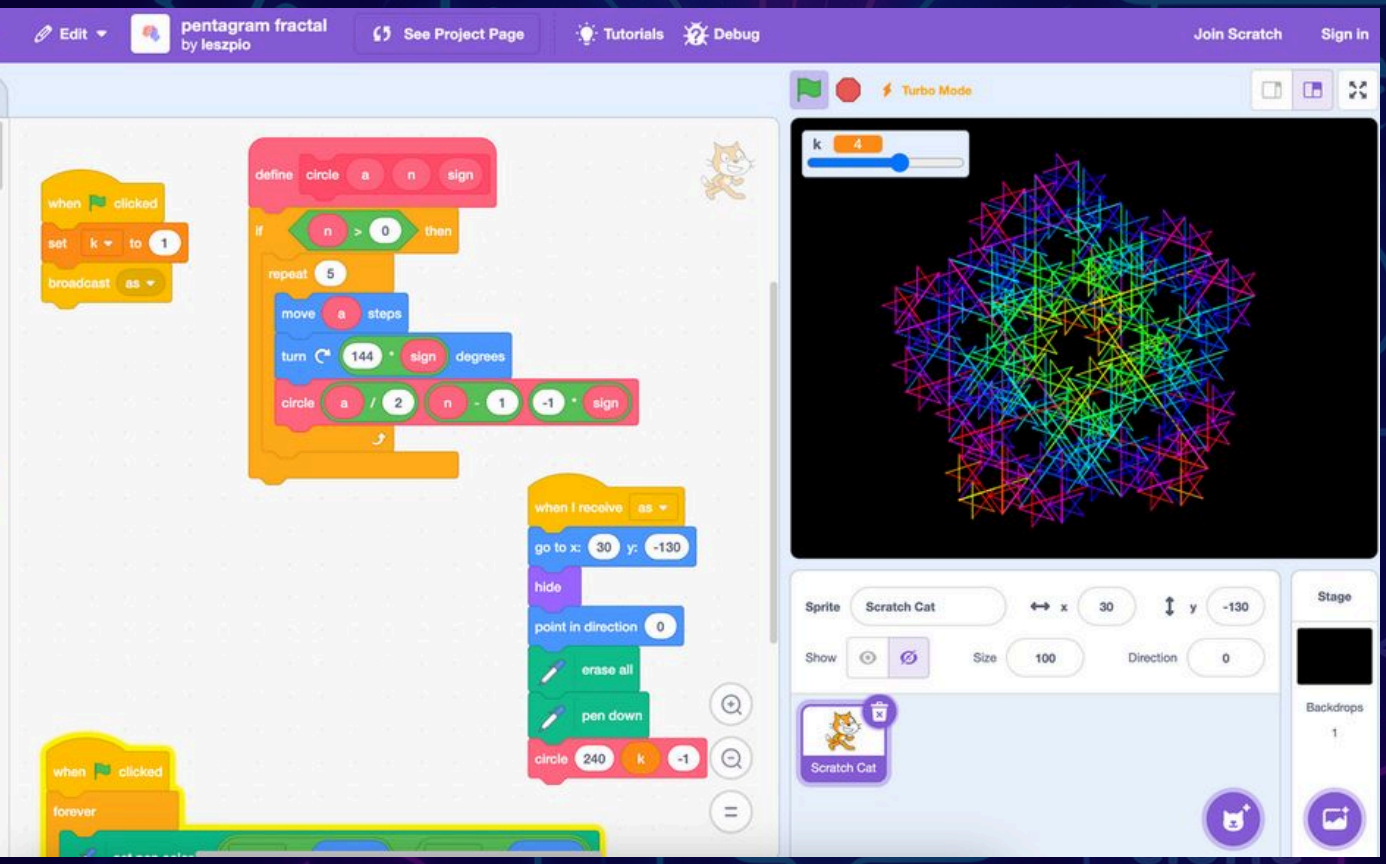
FUTURE GENIUS CURRICULUM JANUARY-JUNE

Next-Academy.ch

MODULE 1
ART OF CODING

Students are introduced to coding through creativity and logic using Scratch. They learn to think systematically and solve problems by combining mathematical and artistic ideas. First, they program a digital robot to paint by changing direction, colour, and brush size, exploring variables, loops, and coordinates.

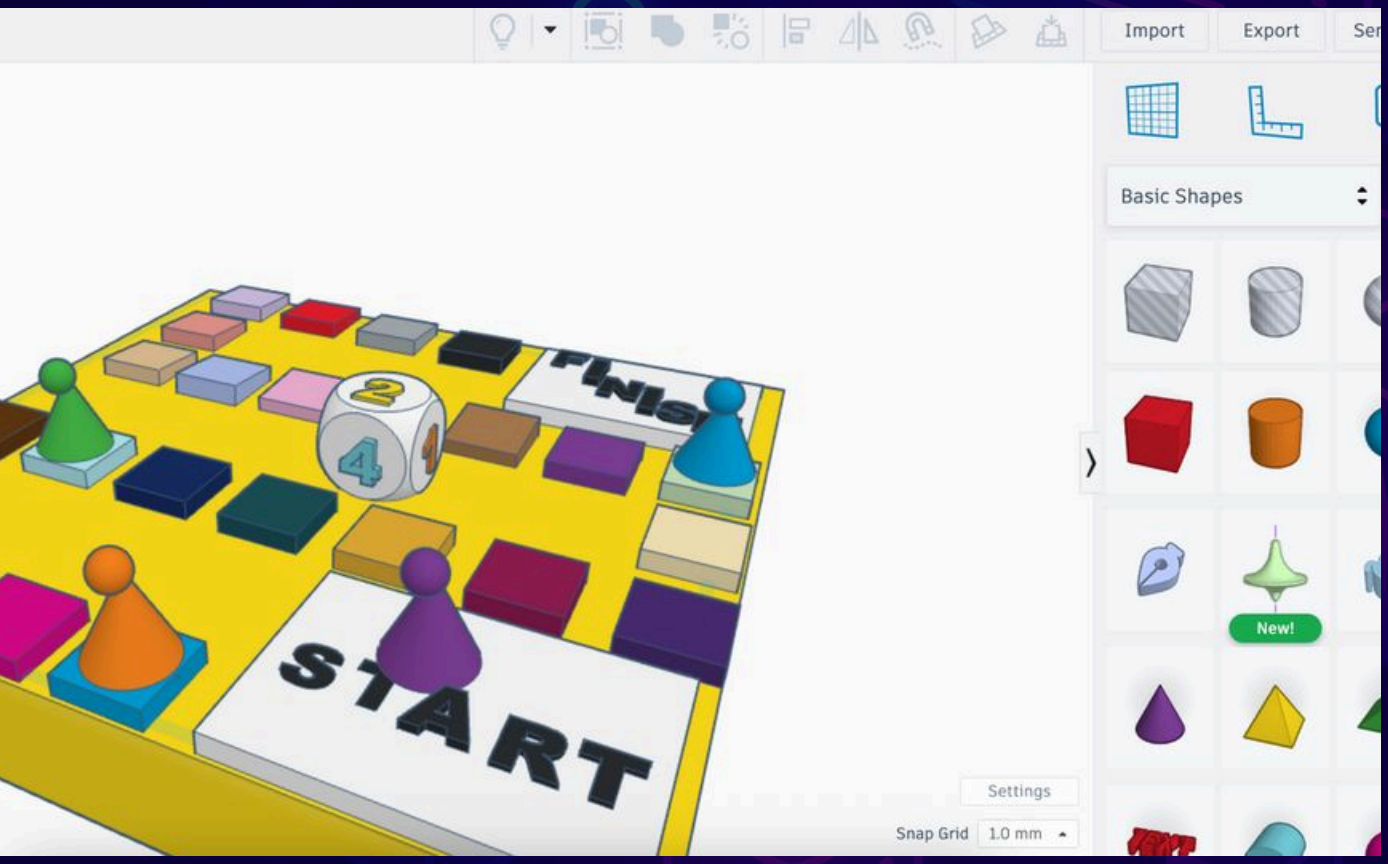
In project 2, they create geometric shapes that play sounds, learning about angles, rotation, and symmetry. By the end, students understand algorithms, sequences, and conditionals while discovering coding as a tool for imagination and design.



MODULE 2
BOARD GAME

Students design and build their own tabletop game using AI, Canva, Tinkercad, and 3D printing. They invent a theme, plan the rules, and develop the visual map.

Player pieces and dice are modelled in 3D, and illustrated cards are generated with Leonardo AI. The project builds skills in logic, planning, geometry, and visual composition. Each student finishes with a working game prototype and digital files for further improvement.



MODULE 3
LEGO INVENTOR

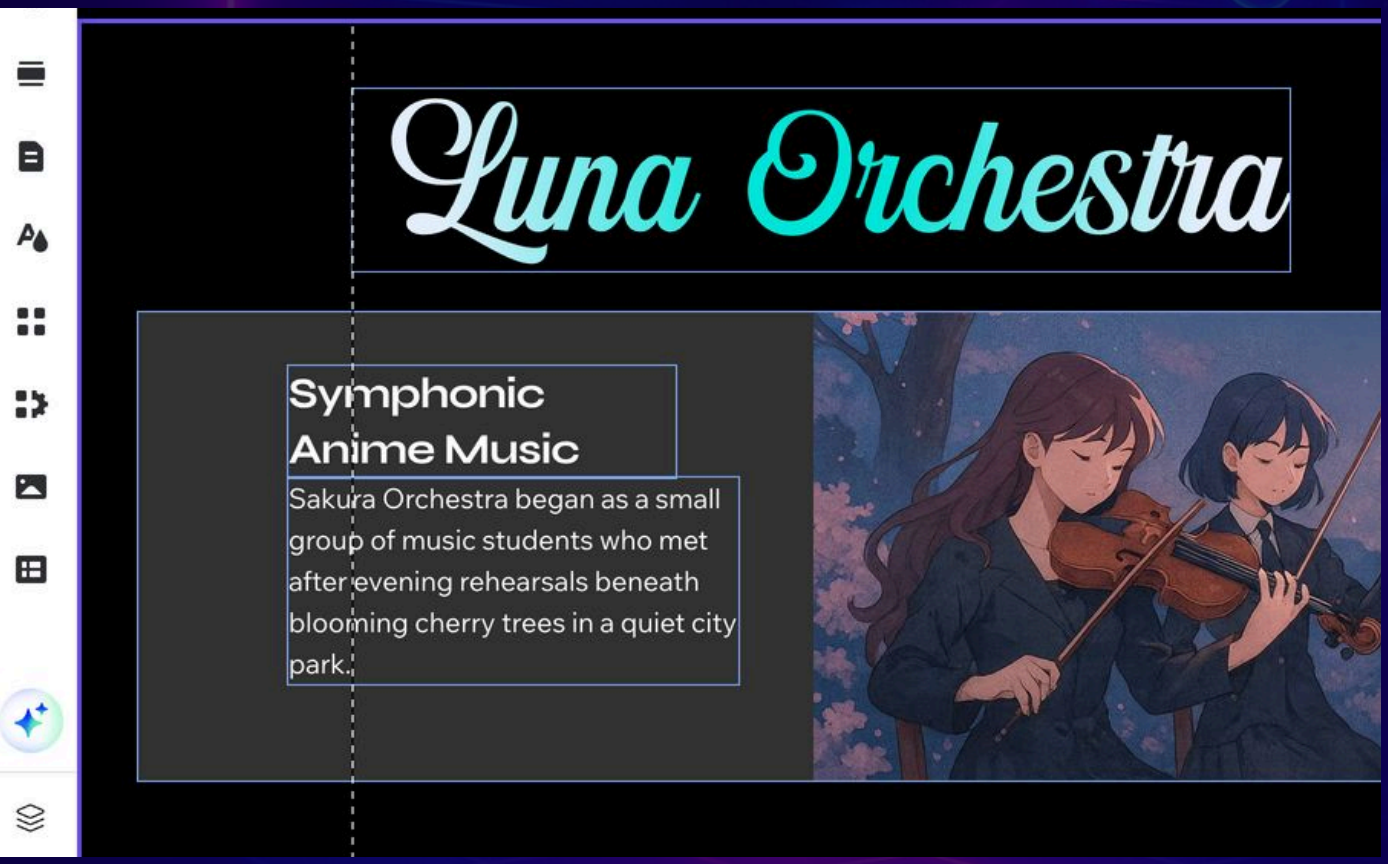
Students explore how early inventions shaped technology through hands-on LEGO engineering. They build models that demonstrate force, balance, and movement. Projects include levers, wheels, windmills, cranes, and a Morse telegraph. Each activity introduces real mechanical principles such as energy transfer, torque, and gear function.

Students learn how physical systems work together and how innovation evolves from simple mechanisms.

MODULE 4
MUSIC BAND WEBSITE

Students create a complete digital portfolio for an imaginary band. Using Wix, they design pages for members, music, events, and photos. They compose AI-generated melodies and visual identities that reflect their chosen style.

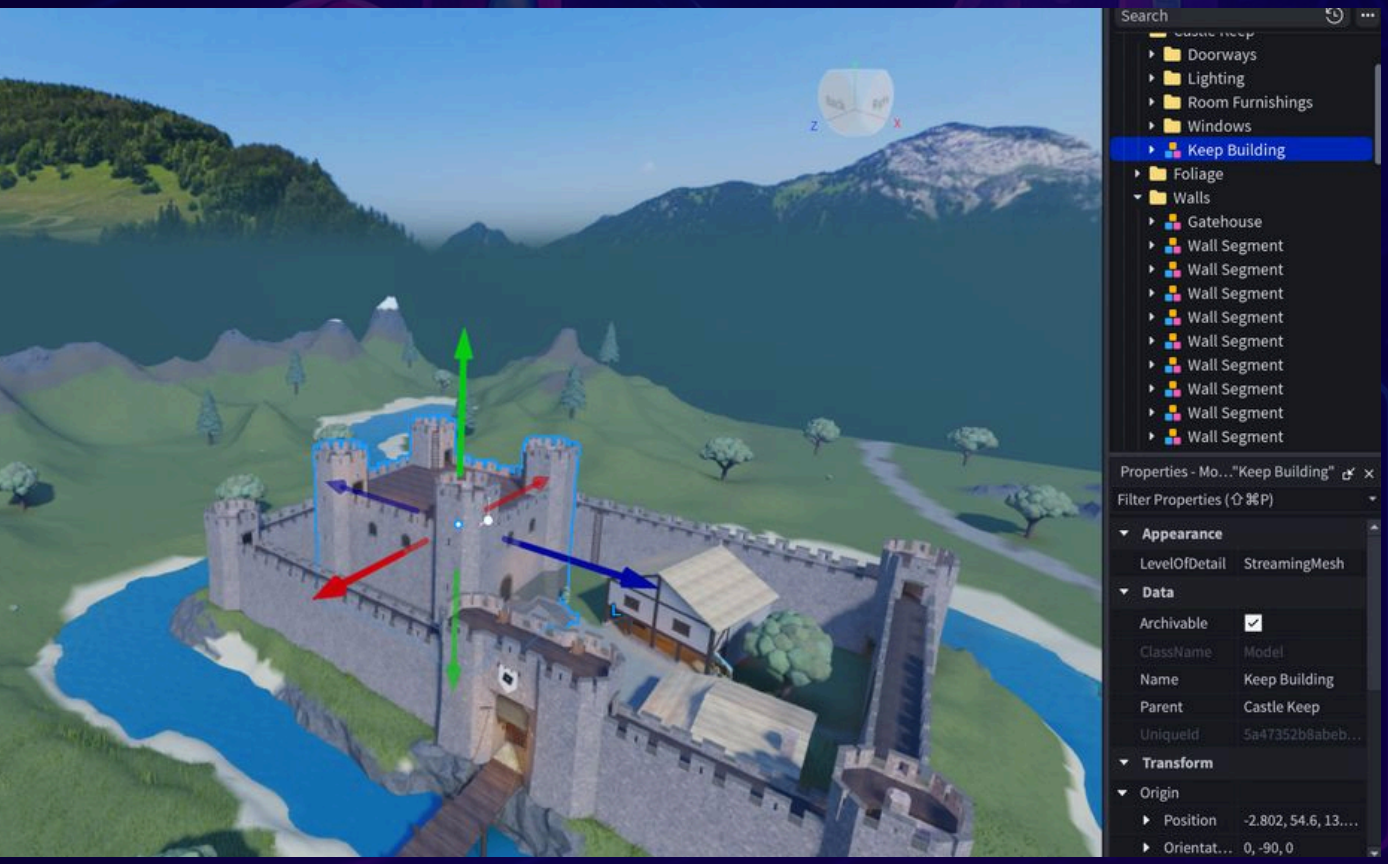
With image generation tools, they produce an artificial photo shoot and a short music video combining visuals and sound. Students learn how design, structure, and multimedia communication come together in an online environment.



MODULE 5
ROBLOX WORLDS

Students design and publish interactive 3D worlds in Roblox Studio. They choose a theme such as Mars, Underwater World, or Magical School and construct detailed landscapes and structures. Each student codes ten collectible crystals, learning about variables, conditions, and event triggers.

Projects are tested, refined, and shared online. The module develops design thinking, spatial awareness, and coding skills through immersive digital creation.



MODULE 6
MANGA

Students become storytellers and illustrators by creating digital comics. Using AI, they generate story ideas, dialogues, and character concepts. In Book Creator, they design layouts with text and images, experimenting with proportion, balance, and colour. Some projects include animation or voice acting through simple coding.

The module blends writing, art, and technology, helping students express ideas through narrative design and visual storytelling.