



KIDS & TEENS FREELANCING TRAINING INSTITUTE

Java Programming Course Outline

Module 1: What is Java?

- What is programming?
- What is Java used for? (games, apps, websites, robots)
- Why Java is still popular
- Setting up a kid-friendly IDE (BlueJ, Replit, or IntelliJ with guidance)

Module 2: Writing Your First Program

- Introduction to `public static void main`
- Your first Java program: “Hello, World!”
- How Java runs code (explained simply)
- Understanding curly braces `{ }` and semicolons `;`

Module 3: Variables and Data Types

- What are variables in Java?
- Using `int`, `String`, `double`, `boolean`
- Storing and displaying values with `System.out.println()`
- Fun practice: make a mini profile program

Module 4: User Input & Simple Output

- Using `Scanner` to take input
- Creating interactive Java programs
- Building a small quiz or fill-in-the-blanks story

Module 5: Conditional Logic – If/Else

- Writing programs that make decisions
- Relatable examples: scoring, game choices, or unlocking levels
- `if`, `else if`, and `else` explained with visuals

Module 6: Loops and Repetition

- Repeating actions with `for` and `while` loops
- Simple countdowns, multipliers, and pattern generators
- Mini challenge: Guess the number game

Module 7: Functions and Reusability

- Why we break code into methods
- Writing simple methods with and without parameters
- Calling methods inside `main()`
- Mini calculator using functions

Module 8: Arrays and Final Project

- Introduction to arrays for storing multiple items
 - Looping through arrays
 - Final mini project ideas:
 - Student marks analyzer
 - Name sorter
 - Simple text-based game (like a treasure hunt)
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Bonus Materials:

- Java syntax cheat sheet
- Debugging tips for kids
- Printable flashcards (for keywords and logic flow)
- Certificate of Completion