Gift Your Child Skill for Life

MaxPi Junior

Why Choose MaxPi?

Chosen veteran mentors to deliver lessons at par with interest & understanding of children

Our mentors will help you bring those ideas to reality

Carefully designed children-specific technical courses

Specially designed courses for children aged 9-17 years

To encourage logical reasoning

To learn basic electronics

To master coding languages

To develop computational thinking

Constant guidance & reviewing by mentor ensuring personal attention

Real-life project guidance by experts

Pocket friendly course fees ensuring productive use of leisure hours of children

MaxPi Technologies Pvt. Ltd.
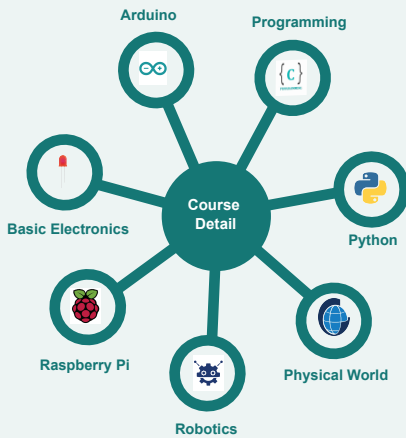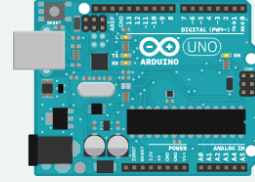
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EXPERIENCED MENTORS

Chosen veteran mentors to deliver lessons at par with interest & understanding of children

FUN & ENGAGING ACTIVITIES

Specially designed courses that engage the children using games & puzzles.

WHY LEARN ARDUINO?

When you learn Arduino, you will learn the basics of electronics and programming. Our course is taught by programming experts, in an easy to understand, and interesting way, so you will pick up a new skill and have tons of fun while doing so.

WHO SHOULD TAKE THIS COURSE?

Actually, everyone should learn the Arduino. However, we recommended Arduino for children aged 11 to 17 years because they were easier to grasp concepts much quicker than adults.

WHAT WILL YOU LEARN?

In this course, you will learn many things about understanding Arduino programming, how to familiarization with the Arduino Board, Controlling Analog and Digital I/O, and how communicating with your computer.

COOL PROJECTS

In this course, you will have many cool projects such as create a Blinking LED Wave, build a thermometer using LM35 with LEDs, and build a distance controlled LED. Can you imagine how cool are you if you can doing this cool projects in your age? but don't just imagine, do it. Take our course now.

Course Detail
- Arduino
- Programming
- Python
- Physical World
- Robotics
- Raspberry Pi
- Basic Electronics

Who Uses Scratch?

Scratch is designed especially for ages 8 to 16, but is used by people of all ages. Millions of people are creating Scratch projects in a wide variety of settings, including homes, schools, museums, libraries, and community centers.

Around the World

Scratch is used in more than 150 different countries and available in more than 40 languages.

Scratch in Schools

Students are learning with Scratch at all levels (from elementaryschool to college) and across disciplines (such as math, computer science, language arts, social studies). Educators share stories,exchangeresources, ask questions, and find people on the ScratchEd website.

Learn to Code, Code to Learn

The ability to code computer programs is an important part of literacy in today's society. When people learn to code in Scratch, they learn important strategies for solving problems, designing projects, and communicating ideas.

About Scratch

With Scratch, you can program your own interactive stories,games, and animations and share your creations with others in the online community. Scratch helps young people learn to think creatively, reason systematically, and work collaboratively essential skills for life in the 21st century. Scratch is a project of the Lifelong Kindergarten Group at the MIT Media Lab. It is provided free of charge.

For Parents

Scratch is a programming language and an online community where children can program and share interactive media such as stories, games, and animation with people from all over the world. As children create with Scratch, they learn to think creatively, work collaboratively, and reason systematically. Scratch is designed and maintained by the Lifelong Kindergarten group at the MIT Media Lab.