



SCAN HERE TO REGISTER

EMPOWERING YOUNG INNOVATORS WHERE CURIOSITY SPARKS CREATION



Visit DIDAC India
Stall No. N14-17
18-20 November, 2025



STEM.ORG
ACCREDITED
EDUCATIONAL EXPERIENCE



International Baccalaureate



Australian CURRICULUM



Cambridge Assessment International Education



Concept Lessons



Gamified Practice



Easy To Follow Lesson



Progress Monitor

WHO WE ARE ?

Brainhack aligns with the vision of NEP 2020 by making learning future-ready through robotics, coding, and digital innovation. We believe in transforming classrooms into spaces of creativity, collaboration, and problem-solving.

Our technology-driven approach empowers students to learn by doing, turning concepts into real-world and interactive digital tools, we nurture curiosity and critical by tomorrow's innovators.

Koddyblock is an educational platform designed to teach students from Kindergarten to Year 12 digital technological courses based on the Australian Digital Curriculum.

OUR DELIVERABLES



GET IN TOUCH

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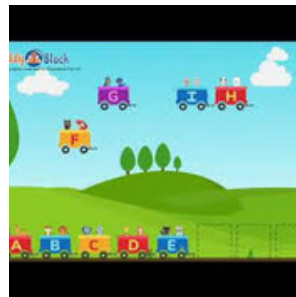
B-33, Sector-5
Noida



Digital Curriculum in coding & AI

Why Need Books when KoddyBlock is there?

- Aligned with Australian and international digital curricula for Kindergarten to Year 12 students.
- Over 50 courses covering basics to advanced coding, AI, robotics and app development.
- Gamified learning with concept videos, activity videos, online exercises, and quizzes to keep students engaged.
- Adaptive, drag-and-drop block coding interface ideal for beginners and young learners.
- Real-time progress monitoring dashboards for teachers, parents, and students.





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TECHNOLOGY- INTEGRATED CURRICULUM TRACKS



Stage 1

- Computer Science Principles- Foundational
- Online STEM Activities- Foundational
- ICT Skills- Foundational
- Code Foundation and Game Development
- STEM Robotics
- Advance Game Development & Animation
- Visual Programming



Kindergarten - Year 2

SCOPE AND SEQUENCE (Kindergarten - Year 12)



Stage 2

- Computer Science Principles- Preparatory
- Online STEM Activities- Preparatory
- ICT skills - Preparatory
- STEM & AI Robotics
- Code Foundation Arcade Game Development
- Mobile App Development
- Fundamentals of Python Programming
- Game Development with Python



Year 3 - Year 5

Stage 3

- Computer Science Principles- Middle
- Online STEM Activities- Middle
- ICT Skills - Middle
- STEM Robotics & Microbits
- Web Page Designing (HTML/CSS/JavaScript)
- Fundamental of Cyber Security



Year 6 - Year 8

Courses (Basic to Advanced)

50+

Concept Activities

150+

Lessons

1500+

Quizzes

9000+



Analytical Techniques

Stage 4

- ICT Skills - Secondary
- Computer Science with JAVA - J2SE
- Android App Development
- iOS App Development
- Game Development with Unity3D and C#
- AI and Machine Learning
- Computer Science with C#.Net



Year 9 - Year 12

*Programs can be adapted to align with organizational or learner needs.



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From Curiosity to Creativity – Learn AI the Smart Way



01 Features

- Dashboards + Full Access to the program
- Student Access
- New Pedagogical and Curricular Structure
- Lesson Plans with Learning Videos
- Student outcome reports
- STEM activities Quizzes
- CS Concepts with online Activities
- Game Development Projects
- STEM Robotics Curriculum



03 Training

- Learning Management System
- Professional Development

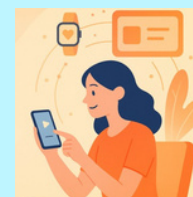


02 High-Level Programming Languages

- Mobile App Development
- JAVA – J2SE
- Web Design with HTML, CSS and JavaScript
- Python Programming
- Game Development with Unity 3D
- AI & Machine Learning
- C#.Net
- Programming Cyber Security
- ICT Skills
- Auto Upgrade with new Courses

04 Support

- Online Teacher Support
- System Support





A FULLY INTEGRATED STEM AND INTERACTIVE PROGRAM LEARNING PLATFORM FOR SCHOOLS



01.



**DIGITAL CURRICULUM BASED ON
INDIAN EDUCATIONAL BOARD'S**

02.



STUDY MATERIAL & BOOKS

03.



COMPUTER SCIENCE ONLINE ACTIVITIES

04.



GAMES CREATION & PROJECTS

05.



STUDENT PROGRESS



A FULLY INTEGRATED STEM AND INTERACTIVE PROGRAM LEARNING PLATFORM FOR SCHOOLS



01.



INTERACTIVE QUIZZES

02.



LESSON PLAN

03.



STEM ROBOTICS SYLLABUS

04.



PRINCIPAL & TEACHER DASHBOARD

05.



3D PRINTING