



THINKLAND.AI

AI Classes for Children

Michael Liu Ph.D.
mike@thinkland.ai



Empower children

Topic

Objective

Curriculum Structure

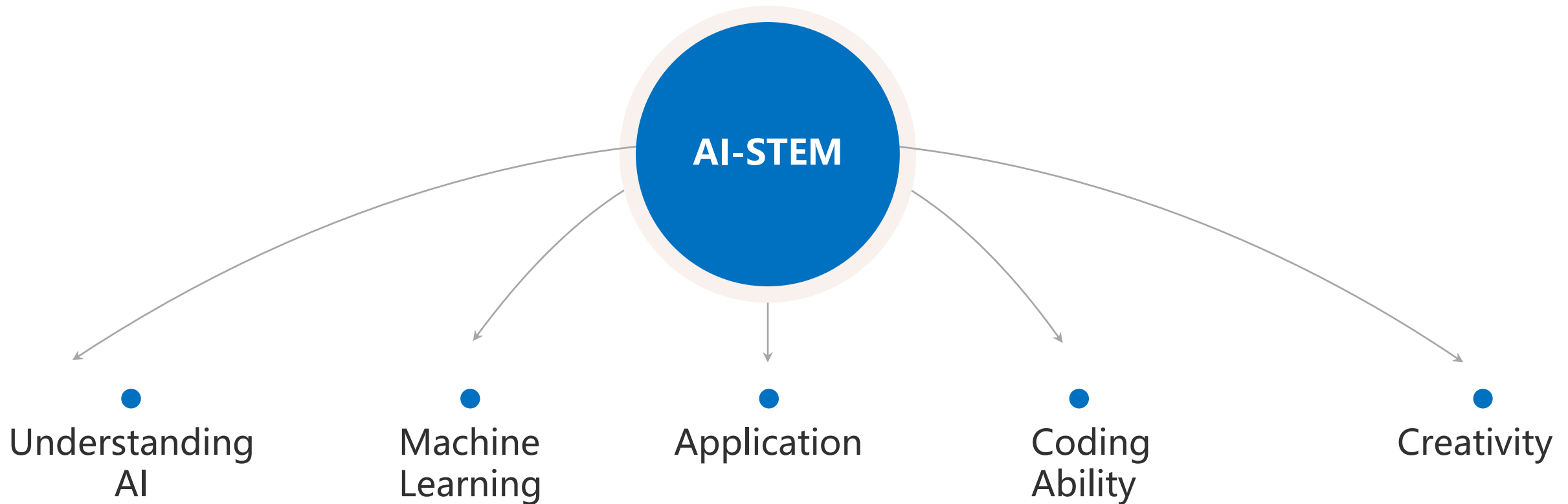
Course Selection

Learning Management

Our Teachers

About us

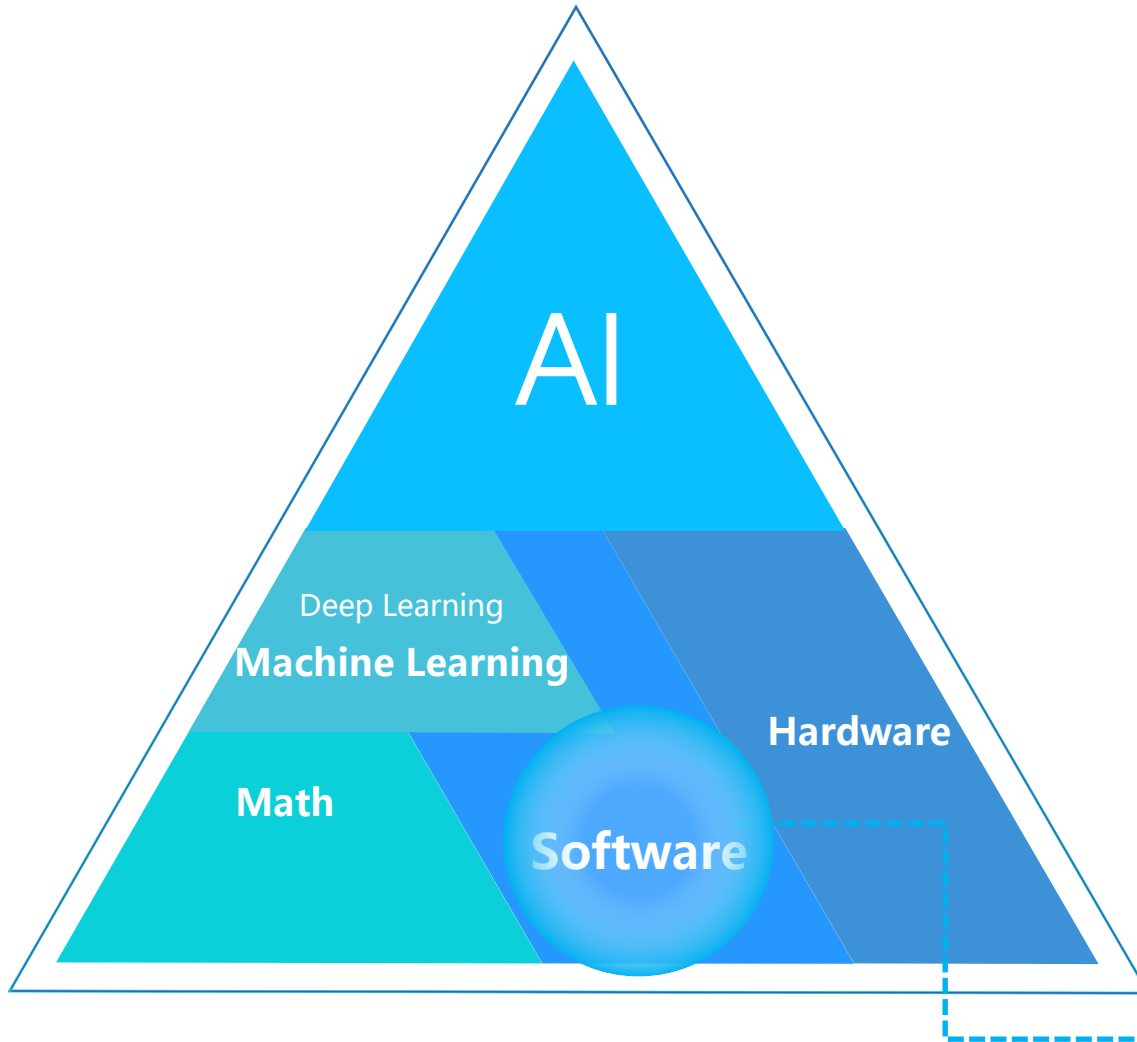
Spark interest, learn coding, understand AI



While learning programming, learn Artificial Intelligence, so that students can apply these skills to real world and see where and how AI can be used (games, smart homes, etc.).

Competitive Programming

What is AI-STEM?



AI: algorithm, data, computing power

Coding

- ❑ Teaching children programming in the form of games, animations, and building blocks in a modular manner

Robotics

- ❑ Teach children assembling, building, and programming the robot

Coding is the foundation of learning AI

Step-by-Step Curriculum Structure

课程以培养实际操作动手能力为指导思想
激发孩子与生俱来的创造力和天赋
从而帮助孩子打开人工智能大门

软件类课程

硬件类课程

综合类课程

000



Preschool (5-7 y/o)

001



1st grade+ (7-9 y/o)

002

**MACHINE LEARNING
FROM SCRATCH**

3rd grade+ (9-12 y/o)

003



5th grade+ (10-14 y/o)



101
(9+岁)



005
(11-15 y/o)

Course Flyers

Thinkland.AI STEM Class Computer Science and AI

000 Scratch Jr. for 5 - 7 years old

Overview

Scratch Jr. is an introductory, block-based programming language for children aged 5 to 7. This course encourages creativity by allowing children to create their own interactive projects. Students can express themselves and bring their characters to life using Scratch Jr.

Contents

1. Getting Started:
Students will learn the basics of using Scratch Jr. and create a dance party game!
2. Animations - 4 activities:
Students will create four small animations and combine them together to make a movie
3. Stories - 6 activities:
Students will make their own stories come to life by adding dialogue and new scenes to the animation!
4. Games - 5 activities:
Students will learn how to make four basic games and combine everything they learn to make one final game.



Prerequisite	Class date	Class time
Parent's company is encouraged	Weekday Weekend	1-2 Hour Class 1-2 Classes per week



Scan QR to view more class options

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001 Scratch Coding Based on Google CS First

Overview

Based on Google's CS First Curriculum, A001 is designed for children aged 7 to 9 to systematically learn programming, explore storytelling techniques, build fun games, and craft presentations. This course allows students to showcase their creativity through the medium of programming and digital design.

Contents

1. Dialogue, 2. Check it Out, 3. Settings, 4. Premise, 5. Characterization, 6. Interactive Storytelling, 7. Personal Narrative, 8. Innovation Story



Prerequisite	Class date	Class time
No Prior Experience Required	Weekday Weekend	1-2 Hour Class 1-2 Classes per week



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001+ Scratch Coding+ : Game Design

Overview

Scratch+ Game Design is centered around the various logic concepts used within many common games. Students will apply their basic knowledge of scratch as well as new important logic and computer science concepts through recreating existing and original games. Students can express their creativity through game design. The course focuses on the application of code in original game mechanics created by the students

Contents

- Level 1 - Classic Games
 - 1. Maze Game
 - 2. Platformer
 - 3. Tower Game
 - 4. Breakout
 - 5. Snake
- Level 2 - Modern Games
 - 1. Top-down Shooter
 - 2. Scrolling Platformer
 - 3. Online multiplayer Board Game
 - 4. Online Multiplayer Fighting Game



Prerequisite	Class date	Class time
Prior Scratch Experience Required	Weekday Weekend	1-2 Hour Class 1-2 Classes per week



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002 Introduction to Machine-learning based Artificial Intelligence using Scratch

Overview

Using our proprietary Scratch with AI Platform, this course introduces children aged 9 and up to concepts in machine learning and how to apply them in real-world scenarios.

Contents

- Session 1 (16 Hours)
 - 1. Introduction to Machine Learning
 - 2. Image Recognition & Spongebob and Friends
 - 3. Natural Language Processing & Simple Smart Home
 - 4. Sentiment Analysis & Praises and Criticisms
- Session 2 (16 Hours)
 - 5. Facial Recognition & Footlock
 - 6. Decision Trees & Flappy Bird
 - 7. Decision Trees & Pomman
 - 8. Speech & Speaker Recognition & Voice Lock
- Session 3 (16 Hours)
 - 9. Brainstorming Ideas & Workshop
 - 10. Create your own project & Implement Machine Learning Concepts



Prerequisite	Class date	Class time
Prior Scratch Experience Required	Weekday Weekend	1-2 Hour Class 1-2 Classes per week



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003 Get started with Python

Overview

The A003 course begins with Python fundamentals and gradually expands computational thinking skills using projects for hands-on learning.

Contents

- Session 1 (16 Hours)
 - Introductory Topics
 - Conditionals
 - Looping
 - Fun projects!
- Session 2 (16 Hours)
 - Functions
 - Modules
 - Object Oriented Programming
- Session 3+ (24 Hours)
 - Python Review
 - Design and Implementation of Games (and Applications)
 - Introducing PyGame - 2-D Graphics Game Design using Python



Prerequisite	Class date	Class time
Prior Coding Experience Suggested	Weekday Weekend	1-2 Hour Class 1-2 Classes per week



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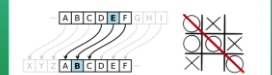
003+ Python Application and PyGame

Overview

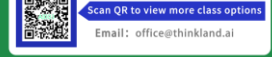
Python PyGame course introduces computational thinking skills behind software application design and PyGame. The project-based approach employs a pedagogical sequence: project demo -> requirements analysis -> problem presentation -> solution proposal and implementation -> reinforcement of syntax and coding concepts. The basis of a popular Python library (pygame) bridges the concepts common in computer game development while further developing the students' software development skills.

Contents

- Level 1 - Design and Implementation of Games
 - 1. Using the Debugger
 - 2. Hangman
 - 3. Tic-Tac-Toe
 - 4. The Bagel Deduction Game
 - 5. Cartesian Coordinate System
 - 6. Senior Treasure Hunt
 - 7. Caesar Cipher
 - 8. Naveen Game Design
- Level 2 - 2-D Graphic Game Design using Python
 - 1. Creating Graphics
 - 2. Animating Graphics
 - 3. Collision Detection
 - 4. Using Sounds and Images
 - 5. A Dodgeball Game with Sounds and Images



Prerequisite	Class date	Class time
Prior Python Experience Required	Weekday Weekend	1-2 Hour Class 1-2 Classes per week



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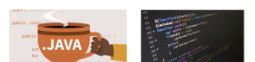
005 Introduction and Advanced Java

Overview

Our Java course begins by developing an understanding of computer hardware components, to help build a solid foundation for programming knowledge. We then cover fundamental control flow concepts such as looping and conditionals, and later move into object-oriented programming. Students will finish the course by learning about complex industry-level topics such as data structures and lambda functions.

Contents

- Session 1 (16 Hours)
 - 1. Introductory Topics
 - 2. Data Types
 - 3. Looping
 - 4. Project Lab 1 - Mini market
- Session 2 (16 Hours)
 - 5. Binary, hexadecimal, and ASCII
 - 6. Math class and arithmetic functions
 - 7. Project Lab 2 - Create a calculator
 - 8. Object-oriented concepts part 1
 - 9. Object-oriented concepts part 2
 - 10. Project Lab 4 - Create your own website
- Session 3 (16 Hours)
 - 11. Advanced Boolean and Decision Structures
 - 12. Data Types
 - 13. Looping
 - 14. Project Lab 1 - Mini market
- Session 4 (16 Hours)
 - 15. Math class and arithmetic functions
 - 16. Project Lab 2 - Create a calculator
 - 17. Object-oriented concepts part 1
 - 18. Object-oriented concepts part 2
 - 19. Project Lab 4 - Create your own website



Prerequisite	Class date	Class time
Prior Coding Experience Suggested	Weekday Weekend	1-2 Hour Class 1-2 Classes per week



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006 Data Structure + Algorithm

Overview

An in-depth course about two of the fundamental topics in computer science - data structures and algorithms. This course is designed for those who have basic knowledge of Java programming and ready to move a step beyond programming language. It covers everything you need to know for competitive programming, from basic concepts to practical experience. Most importantly, this course develops the skills of modeling and logical thinking, and clears the way towards advanced topics in computer science and artificial intelligence.

Contents

- Level 1
 - 1. Introduction, 2. Recursion, 3. Dynamic Programming, 4. Linkedlist & Two Pointers, 5. Sort, 6. Tree & Binary Search Tree, 7. Divide & Conquer
- Level 2
 - 1. Binary Search, 2. Recursion, 3. Dynamic Programming, 4. Sort, 5. Two Pointers, 6. Breadth-First Search, 7. Depth-First Search



Prerequisite	Class date	Class time
Prior Java Experience Required	Weekday Weekend	1-2 Hour Class 1-2 Classes per week



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007 C++ Programming

Overview

This course introduces students to the fundamental concepts of C++ - C++ has memory management can be used to help with execution time and memory usage when it is needed. C++ brings benefits in the fact that it can run on almost any machine. The course is structured in beginner and advanced levels, with multiple projects throughout. Students will gain a strong understanding on how to use C++ after completing this course. No prior programming knowledge is required but knowledge of other programming languages would help.

Contents

- Level 1 - Beginner
 - 1. C++ getting started / C++ syntax
 - 2. Input/Variables/Data Types
 - 3. Operators/C++ Math
 - 4. Booleans/Conditionals
 - 5. While/For Loop
- Level 2 - Advanced
 - 1. Arrays/2D(2D)/Pointers
 - 2. Functions, C++ problems
 - 3. Memory Management and Linked Lists
 - 4. C++ Games(Mad Libs/Guessing Game)

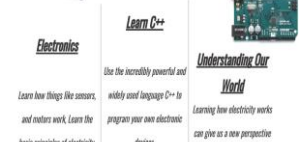


Prerequisite	Class date	Class time
Prior Coding Experience Suggested	Weekday Weekend	1-2 Hour Class 1-2 Classes per week



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201 Web Development + Design

Overview

HTML&CSS course serves as a beginner's guide to HTML and CSS, the major programming languages used to build static websites in the current technologically active age. Through this course, students will learn HTML and CSS in a fun, interactive, and project-based curriculum and develop key web development and design skills. Additionally, students will learn how to properly apply these two powerful languages in building websites of their very own.

Contents

- Level 1 - HTML5
 - 1. Basic Elements and Structure
 - 2. Parent and Child Relationship
 - 3. Media Elements
 - 4. Readability and Semantics
 - 5. Tables and Forms
- Level 2 - CSS
 - 1. In-Line Styling
 - 2. Embedded CSS
 - 3. External CSS
- Final Project - Create your own Landing Page
 - Part 1 - Creating your Company
 - Part 2 - Creating the Landing Page
 - Part 3 - Sharing and Present your Website



Prerequisite	Class date	Class time
Prior Coding Experience Suggested	Weekday Weekend	1-2 Hour Class 1-2 Classes per week



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301 Python + Machine Learning

Overview

Introduction to machine learning course is for those who have basic knowledge of Python programming and are curious about the magic behind Artificial Intelligence (AI). It covers machine learning key concepts, design principles, and classic algorithms from the widely used traditional algorithms to the booming technology of deep learning and neural networks. The students will be guided to solve real-world problems with what they learn and enjoy the fun of building AI projects from scratch.

Contents

- Topic 1: Introduction to machine learning basics
- Topic 2: Decision Trees
- Topic 3: K-Nearest Neighbors (KNN)
- Topic 4: Linear Regression
- Topic 5: Image Processing and Computer Vision
- Topic 6: Deep Learning and Neural Networks
- Topic 7: Image Classification and Face Recognition
- Topic 8: A Tour of Modern Machine Learning Technologies



Prerequisite	Class date	Class time
Prior Python Experience Required	Weekday Weekend	1-2 Hour Class 1-2 Classes per week



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The Core



AI000 Scratch JR for 5-7 yrs.	Level #1	➡	Level #2
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AI001 Scratch for 7-9 yrs.	Level #1	➡	Level #2	➡	Level #3	➡	Level #4
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AI002 Scratch+AI for 9-12 yrs.	Level #1	➡	Level #2	➡	Level #3
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AI003 Python for 10-14 yrs.	Level #1	➡	Level #2	➡	Level #3	➡	Level #4
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AI005 Java for 11-15 yrs.	Level #1	➡	Level #2	➡	Level #3	➡	Level #4
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*Each level is 16 hours of class

Structured Curriculum

Core: 000, 001, 002, 003, 005

Competition: 006, 301

Extension: 001+, 003+ , 201

Hardware: 100 (Micro: bit), 101(Arduino), 102(Raspberry Pi)

Course Name	Age/Grade	Level (16 hours each)				Course Intro
Children's AI Programming 000 Scratch Jr.	Age 5-7	1	2			AI000ScratchJr
Children's AI Programming 001 Scratch	Age 7-9	1	2	3	4	AI001Scratch
Children's AI Programming 001+ Scratch Game Design	Age 8+	1	2			AI001+GameD
Children's AI Programming 002 Scratch+AI	Age 9-12	1	2	3		AI002ScratchAI
Children's AI Programming 003 Python	Age 10-14	1	2	3	4	AI003Python
Children's AI Programming 003+ Python PyGame	Age 10-14	1	2			AI003+PyGame
Children's AI Programming 005 Java	Age 11-15	1	2	3	4	AI005Java
Children's AI Programming 006 Data Structures	Age 12+	1	2	3	4	AI006DS&A
Children's AI Robotics 101 Arduino	Age 9-12	1	2	3		AI101Arduino
Children's AI Programming 201 HTML&CSS	Age 9+	1	2			AI201WebD
Children's AI Programming 301 Python+AI	Age 12+	1	2			AI301ML

Scratch

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000 Scratch Jr. for 5 - 7 years old

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Contents

- Getting Started:**
Students will learn the basics of using Scratch Jr. and create a dance party game!
- Animations – 4 activities:**
Students will create four small animations and combine them together to make a movie
- Stories – 6 activities:**
Students will make their own stories come to life by adding dialogue and new scenes to the animations!
- Games – 5 activities:**
Students will learn how to make four basic games and combine everything they learn to make one final game.



Prerequisite

Parent's company
is encouraged

Class date

Weekday
Weekend

Class time

1-2 Hour Class
1-2 Classes per week



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001 Scratch Coding Based on Google CS First

Overview

Based on Google's CS First Curriculum, AI001 is designed for children aged 7 to 9 to systematically learn programming, explore storytelling techniques, build fun games, and craft presentations. This course allows students to showcase their creativity through the medium of programming and digital design.

Contents



Storytelling

- Dialogue, 2. Check It Out, 3. Settings, 4. Premise, 5. Characterization, 6. Interactive Storytelling, 7. Personal Narrative, 8. Innovation Story



Sports

- Victory Celebration, 2. Sports Commentary, 3. Net Sports, 4. Fitness Gadget Commercial, 5. All-Star Passing Drill, 6. Batter Up, 7. Extreme Sports, 8. Post-Game Interview"

Prerequisite

No Prior
Experience Required

Class date

Weekday
Weekend

Class time

1-2 Hour Class
1-2 Classes per week



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001+ Scratch Coding+ : Game Design

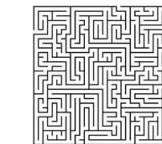
Overview

Scratch+ Game Design is centered around the various logic concepts used within many common games. Students will apply their basic knowledge of scratch as well as new important logic and computer science concepts through recreating existing and original games. Students can express their creativity through game design. The course focuses on the application of code in original game mechanics created by the students

Contents

Level 1 - Classic Games · Level 2 - Modern Games

- Maze Game
- Platformer
- Tower Game
- Breakout
- Snake



Prerequisite

Prior Scratch
Experience Required



Class date

Weekday
Weekend

Class time

1-2 Hour Class
1-2 Classes per week



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002 Introduction to Machine-learning based Artificial Intelligence using Scratch

Overview

Using our proprietary Scratch with AI Platform, this course introduces children aged 9 and up to concepts in machine learning and how to apply them in real world scenarios.

Contents

Session 1 (16 Hours)

- Introduction to Machine Learning
- Image Recognition & Spongebob and Friends
- Natural Language Processing & Simple Smart Home
- Sentiment Analysis & Praises and Criticisms

Session 2 (16 Hours)

- Facial Recognition & Facelock
- Decision Trees & Flappy Bird
- Decision Trees & Pacman
- Speech + Speaker Recognition & Voice Lock

Session 3 (16 Hours)

- Brainstorming Ideas + Workshop
- Create your own project & Implement Machine Learning Concepts



Prerequisite

Prior Scratch
Experience Required

Class date

Weekday
Weekend

Class time

1-2 Hour Class
1-2 Classes per week

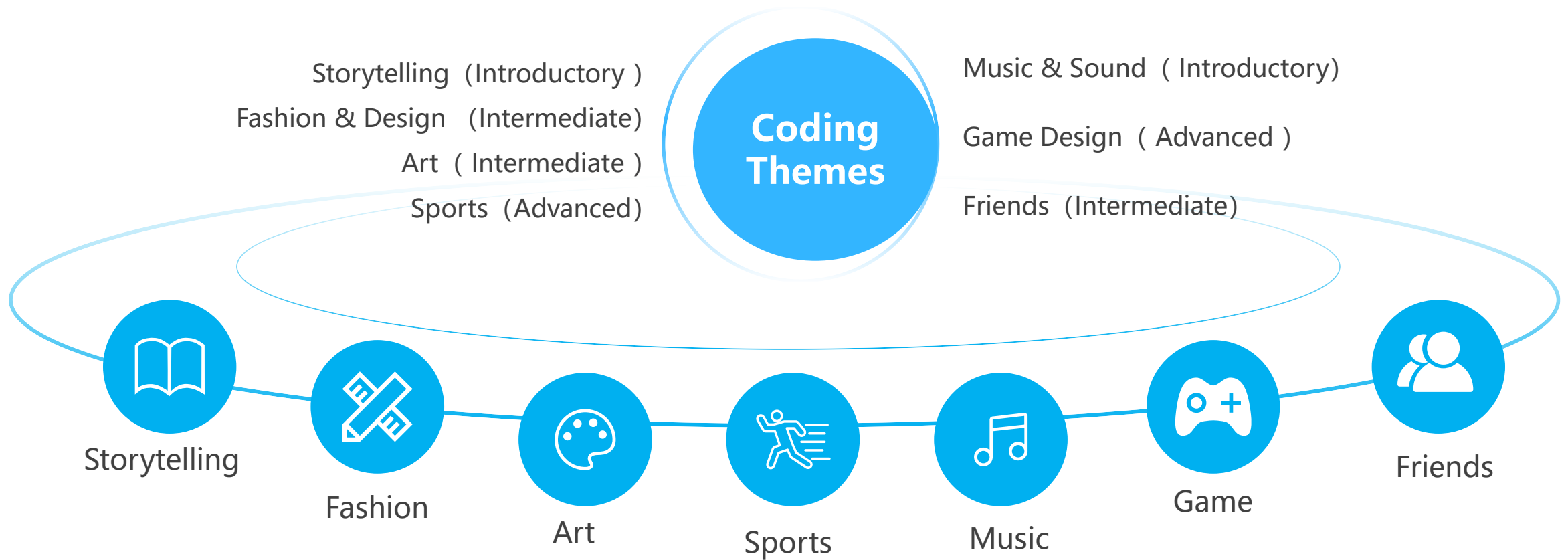


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001 Scratch Coding based on Google CS First

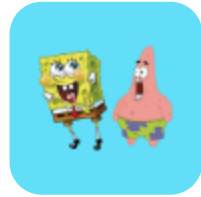
Scratch 3.0



002 AI + Machine Learning Projects Library



1. Introduction



2. SpongeBob and Friends



3. Smart home (part 1)



4. Praise and Criticism



5. Face recognition



6. Where's Waldo



7. Voice Recognition



8. Flappy Bird



9. Pacman



10. Smart home (part 2)



11. President speech

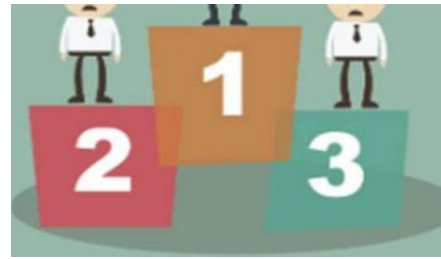


12. Movie Poster

Scratch+AI

Make Projects, Smart Games, Team Works

Competitive Coding



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Computer Science and AI

003 Get started with Python

Overview

The 003 course begins with Python fundamentals and gradually expands computational thinking skills using projects for hands-on learning.

Contents

- Session 1 (16 Hours)
 - Introductory Topics
 - Conditionals
 - Looping
 - Fun projects
- Session 2 (16 Hours)
 - Functions
 - Modules
 - Object Oriented Programming
- Session 3 (16 Hours)
 - Python Basics
 - Design and Implementation of Games (and Applications)
 - Introducing PyGame - 2-D Graphics Game Design using Python

Prerequisite Prior Coding
Class date Weekday
Class time 1-2 Hour Class
Experience Suggested Weekend 1-2 Classes per week

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Computer Science and AI

003+ Python Application and PyGame

Overview

Python PyGame course introduces computational thinking skills behind software application design and PyGame. The project-based approach employs a performance sequence project design → requirements analysis → problem presentation → solution proposal and implementation → reinforcement of syntax and coding concepts. The basis of popular Python library (pygame) bridges concepts common in computer game development while further developing the students' software development skills.

Contents

- Level 1 - Design and Implementation of Games
 - 1. Using the Debugger
 - 2. Hangman
 - 3. Tic-Tac-Toe
 - 4. The Bagel Deduction Game
 - 5. Cartesian Coordinate System
 - 6. Snake Treasure Hunt
 - 7. Connect Four
 - 8. Reversi Game
- Level 2 - 2-D Graphic Game Design using Python
 - 1. Creating Graphics
 - 2. Animating Graphics
 - 3. Collision Detection
 - 4. Using Sprites and Images
 - 5. A Dodge Game with Sounds and Images

Prerequisite Prior Python
Class date Weekday
Class time 1-2 Hour Class
Experience Required Weekend 1-2 Classes per week

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301 Python + Machine Learning

Overview

Introduction to machine learning course is for those who have basic knowledge of Python programming and are curious about the magic behind Artificial Intelligence (AI). It covers machine learning key concepts, design principles, and classic algorithms from the widely used traditional algorithms to the booming technology of deep learning and neural networks. The students will be guided to solve real-world problems with what they learn and enjoy the fun of building AI projects from scratch.

Contents

Topic 1: Introduction to machine learning basics
Topic 2: Decision Trees
Topic 3: K-Nearest Neighbors (KNN)
Topic 4: Linear Regression
Topic 5: Image Processing and Computer Vision
Topic 6: Deep Learning and Neural Networks
Topic 7: Image Classification and Face Recognition
Topic 8: A Tour of Modern Machine Learning Technologies

Prerequisite Prior Python
Class date Weekday
Class time 1-2 Hour Class
Experience Required Weekend 1-2 Classes per week

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Computer Science and AI

005 Introduction and Advanced Java

Overview

Our Java course begins by developing an understanding of computer hardware components, to help build a solid foundation for programming knowledge. We then cover fundamental control flow concepts such as looping and conditionals, and later move into object oriented programming. Students will finish the course by learning about complex industry-level topics such as data structures and lambda functions.

Contents

- Session 1 (16 Hours)
 - 1. Introductory Topics
 - 2. Data Types
 - 3. Looping
 - 4. Project Lab 1 - Mini market
- Session 2 (16 Hours)
 - 5. Advanced Functions and Decision Structure
 - 6. Loops and Iterations
 - 7. Project Lab 2 - Rock paper scissors game
 - 8. Basics of Errors and Exception
 - 9. Array and ArraysList
 - 10. Final Project - Mini market revisited
- Session 3 (16 Hours)
 - 1. Binary, hexadecimal, and ASCII
 - 2. Math class and arithmetic functions
 - 3. Project Lab 3 - Create a calculator
 - 4. Object-oriented concepts part 1
 - 5. Object-oriented concepts part 2
 - 6. Project Lab 4 - Create your own objects
- Session 4 (16 Hours)
 - 7. Threads, Runnables and Concurrency
 - 8. Advanced Exceptions and Errors
 - 9. Advanced Arrays and List
 - 10. Lambda Functions and new java additions
 - 11. Final project - Create your own objects editor

Prerequisite Prior Coding
Class date Weekday
Class time 1-2 Hour Class
Experience Suggested Weekend 1-2 Classes per week

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Computer Science and AI

006 Data Structure + Algorithm

Overview

An in-depth course about two of the fundamental topics in computer science — data structures and algorithms. This course is designed for those who have basic knowledge of Java programming and ready to move a step beyond programming language. It covers everything you need to know for competitive programming, from basic concepts to practical experience. Most importantly, this course develops the skills of modeling and logical thinking, and clears the way towards advanced topics in computer science and artificial intelligence.

Contents

Level 1

- 1. Introduction, 2. Recursion, 3. Dynamic Programming, 4. LinkedList & Two Pointers, 5. Sort, 6. Tree & Binary Search Tree, 7. Divide & Conquer

Level 2

- 1. Binary Search, 2. Recursion, 3. Dynamic Programming, 4. Sort: Two Kinds, 5. Introduction to Queue/Stack/Heap, 6. Breadth-First Search, 7. Depth-First Search

Level 3

- 1. Introduction to Map/Set, 2. Graph, 3. Breadth-First Search, 4. Best First Search, 5. Prefix Sum, 6. Bit Operation, 7. Greedy

Prerequisite Prior Java
Class date Weekday
Class time 1-2 Hour Class
Experience Required Weekend 1-2 Classes per week

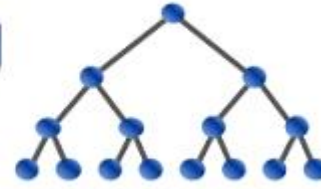
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Python

Java

USACO

**USA Computing
Olympiad**



IOI

CAMP

PLATINUM

Gold

Silver

Bronze



Thinkland.AI USACO Plan

School@thinkland.ai



AI000 Scratch Jr
(5-7 years old)

AI001 Scratch
(7-9 years old)

AI001+ Scratch Game
(8+ years old)

AI002 Scratch+AI
(9-12 years old)

USACO Bronze in Python

AI003 Python
(10-14 years old)

AI003+ Pygame
(10-14 years old)

AI301 Python+AI
(12+ years old)



AP Computer Science A

AI005 Java
(11-15 years old)

AI007 C++
(13+ years old)



AI006 Data Structures
& Algorithms
(12 years old)

Exercise
Class

Summer
Camp

Pre-Contest
Training

Year #1 USACO Silver/Gold in Java

Rising Bronze/Silver

Adv. Silver/Gold

Year #2 USACO Gold/Platinum in Java

Rising Silver/Gold

Adv. Gold/Platinum



Knowledge Exam

TTK Coding Test

This is for students to evaluate their progress throughout the classes with a quick 30 minute to 1 hour open note test. There will be four sections: basic understanding, project understanding, debugging, and creating. There is a total of 70 points.

<https://school.thinkland.ai/ttktest/>



AI000 Scratch Jr

Scan QR or Click [link](#) to test Scratch Jr now.



AI001 Scratch

Scan QR or Click [link](#) to test Scratch now.



AI002 Scratch+AI

Scan QR or Click [link](#) to test Scratch+AI now.



AI003 Python

Scan QR or Click [link](#) to test Python now.

AI Coding Competition Hackathon for Children

FutureHacks is a free hackathon – coding competition – that encourages 7-18 year old elementary and middle school students to show their coding ability, explore their creativity and socialize and find others with common interests. Participants can participate to win prizes or just attend free courses.

I: 2020/09/19-20

II: 2021/03/27-28

III: 2021/08/27-29

V: 2023/04/15-16

<http://futurehacks.net>



The poster features a blue and purple gradient background. At the top left is the AI GO LEARNING logo with the tagline 'Grow as you teach'. In the center, a cartoon character with a cape stands on a globe, holding a small blue sphere. A flag with 'A.I.' is also on the globe. The text 'Future Hacks 4' is prominently displayed in the center. Below this, it says 'Free Virtual Coding Competition for Ages 7 - 18'. A QR code is positioned below the text. At the bottom, it says 'Hackathon 2022 • 8/26 - 8/28 •' and 'Register by 19th August at https://futurehacks.net/'. The footer mentions 'Powered by AiGoLearning'.

AI GO LEARNING
Grow as you teach

A.I.

Future
Hacks
4

Free Virtual Coding Competition
for Ages 7 - 18



Hackathon 2022
• 8/26 - 8/28 •

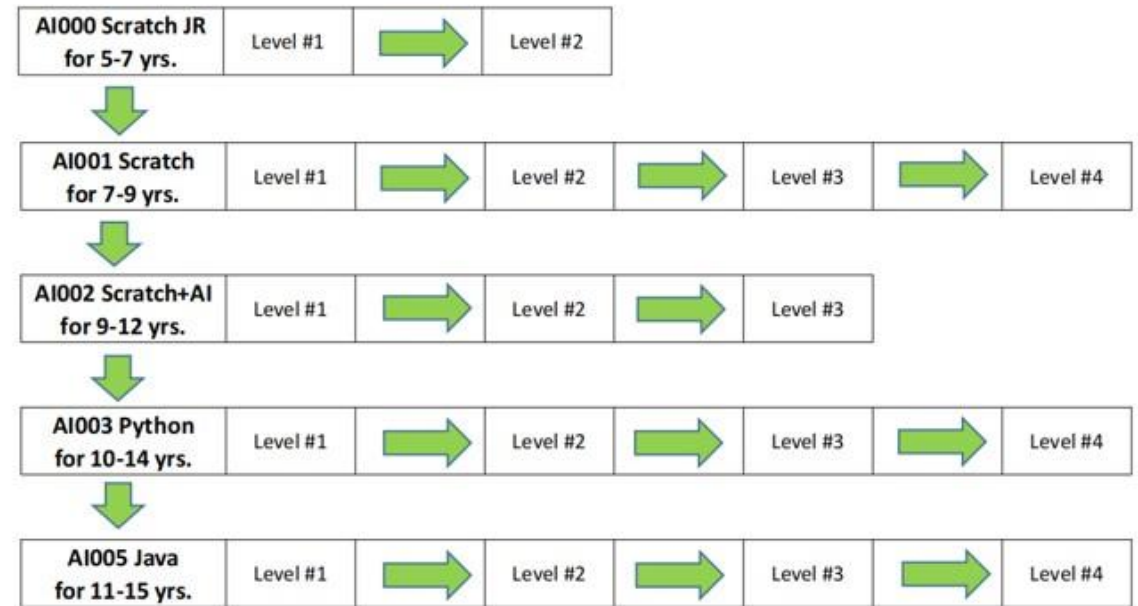
Register by 19th August at
<https://futurehacks.net/>

Powered by AiGoLearning

Course Selection – Customizable

Student Age	Coding Experience	Course to Choose	Course We Recommend
5-6 y/o Kindergarten	None / Scratch Jr	000	000
7 y/o Grade 1	None / Scratch Jr	001	001
	Scratch	001*	
8-9 y/o Grade 2-3	None / Scratch Jr	001	001
	Scratch	001* / 002 / 003	
	Python	002 / 003*	002
10-11 y/o Grade 4-5	None / Scratch Jr	001	002
	Scratch	001* / 002 / 003	
	Python	002 / 003* / 005	003
12-14 y/o Grade 6-7-8 Middle School	None / Scratch Jr	001 / 003	003
	Scratch	003 / 005	
	Python	003* / 005	(004)
	Java	003 / 005*	005
15 y/o Grade 9 High School	None / Scratch Jr	003	005
	Scratch	003 / 005	
	Python	003* / 005	
	Java	003 / 005*	

Course ID	Course Name	Course Level			
AI000	Scratch Jr	Session #1			
AI001	Scratch	Session #1	Session #2	Session #3	Session #4
AI002	Scratch+AI	Session #1	Session #2	Session #3	
AI003	Python	Session #1	Session #2	Session #3	Session #4
AI005	Java	Session #1	Session #2	Session #3	Session #4



*Each level is 16 hours of class

Course Syllabus

Learning platform: school.thinkland.ai

Teaching

This educational platform is formed around our curriculum, a combination of videos, and an emphasis on hands on learning, through the form of interactive projects.

Educational Tool

As the product's foundation, it aims to show machine learning in understandable ways using trainable machine learning models.

Teaching Platform

Using our platform, we integrate our curriculum to optimal effects. Teachers screen share so that students can follow along.

Combining real teachers and such an educational platform to optimizes one's learning experience!

- ① Encourage students, teachers, parents, and schools to create accounts with varying roles and levels of permissions.
- ② Easily accessible online classroom
- ③ Teaching material are available on the platform
- ④ Programming environments for scratch, python, java, makecode, etc.
- ⑤ As a learning platform, students can see content and submit homework
- ⑥ As a teaching platform, it provides teachers with class, timetable and content management
- ⑦ Parents can check up on students
- ⑧ Supports mainstream AI platforms

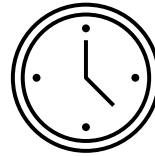
Class Management



7am in the morning of the class day

30 minutes prior to the class time

Reminder
Before each class



Summer AI005-1 Wed 10:00am-12:00pm

Teacher: Vikram Sharma
Class status: ● class is ON (good job!)
Submit time: 6/16 10:01:29

Class No-Show 6/16: AI003-13

Thinkland Office
to Bryan, Teacher, me, bryanotq2008 ▾

Dear Bryan Ong's parents,

It is 6:07pm now. Bryan has not shown up in AI003-
Wed 6/16).

To join the Zoom meeting class:

Call Attendance
Beginning of each class



Class Report



Teacher: Vikram Sharma

Session#2-1. Control Flow Structures and
Boolean Logic

👍 Class Summary

Reviewed for and while loops

👍 Class Content

Video Link [click here](#)

Report
After each class

TTKCare students : Class Report and Evaluation

Class Report



A picture of me!

Session#1

👍 Class Summary

Class 2

👍 Class Content

- Students learned the different operators used to perform arithmetic (for addition, subtraction, multiplication, division) and additional mathematical operators (such as modulo, exponents, parenthesis, and true division).
- Students also learned about using operators on strings. The first operator was "+", which results in concatenation (combining two strings together). The second operator was "*", which results in duplicates
- Students were taught about the concept of variables and valid variable names.
- Lastly, they learned about comments and their purpose in code.

👍 Class Performance

Ryan shows shows a lot of enthusiasm and asks great questions in class. He always tries to participate in class activities and asks questions whenever he wants to learn more (or needs help). He gave great answers and asked thoughtful questions about the concepts, showing his engagement and interest in the subject. For his success in the class, he should continue to exhibit his current performance.

👍 After-class Requirements

None. He can choose to review the PowerPoint provided in class, but that is optional.

<https://thinkland.ai/myclass>

Timmy's Evaluation

Class Participation

Timmy participates in class with high frequency. He constantly volunteers and always tries his best to answers the questions that are asked.

Class Attention

I never have to repeat myself to Timmy. He pays close attention to every detail of the lesson. I can tell that he is interested in class because of the meaningful questions he asks and his great participation.

Homework Completion

Timmy completed all homework assignments. I have never had a complaint about him not practicing after class.

Knowledge

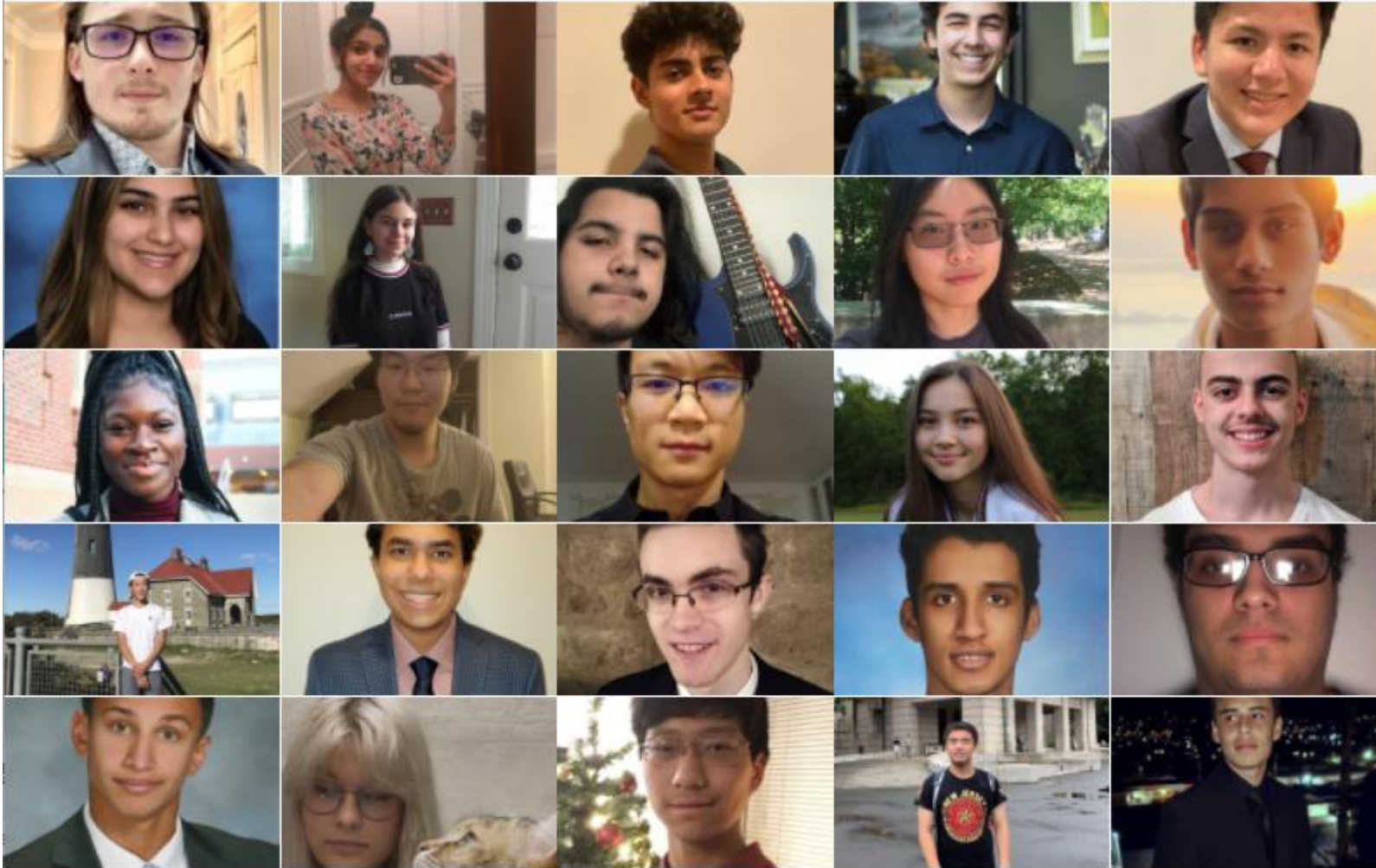
Timmy is extremely knowledgeable. He knew much before entering the class, but was open to learning new things. He mastered every topic introduced throughout all the classes and sometimes would even stay after class to learn more from.

Conclusion

The effort that I see from Timmy is breathtaking. He is an exemplary student and showed this in every class with his participation and interest. I noticed from the first day that he had a lot of potential and room for growth. He will definitely benefit from more advanced Python lessons. I hope to see him in future classes!

Class recommendation: AI003 Python Level 2

600+ (and growing) teachers from all over America



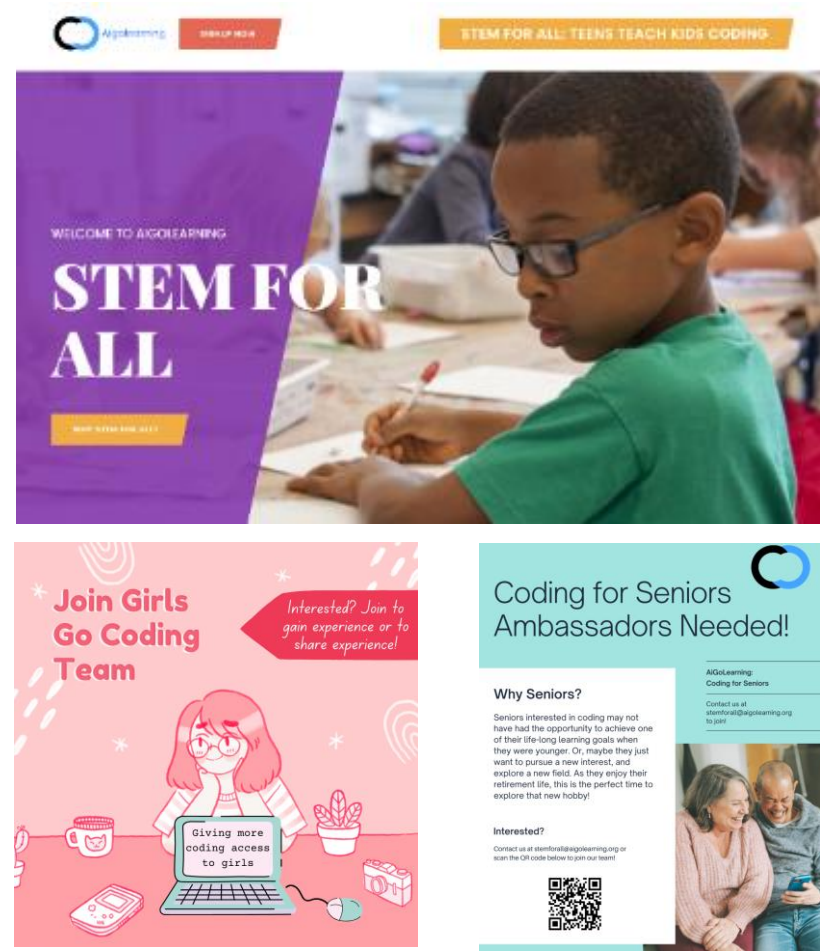
[STAR Teacher](#)

[Teacher list](#)

[International](#)

Teaching for Leadership – Serving Communities

1. Free Training → TA → Teacher
 - Training System
2. STEM for All program
 - for Low-income & Unprivileged
3. School Club
 - Teaching club



NYU | STERN



PRINCETON
UNIVERSITY



Berkeley
UNIVERSITY OF CALIFORNIA



Carnegie
Mellon
University



Penn

CS
@CU

AI Class Signup

Registration link:

<https://school.thinkland.ai/schedule>



The age of AI is now upon us

How to future-proof your kids?

school.thinkland.ai

Spark Interest, Learn Coding, Touch AI

AI Website



Machine Learning

- classification and prediction
- data collection-examples and counter-examples
- training and testing
- applications
 - text, chatbot, sentiment analysis
 - visual recognition, voice recognition
 - game strategies



Coding

- Programming basics
 - data, controls, operators, block functions
- Scratch programming
 - motion, looks, sound, sensing
- Event-based programming
 - events, messaging

AI Classes for Children

Core Course

- AI000 Scratch Jr. for Ages 5 - 7
- AI001 Scratch for Ages 7 - 9
- AI002 Scratch + AI for Ages 9 - 12
- AI003 Python for Ages 10+
- AI005 Java for Ages 11+
- AI007 C++ for Ages 13+
- AI101 Arduino for Robotics

Extension Course

- AI001+ Scratch Game Design
- AI201 Web Development: HTML&CSS
- AI003+ Python Application and PyGame

Competition Course

- AI006 Data Structure & Algorithms (USACO)
- AI301 Python + AI: Machine Learning

Phone#: 1-201-238-5309 **Email: office@thinkland.ai**



**100%
GUARANTEE**

Your 100% Satisfaction is Guaranteed:

- 1st class tryout: If the student dislikes it and doesn't continue to attend, the first class is FREE.
- Easy and quick REFUND: if you are dissatisfied or the student is not interested in continuing at any time, you can request
 1. change of teacher;
 2. change of class;
 3. refund (for the remaining classes). No questions will be asked.
- Retake class: the student can take the same level class again, for FREE, if not ready to move onto the next level.

<https://school.thinkland.ai/100/>

Empower Children - Think



About Mike:

<https://www.linkedin.com/in/mlasking/>