



logiscool

```
board, x, y, index, threat):  
    if index == 1:  
        return get_possible_moves(x, y, board, threat)  
    elif index == 6:  
        return get_possible_moves(x, y, threat)
```



Coding Games with Python

EtonX and Logiscool have partnered to create this engaging course where you can dive into the world of coding with in-depth insights into one of the key programming languages in today's digital world. Through a unique methodology using interactive game development and practical exercises, students gain a solid understanding of Python syntax, control flows, and data types.

'We are thrilled to partner with Logiscool for our Coding Games with Python course. Logiscool's innovative coding platform uses a gamified approach, transforming the learning experience into something truly engaging, enjoyable, and accessible for everyone. Their AI assistant, trained for coding education, provides effective help to students and teachers alike. Beyond learning technical programming skills, participants will also develop essential abilities such as critical thinking, problem-solving, creativity, and digital literacy, which are all increasingly important skills in our rapidly evolving world.'

James Stanforth,
Course Director and Director of Digital Education, Eton College

Course Information

- ✓ 100% Online
- ✓ Free for UK State Schools
- ✓ Suitable for ages 13+ (including teachers)
- ✓ EtonX Certificate

This course not only equips young people with essential programming skills but also highlights Python's significant role in various fields, from data science and AI to healthcare, fostering a well-rounded foundation for future learning.

Students can continue their programming journey by applying for one of Logiscool's advanced courses.

WHAT WILL I LEARN IN THE ETONX AND LOGISCOOL CODING GAMES WITH PYTHON COURSE?

ORIENTATION

COURSE INTRODUCTION

- Welcome from our Course Director
 - How to study with EtonX
- Course structure and objectives
- How to use the Logiscool platform

SECTION 1

WHAT IS PYTHON?

- Introduction to programming
 - Python syntax
- Programming - why game development?

SECTION 2

CONDITIONALS

- What is an algorithm?
 - IF statements
- IF-ELSE statements

SECTION 3

CONTROL FLOW - FOR

- FOR loops
- Implementation in Python
 - Nested loops

SECTION 4

CONTROL FLOW - WHILE

- WHILE loops
- Comparison with FOR loops
 - Risks of infinite loops

SECTION 5

DATA TYPES

- Introduction to variables
- Assignment and manipulation
 - Other data types

SECTION 6

PYTHON AND AI

- Role of Python in AI development
 - Basic AI concepts
- Completing the exit test

SUMMING UP

- An overview of the fundamentals of the Python programming language
- An understanding of the basic concepts of coding
- The practical skills to create simple Python-based programs
- An understanding of the influence of Python across multiple domains

