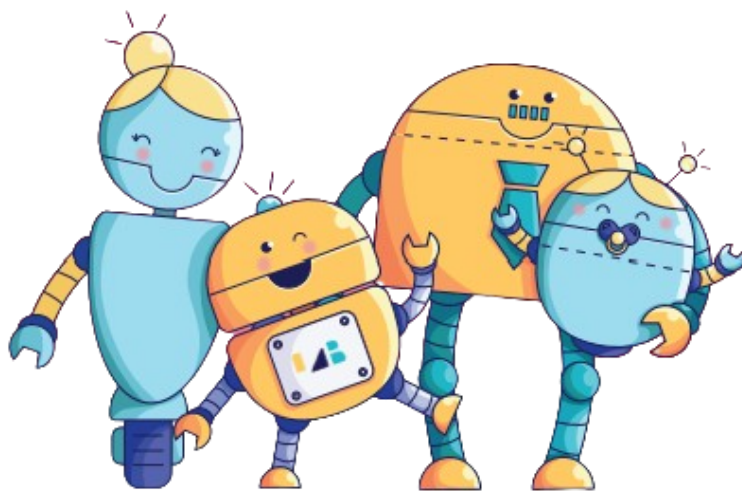




THE LAB JUNIOR

Schools around the world now have Coding as a subject within their curriculum, beginning as early as the 3rd grade. In today's high-tech world, kids are introduced to technology before they are introduced to anything that resembles a book.

Get an early start with technology the right way.



MEET THE SENIOR TEAM



DR. OKA KURNIAWAN

Dr. Oka is a Senior Lecturer for Singapore University of Technology and Design. His research areas include Computer Science Education.

CURRICULUM SPECIALIST



DR. SCARLETT MATTOLI

Dr. Scarlett is a Psychotherapist/Counsellor, Coaching Psychologist & Supervisor and Psychometrist, specialising in psychological and therapeutic support.

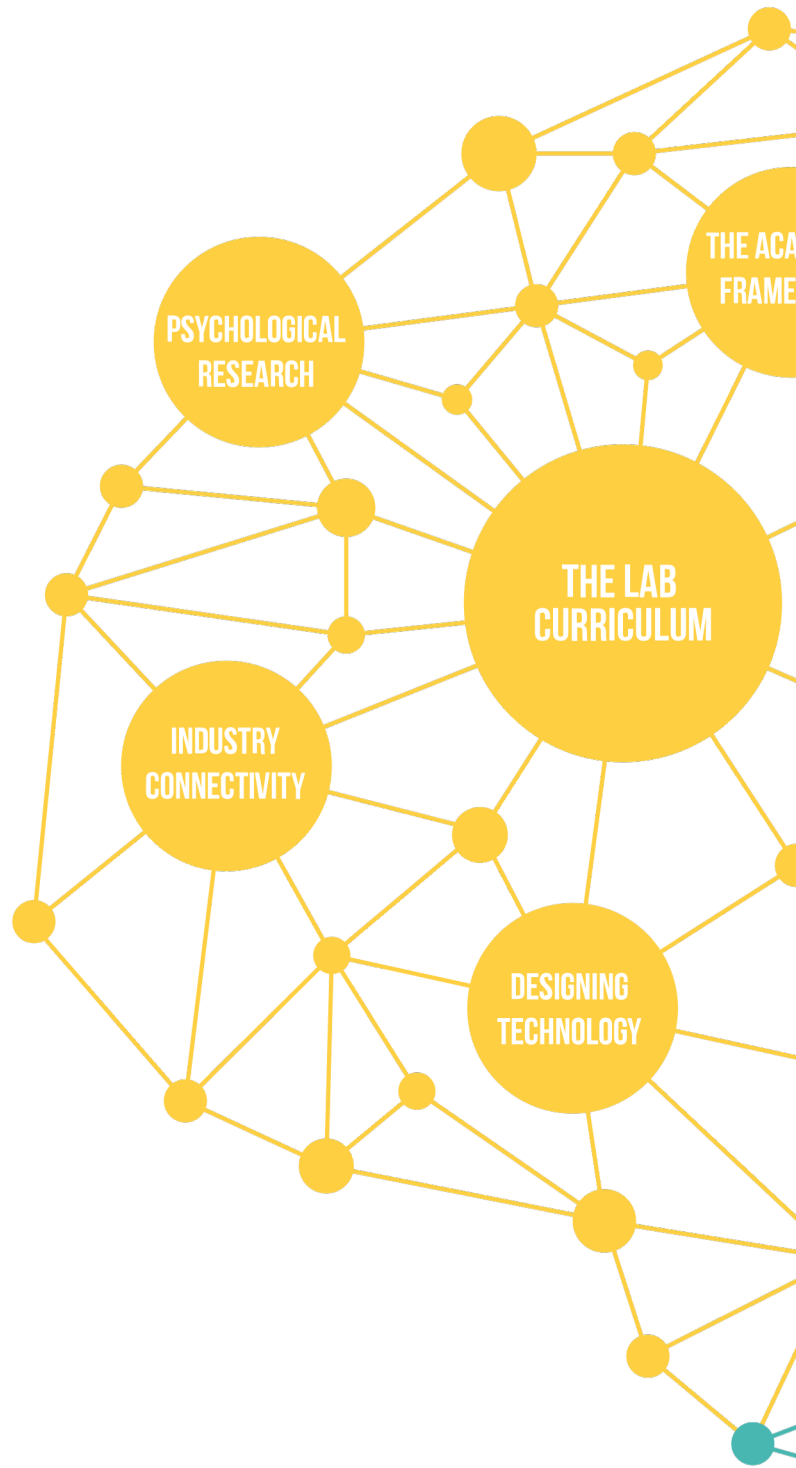
**CHILD PSYCHOLOGIST
SPECIALIST**



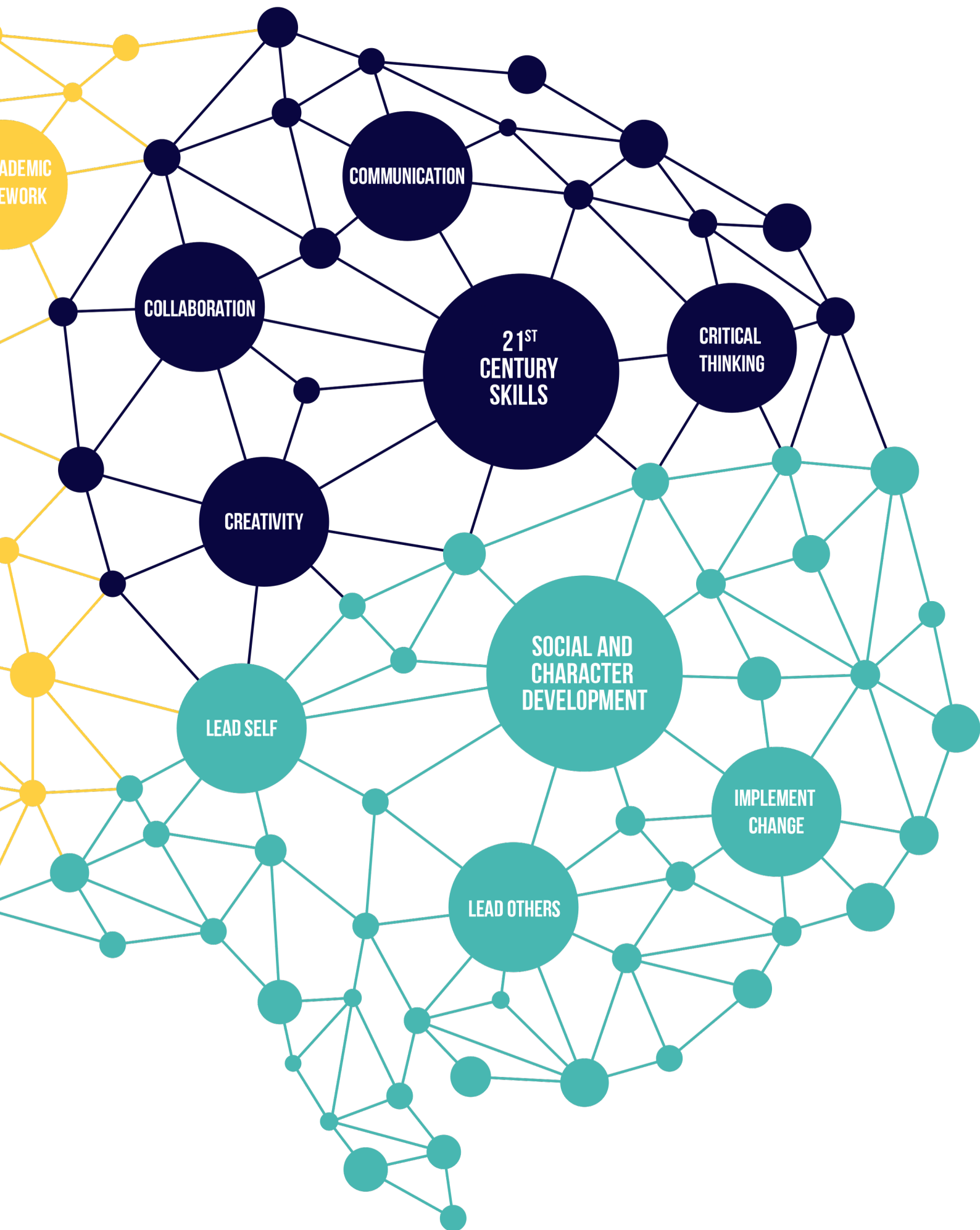
DR. COLLIN ANG

Dr. Collin is the Managing Director of Decision Science and is a thought leader in the industry for digital transformation and analytics

TECHNOLOGY SPECIALIST



CURRICULUM



EMPOWERING STUDENTS THROUGH COMPUTATIONAL THINKING



FOUNDATION

FOR AGES 8

10 YEARS OLD

TO

A preparatory program to ease students into the Lab Junior program's rigorous requirements.

A broad introductory to allow students to seek the skills of a good programmer

Program Outline

- Classroom-based structure
- A Half Year Foundation Program
- 2 terms of 10 weekly lessons
- Fuses Coding with multiple disciplines
- Ratio 1:6
- Duration 120 mins

JOIN US FOR A FUN-FILLED LEARNING EXPERIENCE!

FOUNDATION TERM 1

Challenge	Math/Science Concept	Coding/Robotic Concept
Build and Program a Grabber	Decimals Negative Numbers	Motors
Build and Program a Transformer	Decimals Negative Numbers	Motors
Build and Program a Van	Physics relating to a car	Motors Logic
Build and Program a Drop Tower	Angles Degrees	Motors Logic
Build and Program a Scorpion	Multiplication	Motors Logic
Build and Program a Racing Car	Division	Motors Logic
Build and Program a Spinning Machine	Multiplication Division	Motors Logic
Build and Program a Music Maker	Estimation Range	Motors Logic
Final Project		



FOUNDATION TERM 2

Challenge	Math/Science Concept	Coding/Robotic Concept
Build and Program a Printer	Binary Logic	Conditionals (If) Touch Sensor
Build and Program a Flipping Fish	Binary Logic	Conditionals (If-Else) Touch Sensor
Build and Program a Frog	Binary Logic	Conditionals (If-Else) Brick Button
Build and Program a Sit Up Man	Math Operators Logic	Conditionals (If) Ultrasonic Sensor
Build and Program a Rowing Machine	Math Operators Logic	Conditionals (If-Else) Ultrasonic Sensor
Build and Program a Wheelchair Robot	Math Operators Logic Range (i.e. between)	Conditionals (If-Else) Ultrasonic Sensor
Build and Program a Spinning Top	Logic	Conditionals (If-Else-If-Else) Colour Sensor
Build and Program a Hopper	Logic	Conditionals (If-Else-If-Else) Colour Sensor
Final Project		





CORE FOR AGES 8 10 YEARS OLD TO

Promotes the application of Math and Science

Builds upon the MOE Primary 4 Math and Science syllabus

Uses Lego to engage students into coding and robotics

Program Outline

- Classroom-based structure
- A Year Core Term Program
- 4 terms of 10 weekly lessons
- Fuses Coding with multiple disciplines
- Ratio 1:6
- Duration 120 mins

JOIN US FOR A FUN-FILLED LEARNING EXPERIENCE!

CORE TERM 1

Challenge	Math/Science Concept	Coding/Robotic Concept
Build and Program a Jackpot Machine	Whole Numbers	Sequence Randomness
Build and Program a Rhino	Rounding Estimation Range	Sequence Randomness Range
Build and Program a Weathercaster	Flowcharts	Flowchart in Programming
Build and Program a Grabber	Decimals Positive and Negative Numbers	Wait Until ()
Build and Program a Dog Car	Angles	Turns
Build and Program a Base Car	Geometry	Loops Wait Until ()
Build and Program a Colour Sensor Car	Logic	Conditionals (If-Else) Colour Sensor
Build and Program a Bulldozer	Recap Session	Recap Session
Final Project		



CORE TERM 2

Challenge	Math/Science Concept	Coding/Robotic Concept
Build and Program a Ultrasonic Car	Relational Operators (i.e. less than)	Conditionals (If) Ultrasonic Sensor
Build and Program a Wally Robot	Relational Operators (i.e. more than)	Conditionals (If-Else-If) Ultrasonic Sensor
Build and Program a Guitar	Relational Operators (i.e. equals to)	Conditionals (If-Else-If) Ultrasonic Sensor Sound
Build and Program a Wheel of Fortune	Fractions	Conditionals (If) Randomness Touch Sensor
Build and Program a Samurai	Relational Operators (i.e. less than)	Conditionals (If) Ultrasonic Sensor Touch Sensor AND Operator
Build and Program a Camera	Logic	Conditionals (If-Else-If-Else) Colour Sensor Touch Sensor AND Operator
Build and Program a Bulldozer	Area Perimeter	Conditionals (If-Else-If-Else) Touch Sensor
Build and Program a Helicopter	Arithmetic Sequence	Wait Until () Touch Sensor
Final Project		



CORE TERM 3

Challenge	Math/Science Concept	Coding/Robotic Concept
Build and Program a Balancer Robot	Angles	Conditionals (If-Else-If-Else) Gyro Sensor
Build and Program a Gyro Car	Range	Conditionals (If-Else-If-Else) Gyro Sensor
Build and Program a Beyblade Launcher	Range	AND Operators OR Operators Touch Sensor
Build and Program a Shooting Gun	Logic Statements	Nested Ifs Ultrasonic Sensor Touch Sensor
Build and Program a Bike with Traffic Light	Logic Statements	Nested Ifs AND Operators
Build and Program a Safe Deposit Box	Range	Reflected Light Intensity Colour Sensor
Build and Program a Game Master Robot	Light Intensity Reflection of Light	Proportional Integral Derivative
Build and Program a Bug Robot		String and Integer Ultrasonic Sensor
Final Project		



CORE TERM 4

Challenge	Math/Science Concept	Coding/Robotic Concept
Build and Program a Scissors, Paper, Stone Game Machine	Probability Percentages	Variables Random Touch Sensor
Build and Program a Pie Thrower	Algebra	Variables Passcode System
Build and Program a Catapult	Algebra Time Range	Variables Random
Build and Program a Hand Biting Crocodile game	Algebra Time Range	Variables Touch Sensor
Build and Program a Pulley System	Physics Ambient Light Intensity	Variables Light Sensor
Build and Program a Satellite Robot	Calibration Ambient Light Intensity	Variables Light Sensor
Build and Program a Game Console	Variables X Y axis	Variables
Build and Program a Bike	Speed	List/Array
Final Project		



CONTACT US



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Pluit

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Tel/. No: (+62) 812-5222-7765



contact@thelab.id



The Lab Operating Hours

Mondays to Fridays : at 10.30 a.m. to 6.30 p.m
Saturdays : 10 a.m. to 5 p.m.

