



FUTURE TECH LEADERS

Accredited Online Coding and Technology Curriculum for Schools

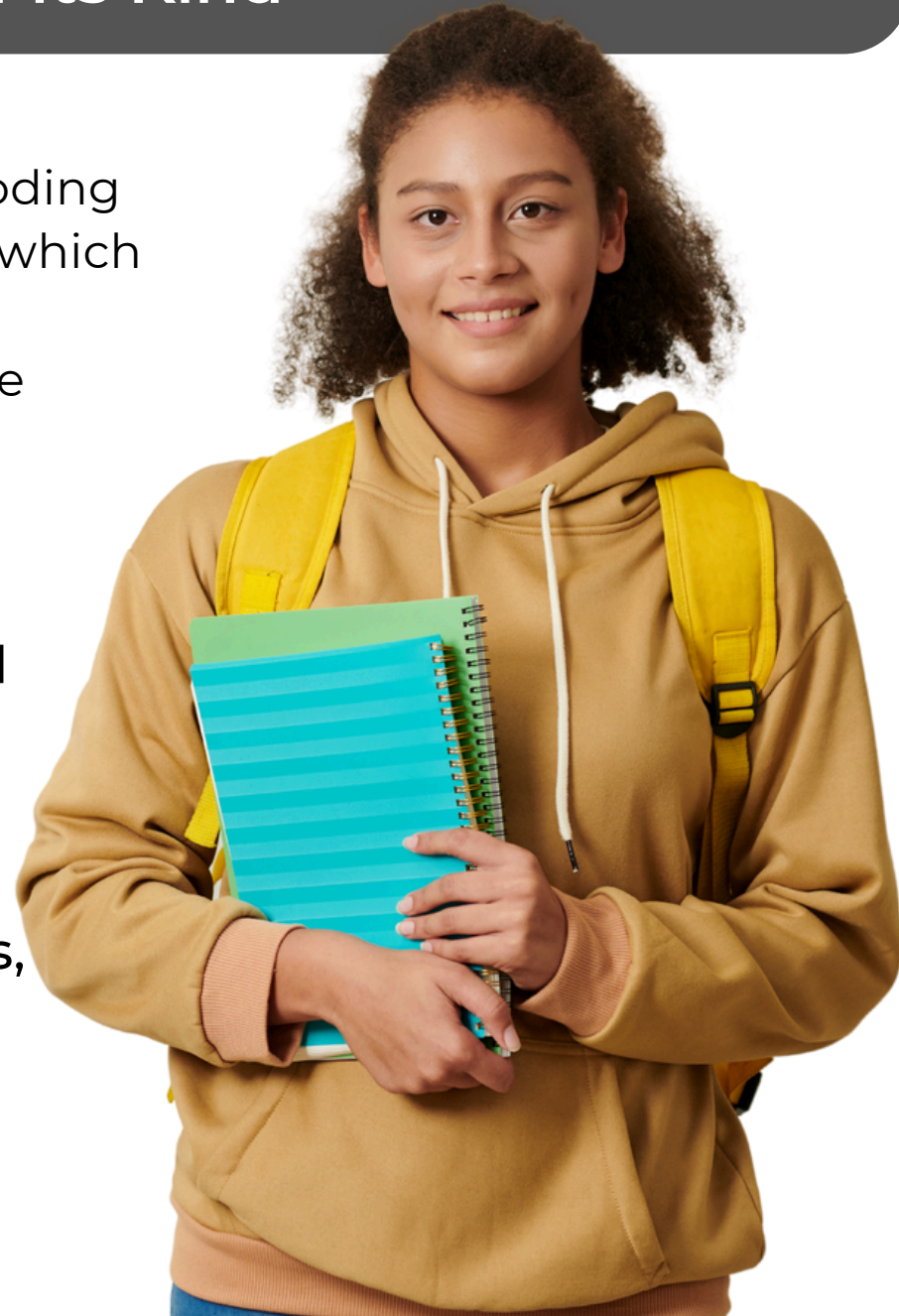
*By Bilal Kathrada
Founder of IT varsity*



Introducing the “First Ever” of its Kind

IT varsity presents an online, accredited coding and robotics program for school learners, which provides schools with an ideal solution for equipping young learners with marketable technology skills.

- The **fully online** courses are designed by industry experts
- Require **no special teacher** training
- Offer **NQF qualifications**
- Include **progress tracking** for schools, teachers, and parents
- Provide efficient online **chat support**



Programme Details

IT varsity provides a simple coding curriculum for kids that carries NQF qualifications:

- **Year 1 and 2 (recommended for Grades 8 and 9*): Certified Python Programmer - NQF Level 5**
- **Year 2 and 3 (recommended for grades 10 and 11*): Diploma in Full Stack Development – NQF Level 6**

The above courses are project-based, which means learners will learn the concepts by building actual apps, websites and other software projects. The courses cover important technical and soft skills, such as:

- Coding and robotics
- Building mobile apps
- Designing websites
- Building e-commerce and other software systems
- Artificial intelligence
- Understanding online business
- Critical thinking
- Presentation skills

All the above were designed and created by industry professionals.

Once completed, graduates are optionally placed into job positions through IT varsity's industry partners, such as Youth@Work.



IT varsity is an accredited training provider (QCTO Accreditation number: SDP300424214230 / MICT SETA Accreditation Number ACC/2012/05/775) that is focused on preparing individuals for careers in software development, app development, artificial intelligence, internet of things and data science.

IT varsity is headed up by Bilal Kathrada, who is software engineer.



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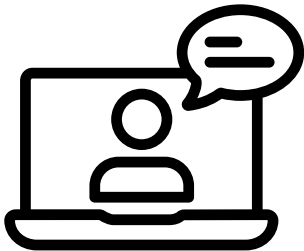
1. Learning:

IT varsity's programmes are all delivered via high-quality pre-recorded video courses.



2. Support:

All support is provided by IT varsity's Success Mentors, who are available via chat.



3. Contact session:

Once a week, on Wednesdays at 11:00, there is a Zoom contact session, where:

- Students are given a lecture on a new concept that is not covered in the course
- Students can speak directly to their lecturers and ask questions
- Students get exposure to guest speakers from industry, who provide mentorship and guidance.



Enrolment, Learning and Support

1. Enrolment is simple and straight forward via the **self-enrolment system**.
2. Newly-enrolled learners are given an orientation by IT varsity's **support team**.
3. The classes can take place at the computer lab or **at home**.
4. All learning is done **online**, via a mix of pre-recorded lessons and live Zoom sessions, as described above under the “Delivery Mode and Mentorship” section.
5. There is no need for any teaching to **take place on site**.
6. IT varsity will **manage all support**, assessments, moderation and certification.
7. **Progress tracking** is via IT varsity's reporting system.

Get Started
Now!



<https://itvarsity.org/coding-for-teens/>

Or Scan Me.





Frequently asked Questions



What is the Trouble with the School Curriculum?

The modern 12-year school curriculum is outdated, offering no marketable skills and minimal technology education, such as coding. It fails to use technology as a learning tool or teach responsible tech usage. The system favours academically inclined learners, disadvantaging non-academic students.



Will my child Cope with School and the Coding Curriculum?

Yes, the curriculum was designed with high school students in mind. Further, it requires only 60 to 90 minutes per day to complete.



What is the Cost?

The price of IT varsity's qualifications is **R300 per month per learner x 12 months**.

The price **includes all learning materials**, assessments, moderation and certification. The price does NOT include devices and internet access.



Is this Curriculum Recognized in other Countries?

Yes! Our qualifications are internationally recognized.



How do I Contact you?

For further information, please contact Bilal Kathrada:

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Mobile: 068 885 4858



Jobs you Could get into with our Qualifications

Job Title	Annual Income	Job Description
Junior Software Developer	R207,327	Entry-level software developer.
Web Developer	R180,154	Responsible for coding websites and web applications.
Mobile App Developer	R331,956	Software engineer who creates, tests, and maintains applications for small, portable electronic devices.
Quality Assurance (QA) Tester	R292,310	Responsible for finding and fixing bugs, inconsistencies, and user experience issues in products and services before they are launched or put into production.
Database Developer	R342,000	Responsible for creating, administering, troubleshooting computer databases that can process large amounts of information and keep it secure.
Junior Full-Stack Developer	R270,000	Entry-level developer who works on both front-end (client-side) and back-end (server-side) portions of web applications.



Year 1* (Grade 8) Curriculum Details

Module	Practical Topics	Theory	Concepts Covered
Module 1	<i>Tools for Web Designers Storing your code safely online: Github Build a Website: Fancy Table</i>		<i>Code Editors, Files, Folders, Online Storage, Git, GitHub, HTML, CSS</i>
Module 2	<i>Build an App: Superhero App</i>	<i>How the Internet Works</i>	<i>HTML Images, Hyperlinks.</i>
Module 3	<i>Build an App: Pine City Zoo App: Lesson 1 to 11</i>	<i>A Web Designer's Guide to Colour</i>	<i>HTML Pages, CSS positioning, CSS colours</i>
Module 4	<i>Build an App: Pine City Zoo App: Lesson 12 to 21</i>	<i>Designing Great eCommerce Websites</i>	<i>HTML Pages, CSS positioning, eCommerce</i>
Module 5	<i>Advanced HTML Features Build an App: Recipe Book App</i>	<i>Presentation Skills</i>	<i>PowerPoint, Presentation skills, Public Speaking, Mobile App design principles</i>
Module 6	<i>Build an App: Funny People App</i>	<i>Research Methods: How to Research and Present any Topic</i>	<i>Artificial Intelligence, Research methods, Drag and drop apps</i>
Module 7	<i>Build an App: World Map App</i>	<i>Responsible use of Technology</i>	<i>Drag-drop-snap apps, Cyber bullying, Geograph</i>
Module 8	<i>Build an App: Solar System App</i>	<i>Tech Everywhere: How Tech is Transforming our World</i>	<i>Animation, Solar System, Planets, Digital Transformation</i>
Module 9	<i>Travel the World Lesson 1 to 11</i>	<i>Keeping Yourself Safe Online: Cyber Security</i>	<i>Travel and tourism, Cyber security, Web layouts</i>
Module 10	<i>Build a Website: Travel the World Lesson 12 to 21</i>	<i>Creative writing for the Web</i>	<i>Website design principles, Creative writing, Copywriting, Web layouts, Adding images, Image hover effects</i>
Module 11	<i>Build a Video Game: Cat and Ball Build a Video Game: Ghost Hunt Graphic Design</i>		<i>Principles of video game development, Scratch, Sprites, Basics of Graphics Design</i>
Module 12	<i>Build a Video Game: Traffic! Build a Video Game: Cheese Puffs Graphic Design</i>		<i>Storytelling in video games, Game narrative design, Advanced game coding principles, then structures, Graphic Design</i>

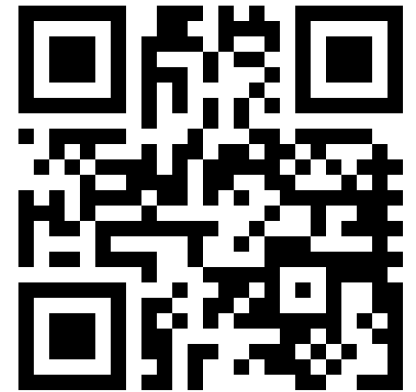


Year 2* (Grade 9) Curriculum Details

Module	Practical Topics	Theory	Concepts Covered
Module 13	<i>Introduction to JavaScript: Making a Login Form</i>	<i>Software Testing</i>	<i>JavaScript Basics, Software Testing</i>
Module 14	<i>Build an App: Calculator App</i>	<i>How Computers and AI Think: Boolean Algebra</i>	<i>JavaScript Math Calculations, CSS Layouts, Artificial Intelligence, Boolean Algebra, Truth Tables</i>
Module 15	<i>Build an App: Countdown Timer App</i>	<i>Conducting Meetings</i>	<i>JavaScript Time Functions, CSS Layouts, Conducting Meetings</i>
Module 16	<i>Build an App: World Clock App</i>	<i>Problem Solving Skills</i>	<i>JavaScript Time Functions, Understanding World Time Zones, Problem Solving Skills</i>
Module 17	<i>Build an App: Database</i>	<i>Databases</i>	<i>Databases and how they store data, JavaScript Database Functions, How to Store and Retrieve Data from Servers</i>
Module 18	<i>Build an App: Advanced Recipe Book App</i>	<i>Software Documentation</i>	<i>How blogs and social media apps work, Advanced App layout principles, User Interface Design, Formal writing skills</i>
Module 19	<i>Build an App: Advanced Image Gallery App</i>	<i>Project Management</i>	<i>Project Organisation, Planning and Management, Collaboration and Teamwork, Responsive Design</i>
Module 20	<i>Build an App: Mini Blog App</i>	<i>Design Thinking</i>	<i>Critical Thinking, Empathy, Creativity, Advanced App Development</i>
Module 21	<i>Build an App: Contact Book App</i>	<i>Digital Entrepreneurship Part 1</i>	
Module 22	<i>Build an App: Contact Book App Part 2</i>	<i>Digital Entrepreneurship Part 2</i>	
Module 23	<i>Python Basics</i>		<i>Introduction to Python</i>
Module 24	<i>Python Intermediate</i>		<i>Advanced Python Topics</i>



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