

STEAM

K-3RD GRADE

K–3: Computer Literacy, Robotics & Scratch Coding
Students build early technology skills through computer basics, beginner robotics, and Scratch game design, developing problem-solving and creativity connected to future tech and design careers.

4TH-5TH GRADE

Grades 4–5: Robotics, Coding, 3D Printing & Digital Art
Students code, design robots, create 3D-printed projects, and explore digital art while building skills connected to engineering, software development, product design, and creative technology careers.

6TH-8TH GRADE

Grades 6–8: Advanced Robotics & Python Programming
Students develop complex robotics systems and write Python code to solve real-world challenges, preparing for pathways in engineering, robotics, and computer science.

9TH-12TH GRADE

Grades 9–12: Mobile App Development & Java Programming
Students design and code functional mobile applications using Java, gaining hands-on experience aligned with careers in software development and technology innovation