



Create Art
Social Skills and
Awareness
Present Art

ART CLUB



Self Awareness and
Regulation
Building Networks
Expressing Ideas

IMPACT JR



Expressing Ideas
Impacts of
Computing
Create Art

PHOTOPARTY



Create Art
Reading Critically
Expressing Ideas

ILLUSTRATE!



Self Awareness and
Regulation
Create Art
Personal Work Habits

PROCESS ART



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



Analyzing People
and Perspectives
Create Art
Expressing Ideas

TOY STORY

**the
creator**

This child sees possibilities in an empty canvas, loves the process of creating from things all around them, and every new thought and idea brings them joy. The child aspires to create something that has never been thought of, define new genres and be an inventor or artist, creating possibilities for generations to come



Lead Scientific Investigations
Analyzing Geographic Representations
Data and analysis

ATLAS



Algorithms and Programming
Impacts of Computing
Create Art

CODE WITH CODE.ORG



Expressing Ideas
Social Skills and Awareness
Presentation

SPEAKERS' CLUB



Making an Impact
Collaboration
Building Networks

INTERACT!



Present Art
Personal Work Habits
Writing Narrative Texts

STORYCRAFT



Algorithms and Programming
Create Art
Project Quality

SCRATCH



Effective Effort
Lead Scientific Investigations
Presentation

EUREKA



Analyzing People and Perspectives
Analyzing Geographic Representations
Social Skills and Awareness

MARBLES



Social Skills and Awareness
Self Awareness and Regulation
Effective Effort

LIFESKILLS

the entrepreneur

This child isn't afraid of walking the uncharted roads, instead finds it exciting and energizing. Loves to bring together ideas, technologies, and people to solve complex problems. The child aspires to make a difference to the community by bringing new ideas to reality and being the CEO of their startup



Create Art
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ART CLUB



Self Awareness and
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IMPACT JR



Reading Critically
Writing Narrative
Texts
Expressing Ideas

BOOKLINGS



Present Art
Collaboration
Expressing Ideas

PERFORMANCE STORYTELLING



Self Awareness and
Regulation
Using My Tools
Writing
Informational Texts

SELFIE



Present Art
Personal Work
Habits
Writing Narrative
Texts

STORYCRAFT



Conducting Research
Lead Scientific
Investigations
Create Art

BLUE WORLD



Analyzing People and
Perspectives
Analyzing Geographic
Representations
Social Skills and
Awareness

MARBLES





Social Skills and
Awareness
Self Awareness and
Regulation
Effective Effort


LIFESKILLS

**the
influencer**


To this child connecting and inspiring people for a cause is a personal mission, loves both online and offline social connections, understands technology and tools to reach large audiences. The child aspires to educate and bring about social and cultural change in society and be among the most incredible change-makers of the generation.


Conducting Research
Lead Scientific Investigations
Project Quality
BUGS LIFE



Math Habits of Mind
Analyze and Interpret Data
Decision-making
LOGICA



Reading Critically
Writing Narrative Texts
Expressing Ideas
BOOKLINGS


Create Art
Reading Critically
Expressing Ideas
ILLUSTRATE!


Self Awareness and Regulation
Using My Tools
Writing Informational Texts
SELFIE


Create Art
Computing Devices
Present Art
ART SPARK


Conducting Research
Lead Scientific Investigations
Create Art
BLUE WORLD


Analyzing Events
Lead Scientific Investigations
Develop and Use Models
SPACE TREK


Lead Scientific Investigations
Expressing Ideas
Analyzing Events
DINOMITE

**the
mastermind**

This child plans and always finds a solution no matter the complexity or obstacles. Loves analysis and fosters a wide range of skills and knowledge from art to artificial intelligence. The child aspires to solve both everyday issues and unsolvable complex problems with ease and be among the greatest intellectuals of the generation



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.