

KID TECH CREATOR ACADEMY

ACADEMY PROFILE • 2026

15 FUTURE CREATOR TRACKS

Future technology, creativity and project-based learning for Ages 10-20.

15	24	3	1
Creator Tracks	Weeks / Track	Age Pathways	Portfolio Journey

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WHO WE ARE

KID TECH CREATOR ACADEMY

A future-ready learning environment that turns curiosity into practical technology and creative projects.



VISION

Empower young learners to become confident creators - not only users - of future technology.

MISSION

Blend AI, coding, design, media, STEM and entrepreneurship through guided hands-on projects.

PROMISE

Every student builds visible outcomes: demos, portfolios, presentations and creator certificates.

LEARNING PATHWAYS

Three age pathways. One creator journey.

Content depth, tools and project complexity grow with the learner.

10-12

JUNIOR CREATOR

Explore • Make • Build confidence

Visual coding, AI basics, design, beginner STEM, creative storytelling.

PROJECT OUTCOME — **Mini games • AI storybook • simple web page**

13-15

TEEN INNOVATOR

Code • Design • Prototype

Roblox, Python, UI/UX, multimedia, robotics and portfolio thinking.

PROJECT OUTCOME — **Playable game • app prototype • smart device**

16-20

FUTURE DEVELOPER

Build • Launch • Present

Advanced creator workflows, web/app projects, AI solutions, startup thinking.

PROJECT OUTCOME — **Portfolio website • AI solution • startup pitch**



COURSE CATALOG

15 Future Creator Tracks

Each track can stand alone or become part of a longer creator pathway.

01 AI

AI Literacy • Prompting • Creative AI

24-week project track

02 Game

Game Design • Logic • Level Design

24-week project track

03 Roblox

Roblox Studio • Luau • 3D World Building

24-week project track

04 Coding

Scratch • Python • JavaScript

24-week project track

05 Website

HTML • CSS • Responsive Design

24-week project track

06 App

UI/UX • App Logic • No-code

24-week project track

07 Graphic Design

Layout • Typography • Color

24-week project track

08 Video

Storytelling • Camera • Editing

24-week project track

09 Animation

2D Animation • Motion Graphics • 3D Animation

24-week project track

10 3D

Blender • 3D Modeling • Materials

24-week project track

11 Robotics

Electronics • Sensors • Motors

24-week project track

12 STEM

Science • Engineering • Math

24-week project track

13 Music & Audio

Recording • Music • Podcasting

24-week project track

14 Digital Content

Content Strategy • Short Video • Branding

24-week project track

15 Young Startup

Design Thinking • Research • Prototyping

24-week project track

TRACK CLUSTER 01

AI • Coding • Web • App

Build digital thinking, problem solving and useful software experiences.



01 **AI Creator**

AI Literacy • Prompting • Creative AI • Fact-checking

02 **Coding Creator**

Scratch • Python • JavaScript • Algorithms

03 **Website Creator**

HTML • CSS • Responsive Design • JavaScript

04 **App Creator**

UI/UX • App Logic • No-code • Prototyping

CAPSTONE EXAMPLES AI study helper • Python mini app • Personal portfolio website • Interactive app prototype

TRACK CLUSTER 02

Games • Worlds • Design • Animation

Turn imagination into playable worlds, visual identities and motion stories.









TRACK 01

Game Creator

Final: Design and build an original mini game with clear goals, multiple levels, scoring, polished UI and a short gameplay demo.

TRACK 02

Roblox Creator

Final: Build a complete Roblox experience such as an obby, adventure or educational world with scripted interactions and player objectives.

TRACK 03

Graphic Design Creator

Final: Create a complete mini brand system including logo, color/type guide, poster and social-media campaign assets.

TRACK 04

Animation Creator

Final: Create a 30–90 second animated short with storyboard, character/object movement, sound and final compositing.

TRACK CLUSTER 03

Media • 3D • Robotics • STEM • Creator Business

Combine creative production, engineering thinking and real-world presentation skills.



11 Video Creator

Storytelling • Camera • Editing

12 3D Creator

Blender • 3D Modeling • Materials

13 Robotics Creator

Electronics • Sensors • Motors

14 STEM Creator

Science • Engineering • Math

15 Music & Audio Creator

Recording • Music • Podcasting

16 Digital Content Creator

Content Strategy • Short Video • Branding

17 Young Startup Creator

Design Thinking • Research • Prototyping

REAL-WORLD OUTCOMES

Short films • 3D scenes • smart prototypes • STEM demos • audio projects • content campaigns • startup pitch decks

MAIN COURSE STRUCTURE

6 Months • 24 Weeks

A repeatable learning rhythm used across creator tracks, adapted to each subject.

1

MONTH 1 **FOUNDATIONS** Weeks 01-04

Explore tools, concepts, safety and creative thinking.

2

MONTH 2 **CORE SKILLS** Weeks 05-08

Build confidence with guided practice and mini challenges.

3

MONTH 3 **CREATOR BUILD** Weeks 09-12

Turn skills into a first working project or prototype.

4

MONTH 4 **DESIGN & POLISH** Weeks 13-16

Improve quality, storytelling, interface and user experience.

5

MONTH 5 **TEST & ITERATE** Weeks 17-20

Get feedback, solve problems and refine the project.

6

MONTH 6 **CAPSTONE** Weeks 21-24

Present, publish and add the final work to a student portfolio.

SUGGESTED CLASS RHYTHM

2 days/week × 2 hours/day = 4 guided learning hours per week

HOW WE TEACH

Learn by doing - with visible outcomes

Every class balances explanation, demonstration, hands-on practice and project creation.

20%	20%	40%	20%
THEORY	**DEMO**	**HANDS-ON**	**PROJECT**
Understand concepts	See it in action	Build with guidance	Create & present

01 **DISCOVER**
Question & explore

02 **LEARN**
Understand the skill

03 **BUILD**
Make something real

04 **TEST**
Get feedback

05 **IMPROVE**
Iterate with purpose

06 **SHOWCASE**
Explain & present

SAFE • RESPONSIBLE • CREATIVE

Digital citizenship, privacy, copyright awareness, fact-checking and respectful creator behavior are reinforced across the program.

STUDENT PORTFOLIO

Every learner leaves with proof of creation

Projects are designed to be shown, explained and improved - not hidden in a workbook.



01 AI SOLUTION

Study helper, story tool or creative assistant

02 GAME / WORLD

Playable mini game or Roblox experience

03 DESIGN WORK

Brand kit, poster series or UI prototype

04 MEDIA PROJECT

Short film, animation, audio or content campaign

05 STEM BUILD

Robot, smart device or engineering demonstration

06 FINAL PITCH

Presentation, demo video and project reflection

PORTFOLIO GOAL

“I can show what I built, explain how it works, and describe what I improved.”

RECOGNITION

Certificate & progression pathway

Completion recognition is tied to participation, project evidence and final presentation.

KID TECH CREATOR ACADEMY

CERTIFICATE OF CREATION

Awarded to

STUDENT NAME

for completing a 24-week creator track and presenting a final project portfolio.

KT

CREATOR

STEP 01 TRACK CERTIFICATE

Complete one 24-week creator track.

STEP 02 MULTI-TRACK PORTFOLIO

Combine several tracks into a stronger creator profile.

STEP 03 SHOWCASE READY

Present projects for school, internships, competitions or future study.

STEP 04 YOUNG INNOVATOR

Advance toward team projects, leadership and startup-style problem solving.

START CREATOR JOURNEY

Build skills.
Create projects.
Shape the future.

KID TECH CREATOR ACADEMY • 15 Future Creator Tracks • Ages 10-20

AAII.ASIA

Enrollment & Contact

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READY TO CREATE?

Choose a track, build a project, and begin a portfolio that grows with every new skill.

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