

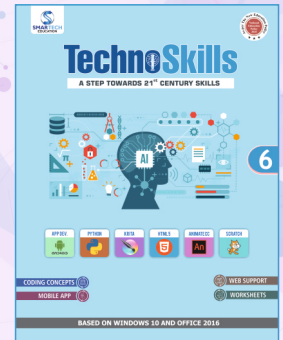
TechnoSkills

A STEP TOWARDS 21ST CENTURY SKILLS

For Classes - (I-VIII)

Digital Competencies and skills are one of the main conditions, for the success of the digital transformation. The challenges for the education sector is to upskill the future workforce. We believe that teaching and learning will play a significant role in this process.

Syon Technologies an IT company, engaged in software and web application development in education domain, has designed and published different computer series for K-8 students.

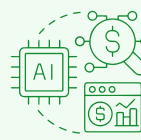


WHAT CAN YOU ACHIEVE WITH THIS BOOK ?



Coding Concepts

CODING is aim to develop students' logical thinking skills and problem solving skills.



AI Concepts

As demand for AI specialists increases, so does the need for students who can build, use and manage emerging AI technologies.



Computational thinking

Computational skills are the foundation to engage in any computational problem solving and should be integrated into early learning classes.



Web Development

Developing the website using HTML-5 programming language and creating dynamic web pages using JavaScript.



Data Science

Data Scientists are high in demand and this surge is due to evolving technology and generation of huge amounts of data like Big Data.



Latest Technology

Office 2016, Windows-10, Photo editing, Animation Software and other IT related topics.



How is the BOOK ORGANISED ?

- **Topics** : are explained with simple and step wise concepts. we have focussed on conceptual learning.
- **Technical tips** : are given for additional learning.
- **Hands on Activities** : are included after every chapter to identify the learner subject skills.
- **Lab Activities** : interesting and with real life problems are given to develop the interest and skill.
- **Mobile App** : which contains additional worksheets to practice more on technical concepts.
- **Web support** : for Additional digital contents.

Most Advanced Topics Covered

Content is organized using headings and subheadings to help the students clearly see how the content is related.

Scratch

(A Block Based Coding) from Class III



Scratch is a programming language designed specifically for kids and beginners. It is a block-based programming language that makes it easy for students to learn the basics of programming.

Included 6 Chapters in Classes 3,4,5

AI Concepts

from Class III



Incorporating AI can help students develop important 21st century skills, such as problem-solving, critical thinking, and collaboration. These skills are essential for success in the digital age.

Included from Classes 3 -8

Python

(Coding Techniques) GRADE -VI



Python is a versatile language. It can be applied to various fields, such as web development, data analysis, machine learning and development of AI based technology.

Included 5 Chapters in Classes 6,7,8

HTML 5



HTML5 and CSS is the programming language used to create a website's basic foundation. This means learning the language will offer you comprehensive knowledge of web pages' working and other essential concepts.

Included 5 Chapters in Classes 6,7,8

JAVA SCRIPT



JavaScript has a forgiving, flexible syntax and works across all major browsers, it is also one of the simple programming languages for beginners. It helps developers to create a dynamic and interactive web pages.

APP Development



MIT App Inventor is a free, web-based platform for creating, testing, and sharing mobile apps. Build almost any Android and iOS app with App Inventor using a simple, intuitive, block-based programming language that anyone can learn.

Krita



Krita is a graphics editor that offers excellent functionality for drawing and processing images.

Adobe Animate CC



Adobe Animate CC is a 2D animation software used by professional animators, cartoonists, and web designers.



Educational Publishers

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(For Teachers and Students)



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