



Analyzing People and Perspectives
Collaborative Discussion
Evaluate Art

COPY CAT



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



Expressing Ideas
Self Awareness and Regulation
Building Networks

JIFFY



Writing Narrative Texts
Analyze and Interpret Data
Using My Tools

MYSTERY BOX



Social Skills and Awareness
Self Awareness and Regulation
Effective Effort

LIFESKILLS



Computing Devices
Networks and the Internet
Presentation

HTML / CSS



Collaboration
Develop and Use Models
Analyze and Interpret Data

ALCHEMY



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



Algorithms and Programming
Data and analysis
Project Quality

INTRO TO AI/ML



Computing Devices
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APP INVENTOR



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CONSTRUCT



Computing Devices
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D'ART



Project Quality
Mathematical
Problem Solving
Algorithms and Programming

PYTHON



Computing Devices
Writing Narrative Texts
Planning My Journey

VOICEOVER



Social Skills and Awareness
Self Awareness and Regulation
Effective Effort

LIFESKILLS



Computing Devices
Networks and the Internet
Presentation

HTML / CSS



Collaboration
Develop and Use Models
Analyze and Interpret Data

ALCHEMY



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



Writing Evidence-based Arguments
Collaborative Discussion
Decision-making

ADVOCATE



Building Networks
Self Awareness and Regulation
Presentation

IMPACT



Create Art
Collaboration
Computing Devices

STOP MOTION ANIMATION



Computing Devices
Create Art
Writing Evidence-based Arguments

D'ART



Computing Devices
Networks and the Internet
Presentation

HTML / CSS



Computing Devices
Writing Narrative Texts
Planning My Journey

VOICEOVER



Social Skills and Awareness
Self Awareness and Regulation
Effective Effort

LIFESKILLS



Writing Informational Texts
Written Communication in the Workplace
Project Quality

HEADLINES



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.



Writing Narrative
Texts
Analyze and Interpret
Data
Using My Tools

MYSTERY BOX



Computing Devices
Algorithms and
Programming
Project Quality

APP INVENTOR



Create Art
Collaboration
Computing Devices

STOP MOTION ANIMATION



Project Quality
Mathematical
Problem Solving
Algorithms and
Programming

PYTHON



Math Habits of Mind
Decision Making
Planning my journey

MONEY MATTERS



Expressing Ideas
Social Skills and
Awareness
Presentation

SPEAKERS' CLUB



Mathematical
Argumentation and
Reflection
Analyze and Interpret
Data
Networks and Internet

DASH N DOTS



Building Networks
Self Awareness and
Regulation
Presentation

IMPACT

**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



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.