Let's make coding fun !

Everyone should learn how to code, it teaches you how to think."

-Steve Jobs



Hi! I am Bhumi Suthar.

I am a Software Engineer based out of India. Having dedicated over 7 years to the IT industry working in MNCs and startups, I discovered a profound passion for teaching three years ago, a passion that has grown stronger with each passing day.

Teaching isn't just a job for me; it's an immensely rewarding experience that never feels like work. Witnessing my students' achievements fills me with pride and joy daily. My approach to teaching goes beyond shaping future engineers; it's about instilling a sense of excitement and enjoyment in learning about technology and coding from a young age.

For the past three years, I've been an integral part of Byju's Future School, where I've not only contributed to the organisation but also embarked on my own teaching journey. With over 5500+ hours of one-on-one teaching experience and having guided more than 150 students, I've discovered a genuine satisfaction in educating young minds. My mission is to continue nurturing kids who hold the potential to shape our future by make their experience worth the value of their time and help bring their vision to life.



STAR • OF WHITEHAT JR. •

THE AWARD IS GIVEN TO

Bhumi Suthar

for winning the teacher of the year (2023)

Stellar Performer

Anony

Ananya Tripathi CEO, Whitehat Jr & BYJU'S Learning





<u>Coding Curriculum</u>

-: <u>Coding Fundamentals</u> :-

Key skills : Loops, Conditional programming, Events, Functional programming, Algorithms, Animation, Commands-sequences, Debugging, Object Oriented Programming

Apps/games examples : Color changing App, Age Calculator, Sound App, Ping-pong, World's Hardest Game, T-rex Runner, etc.

Coding Platforms : Code.org, Visual Studio Code

-: <u>Game Development</u> :-

Game examples : Arcade games, Multilevel games, Multiplayer games, Distance and velocity, Physics engine, Platform design

Programming Language : Java Script, Blockly

-: Chatbot and Native App :-

Game examples : My city Chatbot, Food ordering Chatbot, Personal Chatbot, Food ordering App on MIT

Platform : Dialogeflow, MIT app inventor

-: <u>Web Development</u> :-

Key skills : UI–UX designs, Colour theories, Navigations, Web components, Framework, Testing, Debugging, Console, Responsive designs, CSS libraries

Project examples : Your profile website consisting of all apps and games created

Programming Language : Java Script, HTML, CSS

Platform : Codepen.io, Visual Studio Code

-: <u>AI-based Apps</u> :-

Key skills : Object and face recognition, Speech recognition, Pre-trained models, Local and Online database, API

Project examples : Emotions detection, Alien dance audio detection, Gesture powered DJ web app

Programming Languages : Java Script, HTML, CSS, AI and ML concepts

-: <u>Back-End App Development</u> :-

Key skills : Databases, Data structures, Variables, Representation of data Arrays and for loops, CRUD operations, API, Navigations, UI/UX designs, Flex box, Life cycle of components, Git and open source contributions

Apps examples : Health App, Timer App, Wireless buzzer App, Quiz master App, To-Do list app, The Story Telling App, Monkey Chunky App

Programming Language : JSX (React Native), Blockly in MIT

Coding Platforms : MIT App Inventor, React expo, Visual Studio Code

-: Front-End App Development :-

Key skills : GUI elements, Design and layout, Colour themes, Validations, Timer functions, Variable scope

Programming Language : JSX (React Native)

Coding Platforms : MIT App Inventor, React expo, Visual Studio Code

-: <u>Python</u> :-

Topics to be covered tentatively:

Introduction, Package Managers, Python Advanced Constructs, Dictionaries and classes, Cloud storage, Accessing webcam using python and making security system, NumPy, Pandas, Data visualization, Math operations, Data cleaning, Data preprocessing, Data analysis, Data sampling, Data distribution, Data stories, Data science, Various regression techniques, etc.

The Python module will be mainly focused on Data Science which will also use all the programming fundaments used before reaching this part of the course.

-: <u>Capstone Projects</u> :-

With each module finishes, there are capstone projects to be done which lets kids use their imagination and ideas and bring it to reality. They use the skills taught in that module and make one project in class and one as a project homework.

Every lesson the student will get one project work which will help practice the same concept taught in class. Extra practice will help the student revise and figure out if any help is needed in understanding of that concept again. The curriculum will modify depending on the age of the student and previous coding experience. Completing the course typically requires around 230 lessons in practice, though the actual duration hinges largely on the student's enthusiasm and learning pace. The course structure is flexible, allowing for personalised adjustments based on the individual's interests and progress noticed by me. I tailor the curriculum and class focus by observing where the student demonstrates heightened interest.

Following each session, students are assigned projects to practice their learning. As their skills advance to a certain level, I introduce them with many international level coding competitions, offering guidance and training for those interested in pursuing that path.

My aim as a teacher is to infuse a sense of enjoyment into the classes for both the student and myself. I prioritise making the learning experience engaging and, importantly, ensure that students receive the right guidance to spark their interest in the field. My goal is to prevent boredom often associated with the perceived difficulty of coding by providing the correct direction and support.

I am excited to start this journey and will try my best to become the best teacher your kid has ever had !

Thank You

Contact details

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