



Analyzing Geographic Representations
Experiences to Nurture my Passion
Present Art

ARTFOLIO



Expressing Ideas
Experiences to Nurture my Passion
Create Art

CHARLOTTE'S WEB



Create Art
Collaboration
Computing Devices

STOP MOTION ANIMATION



Project Quality
Create Art
Mathematical Argumentation and Reflection

BINGO



Written Communication in the Workplace
Analyzing Geographic Representations
Planning My Journey

COOK-O-GRAPHY



Algorithms and Programming
Create Art
Project Quality

SCRATCH



Social Skills and Awareness
Self Awareness and Regulation
Effective Effort

LIFESKILLS



Building Networks
Self Awareness and Regulation
Presentation

IMPACT



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



Writing Evidence-based Arguments
Collaborative Discussion
Decision-making

ADVOCATE



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



Analyzing People and Perspectives
Collaborative Discussion
Analyzing Geographic Representations

TRAVEL BUG



Mathematical Argumentation and Reflection
Analyze and Interpret Data
Networks and Internet

DASH N DOTS



Writing Informational Texts
Written Communication in the Workplace
Project Quality

HEADLINES



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



Lead Scientific Investigations
Self Awareness and Regulation
Technical Writing

BRAINOLOGY



Expressing Ideas
Experiences to Nurture my Passion
Create Art

CHARLOTTE'S WEB



Expressing Ideas
Social Skills and Awareness
Presentation

SPEAKERS' CLUB



Computing Devices
Create Art
Writing Evidence-based Arguments

D'ART



Written Communication in the Workplace
Analyzing Geographic Representations
Planning My Journey

COOK-O-GRAPHY



Building Networks
Present Art
Presentation

PLAYSTATION



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 Evidence-based Arguments
Collaborative Discussion
Decision-making

ADVOCATE



Expressing Ideas
Social Skills and Awareness
Presentation

SPEAKERS' CLUB



Reading Critically
Writing Narrative Texts
Expressing Ideas

BOOKLINGS



Technical Writing
Conducting Research
Lead Scientific Investigations

E.T. INVESTIGATIONS



Lead Scientific Investigations
Develop and Use Models
Self Awareness and Regulation

BODYWORKS



Experiences to Nurture my Passion
Analyzing Events
Analyze and Interpret Data

DIG-IT!



Lead Scientific Investigations
Self Awareness and Regulation
Technical Writing

BRAINOLGY



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



Writing Evidence-based Arguments
Collaborative Discussion
Decision-making

ADVOCATE



Computing Devices
Algorithms and Programming
Project Quality

APP INVENTOR



Project Quality
Mathematical Problem Solving
Making an Impact

CONSTRUCT



Technical Writing
Conducting Research
Lead Scientific Investigations

E.T.



Develop and Use Models
Analyzing Geographic Representations
Decision-making

PYRAMID



Algorithms and Programming
Create Art
Project Quality

SCRATCH



Create Art
Collaboration
Computing Devices

STOP MOTION ANIMATION



Computing Devices
Writing Narrative Texts
Planning My Journey

VOICEOVER



Social Skills and Awareness
Self Awareness and Regulation
Effective Effort

LIFESKILLS



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.