



compukids

# INFORMATION BOOKLET

CURRICULUM INFORMATION AND BENEFITS

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# WHAT IS COMPUKIDS?

CompuKids (Kylix Information Systems, Reg no. 2011/071224/23 t/a CompuKids) is a Junior Technology and Entrepreneurship Academy that provides highly interactive, effective and fun technology courses to kids from 6 to 18 years old.

CompuKids offers kids cutting-edge tech skills like Mobile App Development, Computer Game Development, Graphics and Animation, as well as valuable Entrepreneurial skills.

These are delivered through a structured, guided 4-year curriculum which provides a dual benefit of learning marketable technology skills as well as of helping learners to perform better at other subjects like maths and science.

CompuKids was established to address the lack of technology education at schools which puts learners at a huge disadvantage.

## ACHIEVEMENTS

- CompuKids currently works with a number of high-performing schools in the Durban area, such as the Al Falaah College, Crawford Preparatory School in La Lucia, Crawford Prep North Coast, Grosvenor Boys High School, Orient Islamic School and the New West Secondary School.
- CompuKids has developed a unique online learning system that is especially designed for kids. All CompuKids courses are delivered through this system.
- CompuKids was featured on a number of media outlets, including the SABC 3 Espresso show.
- CompuKids worked in conjunction with the Department of Education to provide free workshops to IT educators in 2014 and 2015.
- CompuKids runs its own empowerment workshops for underprivileged children at schools.

# CONTACT INFORMATION

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# INTRODUCTION

Kids love technology. But it's not just fun and games with technology; used in the right way, technology can be extremely beneficial to learners providing skills that can open up numerous career and entrepreneurship opportunities.

Technology can also benefit learners in other ways: it promotes creativity, teaches valuable problem-solving skills and improves learner understanding in all subjects.

## THE PROBLEM WITH EDUCATION

Sadly, the present outdated education system does not provide any technology or entrepreneurship skills, leaving learners at a huge disadvantage. If there is technology offered at schools, it is generally limited to end user computing, and there is no provision for topics that 21st century learners need and love.

Technology has progressed in leaps and bounds, especially in the past 20 years, yet our education system remains largely unchanged for over a hundred years.

*"The fact is that given the challenges we face, education doesn't need to be reformed -- it needs to be transformed."* Sir Ken Robinson.

## THE SOLUTION

The solution to the education crisis is to develop a brand new curriculum that is geared for the technology age, rather than the industrial revolution. The curriculum will be rich in technology, and will teach kids, among other things, coding, graphics, media production web design, and mobile apps.

The curriculum will be tuned to 21st century learner preferences and learning styles, be delivered through technology, and be rich in multimedia.

Apart from learning valuable technology skills, it should also provide other much-needed skills and benefit learners in ways that are needed in today's economy:

- They should learn Entrepreneurship skills

- They should learn valuable soft skills like public speaking and effective presentation
- They should learn problem solving skills
- Their cognitive abilities should improve, helping them to do better at all subjects
- They need to become more motivated and confident

At CompuKids we believe that we have achieved the above, and have developed a truly 21st century learning experience.

## 21<sup>ST</sup> CENTURY LEARNING FOR 21<sup>ST</sup> CENTURY LEARNERS

Learners in the 21st century are tech-savvy, very social and highly competitive. They have specific learning needs and preferences that are quite different from those of learners in previous generations. They prefer hands-on, self-guided, technology-centric learning that uses a lot of multimedia. What's more, they want to learn at their own pace without fear of failure or reprimand.

CompuKids provides exactly what today's learners need:

- **A STRUCTURED, 21st CENTURY CURRICULUM:** The CompuKids teaches modern subject through its own curriculum which is a complete, detailed and guided curriculum with a clearly-defined and progressive learning path and a well-defined set of outcomes.
- **FUN AND ENGAGING TECHNOLOGY LESSONS:** The CompuKids curriculum leverages kids' love for technology and provides technology skills that will take kids from being consumers to creators in the tech space.
- **USING TECHNOLOGY TO TEACH TECHNOLOGY:** Learning is done on computers and mobile devices through our eLearning app, which is simple, intuitive and easy-to-use.
- **ONLINE AND OFFLINE LEARNING:** Kids are able to learn even where internet connectivity is a challenge.
- **SELF-ASSESSMENT:** There are quizzes and assessment projects to establish if learners are grasping the concepts.

# CURRICULUM DETAILS

CompuKids prides itself on quality learning materials. Lessons make extensive use technology-enhanced learning best practice and multimedia content.

The CompuKids curriculum is available in multiple series.

## Basic Computing Series

Book title	Subtitle
Basic Computing Book 1	Windows Part 1
Basic Computing Book 2	Windows Part 2
Basic Computing Book 3	Word Part 1
Basic Computing Book 4	Word Part 2
Basic Computing Book 5	Word Part 3
Basic Computing Book 6	Word Part 4
Basic Computing Book 7	Word Part 5
Basic Computing Book 8	Word Part 6
Basic Computing Book 9	PowerPoint Part 1
Basic Computing Book 10	PowerPoint Part 2
Basic Computing Book 11	PowerPoint Part 3
Basic Computing Book 12	PowerPoint Part 4
Basic Computing Book 13	Internet
Basic Computing Book 14	Excel Part 1
Basic Computing Book 15	Excel Part 2
Basic Computing Book 16	Excel Part 3
Basic Computing Book 17	Excel Part 4
Basic Computing Book 18	Excel Part 5

## Minecraft Series

Book Title	Subtitle
Minecraft Book 1	Home Sweet Home
Minecraft Book 2	Deserted Island
Minecraft Book 3	Underwater World
Minecraft Book 4	Pixel Superhero

## Game Development Series

Book title	Subtitle
Game Development Book 1	Cat & Ball
Game Development Book 2	Ghost Hunt
Game Development Book 3	Traffic
Game Development Book 4	Cheese Puffs
Game Development Book 5	Duck Hunt
Game Development Book 6	Space Invaders

## Computer Graphic Design Series

Book title	Subtitle
Computer Graphic Design Book 1	First Steps
Computer Graphic Design Book 2	Business Card
Computer Graphic Design Book 3	Flyer
Computer Graphic Design Book 4	Weekly Planner
Computer Graphic Design Book 5	Poster

## Mobile Apps Series

Book title	Subtitle
Mobile Apps Book 1	First Steps
Mobile Apps Book 2	Tables and Menus
Mobile Apps Book 3	Superheroes App
Mobile Apps Book 4	Pine City Zoo
Mobile Apps Book 5	Solar System
Mobile Apps Book 6	Funny People
Mobile Apps Book 7	World Map

## Web Design Series

Book title	Subtitle
Web Design Book 1	Travel The World
Web Design Book 2	Thandi's Online Store

## SUGGESTED LEARNING PATH

The above books all form part of a comprehensive Computer Science curriculum for kids. The curriculum is made up of three sections:

<b>CS First Steps</b>	Covers Grades 4,5
<b>CS Explorers</b>	Covers Grades 6,7
<b>CS Creators</b>	Covers Grades 8,9

Each section is recommended for certain grades, and uses specific books from the series. The tables below explain this.

### CS First Steps

CS First Steps		
Grade	4	5
Books	Game Development Book 1	Game Development Book 4
	Game Development Book 2	Game Development Book 5
	Game Development Book 3	Game Development Book 6
	Basic Computing Book 1	Basic Computing Book 3
	Basic Computing Book 2	Basic Computing Book 4
		Basic Computing Book 5
	Minecraft Book 1	Minecraft Book 2

CS Explorers		
Grade	6	7
Books	Basic Computing Book 6	Basic Computing Book 9
	Basic Computing Book 7	Basic Computing Book 10
	Basic Computing Book 8	Basic Computing Book 11
	Mobile Apps Book 1	Basic Computing Book 12
	Mobile Apps Book 2	Mobile Apps Book 3
	Computer Graphic Design Book 1	Mobile Apps Book 4
	Computer Graphic Design Book 2	Computer Graphic Design Book 4
	Computer Graphic Design Book 3	Computer Graphic Design Book 5
	Minecraft Book 3	Minecraft Book 4



## CS Creators

Grade	8	9
<b>Books</b>	Basic Computing Book 13	Basic Computing Book 16
	Basic Computing Book 14	Basic Computing Book 17
	Basic Computing Book 15	Basic Computing Book 18
	Mobile Apps Book 5	Mobile Apps Book 7
	Mobile Apps Book 6	Web Design Book 2
	Web Design Book 1	

## CONCLUSION

Sir Ken Robinson mentioned: “The fact is that given the challenges we face, education doesn't need to be reformed -- it needs to be transformed.”

We believe that CompuKids offers that very transformation that is so badly needed in education today. CompuKids is transforming education in two fundamental ways: in the very nature of the subjects offered, as well as in the way we teach those subjects: kids love technology, so we leverage technology to teach technology.

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