



Technical Writing
Lead Scientific
Investigations
Presentation

STEM CLUB



Algorithms and
Programming
Impacts of Computing
Create Art

CODE WITH CODE.ORG



Expressing Ideas
Social Skills and
Awareness
Presentation

SPEAKERS' CLUB



Analyzing Events
Lead Scientific
Investigations
Develop and Use Models

SPACE TREK



Math Habits of
Mind
Analyze and
Interpret Data
Decision-making

LOGICA



Create Art
Computing Devices
Present Art

ART SPARK



Effective Effort
Lead Scientific
Investigations
Presentation

EUREKA



Develop and Use Models
Mathematical
Problem Solving
Personal Work Habits

BRICK BY BRICK



Social Skills and
Awareness
Self Awareness and
Regulation
Effective Effort

LIFESKILLS

**the
technologist**

To this child, the mouse is something on a desk and not an animal, loves technologies, and is aware of the latest gadgets and specs. The child aspires to change the world through new inventions in electronics, programming and be the future CTO of one of the top technology companies.