

Regular Elective

Grade Level	TK Project	Description
Grade 1	TechnoExplore	In TechnoExplore , learners expand their knowledge through the fusion of technology and art. They tap into their inner creativity as they are introduced to digital art through drawing and storytelling activities .
Grade 2	TechnoAdventurer	In TechnoAdventurer , learners take on adventures that aim to widen their imagination. They create presentations that showcase their ideas and creativity, and share their adventures online using Google Slides .
Grade 3	TechnoBookmaking	In TechnoBookmaking , learners show their creativity as they make, print, and share books using presentation software. They learn how to use templates, format text and images, and use word art to create a unique output using either Google Slides or Microsoft PowerPoint .
Grade 4	TechnoTales	In TechnoTales , learners create a fairy tale using code. They gain an understanding of both programming and storytelling as they combine coding blocks, form scripts to animate characters, and describe a storyline using ScratchJr .
Grade 5	TechnoCode	In TechnoCode , learners become coders and design hands-on activities using Scratch . They apply computational thinking to build algorithms that sequence commands, events, loops, and conditions. They also discover how to develop animated scenes, mazes, interactive stories, and games.
Grade 6	TechnoSmartCar	In TechnoSmartCar , learners utilize micro:bit as a mini-computer and the magic wheel car kit to understand programming and simulate various input/output systems for an Internet of Things (IoT) smart car.

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Grade 7	TechnoTurtle	In TechnoTurtle , learners become game designers. They use Python and the Turtle library to solve mazes, paint pixel art, create a Mad Lib Generator, and build a Carnival Game. Through Python, they are also introduced to programming concepts, such as debugging, loops, variables, and conditional logic.
Grade 8	TechnoRoboduino	In TechnoRoboduino , learners investigate the functions and features of an advanced smart car. With the power of Arduino, the ultrasonic sensor, and the tracking module, they explore patrolling, tracking, following, and other detection features. Learners support these functions by tinkering with the other sensors, motors, and remote control modules of the Roboduino.
Grade 9	TechnoSmartHome	In TechnoSmartHome , learners utilize the Internet of Things (IoT) to construct and power a smart home. Using Arduino and different sensors students automate the different parts of the smart home as well as create the needed programs to power their IoT Smart Home.
Grade 10	TechnoApps	In TechnoApps , learners create mobile applications using App Inventor 2 and Android SDK as development platforms, introducing them to the world of open source mobile app development.
Grade 11	TechnoSmartArm	In TechnoSmartArm , learners explore the world of robotics by operating a robot arm. They code Python programs to control and manipulate the robot arm to perform tasks and innovative solutions in industrial settings. They also apply AI technology and machine learning for recognizing environmental stimuli, processing information, and responding to inputs accordingly.
Grade 12	TechnoWeather	In TechnoWeather , learners are introduced to the fundamentals of Web Development using popular co-operating technologies to prepare the learners to engage in different development communities that align with their interests.