

COURSES FOR SCHOOL STUDENTS



**DURATION: IN A MONTH:
3 DAYS PER WEEK, 2 HOURS PER DAY**

G-ARTIST

Drawing techniques, Essential drawing materials
Monochromatic drawing, Colour theory
Basic of perspective and its importance
Develop painting composition,
Drawing using Crayon, Pencil drawing
Watercolor painting,
Figure drawing basics
Frame your drawings



PEN CRAFT

Analyze your handwriting
Understand the formation of alphabets
Follow your style - but keep it standard
Posture and angle
Linked or unlinked - make it readable
Tips to fast reading and writing



OPERATOR

Computer Basic
Working with Windows OS
Microsoft Office
Internet & e-mail



JUNIOR ANIMATOR

Know your computer
Animate your 3D fonts
Create attractive and dynamic images with Paintshop
Make your own albums with music
Transform images using Morphing
Design greeting cards
Mix and tune audios



JUNIOR CRAFTER

Flower Making,
Fabric Painting
Jewellery Making



GRAPHIC DESIGNER

Mix Photos and Balance Colors
Its all about Layers- work with it
Compositing images
Retouch and add effects to your images
Creating illustrations using Illustrator
Use and feel effect of tools
Model the products with mesh



SENIOR ANIMATOR

Know your computer
Create illusions
Animate logos
Create attractive slide shows
Frame Animation
Design Web pages and animate it using Flash
Create Cartoon characters and give life



3D MAGIC

Travel through the scenes in 3D view
Working with Standard Primitives
Working with Extended Primitives
Doing Poly and spline modeling
Using Modifiers and Lights



HARDWARE

Know your computer and components
Assemble your PC and give life
Identify the disease and cure it
Internet Techniques
Portable Computers/Laptop
Maintenance and safety precautions



JUNIOR CIRCUIT MASTER

Its all about Electronics,
Real life Electronics
Electrical Principles,
Components, Boards
Electronics is Fun - build circuits on your own



ROBOTICS FUNDAMENTALS

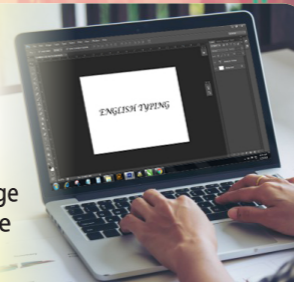
Basic and Digital Electronics fundamentals
programming fundamentals
Chips and Circuits
Sample chip programming with GUI SDK
Build 10 circuits such as Traffic light system,
Washing machine, theft alarm etc.
Final Project



Option 3

e- Typist

ENGLISH
How to type
Introductions to English language
Lesson practice , Test practice
Leisure time - Games



ARABIC

Know your computer
Importance & scope of Arabic in typing
Introduction to Arabic language
How to type Arabic letters
Lesson practice, Create own test



JUNIOR PROGRAMMER

Basics of Programming, History of C
Datatypes, Variables, Operators, Simple programs
or Basics of C++, C++ character sets
Identifiers, Data types, Constants, Operators



Android App Developer

Java concepts & Architecture
Introduction to Android
Android Architecture
Android Environment Setup
Android emulators
Android Application Components
Layouts and Notifications
Sample Programs



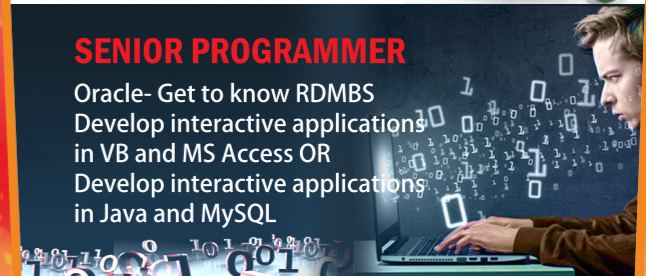
IT SECURITY SPECIALIST

Foundations of Security
Basic Security Procedures
Desktop Security
Administering Windows Securely
Recognizing Security threats and attacks
Secure Internet Access
Working on the Internet
Knowing Online Payment Systems
Security in social networking
Incident Response



SENIOR PROGRAMMER

Oracle- Get to know RDMBS
Develop interactive applications
in VB and MS Access OR
Develop interactive applications
in Java and MySQL



JUNIOR PHOTO PRO

How we view and how to view
Tips and techniques
The magic of light
Elements of Design,
Photo Editing techniques etc.
Photo Presentation



SOCIAL MEDIA EXPERT

Photoshop overview
Image editing and compositing
in Photoshop
Web Page Basic layout creation
Facebook overview
Posting, adding photos, opening pages
etc. in a safer way
Social Media Marketing
(Facebook, LinkedIn, YouTube, Twitter,
Google+, Pinterest) Email Marketing,
Email Blast creating



WEB DESIGNER

Know your computer
Know the web language – HTML
Web Script with JavaScript
Create stylish images in Photoshop
Develop with Dreamweaver



JUNIOR ARCHITECT

Know who is an Architect
Know about CAD and 2D
Engineering drawings & Civil features
How do we draw Buildings?
3D in 2D- the Isometric concept
Dimensions, text and hatch
Environment creation



JUNIOR ENGINEER

Engineering- an outlook and its depth
Draw basic geometric shapes & perspectives
Basic views- Define the object
Arranging the views- The projection methods
Measure objects around you
Study units and conversions
Draw your room & your place
Use Mechanix Kit
Disassemble a toy car- Reverse Engineering



ACCOUNTANT

Know your computer, Know "Accounting"
Know accounting terminologies
Essentials of Manual Accounting
Know primary, secondary and final books
Software to ease your accounting jobs
Tally / Peachtree / QuickBooks



PUBLISHER

Layout your text with PageMaker
CorelDraw or PageMaker - Opt yourselves
Why only English? Use ISM to type your
language



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