

# PYTHON ΤΗΣ ΒΣΓΙΠΠΙΓ!!!

**30** HOURS  
SESSIONS | MASTERY  
OVER PYTHON

## Code, Practice and Have Fun with Python

This course teaches Python programming in a fun and easy way. Even if you've never coded before, or just want to boost your Python skills, this is for you! We'll explore the basics using simple and playful games. Our practice-based lessons make learning stick. By the end, you'll not only get the hang of important coding bits but also know how to solve cool challenges. Dive in and let's have some fun coding together!



**BEGINNER**

# PYTHON

The Beginning!!



Course Duration  
**30 Hours**



Session  
**01 - 28**



## What You'll Learn:

- Getting to know the basics of coding and why Python is awesome.
- Diving deeper into Python with some advanced tricks.
- Making cool clickable stuff for others to use and see your Python work.
- Relating everyday life and games to coding fun.
- Building games, card games and handy tools like calculators

**Session**

**Curriculum**

**Outcome**

01

**Introduction of Programming and Python**

• **Stepping into Python's World**

02

**Playing with Numbers - Number Data Type**

• **Magical Math with Python**

03

**Strings**

• **Words Play: Crafting Sentences**

04

**List, Dictionary**

• **Listy's Adventure & Dictionary's Tale**

05

Introduction to Logics

$$y=2x$$
$$\alpha$$



- Puzzling Logic: True or False?

06

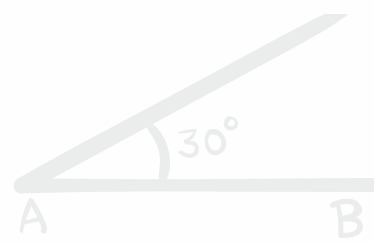
Introduction to Flow Statements

- Decision Street: Where to Go?

07

Introduction to loops

- Round & Round with Loops!



08

Deeper understanding of Loops

- Looping Heights: To Infinity & Beyond! (Well, almost)



09

Different kinds of Loops - Combination of different Loops

- Loop-de-Loop Jamboree

10

Introduction to Functions

- Function Fiesta: Making Magic

11

Nesting of Functions

- Dive Deep: Function in a Function

12

Starting with Tic-tac-toe - Making Grid

- Grid Magic: Tic-tac-toe Time!

13

Adding more features to our game - Taking Inputs

- Tic-tac-toe Twist: Player's Move



14

Introduction to Object Oriented Programming

- Dive into OOP: Meet the Objects

15

Importing / Making new Packages

- Package Party: Unbox the Code

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16 Importing Date-time, random, Maths Modules etc

- Date & Dice: Roll & Time ode

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17 Importing User Defined Modules

- Custom Code: My Own Module

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18 Starting with Card Games - Making Card Object

- Card Carnival: Create & Shuffle

19 Adding more features to our game - Introducing Logics

- Card Logic: Deal & Play



20 Introduction to Turtle Graphics

- Turtle Trek: Draw & Dance

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21 Introduction to Turtle Graphics

- Meet "Turtley" - Our Colorful Art Buddy!

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22 Basic Shapes and Colors with Turtle

- Shape Fiesta: Dancing with Colors & Forms!

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23 Repeating Actions with Loops in Turtle Graphics

- Going Round with Turtley: Looping the Art!

24 Spirals and Patterns with Turtle

- Spin Art: Turtley Takes Us for a Twirl!



25 Creating Custom Functions for Drawing

- Turtley's Toolbelt: Crafting Custom Art Moves!

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26 Interactive Drawing with User Input

- Turtley Listens: Draw on Command!

27

## Animating the Turtle

- **Turtley Grooves: Let's Make Our Buddy Dance!**

28

## Project

- **The Grand Showcase: Turtley's Art Gallery Premiere!**

