12th September 2017

Dear Parents and Students,

It is already week 2 in school. I do hope that all the students have settled in their classes and got used to the routine of school again after the holidays. At the end of week one, we had the gala celebrations for our 10th anniversary. It was well attended by our alumni as well as many of our pioneer parents. I am grateful for all those who took precious time off from their weekend to make this party a happy and a memorable occasion.

Tanarata MUN (Inaugural Event)

Our Model United Nations club has been very busy planning for their inaugural conference in school. This is a two-and-a-half-day event and I have been informed by some of our alumni that it has generated a lot of positive interest amongst the Malaysian MUNners. The conference will be attended by delegates from 35 schools and colleges from all over Malaysia. In order to last minute preparations and cleaning up before the conference itself, we will end a bit early on Friday.

Parents, **please take note that on Friday (15 Sept) we will end school at 11:50 am after the 5th period**. Students are to go home immediately after that if they are not involved in the conference. Please organise with your transport operators and drivers accordingly.

ECA Schedule for Term I AY 2017-18

The Activities schedule after school is as attached. We would encourage all students to take up at least an activity from this list. Year 1 students are exempted from attending these activities till the time they get used to being in school for longer hours. Qualified coaches from outside will be invited to conduct these activities. Students are required to return the completed form together with the payment to the class teacher. All ECA's will run through the term and will stop the week before the term examinations.

This term we have organised a new activity for our 12 and 13 years old students, (**App and Games Development**). We are offering a forefront of new age education and giving these children a distinctive advantage before this becomes mainstream. Basically, in addition to just teaching app development, we are also creating a foundation on the new workforce culture of the future where we teach entrepreneurial skills by collaborating with peers to come up with winning ideas on a tech foundation.

Below is a link to teen success stories around the world in this sphere of knowledge (Object Oriented Programming). Please see attached brochure.

http://www.hongkiat.com/blog/young-talented-app-developers

We hope that the parents will see the importance of this course work as the worldwide work-force environment is now changing rapidly with disruptive technologies taking centre stage and automation that is taking over most skilled jobs. The workforce of the future will have to master these skills in order to be able to survive.

As we begin this year, please remember that this is your school and we welcome your involvement. Since we recognize that parents are their children's first and most important teachers, we need your cooperation to provide your child with the best education possible. Take time to review and/or talk with your children about their school experiences. Your interest and concern in their school progress will motivate them to do their best. Maintain contact with your child's teachers and related staff members to establish a successful home/school connection.

That's all we have for now. Thank you.

Barnali Guha
Principal

Calendar   *Dates to Remember !*

15th -17th Sept	Fri- Sun	MUN Conference
18th Sept	Mon	ECA Starts
22nd Sept	Fri	Public Holiday (Awal Muharram)
7th Oct	Sat	TCC AGM

Introduction

DISRUPTIVE TECHNOLOGIES will be an INTEGRAL part of every work related process in the Near Future. It has now become imperative to understand this technology at as early an age to have an advantage in the future work place environment. The BASIS of this technology is creation of Applications.

Now, for the first time in Malaysia, we are the first in providing a systematic course to children between 12 and 13 years of age to be able to understand this rapidly expanding technology by teaching App Creation via **hands-on practical approach**. Children will be taught to build a simple text-based game application within a 10-week, non-taxing and fun-based course period.

No Idea what app and game to create? No problem. We will teach your children a unique methodology to come up with an idea, instead of depending on just raw talent. **It is a systematic way to generate a unique application idea to solve real life problems or a game concept that is unique, to perhaps even rival the "Candy Crush" phenomenon in the market**. **Additionally, your child would also have the unfair advantage of having technical skills and mindsets above their peers**.

Course Objective

- Generate interest and create a strong basic foundation in young teenage students for application and games development
- Produce a unique and simple application and game prototype at the end of the course
- Develop understanding of basic tools for producing a phone and game application.

Special Highlights

- Application and game idea generation
- Creating a simple and casual text based game application at the end of the course
- Introducing and mastery of fundamental programming skills which is relevant for providing the unfair advantage to become top achievers.
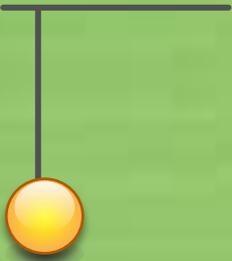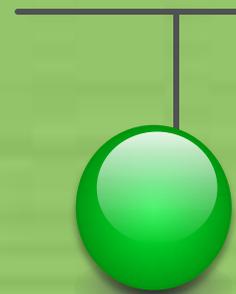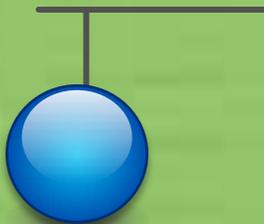
Methodology

- Hands on practical
- Slides
- Test questions
- Books and Articles
- Group Projects

Learning Outcome:

- Students able to explore their creativity in app creation

- This course is not only designed for app creation but also the knowledge can be used for Web Development to create websites

- To improve student's logical and analytical thinking skills. Skills that will also come in very handy for mastering any of their current curriculum subjects

- Enable students to learn and resolve real world problems with creative and simple solutions- To build an additional constructive hobby by enticing their interest in app creation

https://www.facebook.com/SCITsolutionsMY/

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Datin Vinitaa

BOOT CAMP

Programming Fundamentals for Application & Game Development for Teenagers

SC IT SOLUTIONS

Course Outline:

Week 1.1 - App Idea Generation, solving real world problems. Inspiring Ideas and crazy ideas that people have. What we are doing is going to be a text based game. (Such as Story, or Strategy Game) Students will submit the idea by end of the week.

Week 1.2 - Phone Gap Simulation Setup (Understanding simulation concept) and Html 5 Basics and Elements Attribute (with unique creative concept thinking)

Week 2.2 - HTML 5 Tables

Week 2.1 - HTML 5 Forms (Students are required to think of what information they will like to collect and the form values) Example saying a player's information

Week 3 - CSS3 Basics and Classes to modify the outlook of HTML5 Elements

Week 4 - CSS3 Generator, Color Picking, and Basic Design Concept.

Week 5 - Javascript Basics

Week 6 - Javascript Object Oriented Concept

Week 7 - Use of Html5 Element Attribute with and Bootstrap and JQuery Mobile

Week 8 - Phonegap Plugins and App Creation

Week 9 - App Creation

Week 10 - App Creation