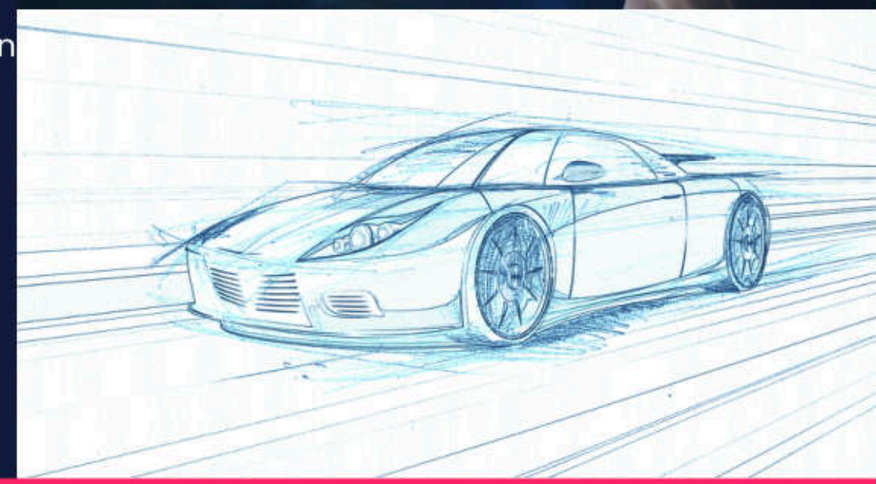
- Understanding design dimensions and requirements for different media.
- Designing web graphics, social media posts, and banners.
- Creating print-ready designs such as flyers and business cards.
- **Module 9: Creating Digital Art and Illustrations**
- Introducing digital painting techniques using brushes and layers.
- Designing an original digital artwork or illustration
- Combining various elements to create a visually captivating piece.

Module 10: Final Design Project

- Students choose a design project to showcase their skills.
- Applying techniques learned throughout the curriculum.
- Polishing and refining the design to create a professional-quality project.







VIDEO EDITING

Key Highlights:

- Live Interactive Classes
- 1:1 and group classes
- Classes available across USA, UK, Europe, Australia, Singapore, Dubai, etc.
- Convenient & flexible scheduling
- No contracts or hidden fees
- Free Demo Class
- Highly qualified tutors
- Perfect introduction to video editing
- For kids aged 7 years and above
- 45+ hours of classes

About the Course:

Video editing is the process of arranging and manipulating video footage, audio, and visual effects to create a cohesive and engaging final product. It's a crucial aspect of filmmaking, content creation, and storytelling. Video editors use specialized software to trim, arrange, and sequence clips, enhance visuals, adjust audio, and add transitions and effects. This process allows for the transformation of raw footage into a polished video that communicates a clear message, captures emotions, and keeps viewers engaged. Video editing is a blend of technical skills and creative intuition, enabling editors to craft compelling narratives, highlight key moments, and produce content that resonates with audiences across various platforms.

Beginner Video Editing with Filmora:

Prerequisites:

- No prior experience in video editing necessary

Requirements:

- A device(laptop/desktop)
- Stable internet connection.
- Wondershare Filmora.

Curriculum:

Age group: 7+

Duration: 20 hours

Module 1: Introduction to Video Editing

- What is video editing and why is it important?
- Understanding basic video terminology.
- Introduction to Filmora video editing software.

Module 2: Getting Started with Filmora

- Navigating the Filmora interface.
- Importing media (videos, images, sounds) into the project.
- Basic editing techniques: trimming, splitting, and arranging clips.

Module 3: Adding Visual Elements

- Exploring visual effects, filters, and overlays.
- Adding text and titles to videos.
- Introducing transitions to create smooth video flow.

Module 4: Enhancing Audio

- Basic audio editing: adjusting volume, fading, and muting.
- Adding background music and sound effects.
- Syncing audio with video clips.

Video Editing with WinQuest:

Dive into the realm of creative storytelling with WinQuest's video editing classes! Unleash your imagination and master the art of crafting compelling videos. Led by experienced instructors, our courses empower you with the skills to manipulate footage, enhance audio, and add captivating effects. With hands-on training using industry-standard software, you'll learn to transform raw content into polished videos that captivate audiences. Join WinQuest's video editing classes and discover how to bring your ideas to life through the magic of visual storytelling. Start your journey toward becoming a skilled video editor with us!

Module 5: Creating Fun Effects

- **Applying creative elements like stickers and animations.**
- **Using green screen effects for imaginative projects.**

Module 6: Final Video Projects

- **Storytelling through video: Planning and storyboarding a short video project.**
- **Editing a complete video using skills learned in previous modules.**
- **Polishing the video with transitions, effects, and audio enhancements.**

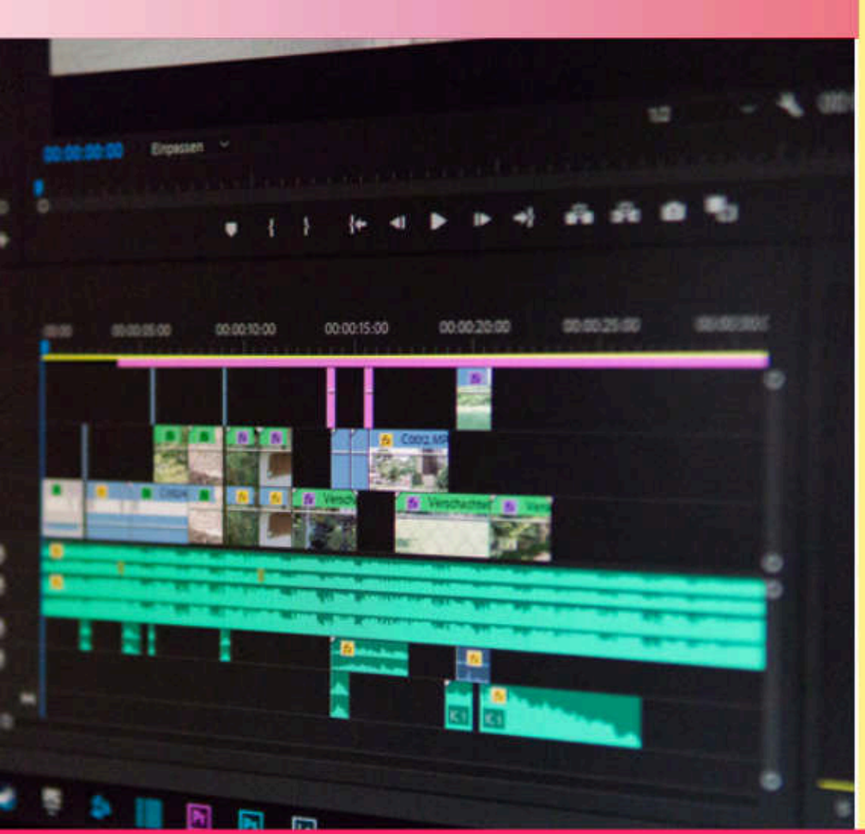
WinQuest Online Education

VIDEO EDITING
ADOBE PREMIERE PRO

Age Group: 10+ Duration: 25 hours

Prerequisites:
- **No prior experience in video editing necessary**

Requirements:
- **A device(laptop/desktop)**
- **Stable internet connection.**
- **Adobe Premiere Pro**



Module 1: Introduction to Video Editing
- What is video editing and its significance.
- Basics of storytelling through video.
- Introduction to Adobe Premiere Pro.

Module 2: Getting Started with Premiere Pro
- Touring the Premiere Pro interface.
- Importing media: videos, images, and audio.
- Organizing and managing media in the project.

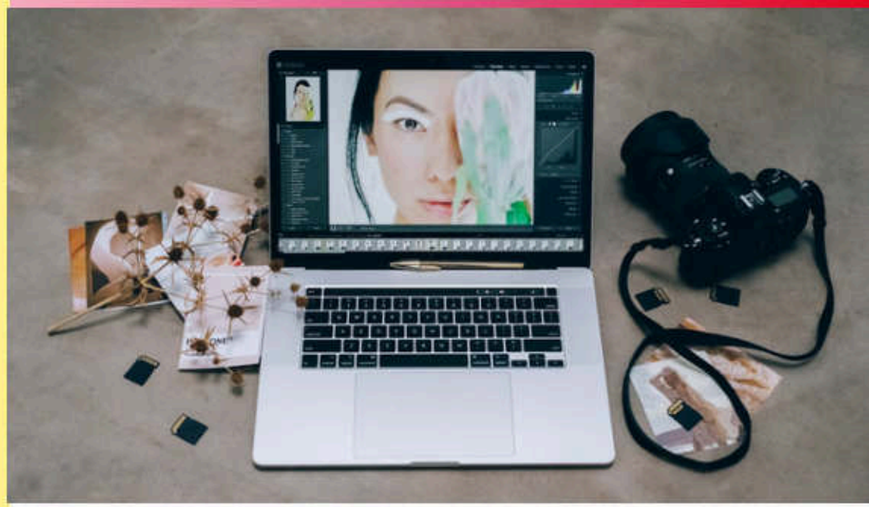
Module 3: Editing Techniques
- Basic editing tools: cutting, trimming, and rearranging clips.
- Applying transitions for seamless scene changes.
- Using the timeline for precise editing.

Module 4: Visual Enhancements
- Applying visual effects and filters.
- Adding text and titles to videos.
- Working with graphics and overlays.

Module 5: Audio Mastering
- Adjusting audio levels and mixing tracks.
- Adding background music and sound effects.
- Syncing audio with video clips.

Module 6: Advanced Effects
- Applying advanced visual effects for creative projects.
- Introduction to keyframing for animations.
- Incorporating green screen techniques.

Module 7: Final Video Projects
- Planning and storyboarding a video project.
- Editing a complete video using skills learned.
- Polishing the video with effects, transitions, and audio enhancements.





WinQuest Online Education

ANIMATION

Key Highlights:

- Live Interactive Classes
- 1:1 and group classes
- Classes available across USA, UK, Europe, Australia, Singapore, Dubai, etc.
- Convenient & flexible scheduling
- No contracts or hidden fees
- Free Demo Class
- Highly qualified tutors
- Perfect introduction to animation
- For kids aged 10 years and above
- 30+ hours of classes



About the course:

Animation is the art of bringing images, characters, and objects to life through motion. It involves creating a series of sequential images, frames, or drawings, each slightly different from the previous one, and playing them in rapid succession to create the illusion of movement. Animation can take various forms, including traditional hand-drawn animation, computer-generated imagery (CGI), stop-motion, and more. It's a powerful tool used in entertainment, education, advertising, and communication to convey stories, ideas, and emotions in a visually engaging and dynamic way. Whether it's in movies, cartoons, video games, or interactive media, animation adds depth and life to static visuals, making it an essential component of modern visual storytelling.

Video Editing with WinQuest:

Unlock your creativity and explore the world of animation with WinQuest's captivating animation classes! Led by skilled instructors, our courses provide hands-on experience in various animation techniques, from traditional hand-drawn to digital animation. Dive into the art of bringing characters and stories to life through motion and imagination. With industry-standard software and practical guidance, you'll learn the fundamentals of timing, movement, and storytelling. Join WinQuest's animation classes and embark on a journey of visual expression, where you'll create dynamic and engaging animations that captivate audiences and leave a lasting impact. Unleash your artistic potential and craft animations that tell stories like never before!



CURRICULUM

Age Group: 10+
Duration: 30 hours

Prerequisites:

- Basic knowledge of graphic design concepts (colors, shapes, composition).
- Basic knowledge of video editing.

Requirements:

- A device(laptop/desktop)
- Stable internet connection.
- Digital animation software (e.g., Adobe Animate, Toon Boom Harmony, or similar)

Level 1: Introduction to Animation

Module 1: Understanding Animation Basics

- Exploring what animation is and its various applications.
- Learning about the principles of animation: squash and stretch, timing, etc.
- Introduction to different types of animation.

Module 2: Traditional Hand-Drawn Animation

- Learning the basics of hand-drawn animation.
- Creating simple flipbooks to understand movement.
- Creating a short hand-drawn animation sequence.

ANIMATION

Module 3: Introduction to Stop-Motion Animation

- Understanding stop-motion animation techniques.
- Creating a basic stop-motion animation using objects or clay.

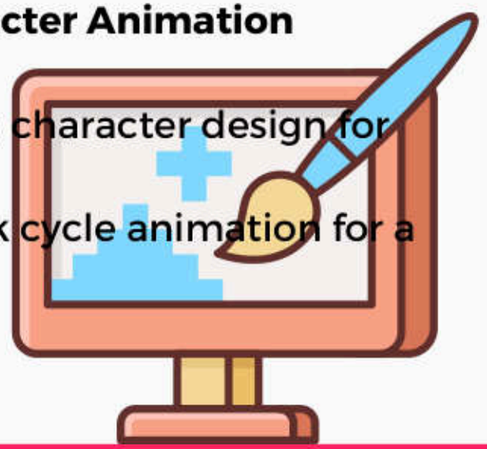
Level 2: Digital Animation Techniques

Module 4: Introduction to Digital Animation

- Exploring digital animation software.
- Creating a simple digital animation using basic shapes.

Module 5: Character Animation

- Understanding character design for animation.
- Creating a walk cycle animation for a character.



Module 6: Lip Sync and Dialogue Animation

- Learning the basics of lip sync animation.
- Creating an animation sequence with dialogue.

Level 3: Advanced Animation and Special Effects

Module 7: Advanced Techniques in Digital Animation

- Exploring advanced digital animation techniques.
- Creating more complex animations with multiple characters and interactions.

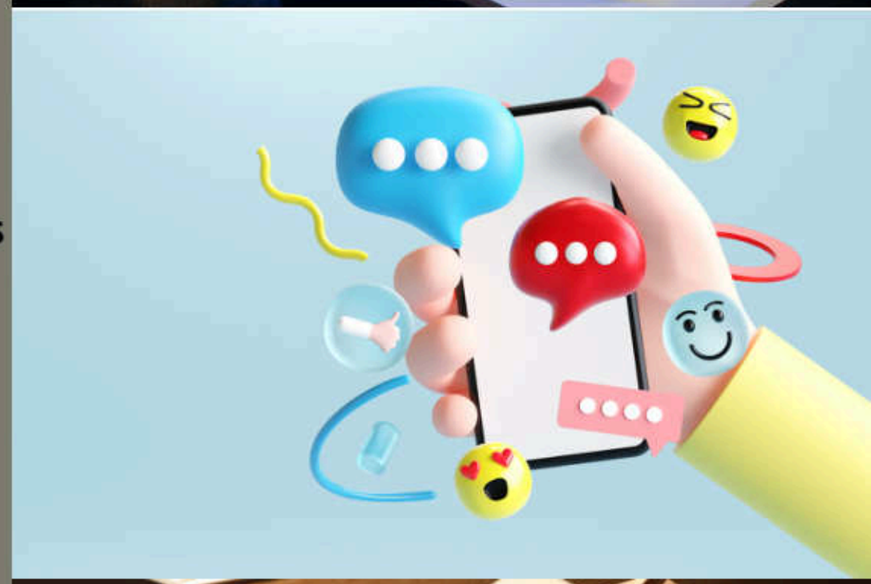
Module 8: Introduction to Visual Effects in Animation

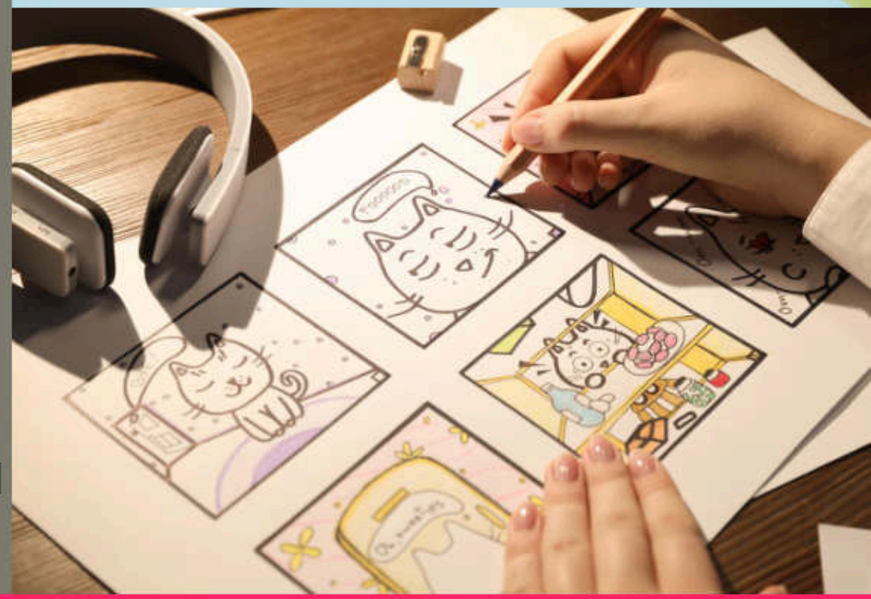
- Understanding how to add visual effects to animations.
- Creating animations with particle effects, explosions, etc.

Module 9: Final Animation Project

- Students design and develop a complete animation project.
- Applying a combination of concepts learned throughout the curriculum.
- Polishing and refining the animation to achieve a professional result.







Key Highlights:

- Live Interactive Classes
- 1:1 and group classes
- Classes available across USA, UK, Europe, Australia, Singapore, Dubai, etc.
- Convenient & flexible scheduling
- No contracts or hidden fees
- Free Demo Class
- Highly qualified tutors
- Perfect introduction to VFX
- For kids aged 7 years and above
- 30+ hours of content

About the course:

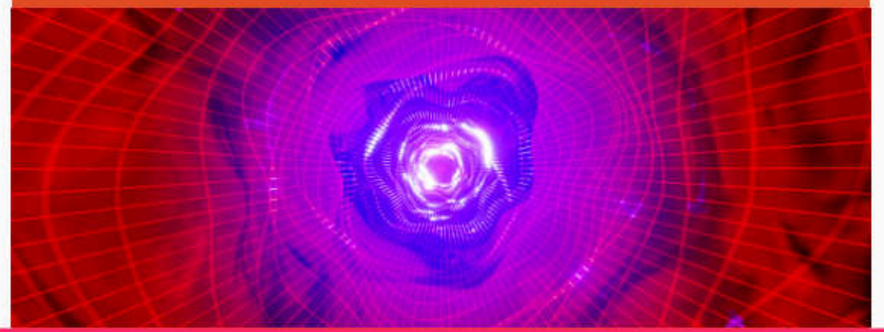
Visual Effects (VFX) is the art of creating digital imagery or manipulating existing footage to enhance, alter, or create visual elements that would be challenging or impossible to capture during filming. VFX is widely used in filmmaking, television, advertising, and other media to add realism, fantasy, or spectacular elements to scenes. This can involve creating realistic environments, creatures, explosions, magical effects, and more. VFX artists use specialized software to seamlessly integrate these effects into live-action footage, enhancing storytelling and immersing viewers in a visually captivating experience. VFX is a dynamic field that combines technical skills, creative imagination, and cutting-edge technology to make the impossible look astonishingly real on screen.

VFX with WinQuest:

Unleash your child's imagination with WinQuest's VFX for Kids course. Designed for young creators aged 12 and above, this exciting program takes them on a journey into the world of Visual Effects (VFX). Through hands-on projects and interactive learning, kids will dive into the art of adding cinematic magic to videos.

Our tailored curriculum introduces the fundamentals of VFX, from green screen techniques to digital effects. With the guidance of skilled instructors, students will learn to create stunning visual enhancements that captivate audiences. From turning ordinary scenes into extraordinary spectacles to crafting fantastical worlds, your child will gain essential skills in storytelling and technology.

Empower your young visionary with WinQuest's VFX for Kids. Fuel their passion for creativity while providing them with valuable skills that merge artistry and technology. Join us on this exciting journey to bring their ideas to life through the enchanting world of visual effects.



CURRICULUM

Age Group: 13+
Duration: 30 hours

Prerequisites:

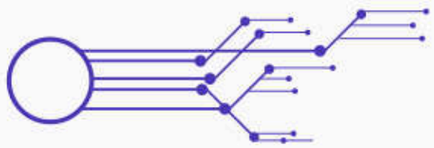
- Basic knowledge of graphic design concepts (colors, shapes, composition).
- Basic knowledge of video editing.

Requirements:

- A device(laptop/desktop)
- Stable internet connection.
- Blender (for 3D modeling and animation)
- Adobe After Effects (for compositing and special effects)
- Video editing software (for combining final VFX sequences)





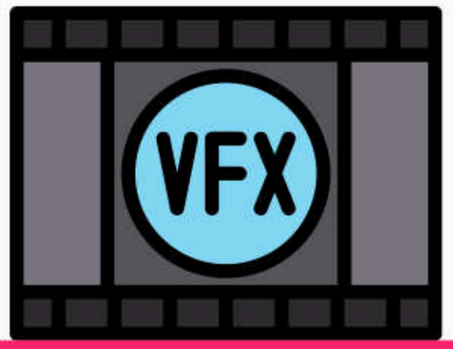


Module 1: Introduction to Visual Effects

- Understanding what Visual Effects (VFX) are and their role in movies and media.
- Exploring popular movies and scenes with remarkable VFX.
- Introduction to the software and tools used in VFX.

Module 2: Basics of VFX

- Learning the fundamental concepts of VFX: compositing, green screen, CGI, and more.
- Exploring the use of layers and transparency in VFX.
- Creating basic effects like explosions, fire, and smoke.



Module 3: Digital Imaging and Greenscreen Techniques

- Understanding green screens and how they're used in VFX.
- Techniques for shooting with a green screen and ensuring proper lighting.
- Replacing green screens with different backgrounds and scenes.

Module 4: Introduction to 3D Modeling

- Basics of 3D modeling and its role in VFX.
- Introduction to software like Blender for creating 3D objects.
- Creating simple 3D models and scenes.

Module 5: Animation and Texturing

- Adding movement and animation to 3D models.
- Applying textures and materials to enhance realism.
- Creating an animated scene using 3D models.

Module 6: Introduction to Compositing

- Understanding compositing and its importance in VFX.
- Using software like Adobe After Effects for compositing.
- Layering elements and creating seamless visual effects.

Module 7: Special Effects and CGI

- Exploring advanced effects like particle systems, fluid simulations, and more.
- Creating and integrating CGI elements into real-world scenes.
- Adding fantastical elements like magic and creatures.

Module 8: Final VFX Project

- Students design and create their own VFX sequence or scene.
- Applying techniques learned throughout the curriculum.
- Polishing and refining the project to create a professional-looking VFX sequence.

FAQs



How do I get started?

To get started simply book a demo, to book a free live demo session with the instructor, please click on the "Book a Demo" button and provide details to schedule the class. For details, please contact Seema at (+91) 93308 11581 or seema@winquestonline.com

How does payment work?

We require monthly advance payments for the number of classes scheduled in a calendar month. We use Zelle or Paypal for collection of fees. You would be asked to select your choice of payment method during the initial setup of the class.

What if I miss a class?

For batch classes, we would be able to share a timed recording upon parent's request.
For one-on-one sessions, the class would be rescheduled. We request the parents to inform prior in advance in such cases.

Do I need to sign any contract?

All our engagements are based on the terms and conditions and other requirements mentioned in the website. We provide complete flexibility to our students to exit the course anytime if they do not find the classes beneficial to them.



How do I take an update on my child's progress?

For progress tracking we will be providing assessments and homework lessons which will give parents a clear picture of a child's progress. We encourage all parents to discuss and share their views/feedback on a regular basis to the teacher or our institute representative for updates and for us to keep improving and meeting your expectations.

If my kid does not enjoy classes, will WinQuest refund the fees?

We provide complete flexibility to our students to exit the course anytime if they do not find the classes beneficial to them. We will refund fees for those future classes which are not taken by the Student.

Why should I take classes from WinQuest, are they the best?

WinQuest provides one to one interactive sessions with highly qualified teachers and best-in-class learning experience for your kids within your home environment. We endeavor to provide quality education at a reasonable cost, so that Kids can get individual attention and therefore are able to compete better.

Is WinQuest good for coding class?

WinQuest has a team of highly qualified, dedicated and experienced teachers from the field of Computer Science, who will guide you through the course material in a fun and relaxed environment so that you can achieve your best results.

Will I get a certificate after the course completion?

Yes, We provide certificates after completion of the course. We also encourage students to participate in various competitions which are Internationally recognized.

Will my kid learn at his/her own pace?

Yes, the pace of the classes will be adjusted according to the child.

Where are teachers from?

Most of the teachers are from India with proper teaching skills and with excellence in music and their instruments so that students get to learn the course material in a fun and relaxed environment and understand things practically.

How does the scheduling work with different time zones?

We are providing classes in the USA, Canada, UK, South Africa, Australia, Dubai, Singapore etc. We schedule sessions accordingly to the time comfortable to kids in the respective time Zones

Is previous experience required?

No, we have introductory levels for all of our courses where no previous experience will be necessary to start learning!

What are the requirements for this course?

For the courses a laptop/desktop to connect to, stable internet connection, and the specific software/tools/kit required for the course which will be specified in course details and by our teachers.

What if my child is below minimum age?

We'll recommend you to check out our other courses for your kid's age group.

Is the schedule flexible?

Yes, the time slot of the classes will be scheduled to accommodate your child.

What to do when my kid runs into a technical issue?

Our teachers and operations team will provide technical support in case of an issue.

Can an adult join the course?

Yes, an adult can join our course but, they have to opt for 1:1 sessions.

ABOUT WINQUEST

Welcome to WinQuest Online, where we offer a wide range of online classes for students of all ages and skill levels. Whether you are a complete beginner or experienced, you'll benefit from our wide variety of courses. Our mission is to provide high-quality education that is accessible, convenient, and affordable for everyone.

We provide classes on Coding, Chess, Rubik's Cube, Public Speaking, Creative Writing, Arts and Painting, Foreign Languages, Academics, preparation for SAT/PSAT and AP Courses, Musical Instruments, Vocal Music and Dance.

Our aim is to provide the best possible learning experience for any student who wants to take our courses. We believe in open communication between the teacher and the student, which means we can help you learn more and do better.



Our company is committed to providing the best possible learning experience for our students. That's why we continuously invest in the latest technology and teaching resources, to ensure that our classes are engaging, interactive and up-to-date with the latest trends and techniques.

We are proud to have a community of students from all over the world, who share a common passion for learning. Our students have access to a range of support resources, including a dedicated customer service team, a community forum, and regular online events and workshops.

Thank you for considering WinQuest Online for your online education needs. We look forward to helping you achieve your goals and enriching your life through the power of education.



OUR TEACHERS



Our teachers are highly experienced & have the necessary qualifications. They are passionate about teaching learners of all levels. They are patient, kind, and dedicated to helping you achieve your learning goals. They will work with you to create personalized lesson plans that cater to your individual learning style and goals. Our teachers are committed to fostering creativity, developing skills, and nurturing a love of learning in every child.

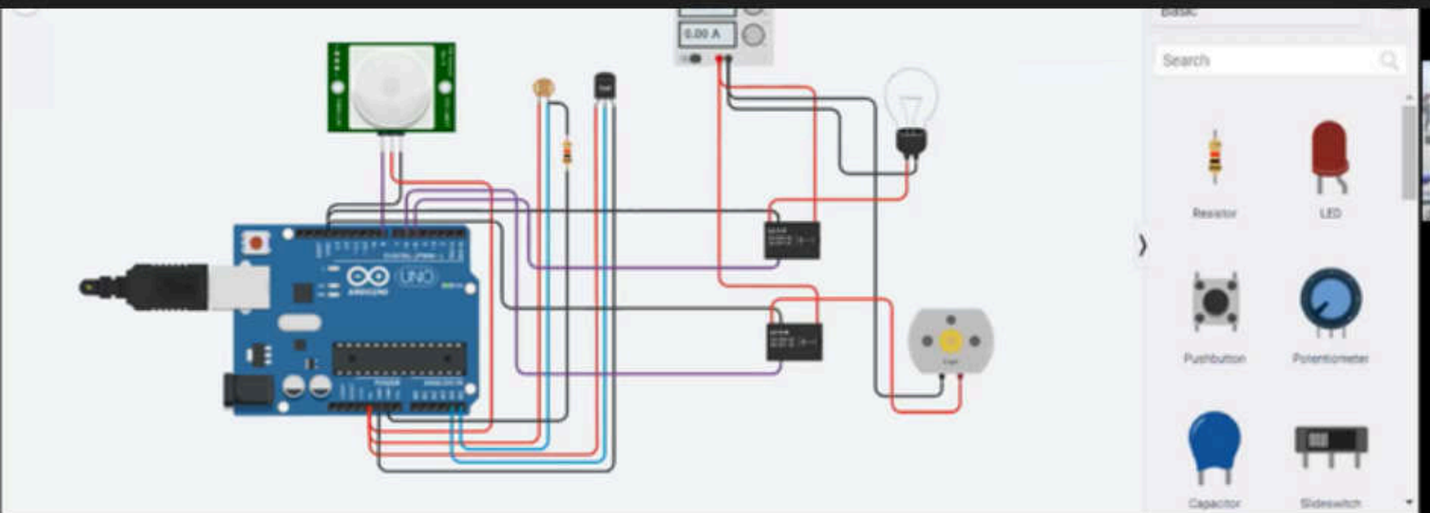


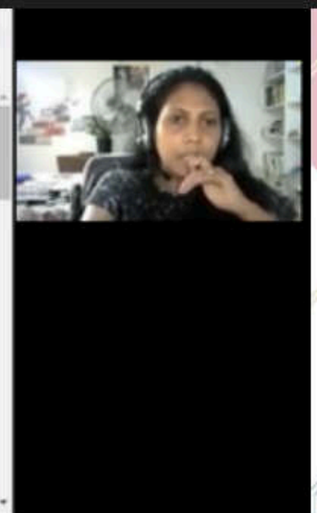
They understand that every child is unique and has their own learning style and understanding preferences. That's why they create a safe, fun, and engaging online learning environment where kids can explore their creativity and develop their learning skills at their own pace.



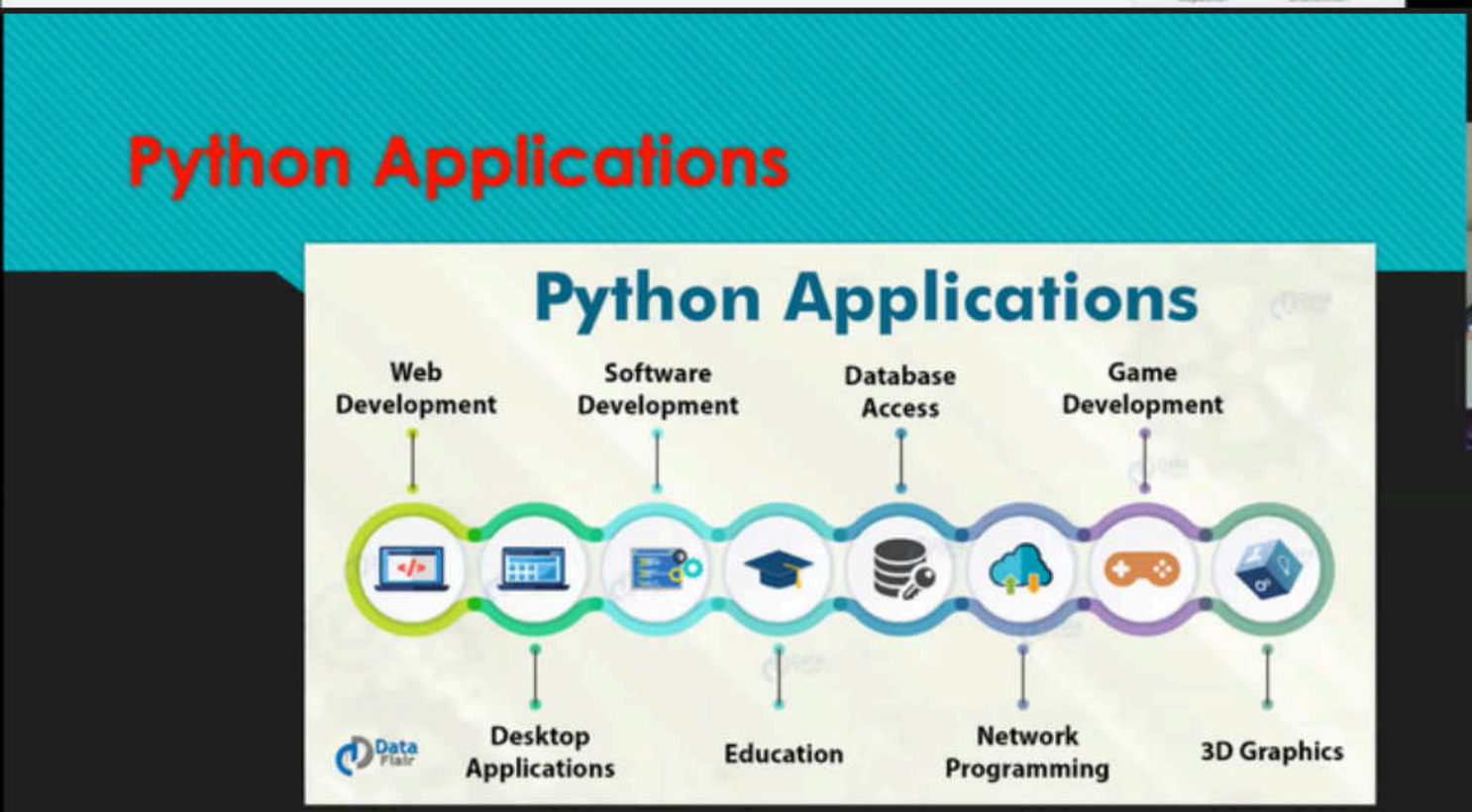
WinQuest Online Education

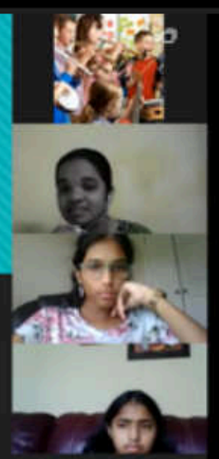
Glimpses of our Sessions

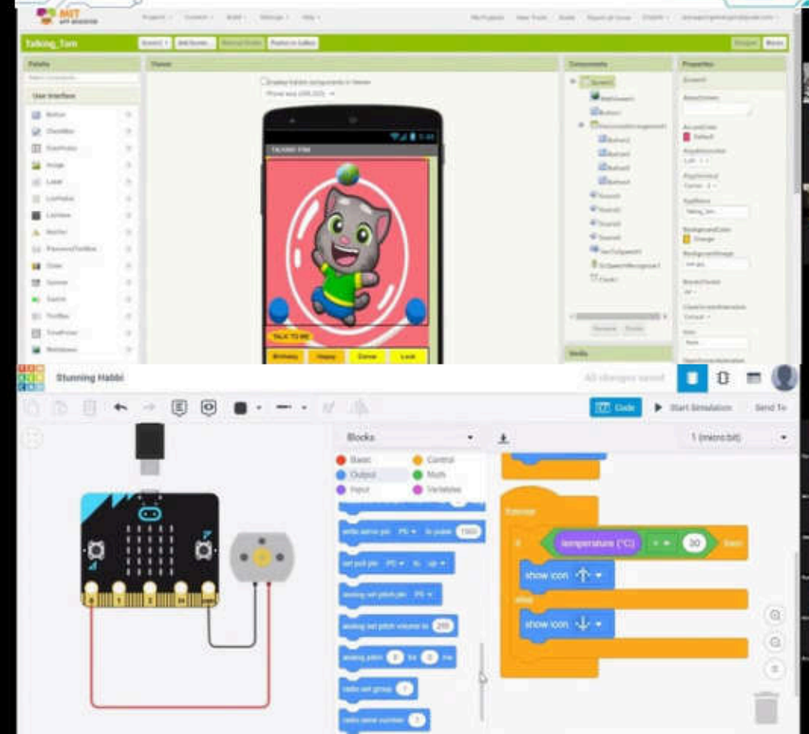












Testimonials

Megha Aggarwal

My daughter is taking Robotics lessons through Winquestonline. They have wonderful teachers. My daughter's teacher is very knowledgeable, fun and involved . Amy is never bored and is really happy working with her teacher.
They are always available and go above board to make our experience as parents satisfying. I am going to register my daughter for their other classes as well.
Would highly recommend them.

Dhisalini Veluru

Hi! My 10yr old son has been learning Python online through Winquest from past 1year and we are very happy and proud of our son progress. Isaac sir is a wonderful teacher and he also has a great ability to judge our child's performance pace and would teach accordingly. My son looks forward for his classes eagerly.
Overall very happy with Winquest





What Our Students Say!



Meet Our Team



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Kolkata, India - 700161
+1 302 306 5099
contact@winquestonline.com
www.winquestonline.com

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