

INTRODUCTION TO DIGITAL TECHNOLOGY & CODING

WEEKS

1

COMMUNICATE EFFECTIVELY THROUGH WRITING, SPEAKING, LISTENING, READING, AND INTERPERSONAL ABILITIES.

2

COMMUNICATE EFFECTIVELY THROUGH WRITING, SPEAKING, LISTENING, READING, AND INTERPERSONAL ABILITIES.

3

DEMONSTRATE CREATIVITY BY ASKING CHALLENGING QUESTIONS AND APPLYING INNOVATIVE PROCEDURES AND METHODS

4

MODEL WORK READINESS TRAITS REQUIRED FOR SUCCESS IN THE WORKPLACE INCLUDING INTEGRITY, HONESTY, ACCOUNTABILITY, PUNCTUALITY, TIME MANAGEMENT, AND RESPECT FOR DIVERSITY.

ALGORITHMS FROM REAL WORLD DATA FOR INFORMATION TECHNOLOGY

WEEKS

1

**CREATING, RESEARCHING AND UNDERSTANDING DATA,
IDENTIFYING REAL WORLD PROBLEMS**

2

**COMPUTER ALGORITHMS WHAT IS IT?
TO DATA ANALYSIS**

3

**PROCESS AND SYSTEMS THINKING TO APPLY ALGORITHMS,
LEARNING TO CODE AND CALCULATIONS**

4

PROJECT FOCUS-APPLYING LEARNINGS ON IDENTIFY PROJECT

ENVIRONMENT & BIOTECHNOLOGY

WEEKS

- 1 **TEAM BUILDING, AGILE PROCESS, CLIMATE CHANGE UNDERSTANDING ENVIRONMENTAL SCIENCE AND BIOLOGICAL OVERVIEW**
- 2 **ENVIRONMENTAL SCIENCE, AWARENESS, AND ACTIVISM ENGINEERING-CIVIL AND SYSTEMS. BIOLOGICAL PROCESSES AND SYSTEMS TO MAKE OR IMPROVE PRODUCT**
- 3 **ENVIRONMENTAL SCIENCE, AWARENESS, PHENOTYPES AND GENOTYPES, GENE MUTATION, CRISPR TECHNOLOGY AND CRISPR-CAS9, ENZYMES AND SUBSTRATES**
- 4 **MODEL WORK APPLYING SYSTEMS AND PROCESS ON IDENTIFIED PROJECT, AND CAPSTONE SHOWCASE-PRESENTATIONS**

DESIGN THINKING AND INNOVATION

WEEKS

1

HISTORICAL AND RELATABLE INNOVATION, PROCESS OF DESIGN INTENTIONAL DESIGN, LEAN AND AGILE DESIGN

2

COMMUNICATE EFFECTIVELY THROUGH WRITING, SPEAKING, LISTENING, READING, AND INTERPERSONAL ABILITIES.

3

DEMONSTRATE CREATIVITY BY ASKING CHALLENGING QUESTIONS AND APPLYING INNOVATIVE PROCEDURES AND METHODS

4

MODEL WORK APPLYING SYSTEMS AND PROCESS ON IDENTIFIED PROJECT, AND CAPSTONE SHOWCASE-PRESENTATIONS

BLOCKCHAIN FOR ALL

WEEKS

1

HISTORICAL AND RELATABLE INNOVATION, PROCESS OF DESIGN INTENTIONAL DESIGN, LEAN AND AGILE DESIGN

2

TEACHING AND ENHANCE THE KNOWLEDGE AND LITERACY OF COMPUTER SCIENCE, FINANCIAL LITERACY, CYPTO, BUSINESS APPLICATION, FIN TECH

3

ROLE-PLAYING GAME (RPG), OR 3D ANIMATION, LEARN ABOUT AND IMPROVE THEIR COGNITION OF BLOCKCHAIN TECHNOLOGIES

4

MODEL WORK APPLYING SYSTEMS AND PROCESS ON IDENTIFIED PROJECT, AND CAPSTONE SHOWCASE-PRESENTATIONS