



For your students. For your teachers. *One programme, both journeys.*

The companion to our schools brochure: **what students actually learn**, day by day and unit by unit – and **how your teachers become certified, independent AI educators** along the way.



FOR STUDENTS

58+ lessons, two tracks

First `print()` to a student-built AI agent – every hard idea arriving first as a game.

FOR TEACHERS

Trained, certified, independent

The same training CodersBee's own teachers complete – plus run-the-class runbooks for every single lesson.

Play first, type second — and real Python from the start.

1

Play the idea

Each lesson opens with a purpose-built game that *is* the concept — before a single line of code.

2

Build it for real

The same idea in real Python, typed and run in the browser — no installs on school machines.

3

Ship something theirs

Projects and quizzes close every lesson; the tracks end in real, demonstrable builds.

Track 1 • Python & AI PlayCamp 20+ LESSONS • FOUNDATIONS

From “what is code?” to building with real AI — a Python spine, then an AI week, with projects a child keeps and shows.

Hello, Python!

Variables

Decisions — if/else

Loops

Lists

Functions

Project: Number-guessing game

Project: Story generator

What is AI, really?

Prompting

AI Safety & Ethics

Project: Homework-helper chatbot

Project: AI image generator

Demo Day

Track 2 • Advanced Agentic AI 38 LESSONS • 7 UNITS • PYTHON-READY STUDENTS

The frontier, at student altitude: they train real machine-learning models, give AI tools and memory, and ship an AI agent of their own — with the evals and guardrails habits professional teams use.

Foundations

Prompt Mastery

Building With AI

Machine Learning

Agents

Knowledge & Memory (RAG)

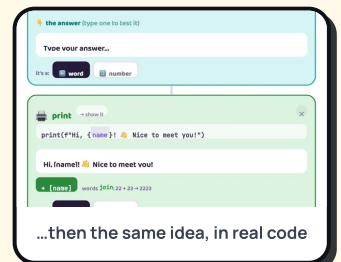
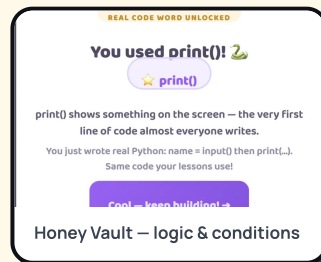
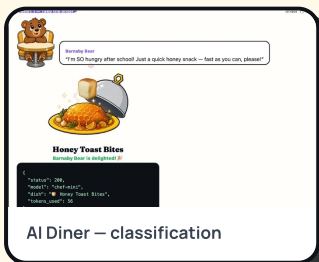
Quality, Safety & Ship It

Capstone: their own AI agent

The ceiling is real

One of our 10-year-olds trained a plant-disease-detecting neural network — 11 layers, ~87,000 training images, 97.91% accuracy across 38 diseases. Not a demo we handed him: a model he built. That’s the altitude the advanced track aims for.

The games are real curriculum, not decoration — each one *is* the concept it teaches:



Trained like our own — because it's the same training.

No subject background required — teachers of any discipline complete the training. By first classes, they are not reading from a script; they understand what they teach.



The AI course for educators

Plain-English lessons with hands-on practice drills — from how AI actually works to prompting, grading ethics and the classroom judgement calls. Ends in a **proper certification exam** (scenario judgement + practical tasks), not an attendance certificate.



Certified & verifiable

Passing teachers earn the **AI-Ready Educator** credential — QR-verified, so anyone (including your management committee) can scan it and confirm it is real.



Progress you can see

Per-teacher training progress is tracked, so a coordinator always knows who is ready to teach which module — no guesswork before the timetable is set.



Claude workshops for staff

Practical AI-fluency workshops for your wider staffroom — lesson planning, differentiation and classroom use of AI, run per cohort. AI capability for the whole school, not just the coding teachers.

Then, for every single lesson: **a run-the-class runbook.**

Your teachers never improvise. Each lesson ships with the exact materials CodersBee's own teachers use — answer keys are derived live from the student lessons, so they can never drift out of date.

45-min pacing plans

Canonical solutions

Accepted alternatives

Misconception watch-fors

The hint that doesn't give it away

Game facilitation scripts

Quiz answer notes

"If half the class misses this..."

Why this matters to a principal

Vendor-taught programmes leave with the vendor. Teacher-taught programmes compound: every trained teacher is capability your school keeps, budget line after budget line — and "our teachers teach AI" is a sentence your admissions office can use.



Written by the person your teachers can message

Every lesson and every runbook is written by Manisha — M.Tech (CS), 15+ years teaching children to code — and during rollout your teachers reach her directly on WhatsApp, not a support queue.

Examinable, verifiable, visible to parents.



Exams disguised as games

Each track ends in a real assessment — the PlayCamp's finale is a **boss battle** drawing on the whole course. Children revise for it voluntarily. Nobody has ever revised voluntarily for a worksheet.



QR-verified certificates

Co-branded with your school's name, each carrying a unique ID and QR code. **Scan one right now in a parent meeting** and it verifies against our servers — an attendance certificate cannot do that.



Dashboards for teachers

Attendance, homework assignment and review with stars and feedback, per-student quiz scores and module progress — a class at a glance, in your school's own space.



Portfolios for families

Every student builds a shareable maker portfolio — a page of their real projects the family can open at home. Progress parents can **see**, not just hear about.

THE FINALE

The exam they actually want to sit.

The Glitch King boss battle — every concept from the course, assessed in one arena, certificate on the line.



Questions about the curriculum? **Ask the person who wrote it.**

Manisha — M.Tech (CS), 15+ years teaching children to code — answers within 24 hours.
manisha@codersbee.com · WhatsApp +91 99964 65023



For your committee note — the programme in six lines

- ✓ Two tracks, 58+ structured lessons, games-first, real Python
- ✓ School-branded space, dashboards & certificates
- ✓ One period a week, existing devices, nothing to install
- ✓ Our own teachers certified, with a runbook for every lesson
- ✓ QR-verifiable certification, examinable outcomes
- ✓ One-classroom pilot, one term, no lock-in