

Robotics, Coding & AI for your school, delivered as one programme

A grade-wise curriculum for Classes 1-12, hands-on robotics kits and activity books, trained instructors on campus, teacher training, lab setup, exhibitions and progress reports. Aligned with NEP 2020 and CBSE/ICSE skill expectations.

7000+

happy students

Class 1-12

one-year grade-wise path

221+

mentors

250+

student projects



About Kod2Kids

Kod2Kids, an initiative of Aryavart Institute of Technology Pvt. Ltd., teaches robotics, coding and artificial intelligence to school students from Class 1 to 12. We run live online classes for families, in-school programmes with partner schools, and we design our own project kits and class-wise activity books.

Our learning is project-based: students build real things, from a first LED circuit to line-following robots, IoT devices and AI mini projects, and present them at exhibitions and on our Student Showcase. The curriculum is mapped to NEP 2020 goals for coding, computational thinking and AI awareness, and to CBSE/ICSE computer-science expectations.

We are a mentor-led team: engineers and educators who teach, build kits, write curriculum and train school teachers.

Free resources for your students: an Experiments Hub with 48 guided experiments and an interactive Circuit Playground at kod2kids.com.

Inside this brochure

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Class 1–12

continuous path

1 period

per section per week

3–4 weeks

from call to first class

GST

invoiced, per student per year

Why schools partner with Kod2Kids

Everything a school needs to run robotics and coding seriously, without building it from scratch.



Grade-wise curriculum

A structured one-year path for every class, with period-wise lesson plans, worksheets, rubrics and term assessments.



Kits & books included

Project-specific robotics kits and class-wise activity books for every student, replenished each year.



Trained instructors

Background-verified Kod2Kids instructors conduct classes on campus during school hours and co-teach with your staff.



Exhibitions & competitions

Annual robotics exhibition, science-fair projects and preparation for ATL showcases and national competitions.



Reports for management

Term-wise progress reports, attendance and project portfolios for principals and parents.



Zero-hassle rollout

Timetable integration, lab guidance, a dedicated programme coordinator and WhatsApp support throughout the year.

Programmes for schools

Choose one programme or combine them. Each includes curriculum, materials, reports and a coordinator.

Robotics Programme

For: schools that want weekly hands-on robotics classes on campus.

Format: one period per section per week, delivered by Kod2Kids instructors; batches of up to 30–40 students.

- Grade-wise curriculum: circuits → sensors → Arduino → IoT
- Project kits and activity books for every student
- Annual exhibition, certificates, Student Showcase features
- Term reports; competition mentoring

Class 1–12

Instructor-led

Kits included

AI & Coding Curriculum

For: schools that want a complete coding and AI pathway in the timetable, taught by our instructors or your teachers.

Format: period-wise lesson plans, student workbooks, digital resources and assessments.

- Scratch Jr → Scratch → Python → web → AI (Classes 1–12)
- Teacher training workshops and monthly support
- Term assessments, rubrics, certificates
- Free annual curriculum updates

Class 1–12

Teacher-delivered or hybrid

Computer lab only

Robotics Lab Setup

For: schools planning a dedicated robotics/STEM lab or an ATL-style lab.

Format: site visit, layout and equipment plan, delivery and installation, teacher training, inauguration session, annual restocking.

- Starter, Innovation and ATL-style packages
- Electronics kits, Arduino/ESP boards, sensors, tools, optional 3D printer
- Curriculum built in; optional instructor
- Maintenance, replacement parts, documentation support

4–8 weeks to inaugurate

One-time + annual

Trainers for Schools

For: schools that need a robotics/coding teacher without the hiring and training burden.

Format: visiting (1–3 days a week) or full-time instructor on campus, with curriculum and kits.

- Trained, background-verified instructors
- Replacement guarantee so the timetable never breaks
- Monthly quality reviews by our academic head
- Co-teaching builds your in-house capability

Visiting or full-time

Curriculum included

Add-ons: holiday and weekend camps, parent orientation sessions, inter-school robotics competitions, and online live classes for students who want to go further at home.

What every programme includes

- ✓ Grade-wise curriculum and lesson plans
- ✓ Kits and activity books per student
- ✓ Instructor on campus or teacher training

- ✓ Term assessments and certificates
- ✓ Annual exhibition and showcase support
- ✓ Competition and science-fair mentoring

- ✓ Progress reports for management and parents
- ✓ Dedicated programme coordinator
- ✓ WhatsApp support and replacement parts

Curriculum map

AI, robotics and coding for every class, one year at a time. Each year builds on the previous one, with no gaps or repetition.

Classes	Coding	Robotics & electronics	AI & digital skills	Capstone
1–3 • Little Makers	Scratch Jr / Scratch: sequencing, loops, events, storytelling	What is a circuit; LEDs, buzzers, switches; paper circuits	Safe screen habits, what computers do	Animated story + light-up card
4–6 • Explorers	Scratch games, variables, conditions; Tinkercad simulations	Breadboard, resistors, LDR/touch sensors, motors; traffic light, smart dustbin	How apps and sensors "see"; intro to data	Sensor-based device + game
7–9 • Builders	Python basics, HTML/CSS, App Inventor	Arduino I/O, ultrasonic and IR sensors, line-following robot, obstacle avoider, plant watering	Data basics, IoT dashboards, digital citizenship	Robot or IoT device + website/app
10–12 • Innovators	Python OOP, libraries, APIs, data with pandas	Gesture-controlled robot, RFID lock, Bluetooth automation	ML basics, chatbot, image classifier, AI ethics	AI mini project + portfolio

Learning outcomes

- ✓ **Computational thinking:** decomposition, patterns, algorithms, debugging
- ✓ **Electronics literacy:** circuits, sensors, actuators, power and safety
- ✓ **Programming:** block coding to Python, from games to automation
- ✓ **AI awareness:** how models learn, where AI is used, responsible use
- ✓ **Maker skills:** prototyping, testing, documenting and presenting
- ✓ **21st-century skills:** teamwork, creativity, communication, perseverance

Alignment

- ✓ **NEP 2020:** coding from Class 6, computational thinking, AI awareness, experiential learning
- ✓ **CBSE / ICSE:** complements computer-science and science curricula; Python topics support Class 11–12 CS/IP practicals
- ✓ **ATL and STEM labs:** project categories and safety practices aligned with ATL guidelines
- ✓ **Competitions:** science fairs, ATL marathons, robotics and coding olympiads

Assessment is continuous: project rubrics, quizzes, a term test and a capstone presentation. Every student receives a certificate; the best projects go to our Student Showcase.

Grade-wise, term-wise syllabus

Indicative plan for one academic year; the detailed period-wise plan comes with the proposal and is adjusted to your calendar.

Classes 1–3 • Little Makers

Term 1

What is a circuit; LED, battery and safety; paper circuits; Scratch Jr stories with sequencing

Term 2

Buzzers and switches; simple series circuits; Scratch animations with events and sounds

Term 3

Mini project: light-up greeting card + animated story; class exhibition and certificates

Outcomes: curiosity, fine motor skills, basic sequencing and logic, confidence to present.

Classes 4–6 • Explorers

Term 1

Breadboard basics, resistors, LDR and touch sensors; Scratch games with loops, conditions and score

Term 2

DC motors, buzzers; traffic light and smart dustbin; Tinkercad circuit simulations; variables and lists

Term 3

Team project (sensor-based device) + game showcase; quiz and project rubric; certificates

Outcomes: electronics basics, computational thinking, teamwork, first complete projects.

Classes 7–9 • Builders

Term 1

Arduino setup, digital/analog I/O, serial monitor; Python basics (variables, loops, functions, lists)

Term 2

Ultrasonic and IR sensors, motor drivers; line-following robot; HTML/CSS mini site; App Inventor basics

Term 3

Capstone: obstacle avoider or automatic plant-watering system; science-fair preparation; portfolio

Outcomes: text-based coding, sensors and automation, problem solving, documentation.

Classes 10–12 • Innovators

Term 1

Python OOP, modules and libraries; Arduino with Bluetooth; IoT dashboards and data logging

Term 2

Gesture-controlled robot; RFID lock system; data analysis with pandas; APIs

Term 3

AI mini project (chatbot or image classifier); AI ethics; portfolio, competitions and college-ready presentation

Outcomes: Python and AI fundamentals, project design, portfolios for competitions and admissions.

Schools can start mid-year: the curriculum is modular and the plan is adjusted to the remaining academic year, continuing in the next session.

Kits & books

Every student works with real components. Kits are matched to the class level and replenished every year; consumables are included.

Starter kit

Classes 1–3

- Coin-cell and 9V battery packs
- LEDs, buzzer, switches
- Copper tape and paper-circuit sheets
- Safety guide and stickers

Explorer kit

Classes 4–6

- Breadboard, jumper wires, resistors
- LEDs, buzzer, LDR, touch and tilt sensors
- DC motor, fan blade, battery cap
- Solar panel experiment set

Builder kit

Classes 7–9

- Arduino-compatible board and USB cable
- Ultrasonic, IR and temperature sensors
- Motor driver, chassis, wheels, servo
- LCD/OLED, relay, components box

Innovator kit

Classes 10–12

- Arduino/ESP board with Bluetooth or Wi-Fi
- RFID reader and tags, gesture/accelerometer sensor
- Servo and motor set, power module
- Access to AI project templates

Class-wise activity books

"My Robotics & Coding Fun" activity books, one per class, with step-by-step experiments, circuit diagrams, coding exercises, worksheets and a project log. Teacher editions include answers, rubrics and period plans.

Safety & care

Low-voltage components only; supervised use of tools; storage boxes per batch; replacement parts available all year. Kits remain school property and are refreshed annually.

Robotics lab packages

Indicative packages; every proposal is customised to your room, grades and budget. Labs can be phased.

Package	Best for	Includes	Capacity	Timeline
Starter Lab	Primary & middle school	Electronics and sensor kits, Scratch/Tinkercad stations, storage, curriculum, teacher training	Up to 30 per batch	3–4 weeks
Innovation Lab	Classes 6–12	Arduino/ESP kits, robot chassis, sensors, tools, optional 3D printer, curriculum, instructor	Up to 40 per batch	4–6 weeks
ATL-style Lab	Schools planning ATL or similar	Full equipment list aligned with ATL guidelines, safety setup, documentation support, annual programme	Whole school	6–8 weeks

Space needed: a standard classroom (about 500–700 sq ft) works for 30–40 students in batches. We adapt the layout to the room you have.

Our trainers

Kod2Kids instructors are engineering or science graduates trained on our curriculum, assessed through demo classes and background-verified. They teach, run clubs, prepare students for competitions and co-teach with your staff.

Model	Schedule	Best for
Visiting trainer	1–3 days a week	Schools starting robotics or with fewer sections
Full-time instructor	5–6 days on campus	Many sections or a lab to run; clubs and competitions
Trainer + teacher training	Visiting, reducing over time	Schools building in-house capability

Replacement guarantee: if a trainer is unavailable, Kod2Kids provides a replacement and a hand-over so the timetable continues.

Teacher training

- ✓ Onboarding workshop (2 days) on curriculum, kits and classroom routines
- ✓ Monthly online clinics and lesson walkthroughs
- ✓ Co-teaching with Kod2Kids instructors in year one
- ✓ Lesson plans, rubrics, model answers and slide decks
- ✓ Certificate for trained teachers
- ✓ Year two: your teachers lead juniors; we support seniors and competitions

Assessment & recognition

- ✓ Continuous assessment: project rubrics, quizzes, term test, capstone presentation
- ✓ Certificates for every student on completing the year
- ✓ Best projects featured on the Kod2Kids Student Showcase
- ✓ Term-wise reports: attendance, skills, project status, next steps

Exhibitions & competitions



Annual robotics exhibition

Students demonstrate projects to parents and management; we plan the event, judging sheets and certificates with your team.



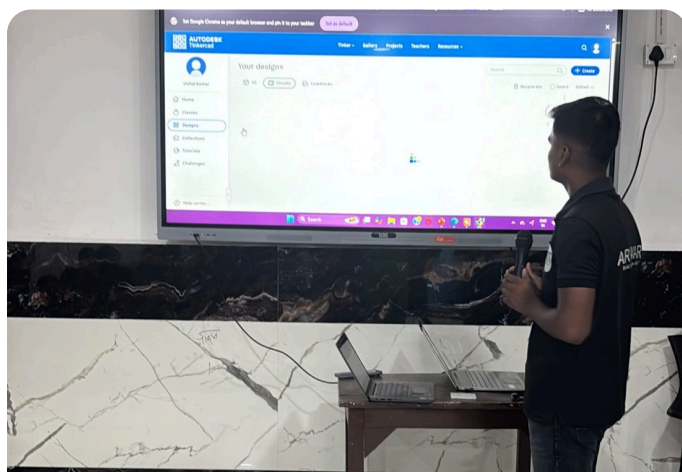
Science fairs & ATL showcases

Project selection, mentoring and presentation coaching for school, district and national events.



Robotics & coding competitions

Preparation for inter-school and national contests, including Kod2Kids inter-school challenges.



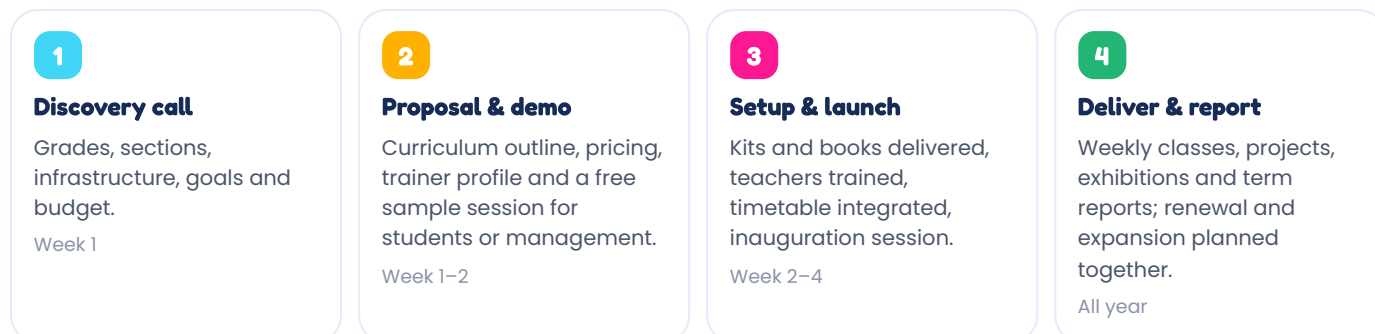
A Kod2Kids trainer walks students through the session on the smart board



Students assemble and test their circuit together during practice

How a partnership starts

From first call to first class in 3–4 weeks (labs: 4–8 weeks).



Sample weekly timetable

Day	Period	Classes
Monday	P3, P4	Class 1–3 (2 sections)
Tuesday	P3, P4	Class 4–6 (2 sections)
Wednesday	P5, P6	Class 7–9 (lab)
Thursday	P5, P6	Class 10–12 (lab / AI)
Friday	P7	Robotics club & competition prep

One 40–45 minute period per section per week; the final timetable is built with your academic coordinator.

Roles & responsibilities

Kod2Kids	School
Curriculum, kits, books, instructors, training, reports, exhibition planning, replacement parts	Classroom or lab space, timetable slots, a coordinator teacher, basic power and internet, student lists

Commercials

- ✓ Priced per student per year; kits and books included
- ✓ Trainer deployment based on sections and periods
- ✓ Lab setup: one-time cost + optional annual programme
- ✓ GST invoice; payment terms aligned to the academic calendar
- ✓ Discounts for multi-year and multi-branch partnerships

See it in your school first

Book a free sample session for your students or management team. We bring the kits, run a live class and share a proposal for your classes.

kod2kids.com/for-schools

In the classroom

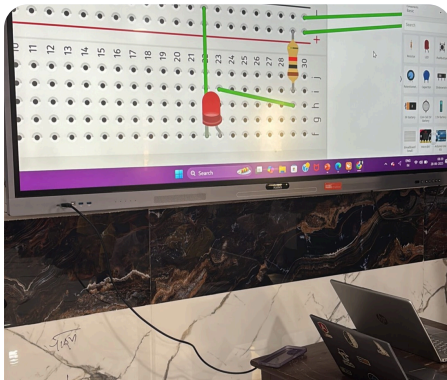
Sessions from our partner-school programme at R.S.M. Public School, Supaul (Bihar).



Our trainers introduce breadboards and circuit basics on the smart board



Students light their first LED circuit with a mentor



Circuit simulation on Tinkercad during the lab period



Senior students with their working circuit



Hands-on practice in small groups with kits and activity books

Trusted by schools

St. Xavier's High School

R.S.M. Public School, Supaul

Radhe Shyam Public School

Frequently asked questions

Do we need a lab before starting?

No. Classes start in a regular classroom with our kits; a lab can be added later.

How is it priced?

Per student per year including kits, books, instructors and reports. Lab setup is a one-time cost.

Can we start mid-year?

Yes. The curriculum is modular and continues into the next session.

Who teaches?

Trained Kod2Kids instructors on campus, or your teachers after our training; many schools use both.

Is it aligned with boards?

Yes: NEP 2020 skill goals and CBSE/ICSE computer-science and science expectations.

Can we see it first?

Yes. We run a free sample session for students or management, on campus or online.

NEXT STEPS

Let's plan your school's programme

Share five details and we call you within one working day with a proposal, a sample curriculum and a free demo slot.

Three ways to start

- ✓ Book a free school demo: kod2kids.com/for-schools
- ✓ WhatsApp or call: +91 97711 39290
- ✓ Email: info@kod2kids.com with your school name, city, classes and student count

What we will send you

- ✓ Proposal with the programme model, trainer plan and pricing
- ✓ Period-wise curriculum outline for your classes
- ✓ Kit and book list, lab plan if required
- ✓ Draft timetable and implementation calendar

Explore more

- ✓ Experiments Hub: kod2kids.com/experiments
- ✓ Circuit Playground: kod2kids.com/circuit-playground
- ✓ Student Showcase: kod2kids.com/student-showcase
- ✓ Kits and books store: kod2kids.shop