



Algorithms and Programming Mathematical Problem Solving Present Art

ANIMATE WITH JS

Analyzing People and Perspectives
Collaborative Discussion
Evaluate Art
COPY CAT

Social Skills and Awareness Self Awareness and Regulation Effective Effort LIFESKILLS Self Awareness and Regulation
Presentation
IMPACT

Computing Devices
Create Art
Writing Evidencebased Arguments

Effective Effort
Networks and the
Internet
Algorithms and
Programming
WEB APP WITH PYTHON

Project Quality

Mathematical
Problem Solving
Making an Impact

CONSTRUCT

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

Create Art
Writing Evidencebased Arguments

Networks and the Internet Algorithms and Programming

WEB APP WITH PYTHON

Algorithms and Programming Project Quality

APP INVENTOR

Math Habits of Mind Decision Making Planning my journey MONEY MATTERS Project Quality

Mathematical
Problem Solving
Making an Impact

CONSTRUCT

Social Skills and Awareness Presentation

SPEAKERS' CLUB



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 Evidencebased Arguments Collaborative Discussion Decision-making ADVOCATE

Analyzing People and
Perspectives
Collaborative Discussion
Evaluate Art
COPY CAT

Social Skills and Awareness Self Awareness and Regulation Effective Effort LIFESKILLS Self Awareness and Regulation
Presentation
IMPACT

Building Networks
Present Art
Presentation
PLAYSTATION

Writing Informational
Texts
Written Communication
in the Workplace
Project Quality
HEADLINES

Writing Narrative
Texts
Analyze and Interpret
Data
Using My Tools
MYSTERY BOX

Computing Devices
Writing Narrative
Texts
Planning My Journey
VOICEOVER



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.





Lead Scientific
Investigations
Self Awareness
and Regulation
Technical Writing
BRAINOLOGY

Project Quality
Mathematical
Problem Solving
Algorithms and
Programming

Mathematical
Argumentation and
Reflection
Analyze and Interpret
Data
Networks and Internet

DASH N DOTS

Expressing Ideas
Experiences to
Nurture my Passion
Create Art
CHARLOTTE'S WEB

Self Awareness and Regulation

JIFFY Building Networks

Math Habits of Mind
Decision Making
Planning my journey

MONEY MATTERS

Create Art
Collaboration
Computing Devices

STOP MOTION ANIMATION

Social Skills and Awareness Presentation

SPEAKERS' CLUB



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
Data and analysis
Project Quality
INTRO TO AI/ML

Mathematical
Argumentation and
Reflection
Analyze and Interpret
Data
Networks and Internet

DASH N DOTS

Computing Devices
Algorithms and
Programming
Project Quality
APP INVENTOR

Networks and the Internet

Presentation

HTML / CSS

Effective Effort
Networks and the
Internet
Algorithms and
Programming
WEB APP WITH PYTHON

Computing Devices
Writing Narrative
Texts

Planning My Journey
VOICEOVER



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.