

Computer Science Program Level 1

Cheenta Academy for Olympiad & Research

cheenta.com

Since 2010

Passion for Mathematical Science & Research

This program is useful for Informatics and Computer Science Olympiads (Grades 4 -6)

Success Stories Since 2010



Aryan Kalia

Top 1% globally in American Math Competition,

Attended Math Olympiad Program and School Research Program at cheenta

Attended Student internship program at cheenta

Harvard University in 2022



Sambuddha Majumdar

Scotland Math Olympiad Awardee

Attended Math Olympiad Program at cheenta

Attended Student internship program at cheenta

University of Edinburgh



Anushka Aggarwal

Youngest Indian National Math Olympiad awardee, Europian Girls Math Olympiad awardee

Attended Math Olympiad Program at cheenta

Attended Student internship program at cheenta

MIT (Massachusetts Institute of Technology) in 2022



Akshaj Kadaveru

American Math Competition, AIME and USAJMO awardee

Attended Math Olympiad Program at cheenta

MIT (Massachusetts Institute of Technology)

Curriculum 48 week program, 5 modules

Module 1



Basic of Scratch and Pseudocode Challenges

- Introduction to Programming with Sprite, Backdrop. Pseudocode on number swapping
- Usage of sound and ambience in the context of Scratch. Pseudocode to find the Largest Number.
- Motion in Scratch (flying, gliding etc.). Pseudocode to display the sum of first 10 natural numbers.
- Movement of Sprite (left, right, up & down). Pseudocode to display prime numbers
- Changes in costume & background. Pseudocode to find out HCF of 2 numbers.
- Calendar Activity. Pseudocode to check a leap year.
- Drawing using pen. Pseudocode to reverse number
- Scratch involving Piano project. Pseudocode on number swapping
- Drawing something using mouse. Pseudocode on comparing numbers
- Review and Evaluation



Concept of Variables, Conditionals & Iterations

- Introduction to elementary problem solving in C, Data Type, Basic Concepts of Variables
- Using Variables in Scratch and C
- Operators in Scratch and C
- Concepts of Conditionals (both in Scratch and C)
- Practice problems on Conditionals
- Iteration concept in C (While Loop, learn While Loop)
- Iteration concept in C (For Loop, Nested Loop)
- Iteration concept in Scratch
- Practice some pseudo codes and writing codes in C
- Review and Evaluation





Switch Case in C and Parameteres in Scratch

- Scrolling background in Scratch.
- Flying Space Cat Project in Scratch.
- Switch case in C
- Function in C. Revisitng Mathematical undertones.
- Practice problems from function
- Parameter concept in scratch
- Practice some Pseudocodes and some programmes in C
- Beetle touch the path project in Scratch
- Review and Evaluation



Elementary Recursion

- Concept of recursion, Basic Pseudocodes involving recursions.
- Use of recursion in C
- Fibonacci series using recursion in scratch
- Break and continue in C
- Print a pattern in C
- Search a number from an array. Sort an array in C
- Hungry shark game in Scratch
- Maze game in Scratch
- Review and Evaluation

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Taught by Olympians

and Researchers from leading universities

Since 2010 Cheenta has evolved into a Gurukul. Our students are in leading universities in India such as Indian Statistical Institute, Chennai Mathematical Institute, TIFR, IITs and universities abroad such as Harvard, MIT, Oxford, Edinburgh to name a few. Some of them returned as teachers for the next generation of learners. And the pursuit of excellence continues.



Cheenta Team has 40+ members. Here are some of the leaders.



Srijit Mukherjee
BStat and MStat from
Indian Statistical
Institute (India)
Director at Cheenta



Dr. Ashani Dasgupta
PhD from University of
Wisconsin-Milwaukee (USA)
Founder - Director at
Cheenta



Dr. Anirban Majumdar
PhD from ENS Paris-Saclay,
France on Theoretical
Computer Science, B.Sc.M.Sc. from Chennai
Mathematical Institute



Arisha Roy
B tech in Computer Science and
Engineering
Faculty of Mathematics and
Computer Science at Cheenta



Swarnabja Bhowmick
B.Tech in Computer Science from the
University of Calcutta. IEEE Publications.
Faculty of Mathematics and Computer
Science at Cheenta.

Cheenta Academy for Olympiad & Research

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