



1210 - Python Fun Projects (Grade 3 - 5)

Description:

This course touches each and every important concept of Python with it's latest version Python 3.7 and Python 3.8. Throughout the course, we will review the most important Python Programming Language Features that we taught in 1200 - Python for Kids.

- variable (global/local)
- string
- list/tuple (in)
- if..elif..else and while
- loop
- function
- module (random/math/time)
- **10 hands-on projects**
- **2 games**

Lesson 1: Project - Random Factory, Pet Parade	Lesson 6: Project - Number Guessing Game
Lesson 2: Project - Choose Your Adventure, Password-Protected Secret	Lesson 7: Project - Simple Calculator
Lesson 3: Project - Simple Text Editor	Lesson 8: Project - Making a Deck of Playing Cards
Lesson 4: Project - Conversion of Numbers, Removing Vowels	Lesson 9: Game - Hangman (1)
Lesson 5: Project - Encryption and Decryption	Lesson 10: Game - Hangman (2)

Prerequisites: Grade 3+. No experience required.

Programming Language: Python

Books:

- [Coding Projects in Python \(Computer Coding for Kids\)](#)
- [Coding for Kids: Python: Learn to Code with 50 Awesome Games and Activities](#)