



⌘ AGES 11+ · WITH A PARENT AS THE CLIENT

Claude Code PlayCamp — *they don't just code. They ship.*

Claude Code is an AI agent that lives in a folder on your computer — it reads files, writes code and runs commands. In this camp your child learns to **direct that agent like a professional developer**: brief, plan, build in small slices, debug, and put real software on the internet. And you play the client — **you write the brief, file the bugs and sign off delivery.**

family-homepage — claude

- > Add a photo wall to our family page. Mum (the client) wants captions under each photo.
- Reading index.html and style.css...
- Adding a photo grid with caption slots...
- ✓ Done. 2 files changed. Run it and check?
- > Client feedback: captions too small on her phone. Fix it.
- ✓ Fixed. Ready for sign-off.

15 sessions · 4 units

They build on your own Claude Pro

Real projects, deployed to real links

Capstone: their own build, demoed

THE FOUR-UNIT ARC

THE AGENT IN YOUR FOLDER → HABITS OF A REAL DEVELOPER
→ BUILD SOMETHING REAL → SHIP IT, CHECK IT, SHOW IT 🏆

15

sessions — first build
to capstone showcase

4

units, from one folder
to the open internet

~2

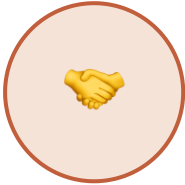
months is how long
most families take

1

very important client:
you, the parent

Every builder needs a client. In this camp, the client is you.

An 11-year-old builder doesn't want a cuddle session — they want a client with opinions. So your role is written into every session: you supply the brief, you play the game they built, you file the bugs, you sign off delivery. It's a real role, it survives a teenager, and it's the same role a first employer will play.



The parent-as-client loop: **brief** → **build** → **review** → **sign-off**

Your child learns that software isn't done when it runs — it's done when the client accepts it. Vague briefs come back as questions. Bug reports get reproduced before they get fixed. Delivery gets a demo. These are working habits most CS graduates learn on their first job.



The family homepage

Their first real build: a page about your family, built from your brief. They learn that a real project starts with what the client wants — not what the builder fancies.



A big build — their game

Built in slices across three sessions: the smallest playable version first, then a debug session, then polish — a title, a score, a restart button. Ugly and playable beats beautiful and imaginary.



Software with a URL

Software nobody else can open is just a folder on a laptop. They deploy their work to the internet and send the link — to grandparents, cousins, everyone.



The capstone — their idea

Everything in one project the builder chooses: a brief, a plan, small asks, save points, a review pass — then a three-part demo at the showcase.

THE PROFESSIONAL HABITS THEY PICK UP ON THE WAY

Small asks win

Plan before building

Commits as save points

CLAUDE.md — teach the agent your project

Reusable skills

Reproduce, then fix

Connectors & permissions

Agents that check their own work



The on-ramp: the Claude PlayCamp (our family AI camp) is the ideal first step — its session 1 is free to try. Comfortable readers who already chat with AI can often start here directly; the free demo settles it honestly.

From “what’s an agent?” to “here’s the link — try it.”

1

The agent in your folder

Meet the agent · learn to direct it

- 01 **Meet Claude Code** — read, act, check, repeat: an agent in one folder
- 02 **First Build — the family page** — the client writes the brief
- 03 **Small Asks Win** — three checkable asks beat one vague one
- 04 **Plan First** — read the plan before it touches a file

2

Habits of a real developer

Save points · standing instructions · skills

- 05 **Save Points** — commits, so you can break things on purpose
- 06 **Teach It Your Project** — CLAUDE.md, the standing instruction
- 07 **Skills & Memory** — write an instruction once, reuse it forever

3

Build something real

The big build · debugging · the toolbelt

- 08 **Big Build I** — start the game: smallest playable slice first
- 09 **Debug Like a Pro** — reproduce it, shrink it, then fix it
- 10 **Big Build II** — finish & polish: title, score, restart, sound
- 11 **Claude’s Toolbelt** — connectors, and granting permissions one at a time

4

Ship it, check it, show it

Deploy · self-checking agents · capstone

- 12 **Ship It** — deploy: turn a folder into a link you can send
- 13 **Agents That Check Their Own Work** — a builder and a critic
- 14 **Capstone Build** — every skill, one project, their idea
- 15 **Capstone Showcase** — the problem, the build, the bit that nearly won



The showcase: a demo is a story in three parts.

Here is the problem. Here is the thing I made. And here is the bit that nearly beat me. Your child closes the camp presenting their capstone to the family — client sign-off included.

1 · BUILD

Your child directs the agent — a brief, a plan, small checkable asks. They are the developer; Claude Code is the very fast junior.

2 · CHECK

Nothing counts until it runs. They open the result, test it, and learn to read what the agent actually did before trusting it.

3 · CLIENT REVIEW

You try it. You accept it, or you file a bug — kindly, specifically. Sign-off is the moment the session is truly done.

One price, once — or free if you already learn with us.

THE BUILDER CAMP

\$149 once · about ₹12,900 · the whole camp

- ✓ All 15 sessions across 4 units — first build to capstone showcase
- ✓ 5 private 1:1 sessions with the lead teacher — included. Use them wherever they help most
- ✓ You play the client — the parent role is written into every session
- ✓ Real deploys: software with links the family can open
- ✓ WhatsApp support throughout

Already taking 1:1 classes with us? This camp is included at no extra cost — like every PlayCamp we make. The 1:1 track stays the best deal in the shop.



Taught by Manisha

FOUNDER & LEAD TEACHER · M.TECH (CS)

15+ years teaching coding and AI, 1,000+ students taught, every lesson written by her — and she answers her own WhatsApp.

What you need

- ✓ **Claude Pro** — bought by you, directly from Anthropic, in your own name (about \$20/month). The camp runs on your family's own account.
- ✓ A laptop your child can install Claude Code on (Mac or Windows).
- ✓ Most families finish in about two months — roughly two Pro months.
- ✓ A parent willing to be a client with opinions. That's the fun part.

Is this the right camp?

- ✓ **Ages 11+** — a builder's camp, not a first-steps camp.
- ✓ **New to AI?** Start with the Claude PlayCamp — session 1 is free to try, and it's the ideal on-ramp to this one.
- ✓ **Wants live teaching throughout?** That's what our 1:1 classes are for — and they include this camp free.

? “Is an AI agent doing the work for them?”

- ✓ No — it works **for them, under direction**. The skill being taught is directing: briefing, planning, reviewing and accepting work. That is what senior engineers do all day.
- ✓ Every session ends with something the client — you — can check.

See it before you decide. Message us on WhatsApp.

Manisha replies herself — there is no checkout, no card on file. Tell her your child's age and whether you have Claude Pro yet, and she'll tell you honestly if this camp fits.

WhatsApp
+91 99964 65023