Camp Timing

Camp Timings

Program Duration	Timing Slots	Programs
Half Day Programs	9:00 AM-12:00 PM 1:00 PM - 4:00 PM	**1. Neural IQ** **2. Python Kickstart** **3. ML/AI** **4. Roblox** **5. AppSpark** **6. Scratch Game**
2 hours Programs	9:30 AM -11:30 AM , 1:00 PM - 3:00 PM	**1. Bridge The Gap** **2. Writing Lab**

Please email at connect@thegrowwise.com if you have some additional questions.

Lunch Options:

Paid lunch will be available. The GrowWise team will send an email with options to select lunch for specific days for the week.

Disclaimer: Please note that GrowWise may make changes to the curriculum, topics, or lesson structure when needed to improve student outcomes or ensure better alignment with learning goals.

Bridge The Gap

Bridge The Gap: Math and English

Class Duration: 2 Hours/ 3 hours (5 sessions/ week)
Grade: 4th-7th Grade

Please contact at connect@thegrowwise.com if you want to purchase a 3 days a week program or 3 hours per day(additional $75 per week).

Note:

- **Customizing by Subject (English or Math Only)**:
  The program can be customized if a student needs attention in one subject like English or Math.
- **Pick Any Week Option:**
  You can enroll in the full program or select individual weeks based on your child's schedule and learning needs. Each week focuses on a specific concept, so students can join for the skills they need most.
- **Upgrade to a 3-Hour Program:**

Pay just $70 extra at the center to extend your child’s session to a full 3-hour program.

Our **Bridge The Gap program** is a specially designed program aimed at helping 5th and 6th graders strengthen their foundational skills in **Math and English** to ensure a smooth and confident transition to higher grades. The program focuses on filling learning gaps, boosting confidence, and enhancing problem-solving and comprehension skills.

Why Choose Bridge The Gap?

- **Smooth Transition to the Next Grade:** Helps 5th and 6th graders prepare for the upcoming school year with confidence by bridging learning gaps in Math and English.
- **Personalized Learning Experience:** Tailored activities and lessons designed to meet each child’s unique needs with small group sessions for individual attention and better understanding.
- **Engaging & Fun Approach:** Interactive lessons, games, and puzzles make learning enjoyable. Real-world applications of Math and English keep students motivated.
- **Skill-Building Focus:** Strengthens essential skills like problem-solving, comprehension, writing, and analytical thinking while preparing students for more advanced concepts in middle school.
- **Progress Tracking & Feedback:** Regular assessments and feedback monitor improvement, with personalized reports to help parents understand their child's progress.
- **Boosts Confidence & Academic Success:** Enhances confidence in handling challenging topics and provides a head start for the next school year.

Math Gr6

Math Advanced

Note: 1 Hour for each Math and English

Days	Level	Content with Levels for Number of Days	No. Of Hours everyday
5	Beg/int/adv	2/2/1	2/3

Week 1: Number Sense & Place Value

Objective: Strengthen understanding of place value, rounding, and number operations.

Level	Concepts Covered	Activities
Beginner	Place values up to millions, comparing whole numbers, rounding	Place value chart, number comparison game
Intermediate	Decimals to thousandths, ordering decimals, expanded form	Decimal puzzles, converting between forms
Advanced	Scientific notation, complex rounding, number estimation strategies	Problem-solving with large numbers, estimating sums/differences

Week 2: Operations with Whole Numbers & Decimals

Objective: Master addition, subtraction, multiplication, and division of whole numbers and decimals.

Level	Concepts Covered	Activities
Beginner	Addition & subtraction of large numbers, estimation strategies	Step-by-step guided practice, real-life application problems

Intermediate	Multiplication & division with multi-digit numbers	Multiplication/division strategies, interactive games
Advanced	Decimal operations (addition, subtraction, multiplication, division)	Real-world application of decimals (money, measurements)

Week 3: Fractions – Understanding & Operations

Objective: Develop fluency with fraction operations and applications.

Level	Concepts Covered	Activities
Beginner	Identifying fractions, comparing fractions with like denominators	Fraction strips, number line activities
Intermediate	Adding & subtracting fractions with unlike denominators	LCM & GCF for denominator conversion, hands-on fraction puzzles
Advanced	Multiplication & division of fractions	Word problems, solving equations with fractions

Week 4: Algebraic Thinking & Expressions

Objective: Introduction to algebraic expressions, variables, and order of operations.

Level	Concepts Covered	Activities
Beginner	Understanding variables, simple expressions	Translating words to expressions, matching games
Intermediate	Order of operations (PEMDAS), solving basic equations	Interactive order of operations challenges

Advanced	Evaluating expressions with fractions and decimals, simplifying algebraic expressions	Real-world applications, multi-step algebraic problems

Week 5: Geometry & Measurement

Objective: Strengthen geometric reasoning and spatial understanding.

Level	Concepts Covered	Activities
Beginner	Identifying shapes, perimeter & area of rectangles	Shape classification, drawing & measuring
Intermediate	Angles, triangles, and quadrilaterals	Angle measurement activities, classifying polygons
Advanced	Coordinate plane, transformations (translations, reflections, rotations)	Graphing shapes, interactive transformations

Week 6: Data Analysis & Probability

Objective: Develop data literacy and probability reasoning.

Level	Concepts Covered	Activities
Beginner	Reading bar graphs, simple probability	Collecting & graphing data, probability games
Intermediate	Mean, median, mode, and range	Real-world data collection & analysis
Advanced	Probability with fractions, independent & dependent events	Probability experiments, tree diagrams

Week 7: Procedural Fluency & Timed Practice

Objective: Boost speed and accuracy in core operations.

Level	Concepts Covered	Activities
Beginner	Addition, subtraction, multiplication fluency	Timed drills, vertical computation
Intermediate	Long division, multi-digit multiplication	Grid-based practice, algorithm steps
Advanced	Fraction and decimal operations (no calculator)	Precision drills with step tracking

Week 8: Concept Reinforcement & Cumulative Review

Objective: Strengthen retention of previously taught concepts through structured repetition and skill layering.

Level	Concepts Covered	Activities
Beginner	Mixed review: place value, operations, basic fractions	Rotation-based practice rounds
Intermediate	Fractions, decimals, order of operations, measurement	Focused concept stations
Advanced	Algebraic expressions, probability, transformations	Self-led problem sets with teacher support

Math Course 2

Math Course 2/Grade 7

Note: 1 Hour for each Math and English

Days	Level	Content with Levels for Number of Days	No. Of Hours everyday
5	Beg/int/adv	2/2/1	2/3

Week 1: Number and Operations Refresher

Objective:

- Add, subtract, multiply, and divide integers and rational numbers
- Understand and apply absolute value
- Use properties of operations (associative, distributive, commutative)

Week 2: Number and Operations

Objective:

- Add, subtract, multiply, and divide integers and rational numbers
- Understand and apply absolute value
- Use properties of operations (associative, distributive, commutative)
- Apply order of operations (PEMDAS) with positive and negative numbers
- Solve multi-step problems involving rational numbers

Week 3: Algebraic Thinking I

Objective:

- Evaluate and simplify **algebraic expressions**
- Write and interpret **expressions and equations** from word problems
- Understand the **properties of equality and inverse operations**
- Analyze **relationships between quantities** and represent them with equations

- Understand **equivalent expressions** through combining like terms and the distributive property

Week 4: Algebraic Thinking II

Objective:

- Solve multi-step equations
- Understand and solve inequalities
- Apply analytical thinking to solve word problems involving equations and inequalities
- Represent solutions to inequalities on number lines
- Check solutions for accuracy and reasonableness

Week 5: Ratio, Proportions

Objective:

- Understand and identify proportional relationships in various contexts
- Represent proportional relationships using tables, graphs, and equations
- Solve problems involving proportions using reasoning and mathematical operations
- Find unit rates, including those involving ratios of fractions
- Solve real-world problems involving scale drawings and maps

Week 6: Proportional Reasoning

Objective:

- Understand the relationship between ratios, proportions, and percentages.
- Solve real-world problems involving percent increase, decrease, and error.
- Use proportional reasoning to solve multi-step percent problems, including tax, tip, discount, and markup.
- Convert between fractions, decimals, and percentages fluently.
- Represent percent problems using equations, tables, and tape diagrams.

Week 7: Coordinate Plane

Objective:

- Understand and use the coordinate plane to locate and plot points in all four quadrants
- Identify the x- and y-axes, origin, and understand ordered pairs (x, y)
- Analyze patterns and relationships in tables and graph them on the coordinate plane
- Represent linear relationships by plotting points and drawing straight lines
- Solve real-world and mathematical problems by interpreting graphs and the meaning of points on a coordinate plane

Week 8: Geometry I - 2D Shape

Objective:

- Classify and compare two-dimensional shapes based on their properties (sides, angles, symmetry).
- Calculate the perimeter and area of triangles, rectangles, parallelograms, and other polygons
- Apply formulas to solve real-world problems involving area of composite 2D figures. Understand and use angle relationships (complementary, supplementary, adjacent, vertical).
- Identify and draw transformations of 2D shapes (translations, rotations, reflections, dilations).

English

English

Note:

1. 1 Hour for each Math and English
2. Content would be changed based on Grade level.

Days	Level	Content with Levels for Number of Days	No. Of Hours everyday
5	Beg/int/adv	2/2/1	2/3

Focus: Advanced Reading Comprehension, Vocabulary, Grammar, and Spelling
Objective: To challenge 5th-grade students with high-level reading analysis, vocabulary expansion, grammar mastery, and spelling proficiency, ensuring they are well-prepared for middle school.

Week 1: Active Reading Strategies, Context Clues, & Nouns

Objective: Develop deep comprehension, analyze word meanings using context, reinforce noun usage, and master spelling patterns.

Focus Area	Activities	Homework
Reading Comprehension	Identify **author's purpose**, predict outcomes	Read an article and explain the author's intent
Vocabulary	**Using context clues** to decode unfamiliar words	Find five complex words and define them based on context
Grammar	**Nouns:** Common, proper, abstract, collective	Identify different types of nouns in a passage

Spelling	**Commonly confused words** (e.g., their/there/they're)	Write 10 sentences using homophones correctly
Writing	**Summarizing and paraphrasing** key details	Write a one-paragraph summary of an article

Week 2: Analyzing Fictional Texts, Word Roots, & Pronouns

Objective: Examine deeper story elements, expand vocabulary with Latin and Greek roots, and practice pronouns.

Focus Area	Activities	Homework
Reading Comprehension	Analyze **character motivations and theme**	Read a short story and describe the main character's journey
Vocabulary	**Word roots** to determine word meanings	Find and analyze 5 words with Greek/Latin roots
Grammar	**Pronouns:** Personal, possessive, interrogative, indefinite	Identify and replace incorrect pronoun usage in a passage
Spelling	**Prefixes & suffixes** (e.g., un-, dis-, -ful, -able)	Make a list of 10 words using prefixes and suffixes

Writing	**Theme analysis essay**	Compare two characters' decisions and how they shaped the story

Week 3: Informational Texts, Synonyms/Antonyms, & Verbs

Objective: Strengthen informational text comprehension, enhance vocabulary with word relationships, and practice verb usage.

Focus Area	Activities	Homework
Reading Comprehension	Identify **main idea and supporting details** in non-fiction	Read a newspaper article and summarize key points
Vocabulary	**Synonyms & antonyms** for nuanced word choice	Find 10 word pairs and use them in sentences
Grammar	**Verbs:** Action, linking, helping, verb tenses	Identify and correct verb tense errors in sentences
Spelling	**Irregular verb spellings**	Practice spelling 10 irregular verbs and use them in sentences
Writing	**Persuasive paragraph** using strong verbs	Write an argument about why reading is important

Week 4: Inferencing, Figurative Language & Adjectives

Objective: Develop inference skills, explore figurative language, and master descriptive adjectives.

Focus Area	Activities	Homework
Reading Comprehension	Make **inferences** using textual evidence	Read a passage and infer character motives
Vocabulary	**Figurative language:** Similes, metaphors, idioms	Identify and explain 5 figurative language examples in books or media
Grammar	**Adjectives:** Comparative & superlative forms	Write 5 sentences using advanced adjectives
Spelling	**Common adjectives spelling list**	Study and spell 10 descriptive adjectives
Writing	**Descriptive writing using vivid adjectives**	Write a setting description using powerful adjectives

Week 5: Literary Devices, Contextual Word Meaning & Adverbs

Objective: Identify and analyze literary devices, practice using context for word meaning, and refine adverb usage.

Focus Area	Activities	Homework
Reading Comprehension	Examine **symbolism, irony, and allegory**	Read a poem and analyze the author's word choices
Vocabulary	**Multiple-meaning words & homophones**	Find 5 homophones and use them correctly in sentences
Grammar	**Adverbs:** Manner, degree, frequency	Underline adverbs in a passage and replace them with stronger options
Spelling	**Commonly misspelled adverbs (-ly endings)**	Spell 10 adverbs and use them in sentences
Writing	**Short literary analysis essay**	Choose a metaphor from a story and analyze its significance

Week 6: Argumentative Writing, Word Etymology & Prepositions

Objective: Evaluate arguments in reading, understand the origins of words, and use prepositions effectively.

Focus Area	Activities	Homework
Reading Comprehension	Analyze **rhetorical techniques** (ethos, pathos, logos)	Read a persuasive article and identify persuasive techniques
Vocabulary	**Word etymology:** How words evolve over time	Research the origin of five words and their transformations
Grammar	**Prepositions & prepositional phrases**	Write sentences using prepositional phrases
Spelling	**Prepositions spelling challenge**	Write a paragraph using at least 10 different prepositions correctly
Writing	**Persuasive essay** using logical arguments	Choose a topic and defend your opinion

Week 7: Comparative Reading, Intertextual Analysis & Conjunctions

Objective: Compare multiple texts and perspectives, analyze connections, and improve conjunction usage.

Focus Area	Activities	Homework
Reading Comprehension	Compare **two articles on the same topic** with differing views	Find two sources with opposing opinions and summarize their arguments

Vocabulary	**High-level transition words** for smooth writing	Use transition words in a compare/contrast paragraph
Grammar	**Conjunctions:** Coordinating, subordinating, correlative	Identify and replace incorrect conjunction use in a paragraph
Spelling	**Common conjunctions & compound words**	Spell and correctly use 10 conjunctions in sentences
Writing	**Compare/contrast essay** on two texts	Compare two books on similar themes

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Week 8: Poetry, Advanced Word Analysis & Interjections

Objective: Read and analyze poetry, understand deep word connotations, and use interjections effectively.

Focus Area	Activities	Homework
Reading Comprehension	Identify **tone, mood, and poetic structure**	Read a poem and analyze the effect of word choice
Vocabulary	**Connotation vs. denotation** of words	Find words with positive and negative connotations
Grammar	**Interjections and sentence variety**	Write a dialogue using interjections effectively

Spelling	**Common interjections spelling challenge**	Write sentences using interjections correctly
Writing	**Poem using vivid imagery**	Use sensory details and strong vocabulary

Writing Lab

Writing Lab

Grades: 3 and above (Writing expectations are differentiated by grade, with older students producing more detailed and extended responses.**)**
Duration: 5 Sessions per Week | 2 Hours per Session (Total: 10 Hours)
Mode: In-Person / Online
Goal: Build strong, confident writers through stories, essays, grammar reinforcement, and interactive writing games.
Outcome: One complete writing piece per week ,15 vocabs based on chosen topic and final printed writing portfolio

Please contact at connect@thegrowwise.com if you want to purchase 3 hours per day (additional $75 per week).

Week 1: Spark a Story – Narrative Writing Basics

Project: Short fictional story
Writing Focus: Character, setting, plot
Grammar Focus: Sentence types, punctuation, capitalization
Interactive Activities: Story dice, peer plot twist game

Peer Review: Character feedback exchange, story starter swaps
Outcome: Polished fictional short story

Week 2: My True Story – Personal Narrative

Project: A memory-based story
Writing Focus: Emotions, details, sequencing
Grammar Focus: Past tense verbs, personal pronouns
Interactive Activities: “Emotion Walk,” memory map
Peer Review: Personal experience story circle (feedback using 2 stars and 1 wish)
Outcome: Personal narrative essay

Week 3: Describe This – Descriptive Writing

Project: Description of an object, place, or moment
Writing Focus: Show-not-tell, sensory writing
Grammar Focus: Adjectives, prepositions, vivid verbs
Interactive Activities: Secret object writing, image reveal
Peer Review: Peer review with highlighter feedback (circle best details, underline vivid words)
Outcome: Descriptive paragraph or mini-essay

Week 4: Mystery or Adventure Story

Project: Suspense or adventure fiction
Writing Focus: Dialogue, tension, pacing
Grammar Focus: Quotation marks, sequencing words, commas
Interactive Activities: Mystery box challenge, “Build-a-Twist” game
Peer Review: Dialogue partners: check for clarity and character voice
Outcome: Mystery or adventure short story

Week 5: Persuasive Power – Opinion Writing

Project: Persuasive essay on a topic they care about
Writing Focus: Claim, reasons, evidence

Grammar Focus: Transition words, contractions, subject-verb agreement
Interactive Activities: Mini-Debates, “This or That” opinion game
Peer Review: Peer rubric scoring and suggestion notes
Outcome: Persuasive essay with logical structure

Week 6: Inform Me – Informational Writing

Project: How-to article or topic explanation
Writing Focus: Clarity, organization, text features
Grammar Focus: Present tense, conjunctions, plural nouns
Interactive Activities: Teach-me presentation, partner peer-teaching
Peer Review: Partner quiz: Did your writing clearly explain the topic?
Outcome: Informational writing piece

Week 7: Compare & Reflect

Project: Compare/contrast paragraph and reflective journal entry
Writing Focus: Organizing comparisons, reflecting on experiences
Grammar Focus: Comparative/superlative adjectives, synonyms, transitions
Interactive Activities: reflection card prompts
Peer Review: Peer comparison checklists – Are the points clear and balanced?
Outcome: One compare/contrast piece + journal entry

Week 8: All About Me – Autobiographical Writing

Project: Autobiographical story or "About Me" essay
Writing Focus: Life events, self-description, voice
Grammar Focus: Tense consistency, paragraph transitions, pronouns
Interactive Activities: “Timeline of Me,” fact vs. feeling journaling
Peer Review: "3 Compliments & 1 Connection" peer gallery walk
Outcome: Polished autobiographical essay or creative self-story

Neural IQ

Neural IQ Trailblazer

Ages: 5+ years and above
Program Format: 3 Hours per Day(5 sessions/ week)
Total Duration: 15 Hours
Class Mode: In-Person or Online

Week 1: Pattern Detectives – Crack the Code

Ideal for Ages: 5–8

Level: Easy to Hard

Focus Areas:

- **Non-Verbal Reasoning:** Visual patterns, sequencing, shape recognition
- **Verbal Reasoning:** Naming and describing patterns

Outcome: Improved visual recognition and logical thinking

Week 2: Word Wizards – Verbal Reasoning Fun

Ideal for Ages: 6–9

Level: Easy to Hard
Focus Areas:

- **Verbal Reasoning:** Vocabulary, analogies, classification
- **Non-Verbal Reasoning:** Picture-word matching, symbol decoding

Outcome: Boosted vocabulary, verbal logic, and language confidence

Week 3: Brain Builders – Logic & Deduction

Ideal for Ages: 7–10
Level: Easy to Hard

Focus Areas:

- **Verbal Reasoning:** If-then statements, clues, deduction
- **Non-Verbal Reasoning:** Symbol-based logic puzzles

Outcome: Strengthened deduction and problem-solving skills

Week 4: Picture This! – Non-Verbal Reasoning Lab

Ideal for Ages: 5–9

Level: Easy to Hard

Focus Areas:

- **Non-Verbal Reasoning:** Spatial logic, visual sequencing, analogies
- **Verbal Reasoning:** Descriptive storytelling from visuals

Outcome: Enhanced visual reasoning and creativity

Week 5: Think Quick – Speed & Flexibility

Ideal for Ages: 6–10
Focus Areas:

- **Verbal Reasoning:** Rapid recall, mental flexibility in categories
- **Non-Verbal Reasoning:** Sorting by multiple rules (color, shape, order)

Outcome: Faster thinking, improved focus, and mental agility

Week 6: Puzzle Masters – Strategy & Problem Solving

Ideal for Ages: 7–10
Level: Easy to Hard

Focus Areas:

- **Verbal Reasoning:** Instruction following, logic in language
- **Non-Verbal Reasoning:** Strategic puzzle assembly

Outcome: Improved planning, teamwork, and critical thinking

Week 7: Compare, Classify & Conquer

Ideal for Ages: 6–9
Level: Easy to Hard

Focus Areas:

- **Verbal Reasoning:** Naming, grouping, and sorting using logic
- **Non-Verbal Reasoning:** Visual classification, sorting by traits

Outcome: Sharpened analytical thinking and organization

Week 8: Trailblazer Brain Games Bonanza

Ideal for Ages: 5–10
Focus Areas:

- **Verbal Reasoning:** Mixed language games and peer puzzle sharing
- **Non-Verbal Reasoning:** Visual puzzles, pattern decoding

Outcome: Reinforced learning, skill celebration, and confidence boost

Roblox

Roblox

Ages: 9–14 | **No prior coding required**
Duration: 4 Levels | 2 Weeks per Level | 30 Hours Each (3 hrs/session)
Tools: Roblox Studio + Beginner-Friendly Lua Scripting
Outcome: One complete, playable Roblox game per level.

How It Works

- Each level is **independent** – students can join one, some, or all levels
- Every student completes **one full game project per level**
- Designed for **beginner to intermediate** coders ages 9–14
- Uses **visual tools + simplified Lua** scripting
- Includes game design, coding, testing, and presentation

LEVEL 1: Dress to Impress

Ages: 9–12
Final Game: Avatar styling game with theme-based fashion shows and voting.

What Students Will Learn:

- Using Roblox Studio to build a runway environment
- Scripting avatar outfit changes using `HumanoidDescription`
- Creating theme cards and a basic voting system
- Adding transitions, lighting, and interactive buttons

Learning Outcome:

Build a fun, social fashion game that lets players dress up and compete for style points.

LEVEL 2: Adopt Me – Pet Care Simulator

Ages: 10–13
Final Game: Pet simulator where players adopt and care for virtual pets.

What Students Will Learn:

- GUI scripting to adopt and display pets
- Scripting pet follow mechanics using CFrame
- Creating buttons for feeding, playing, and cleaning
- Basic animations and sound integration

Learning Outcome:

Build a nurturing pet simulator that teaches logic, interaction, and state tracking.

LEVEL 3: Brookhaven

Ages: 10–14
Final Game: Small roleplay town where players choose houses, drive cars, and use tools.

What Students Will Learn:

- Building roads, homes, and environment layouts
- Spawning houses using GUI buttons
- Adding driveable vehicles
- Using tools like pizza boxes, phones, and flashlights

Learning Outcome:

Create an immersive open-world town where students explore world-building and interactive roleplay.

LEVEL 4: Obby Challenge – Obstacle Course Game

Ages: 9–14
Final Game: A competitive obstacle course with checkpoints, kill bricks, and a timer.

What Students Will Learn:

- Building jumps, spinners, moving platforms
- Scripting kill parts, respawn points, and checkpoints
- Creating local timers and tracking fastest completion times
- Adding game polish: effects, sounds, and power-ups

Learning Outcome:

Design a full Obby game that challenges players while teaching spatial design and logic.

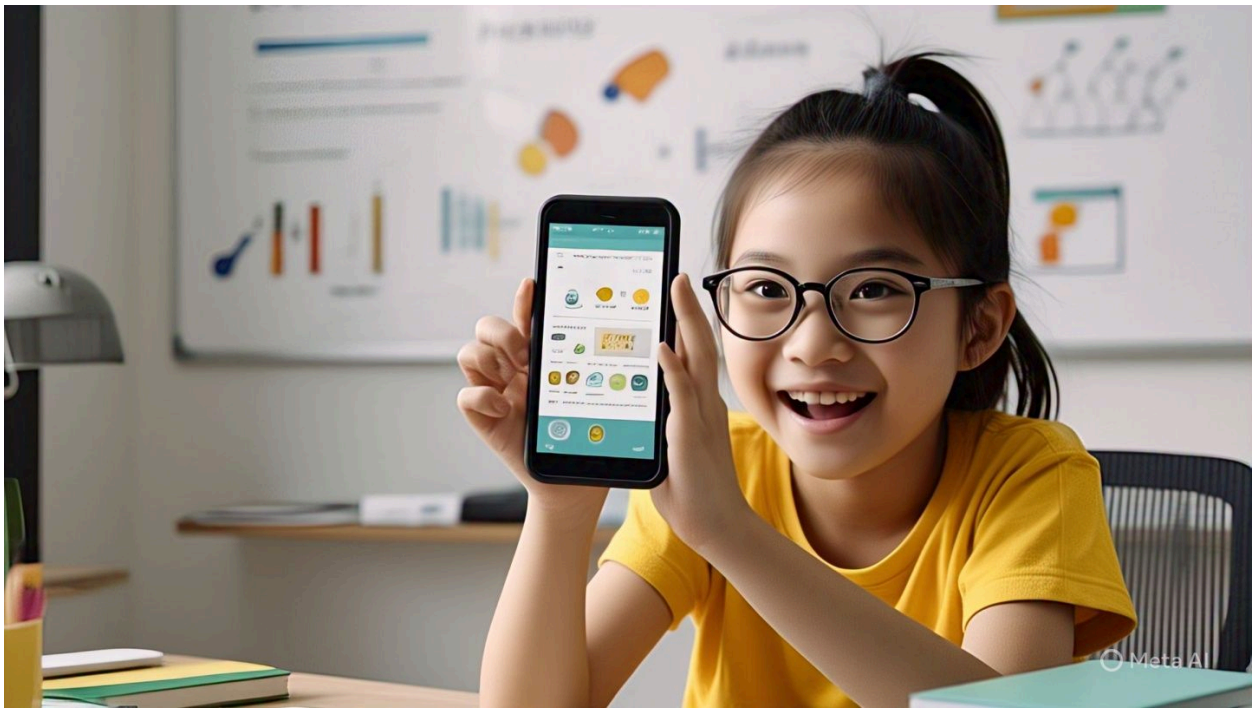
Important:

- **Early Finisher Challenges:** Stretch goals for advanced students in every level

- **Certificates & Game Portfolios:** Every student receives a completion certificate + shareable game link

AppSpark

App Spark: Web & Mobile App Development



Ages: 11+ (Middle & High School Students)
Program Format: 4 Levels | 2 Weeks per Level | 3 Hours per Session
Total Duration: 30 Hours
Class Mode: In-Person or Online
Project-Based Learning | No Prior Experience Required| Independent Levels

Program Overview

GrowWise's App Spark program introduces students to the world of web and mobile app development through HTML, CSS, and JavaScript. Every level is carefully designed to be self-contained, allowing students to complete a fully functional app by the end of each level. This is a beginner-friendly program with step-by-step learning and guided projects. Every level is independent.

Level 1: Personal Profile Web App

Focus: HTML & CSS Foundations
Final App: Personal Profile Website
Students build a one-page personal website that includes their bio, hobbies, and images. They learn how to structure content using HTML and apply basic styling using CSS.

Topics Covered:

- HTML structure: headings, paragraphs, images, links
- Intro to page layout using divs and sections
- CSS styling: fonts, colors, spacing, borders, alignment

Level 2: Clicker Game Web App

Focus: JavaScript Basics & Event Handling
Final App: Clicker Game App
Students create a fun clicker game where every button click increases a score. This level introduces JavaScript functions, variables, and real-time event handling.

Topics Covered:

- Review of layout using HTML and CSS
- Introduction to JavaScript: variables and functions
- Event listeners and dynamic scoring logic
- Interactive UI enhancements

Level 3: Choose Your Story App

Focus: JavaScript Logic, Branching & DOM Manipulation
Final App: Interactive Story App
Students build a text-based adventure where users make decisions to determine the outcome of a story. This level strengthens logic-building and condition handling.

Topics Covered:

- JavaScript conditionals: if/else and switch statements
- DOM manipulation for showing/hiding content
- Story mapping and user navigation
- Adding multimedia elements to enhance experience

Level 4: Flashcard Quiz App

Focus: User Interaction and Advanced JavaScript Logic
Final App: Quiz App
What Users Can Do:

- **Select a subject** (like Math, Vocabulary, Science)
- **View one flashcard at a time**
    - Front: Shows a question or prompt
    - Back: Reveals the answer on click or flip
- **Navigate** using “Next” and “Previous” buttons
- **Mark cards as correct or incorrect**
- **See a running score or percentage** of correct answers
- Use on **desktop or mobile**, thanks to responsive design

Topics Covered:

- Input handling with forms
- Storing and processing user responses
- Reply generation using logic trees
- Styling the chat interface for usability

Program Benefits

- Build real, functional web apps by the end of the course
- Learn industry-relevant tools: HTML, CSS, JavaScript
- Develop creative thinking, logic, and coding confidence
- Portfolio-ready projects for future STEM opportunities
- Guided, beginner-friendly format—no prior coding required

Python Kickstart

Python Kickstart

Ages: 11+ (Middle & High School Students)
Program Format: 4 Levels | 2 Weeks per Level | 3 Hours per Session
Total Duration: 30 Hours
Class Mode: In-Person or Online
Project-Based Learning | No Prior Experience Required| Independent Levels

Level 1: Python Fundamentals (Understanding the Basics)

Pre-Req: None

Objective: Introduce students to Python and basic syntax.
Outcome: Students should be able to write simple Python programs and understand basic data types and operations.

Module 1: Introduction to Python

- What is Python? (Simple explanation, real-life applications)
- How to Set Up Python (Installation guide, using IDLE or Jupyter Notebook)
- Writing Your First Python Program (`print("Hello, world!")`)

Module 2: Basic Python Syntax

- **Variables & Data Types** (Numbers, Strings, Boolean, Lists)
- **Operators** (Arithmetic, Comparison, Logical)
- **Basic Input/Output Operations** (`input()` function for user interaction)

Activities:

1. Writing a basic Python script
2. Creating a simple calculator
3. Practicing with variables (store name, age, and favorite color)

Level 2: Control Structures and Functions

Pre-Req: Level 1 completed

Objective: Teach students how to make decisions using conditional statements and loops.
Outcome: Students should be able to write programs using decision-making and loops.

Module 1: Control Structures & Flowchart Thinking

- **Conditional Statements** (`if, elif, else`)
- **Loops** (`for` loop, `while` loop)
- **Problem-solving approach (Using Flowcharts & Algorithms)**

Activities:

1. Guess the Number Game
2. Create a simple voting eligibility program
3. Print numbers from 1 to 10 using loops

Module 2: Functions

- **What are Functions? (Breaking tasks into smaller steps)**
- **Defining and Calling Functions** (`def my_function():`)
- **Using Parameters & Return Values**

Activities:

1. Create a function that greets a user
2. Write a function that calculates the area of a rectangle

Level 3: Python Data Structures

Pre-Req: Level 2 completed

Objective: Learn how to work with collections of data.

Outcome: Students should be able to store, retrieve, and manipulate data using lists, tuples, and sets.

Module 3: Introduction to Data Structures

- **Lists** (Creating, Adding, Removing, Accessing elements)
- **Tuples** (Immutable data storage)
- **Sets** (Unique collections)

Activities:

1. Create a list of favorite foods and modify it
2. Use a tuple to store the days of the week
3. Create a set of unique numbers from a list

Module 4: Engaging with Data Structures to Solve Real-Life Challenges

- Storing **Student Information (name, age, grade) in a list**
- Organizing **a shopping list program**
- Checking **if an item is in stock using a set**

Activities:
Build a contact list using dictionaries
Create a personal to-do list using lists

Level 4: Real-Life Projects & Practical Applications

Pre-Req: Level 3 completed

Objective: Apply knowledge to real-life projects to build confidence.
Outcome: Students should be able to develop simple applications independently.

Module 5: Mini-Projects

- **Create a Quiz Game (Using Lists & Conditional Statements)**
- **Develop a Student Grade Calculator**
- **Simple Chatbot using Functions and Input**

Activities:

1. Build a chatbot that responds with basic greetings
2. Create a BMI calculator
3. Develop a flashcard program to learn new words

ML/AI

ML/AI

Ages: 13+ (Middle & High School Students)
Program Format: 4 Levels | 2 Weeks per Level | 3 Hours per Session
Total Duration: 30 Hours/Level
Class Mode: In-Person or Online
Project-Based Learning | No Prior Experience Required| Independent Levels

Duration: 4 Levels, Each 2 Weeks (30 Hours per Level)

Mode: Live Online / Hybrid/ In-person

Projects: Students will work on one project at each level.

Note: Projects may change based on the pace at which students are learning. Basic **JavaScript** and **HTML** will be taught at every level, just enough to load a model, display results, and modify logic.

What Students Will Achieve in 2 Weeks:

- **Understand how AI works** in real life—from smart assistants to text recognition

- **Build and train a machine learning model** to classify user input using Python and scikit-learn
- **Create a smart AI chatbot** with a fully functional GUI using Tkinter
- **Master key AI concepts** like supervised learning, intent recognition, and NLP basics
- **Showcase a complete, working chatbot project** with code, logic, and real-time interaction
- **Develop tech fluency and ethical awareness** around how AI impacts the world
- **Collaborate, debug, and present** like real developers—using GitHub, peer reviews,and live demo

Course Overview

Levels	Topics Covered	Key Projects
Level 1	Introduction to AI & How AI Learns	AI Chatbot, AI Image Recognition
Level 2	Machine Learning for Beginners	Handwriting Recognition, AI Sorting Game
Level 3	AI in Everyday Life & Ethics	AI Art Generator, AI Voice Assistant
Level 4	Building an AI Project	AI-Based Final Project

Level 1: Introduction to AI & How AI Learns

Goal: Understand what AI is, how it works, and create simple AI applications.

Pre-Req: None

Week 1: What is AI?

Day	Topic	Projects (One Projects / batch)
1	Python Sprint Day 1	**Coding and Libraries**
2	Python Sprint Day 2	
3	What is AI? How does AI work? Type of AI AI vs. Human Intelligence AI in the Real World	

4	How AI Learns (Supervised Learning)	**Mini Projects**
5	**Start Project Building (**Planning and knowing the resources including **Github** account setup)	

Week 2: Hands-On AI

Day	Topic	Project(One Projects / batch)
6	AI & Text Recognition **Quick Core Concepts :** 1. Supervised Learning 2. Intent Recognition 3. Text to Numbers 4. Data, Model and Response	**AI Chatbot**
7	1. Prepare the Training Data (Intent + User Input) 2. Train the ML Model	
8	3. Build the GUI using Tkinter 4. Publish your project	
9	Code Testing and Peer Reviews Day	
10	**Project ShowCase Day**	

Level 2: Machine Learning for Beginners

Goal: Learn how AI makes predictions, understand datasets, and create basic AI models.

Pre-Req: This level requires a basic understanding of how AI models work and learn from data, which can be gained through Level 1. Or external resources..

Week 1: AI Learns from Data

Day	Topic	Project

1	Python Sprint Day 1 Note: If Level 1 completed then will learn scikit-learn, plotly, matplotlib	**Coding and Libraries** **Mini Projects** **Explore an AI Dataset(For Level 1 Completed)** **How Can AI Be Wrong?(Case Study)**
2	Python Sprint Day 2	
3	What is Machine Learning? Training AI Models Understanding Datasets	
4	Teaching AI to Make Predictions,AI Bias & Ethical AI	
5	**Start Project Building (**Planning and knowing the resources including **Github** account setup)	

Week 2: Simple AI Models

Day	Topic	Project
6	**Quick Core Concepts :** 1. Supervised Learning 2. Regression 3. Features and Labels 4. Prediction 5. Visualization	**AI Predicts Student Test Scores**
7	Prepare Dataset (Can use Kaggle or some other)	
8	1. Train a Simple Model 2. Make Predictions + Visualize 3. Publish Your Code	
9	Code Testing and Peer Reviews Day	
10	**Project ShowCase Day**	

Level 3: AI in Everyday Life & Ethics

Goal: Learn how AI impacts our world and experiment with **ethical AI applications**.

Pre-Req: Level 2

Week 1: AI in Our World

Day	Topic	Project(One Projects / batch)
1	Python Sprint Day 1 Note: If Level 1 completed then will learn scikit-learn, plotly, matplotlib	**Train an AI to Classify News as Real or Fake**
2	Python Sprint Day 2	
3	What is Fake News?(Discuss types of misinformation, real-world examples, and AI's role in media analysis)	
4	1. Intro to Text Classification 2. Exploring the Dataset 3. Ethics of AI	
5	**Start Project Building (**Planning and knowing the resources including **Github** account setup)	

Week 2: AI for Good & Ethical AI

Day	Topic	Project
6	Train the Classifier	**AI Can Be Wrong (Fixing AI Bias)**
7	Evaluate and Improve	
8	Build a simple UI Publish Your Code	
9	Code Testing and Peer Review	
10	**Project ShowCase Day**	

Level 4: GrowWise AI Project Lab

Goal: Create a project "**AI Recommends Personalized Learning Paths".** This is a signature project and the best project and accurate recommendation project will be published on GrowWise website with student name.

Pre-Req: Level 1 or 2 is completed

Week 1: Brainstorming & Planning

Day	Topic	Project
1	Choosing a Final AI Project	**Brainstorm AI Ideas**
2	Planning AI Features	**AI Feature Checklist**
3	Collecting Data for AI	**Build a Small Dataset**
4	Training AI for Your Project	**Teach AI to Work**
5	Testing AI	**Find Mistakes & Improve AI**

Week 2: AI Showcase

Day	Topic	Project
6	Refining AI Model	**AI Recommends Personalized Learning Paths**
7	Adding Final Touches	
8	Preparing AI Presentation	
9	AI Showcase Rehearsal	
10	**Final AI Showcase**	

Scratch Game Coding

Scratch Game Coding

8-Week Game Creation Journey for Kids

Unlock your child's creativity and logic skills with our hands-on Scratch programming course. Kids build a new game every week—no prior experience needed!

Ages: 7–12
Duration: 8 Weeks — 1 Game per Week. Pick the weeks that fit your child's schedule.

Week	Game Title	Key Concepts Introduced
Week 1	**Maze Runner**	Motion blocks, arrow key controls, collision detection
Week 2	**Catch the Apple**	Random movement, variables, loops, scoring

Week 3	**Whack-a-Mole**	Timing, conditional logic, mouse events, speed control
Week 4	**Pong Game**	Bounce effects, paddle movement, edge detection, sound blocks
Week 5	**Platform Jumper**	Gravity simulation, jumping logic, backdrop switching
Week 6	**Treasure Hunt**	Broadcast messages, hidden objects, coordinates, multiple levels
Week 7	**Space Shooter**	Cloning, projectile logic, hit detection, sprite health tracking
Week 8	**Build Your Own Game**	Independent game creation: plan, design, code, and present