

What your child can learn

Children can learn to create their own digital projects while practicing logical thinking, creativity, and collaboration. This guide explains learning areas in the curriculum linked from the company's Instagram profile. Ask Code Space Lab which modules are included in your child's session.

01 Understand how coding works

Begin with computer skills and step-by-step instructions called algorithms. Explore loops, functions, files, and programs. These foundations help children understand how instructions produce a result. [1]

02 Build games with Scratch

Use visual coding blocks to create characters, stories, movement, and game rules. Students explore variables and conditions, read code, find errors, and improve their projects. Possible project: an original interactive story or 2D game. [2]

03 Design in Roblox Studio

Explore game design and coding through building virtual environments. The curriculum describes students taking the role of designer and builder, with opportunities to develop digital civility and entrepreneurial skills. [3]

04 Animate an original story

Create cartoon videos with Animaker and set characters in motion. Animation gives children a way to turn their own ideas into a visual story. Possible project: a short animated video. [4]

Look for evidence of learning

Ask your child to show a project, explain how it works, and describe an error they corrected. These questions can make progress easier to see.



Choosing the right session

05 Create 3D worlds

With CoSpaces, students can build three-dimensional scenes, animate them with code, and explore them in virtual or augmented reality. Possible project: an interactive 3D scene. [5]

06 Explore mobile app design

Thunkable introduces app creation through drag-and-drop programming blocks. Students can explore interface design and app behavior. The published module describes tools for both Android and iOS. [6]

07 Learn safer digital habits

The cybersecurity module covers passwords, viruses, social-network behavior, website security, and precautions when using the internet. Discuss how your child can apply these lessons at home. [7]

08 Learn the English of AI and robotics

Build familiarity with the English technical vocabulary used in AI and robotics, including algorithm, sensor, input, output, debugging, and machine learning. Practice understanding instructions and explaining a project in English. This foundation can help international students follow future technical classes, especially those planning to attend KEF USA + UCF Level 02.

Further areas to explore

The broader catalog also lists Minecraft Education, Python, websites, artificial intelligence, and chatbots. Availability and depth depend on the selected module and session. [8]

Questions to ask before enrolling

Which modules will my child study? What prior experience is needed? What project will they complete? Are computers provided? What are the age group, class size, dates, location, hours, and total cost? Are robotics and anti-bullying activities included in this particular session?

Curriculum references

- [1] Computer foundations
- [2] Scratch
- [3] Roblox Studio
- [4] Animation

- [5] CoSpaces
- [6] Thunkable
- [7] Cybersecurity
- [8] Full module catalog