

FOR PARENTS

Your child can build real things with code

From drag-and-drop blocks to real Python and AI — short lessons at their own pace, and a certificate at the end that has to be earned.



4
COURSES

103
LESSONS

6–12
AGES

3–5
MIN/LESSON

Why this, and not a YouTube playlist

Anyone can put coding videos in front of a child. The hard part is knowing whether they actually watched, actually understood, and actually finished.

They cannot skip to the end

The certificate only unlocks when the lessons have genuinely been watched. Dragging the bar forward earns nothing.

You can see real progress

Which lessons are done, how many minutes watched, and when they last sat down — for each of your children.

A certificate that means something

Printable, with a number anyone can verify online. Good for a school portfolio, not just the fridge door.

Safe by design

Your child gets **no account, no email and no password**. You hold the account. No chat, no comments, no strangers.

The path from six to twelve

COURSE	AGES	LESSONS	STATUS
Scratch	6–10	25	Available
Python — Part 1	7–10	26	Available
Python — Part 2	9–11	24	Available
Artificial Intelligence	8–11	28	Available
Robotics with Arduino	8–11	24	Planned



Not sure where to start? Under eight, begin with Scratch — it needs no typing. Eight and over with some computer confidence can start Python straight away.

How it works at home

1 You sign in

With your email. A six-digit code arrives — no password to remember.

2 Add your children

A first name and an avatar is all it takes. Each child keeps their own progress.

3 They watch and build

Three to five minutes a lesson, then they write the code themselves in the browser.

4 The certificate arrives

Automatically, once every lesson is genuinely complete. Emailed to you and printable.

What you need

- Any computer or tablet with a browser and internet — **nothing to install**
- No coding knowledge on your part; the lessons do the teaching
- Fifteen to twenty minutes at a time is plenty

Your child's privacy

- No account, no email address, no password for your child
- We store a first name and lesson progress. No address, no phone number, no photograph.
- A public certificate check shows only a first name and an initial — for example **"Ali H."**
- Ask us and we delete the record

Getting started

What it costs	[pricing]
How many children	Several on one account
How long it takes	A course is about a term at two lessons a week



Start today

Sign in, add your child, and they can be writing their first line of Python in five minutes.
fanwaar.com/coderboy · hello@ibranext.com

Everything your child will learn

Short lessons of three to five minutes, in the order they should be taken.



Scratch AGES 6–10 · 25 LESSONS · AVAILABLE

Drag-and-drop coding. The first taste of logic, loops and events — no typing required.

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|--------------------------|------------------------------|
| 1 Welcome to Scratch | 14 Events Blocks — Part 1 |
| 2 Create Your Account | 15 Events Blocks — Part 2 |
| 3 Scratch Basics | 16 Your First Animated Story |
| 4 What is Coding? | 17 Balloon Pop-Up Game |
| 5 X and Y Coordinates | 18 Jumping Game |
| 6 Coordinates Demo | 19 Ping Pong Game |
| 7 Sprite Costumes | 20 Catch Game |
| 8 Motion Blocks — Part 1 | 21 Space Invader Game |
| 9 Motion Blocks — Part 2 | 22 Boat Game |
| 10 Sprite Sounds | 23 Snake Game |
| 11 Sound Blocks | 24 Football Penalty Shootout |
| 12 Looks Blocks — Part 1 | 25 Coding Success Stories |
| 13 Looks Blocks — Part 2 | |



Python — Part 1 AGES 7–10 · 26 LESSONS · AVAILABLE

Real typed code in the browser. Printing, variables, loops, lists and nine build-it projects.

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|---|--|
| 1 What Is Python? | 14 The while Loop — Repeat Until a Condition Changes |
| 2 Python Editor Tour — How to Run Python Code | 15 String Tricks — Join, Repeat and len() |
| 3 What Is a Program? | 16 Lists — Indexing, append() and for Loops |
| 4 The print() Function — Your First Python Code | 17 Random Numbers — randint() & choice() |
| 5 Variables — Store Values in Python | 18 Project: Greeting Story |
| 6 Numbers and Strings — Data Types Explained | 19 Project: Number Guessing Game |
| 7 Math Operators Part 1 — Add, Subtract, Multiply, Divide | 20 Project: Rock Paper Scissors |
| 8 Math Operators Part 2 — Remainder, Power & Order | 21 Project: Mad Libs Story Generator |
| 9 The input() Function — Ask the User a Question | 22 Project: Simple Calculator |
| 10 The int() Function — Convert Text to Number | 23 Project: Multiplication Tables |
| 11 The if Statement — Decisions and Indentation | 24 Project: Quiz Game |
| 12 if, else, elif — Comparison Operators | 25 Project: Password Strength Checker |
| 13 The for Loop — range() and Repeating Code | 26 Project: Tic-Tac-Toe |

Python – Part 2 AGES 9–11 · 24 LESSONS · AVAILABLE

Functions, dictionaries, files and error handling — the step from scripts to programs.

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|--------------------------------------|--|
| 1 Welcome to Python Part 2 | 13 String Tricks (upper, lower, split, join) |
| 2 Quick Recap of What You Know | 14 What is a File? |
| 3 What is a Function? | 15 Reading a File |
| 4 Making Your Own Function — Part 1 | 16 Writing to a File |
| 5 Making Your Own Function — Part 2 | 17 Errors and Why They're Helpful |
| 6 Functions with Inputs (Parameters) | 18 try and except |
| 7 Functions that Give Back (return) | 19 Hangman |
| 8 What is a Dictionary? | 20 Word Counter |
| 9 Reading and Writing Dictionaries | 21 Mini Chatbot (no AI) |
| 10 Looping Over a Dictionary | 22 Quiz with Saved Scores |
| 11 Lists of Dictionaries | 23 Text Adventure Game |
| 12 f-strings — Smart Strings | 24 Build Your Own (Capstone) |

Artificial Intelligence AGES 8–11 · 28 LESSONS · AVAILABLE

What AI actually is, how it learns from examples, where it gets things wrong, and how to use it well.

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| 1 You Already Use AI | 15 Giving the AI a Role |
| 2 Two Kinds of Problems | 16 AI is Just a Super Guesser |
| 3 How AI Learns from Examples | 17 AI's Safety Fences |
| 4 Train Your Own AI! (Teachable Machine) | 18 Garbage In, Garbage Out |
| 5 When AI Gets It Wrong | 19 Homework Helper, Not Homework Doer |
| 6 Why YouTube Knows What You Like | 20 Make Your Own Storybook with AI |
| 7 The AI Family — AI, ML, DL | 21 Train an AI to Know Your Toys (Teachable Machine — sound/gesture) |
| 8 Meet the AI Helpers | 22 Build a Vocabulary Helper |
| 9 Staying Safe with AI | 23 Make AI Quiz You for a Test |
| 10 The Magic Word — Prompt | 24 AI Drawing Game (you draw, AI guesses) |
| 11 Asking Great Questions — Part 1 | 25 Plan Something Fun with AI |
| 12 Asking Great Questions — Part 2 | 26 Spot the AI Mistake |
| 13 Asking AI to Make Things — Part 1 | 27 Be the Boss — Make a Mini Comic |
| 14 Asking AI to Make Things — Part 2 | 28 A Real AI Tool, Made by Real People (WriteTone) |



Robotics with Arduino AGES 8-11 · 24 LESSONS · PLANNED

LEDs, motors and buttons in a browser simulator — real hardware logic with no kit to buy.

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|--------------------------------------|-------------------------------------|
| 1 Welcome to Arduino | 13 for loop in Hardware — Part 2 |
| 2 Open Your Hardware Lab | 14 Buttons and digitalRead — Part 1 |
| 3 The Wokwi Editor Tour | 15 Buttons and digitalRead — Part 2 |
| 4 What is a Microcontroller? | 16 Build a Traffic Light |
| 5 The LED | 17 Push Button Lamp |
| 6 The Resistor — One Sentence | 18 Reaction Time Game |
| 7 Pins and Power | 19 Morse Code Sender |
| 8 digitalWrite HIGH and LOW — Part 1 | 20 Light Dimmer (PWM) |
| 9 digitalWrite HIGH and LOW — Part 2 | 21 Temperature Display |
| 10 delay() — Part 1 | 22 Simple Servo Wave |
| 11 delay() — Part 2 | 23 LED Dice |
| 12 for loop in Hardware — Part 1 | 24 Mini Synthesizer |