Eight weeks.
Eight things they make.

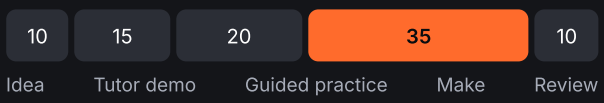
A hands-on AI course for Grades 5–8, taught by a trained LvlUp tutor at your child's school. At level 8, each child shows parents a working AI helper they designed and tested.

8	5	90	1
levels, one a week	short modules a level	minutes a week	tutor in every class

How the eight levels build

1–2	Explore AI and learn to prompt
3–4	Create and solve problems
5–6	Design and build a guided agent
7–8	Improve and show it at demo day

Inside one 90-minute class



Set for each age

Grades 5–6 build with guided templates. Grades 7–8 add more logic and test on their own. Every AI activity uses approved tools through accounts LvlUp manages, with a tutor in the room.

What parents see along the way

L1	The first learning goal and the safety checklist
L2 L4 L6	A short progress update on WhatsApp
L8	Demo day at school, a learning summary and the digital portfolio

By level 8

Your child can use AI thoughtfully, make something useful with it, and design, build and present a supervised AI agent for a task they chose.

Level 1
Week 1

Explore AI and digital safety

Understand what AI can do, where it helps, and how to use it responsibly.

1. **AI in everyday life**
   Spot useful uses of AI in familiar daily situations.
2. **Human vs AI**
   Compare human judgement with machine-made suggestions.
3. **How AI recognises patterns**
   See how examples help a computer find patterns.
4. **Safe and responsible use**
   Keep private information private and check what AI produces.
5. **Find a problem worth solving**
   Choose a simple need for a future project.

Your child makes	Parents see
A personal problem map and an AI safety pledge	**The first learning goal and the safety checklist**

Level 2
Week 2

Prompt like a creator

Give clear instructions, improve results and think critically.

1. **What makes a useful prompt**
   Compare a vague request with a precise instruction.
2. **The prompt recipe**
   Practise goal, context, limits, audience and output format.
3. **Prompts for different tasks**
   Write instructions to explain, organise, plan or generate ideas.
4. **Improve and compare**
   Revise prompts and explain which answer works better.
5. **Check before trusting**
   Spot errors and verify important details.

Your child makes	Parents see
Five tested prompts, each with an improved version	**Stronger communication and checking skills**

Level 3
Week 3

Create with AI

Use AI as a flexible tool to turn ideas into useful, original work.

1. **From idea to outcome**
   Set a goal and pick a useful output.
2. **Explore output formats**
   Make short explanations, visual summaries or structured content.
3. **Organise information**
   Use AI to sort, summarise and structure information.
4. **Edit with judgement**
   Improve clarity, originality, accuracy and relevance.
5. **Complete a creation**
   Finish an AI-assisted piece and explain their own part in it.

Your child makes	Parents see
One finished AI-assisted creation and a short reflection	**A practical creation your child chose to share**

Level 4
Week 4

Build interactive solutions

Use simple logic to turn a request into an interactive experience.

1. **Break down a problem**
   Name the inputs, actions, decisions and expected results.
2. **Make a simple decision flow**
   Connect user choices to clear next steps.
3. **Build using a template**
   Create a guided interactive flow with approved tools.
4. **Test and debug**
   Find a problem and improve a rule or response.
5. **Share and explain**
   Gather feedback from classmates and show how it works.

Your child makes	Parents see
A working interactive flow or prototype	**A demo of logical thinking and problem-solving**

Level 5
Week 5

Think like an agent designer

Understand how an agent works toward a goal through guided steps.

1. **What is an AI agent**
   Compare one-off answers with a goal-directed workflow.
2. **Choose a useful task**
   Pick a simple, age-appropriate real-world use.
3. **Define inputs and outputs**
   Decide what the agent receives and what it should produce.
4. **Map a safe workflow**
   Set out steps, decision points and safety limits.
5. **Create the blueprint**
   Write down the purpose, instructions and what success looks like.

Your child makes	Parents see
A one-page guided agent blueprint	**What the planned agent will and will not do**

Level 6
Week 6

Build your first guided AI agent

Turn the blueprint into a supervised, working prototype.

1. **Choose a starter template**
   Select an approved, general-purpose agent workflow.
2. **Write agent instructions**
   Set its role, allowed tasks, limits and answer format.
3. **Connect the steps**
   Link what the user types to a sequence of AI-assisted actions.
4. **Test two tasks**
   Run two sample requests and record the results.
5. **Improve and protect**
   Refine instructions and check for unsafe or unreliable answers.

Your child makes	Parents see
A working agent prototype and two test results	**The agent completing two set tasks**

Level 7
Week 7

Personalise and improve

Adapt the agent to a chosen problem and make it more reliable.

1. **Choose an improvement goal**
   Pick a feature or result that makes the agent more useful.
2. **Improve the experience**
   Refine questions, answers, instructions and format.
3. **Add a useful feature**
   Include a decision, follow-up question or structured result.
4. **Test with classmates**
   Use their feedback to fix at least one issue.
5. **Document progress**
   Record the goal, test results, changes and what they learned.

Your child makes	Parents see
An improved agent and a portfolio draft	**Your child's decisions and improvements**

Level 8
Week 8

Creator showcase

Demonstrate the agent and explain what was learned.

1. **Final check**
   Confirm the two planned tasks work in supervised tests.
2. **Complete the portfolio**
   Choose key pieces of work and write short explanations.
3. **Practise the presentation**
   Prepare a two-minute summary of the idea and process.
4. **Showcase to parents**
   Demonstrate the agent and answer questions.
5. **Reflect and plan ahead**
   Name one strength, one limitation and a next learning goal.

Your child makes	Parents see
A live demo and a digital portfolio	**A short learning summary at demo day**