



Algorithms and Programming
Mathematical Problem Solving
Present Art

ANIMATE WITH JS



Computing Devices
Algorithms and Programming
Project Quality

APP INVENTOR



Project Quality
Mathematical Problem Solving
Making an Impact

CONSTRUCT



Computing Devices
Create Art
Writing Evidence-based Arguments

D'ART



Project Quality
Mathematical Problem Solving
Algorithms and Programming

PYTHON



Computing Devices
Writing Narrative Texts
Planning My Journey

VOICEOVER



Mathematical Argumentation and Reflection
Analyze and Interpret Data
Networks and Internet

DASH N DOTS



Computing Devices
Networks and the Internet
Presentation

HTML / CSS



Math Habits of Mind
Decision Making
Planning my journey

MONEY MATTERS

**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.