Arena - June Session	
Language of a Computer	
Friday (4th June)	Saturday (5th June)
Intro to Scratch: Crab Game	Pop the Balloon
Making Computer Intelligent	
Friday (11th June)	Saturday (12th June)
Into to Basic AI Concepts	Types of Machine Learning
Play and Program	
Friday (18th June)	Saturday (19th June)
How to make Alexa of your own?	What do we learn from Penguins?
Projects and Closing	
Friday (25th June)	Saturday (26th June)
Projects, Discussion and Closing	