



The age of AI is now upon us

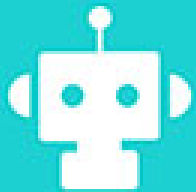
How to future-proof your kids?



houstondragonacademy.org

Spark Interest, Learn Coding, Touch AI

AI 课程报名



Machine Learning

- classification and prediction
- data collection-examples and counter-examples
- training and testing
- applications
 - text, chatbot, sentiment analysis
 - visual recognition, voice recognition
 - game strategies



Coding

- Programming basics
 - data, controls, operators, block functions
- Scratch programming
 - motion, looks, sound, sensing
- Event-based programming
 - events, messaging

AI Classes for Children

Core Course

- AI000 Scratch Jr. for Ages 5 - 7
- AI001 Scratch for Ages 7 - 9
- AI002 Scratch + AI for Ages 9 - 12
- AI003 Python for Ages 10+
- AI005 Java for Ages 11+
- AI007 C++ for Ages 13+
- AI101 Arduino for Robotics

Extension Course

- AI001+ Scratch Game Design
- AI201 Web Development: HTML&CSS
- AI003+ Python Application and PyGame

Competition Course

- AI006 Data Structure & Algorithms (USACO)
- AI301 Python + AI: Machine Learning

Email: info@houstondragonacademy.org



Thinkland.ai 2022 Summer Course

000

Scratch Jr. for 5 - 7 years old

Overview

Scratch Jr. is an introductory, block-based programming language for children aged 5 to 7. This course encourages creativity by allowing children to create their own interactive projects. Students can express themselves and bring their characters to life using Scratch Jr.

Contents

1、Getting Started:

Students will learn the basics of using Scratch Jr. and create a dance party game!

2、Animations – 4 activities:

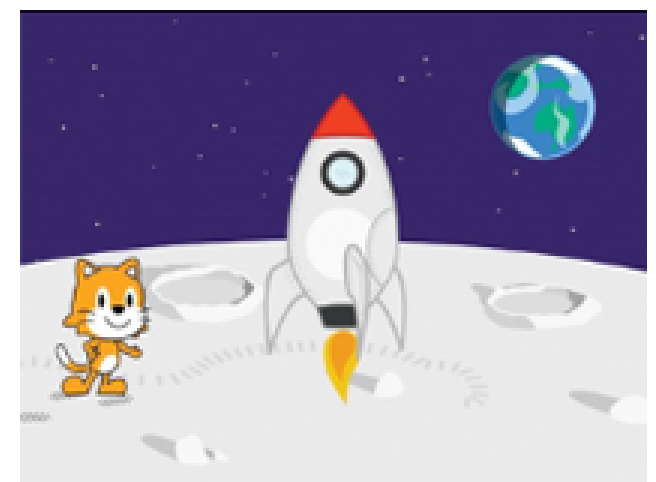
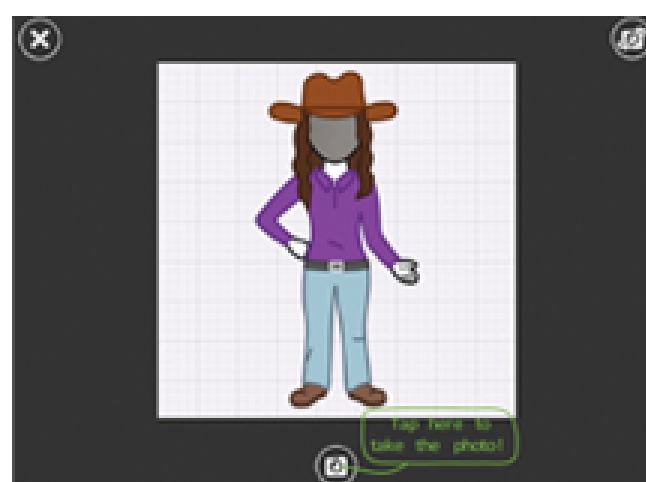
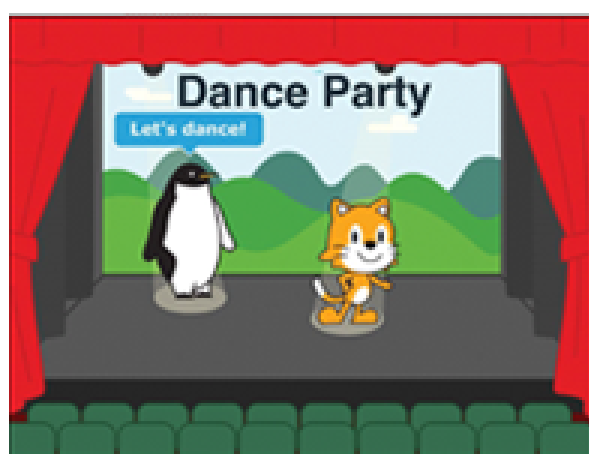
Students will create four small animations and combine them together to make a movie

3、Stories – 6 activities:

Students will make their own stories come to life by adding dialogue and new scenes to the animations!

4、Games – 5 activities:

Students will learn how to make four basic games and combine everything they learn to make one final game.



Prerequisite

Parent's company
is encouraged

Class date

Weekday

Weekend

Class time

1-2 Hour Class

1-2 Classes per week



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Thinkland.ai 2022 Summer Course

001

Scratch Coding Based on Google CS First

Overview

Based on Google's CS First Curriculum, AI001 is designed for children aged 7 to 9 to systematically learn programming, explore storytelling techniques, build fun games, and craft presentations. This course allows students to showcase their creativity through the medium of programming and digital design.

Contents



Storytelling

1. Dialogue
2. Check It Out
3. Settings
4. Premise
5. Characterization
6. Interactive Storytelling
7. Personal Narrative
8. Innovation Story

1. Gaming Story
2. Racing Game
3. Maze Game
4. Platform Game
5. Escape Game
6. Launcher Game
7. Quest Game
8. Cave Surfing Game



Game Design



Sports

1. Victory Celebration
2. Sports Commentary
3. Net Sports
4. Fitness Gadget Commercial
5. All-Star Passing Drill
6. Batter Up
7. Extreme Sports
8. Post-Game Interview

Prerequisite

No Prior
Experience Required

Class date

Weekday
Weekend

Class time

1-2 Hour Class
1-2 Classes per week



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Thinkland.ai 2021 Fall Course

001+

Scratch Coding+ : Game Design

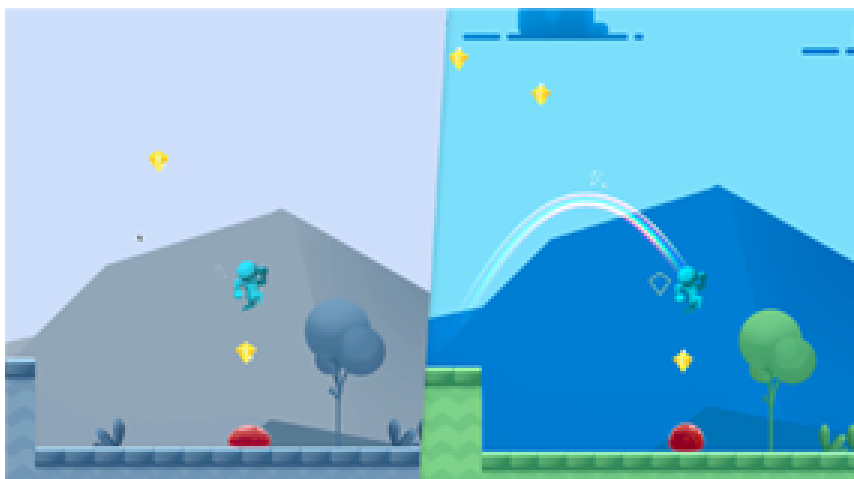
Overview

Scratch+ Game Design is centered around the various logic concepts used within many common games. Students will apply their basic knowledge of scratch as well as new important logic and computer science concepts through recreating existing and original games. Students can express their creativity through game design. The course focuses on the application of code in original game mechanics created by the students

Contents

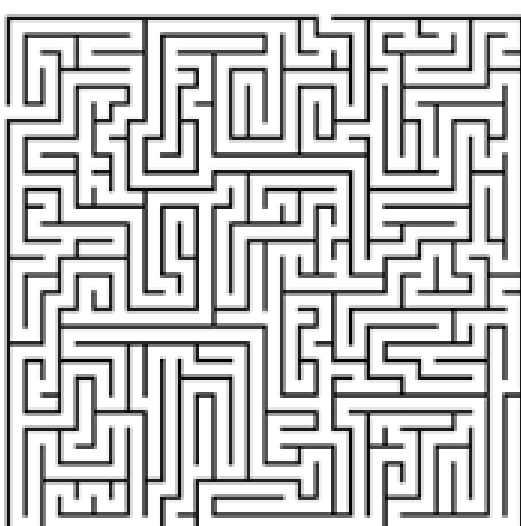
• Level 1 - Classic Games

1. Maze Game
2. Platformer
3. Tower Game
4. Breakout
5. Snake



• Level 2 - Modern Games

1. Top-down Shooter
2. Scrolling Platformer
3. Online multiplayer Board Game
4. Online Multiplayer Fighting Game



Prerequisite

Prior Scratch
Experience Required

Class date

Weekday
Weekend

Class time

1-2 Hour Class
1-2 Classes per week



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Thinkland.ai 2022 Summer Course

002

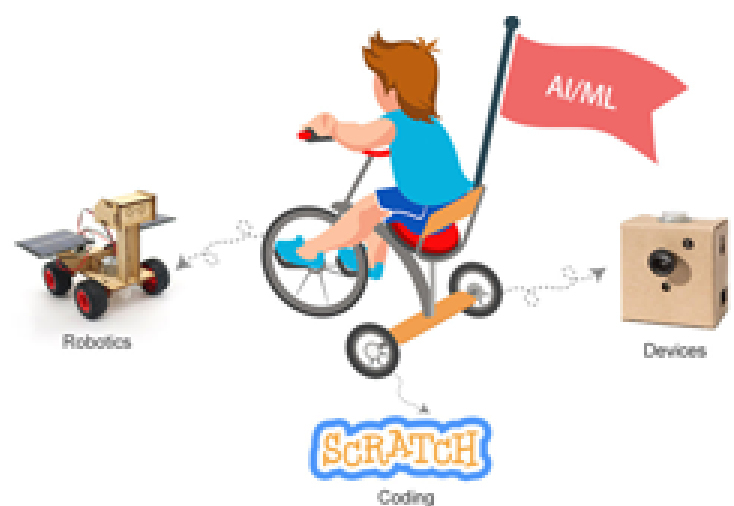
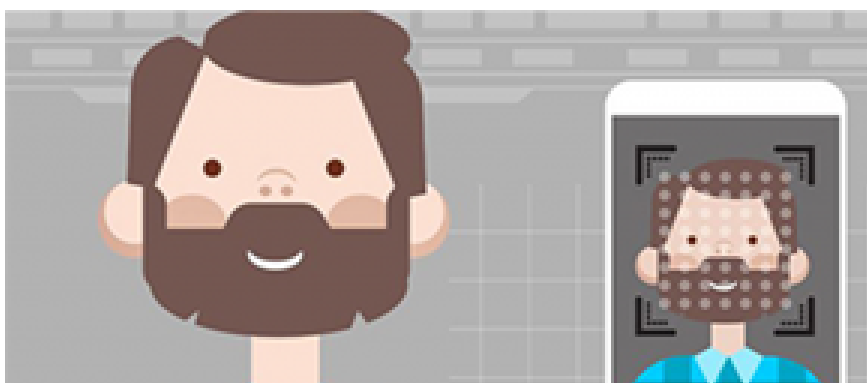
Introduction to Machine-learning based Artificial Intelligence using Scratch

Overview

Using our proprietary Scratch with AI Platform, this course introduces children aged 9 and up to concepts in machine learning and how to apply them in real world scenarios.

Contents

- **Session 1 (16 Hours)**
 1. Introduction to Machine Learning
 2. Image Recognition & Spongebob and Friends
 3. Natural Language Processing & Simple Smart Home
 4. Sentiment Analysis & Praises and Criticisms
- **Session 2 (16 Hours)**
 5. Facial Recognition & Facelock
 6. Decision Trees & Flappy Bird
 7. Decision Trees & Pacman
 8. Speech + Speaker Recognition & Voice Lock
- **Session 3 (16 Hours)**
 9. Brainstorming Ideas + Workshop
 10. Create your own project & Implement Machine Learning Concepts



Prerequisite

Prior Scratch
Experience Required

Class date

Weekday
Weekend

Class time

1-2 Hour Class
1-2 Classes per week



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Thinkland.ai 2022 Summer Course

003 Get started with Python

Overview

The AI003 course begins with Python fundamentals and gradually expands computational thinking skills using projects for hands-on learning.

Contents

- **Session 1 (16 Hours)**
 - Introductory Topics
 - Conditionals
 - Looping
 - Fun projects!
- **Session 2 (16 Hours)**
 - Functions
 - Modules
 - Object-Oriented Programming
- **Session 3+ (24 Hours)**
 - Python Review
 - Design and Implementation of Games (and Applications)
 - Introducing PyGame – 2-D Graphics Game Design using Python



JEOPARDY						
Variables	200	100	400	500	Misc Modules	
Var200: 2	Syn200: Missing "10"	Loop200: No	Data200: Integer	Misc200: import turtle	200	
Var300: 11	Syn300: x = 1 must be x += 1	Loop300: No	Data300: String	Misc300: initialize tkinter	300	
Var400: Python is awesome	Syn400: need to initialize Pygame	Loop400: b a n n a n a	Data400: Use the Str Module	Misc400: pygame.init()	400	
Var500: Error!!	Syn500: Not defined in function	Loop500: apple banana cherry	Data500: Complex	Misc500: Absolut Value	500	
					Answer Sheet	

Prerequisite

Prior Coding

Experience Suggested

Class date

Weekday

Weekend

Class time

1-2 Hour Class

1-2 Classes per week



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Thinkland.ai 2021 Fall Course

003+ Python Application and PyGame

Overview

Python PyGame course introduces computational thinking skills behind software application design and PyGame. The project-based approach employs a pedagogical sequence: project demo -> requirements analysis -> problem presentation -> solution proposal and implementation -> reinforcement of syntax and coding concepts. The basics of a popular Python library (pygame) bridge the concepts common in computer game development while further developing the students' software development skills.

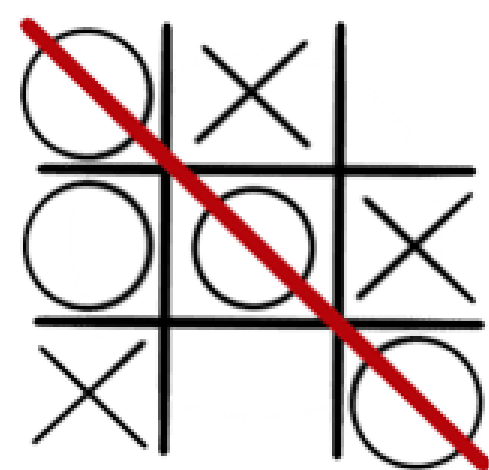
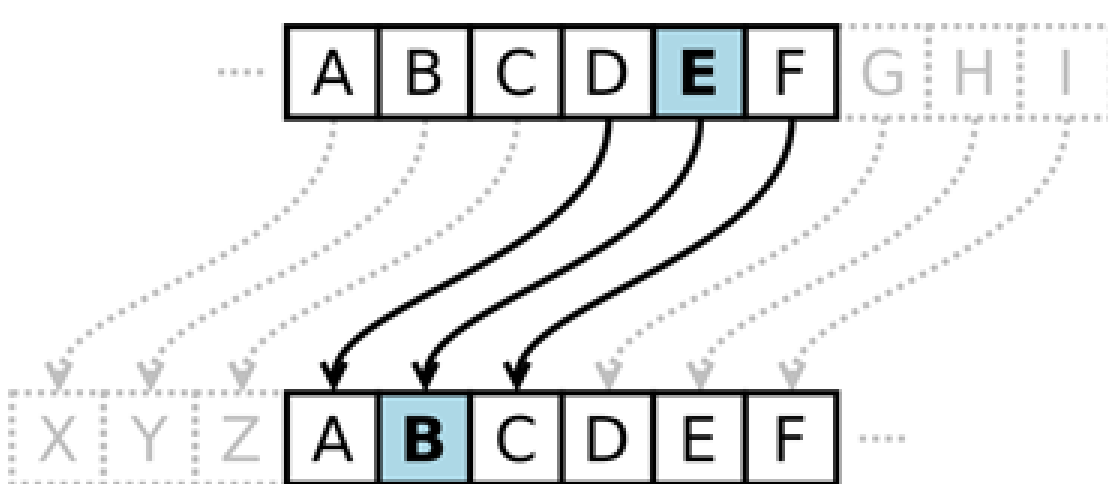
Contents

• Level 1 - Design and Implementation of Games

1. Using the Debugger
2. Hangman
3. Tic-Tac-Toe
4. The Bagel Deduction Game
5. Cartesian Coordinate System
6. Sonar Treasure Hunt
7. Caesar Cipher
8. Reversegam Game

• Level 2 - 2-D Graphic Game Design using Python

1. Creating Graphics
2. Animating Graphics
3. Collision Detections
4. Using Sounds and Images
5. A Dodgers Game with Sounds and images



Prerequisite

Prior Python
Experience Required

Class date

Weekday
Weekend

Class time

1-2 Hour Class
1-2 Classes per week



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Thinkland.ai 2022 Summer Course

005 Introduction and Advanced Java

Overview

Our Java course begins by developing an understanding of computer hardware components, to help build a solid foundation for programming knowledge. We then cover fundamental control flow concepts such as looping and conditionals, and later move into object oriented programming. Students will finish the course by learning about complex industry-level topics such as data structures and lambda functions.

Contents

• Session 1 (16 Hours)

1. Introductory Topics
2. Data Types
3. Looping
4. Project Lab 1 - Mini market

• Session 3 (16 Hours)

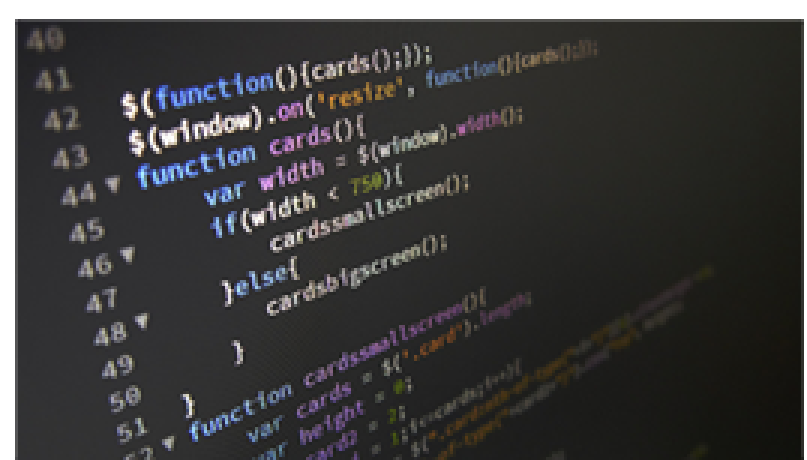
1. Binary, hexadecimal, and ASCII
2. Math class and arithmetic functions
3. Project lab 3 - Create a calculator
4. Object-oriented concepts part 1
5. Object-oriented concepts part 2
6. Project lab 4 - Create your own objects

• Session 2 (16 Hours)

5. Advanced Boolean and Decision Structure
6. Loops and Iterators
7. Project Lab 2 - Rock paper scissors game
8. Basics of Errors and Exception
9. Array and ArrayLists
10. Final Project - Mini market revisited

• Session 4 (16 Hours)

7. Threads, Runnable and Concurrency
8. Advanced Exceptions and Errors
9. Advanced ArrayLists and list
10. Lambda Functions and new java additions
11. Final project - Create your own objects extra



Prerequisite

Prior Coding

Experience Suggested

Class date

Weekday

Weekend

Class time

1-2 Hour Class

1-2 Classes per week



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Thinkland.ai 2022 Summer Course

006 Data Structure + Algorithm

Overview

An in-depth course about two of the fundamental topics in computer science -- data structures and algorithms. This course is designed for those who have basic knowledge of Java programming and ready to move a step beyond programming language. It covers everything you need to know for competitive programming, from basic concepts to practical experience. Most importantly, this course develops the skills of modeling and logical thinking, and clears the way towards advanced topics in computer science and artificial intelligence.

Contents



Level 1

1. Introduction, 2. Recursion, 3. Dynamic Programming, 4. LinkedList & Two Pointers, 5. Sort, 6. Tree & Binary Search Tree, 7. Divide & Conquer

1. Binary Search, 2. Recursion, 3. Dynamic Programming, 4. Sort: Two Kinds, 5. Introduction to Queue/Stack/Heap, 6. Breadth-First Search, 7. Depth-First Search



Level 2



Level 3

1. Introduction to Map/Set, 2. Graph, 3. Breadth-First Search, 4. Best First Search, 5. Prefix Sum, 6. Bit Operation, 7. Greedy

Prerequisite

Prior Java
Experience Required

Class date

Weekday
Weekend

Class time

1-2 Hour Class
1-2 Classes per week



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Thinkland.ai 2022 Summer Course

007 C++ Programming

Overview

This course introduce students to the fundamental concepts of C++ . C++ has memory management can be used to help with execution time and memory usage where it is needed. C++ brings benefits in the fact that it can run on almost any machine. The course is structured in beginner and advanced levels, with multiple projects throughout. Students will gain a strong understanding on how to use C++ after completing this course. No prior programming knowledge is required but knowledge of other programming languages would help.

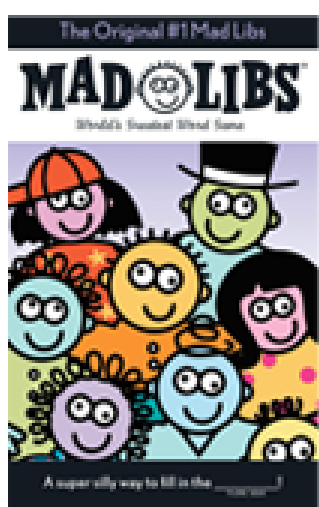
Contents

• Level 1 - Beginner

1. C++ getting started / C++ syntax
2. Input/Variables/Data Types
3. Operators/C++ Math
4. Booleans/Conditionals
5. While/For Loop

• Level 2 - Advanced

1. Arrays(1D/2D)/Pointers
2. Functions; C++ problems
3. Memory Management and Linked Lists
4. C++ Games(Mad Libs/Guessing Game)



Prerequisite

Prior Coding

Class date

Weekday

Weekend

Class time

1-2 Hour Class

1-2 Classes per week



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Thinkland.ai 2022 Summer Course

101

Arduino for Robotics

Overview

Arduino for Robotics course combines the world of electronics with software and make your project ideas come to life! Whether it's programming a smart watering device or making a suntracking solar array, our Arduino course is the right place to start. You'll learn the basics of electronics and programming in Arduino, while incorporating the knowledge you learn into projects that you're passionate about. The future of microcontrollers is now and explore all the possibilities that Arduino has to offer!

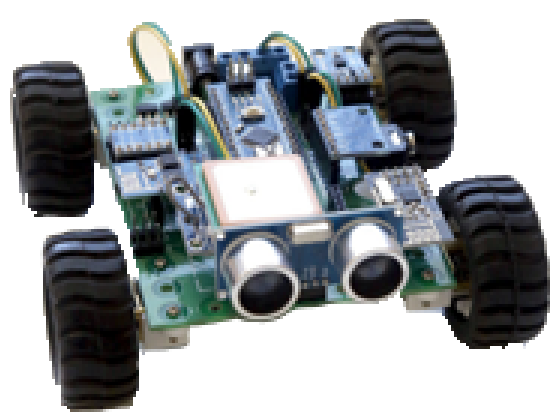
Contents

• Level 1 - Beginner

1. Introduction
2. Ohms Law, and short circuits
3. Basic Electrical Components
4. Arduino Programming
5. Final Project: Multi-mode LED S

• Level 2 - Advanced

1. Pulse-width modulation
2. Analog vs Digital sensors
3. Ultrasonic, light, and IR
4. Piezoelectricity and Tones
5. Final Project: Free Thinking



Prerequisite

Prior Coding

Experience Suggested



Class date

Weekday

Weekend



Class time

1-2 Hour Class

1-2 Classes per week



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Thinkland.ai 2021 Fall Course

201 Web Development + Design

Overview

HTML&CSS course serves as a beginner's guide to HTML and CSS, the major programming languages used to build static websites in the current technologically active age. Through this course, students will learn HTML and CSS in a fun, interactive, and project-based curriculum and develop key web development and design skills. Additionally, students will learn how to properly apply these two powerful languages in building websites of their very own.

Contents

• Level 1 - HTML5

1. Basic Elements and Structure
2. Parent and Child Relationship
3. Media Elements
4. Readability and Semantics
5. Tables and Forms

• Level 2 - CSS

1. In-Line Styling
2. Embedded CSS
3. External CSS

• Final Project - Create your own Landing Page

- Part 1 : Creating your Company
- Part 2 : Creating the Landing Page
- Part 3 : Sharing and Present your Website

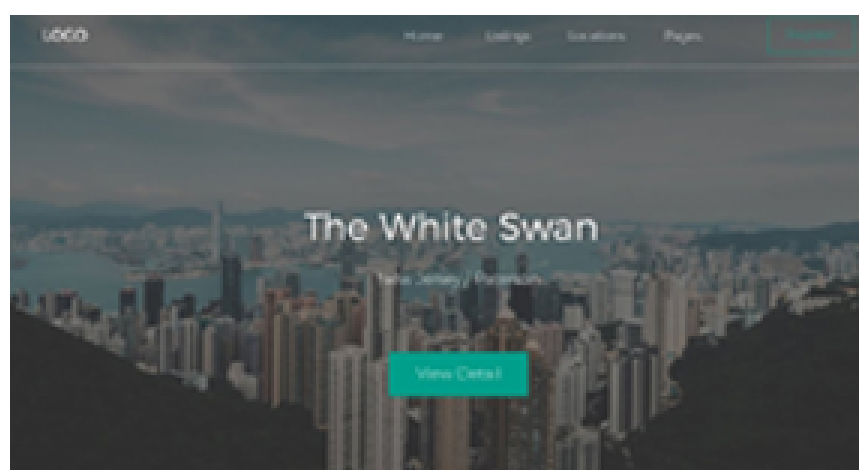
HTML



Prerequisite

Prior Coding

Experience Suggested



Class date

Weekday

Weekend

CSS



Class time

1-2 Hour Class

1-2 Classes per week



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Thinkland.ai 2021 Fall Course

301

Python + Machine Learning

Overview

Introduction to machine learning course is for those who have basic knowledge of Python programming and are curious about the magic behind Artificial Intelligence (AI). It covers machine learning key concepts, design principles, and classic algorithms from the widely used traditional algorithms to the booming technology of deep learning and neural networks. The students will be guided to solve real-world problems with what they learn and enjoy the fun of building AI projects from scratch.

Contents

Topic 1: Introduction to machine learning basics

Topic 2: Decision Trees

Topic 3: K-Nearest Neighbors (KNN)

Topic 4: Linear Regression

Topic 5: Image Processing and Computer Vision

Topic 6: Deep Learning and Neural Networks

Topic 7: Image Classification and Face Recognition

Topic 8: A Tour of Modern Machine Learning Technologies



Prerequisite

Prior Coding

Class date

Weekday

Class time

1-2 Hour Class

Experience Suggested

Weekend

1-2 Classes per week



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Weekday - 4 weeks session (06/13-07/10)

No.	Class Name 课程名称	课程 level	Age 年龄/年级	Class starttime 开始时间	Class endtime 结束时间	Class Duration (hour) 课时长	Weekly classes 每周上课 星期几	Class Date 上课日期	# of class per week 每周上课 次数	# of weeks per session 每期上课 周数	Total # of class hours 总课时数	Tuition	Teacher's Name
1	AI003+ Pygame	1	Y10-14	17:30	19:30	2	Mon & Wed	06/06-07/03	2	4	16	\$320.00	Brady M.
2	AI003+ Pygame	1	Y10-14	12:00	14:00	2	Tue & Thu	06/06-07/03	2	4	16	\$320.00	Brady M.
3	AI003+ Pygame	2	Y10-14	12:00	14:00	2	Mon & Wed	06/06-07/03	2	4	16	\$320.00	Brady M.
4	AI005 Java	1	Y11-15	12:00	14:00	2	Mon & Wed	06/06-07/03	2	4	16	\$320.00	Sadia S.
5	AI005 Java	1	Y11-15	8:00	10:00	2	Tue & Thu	06/06-07/03	2	4	16	\$320.00	Sadia S.
6	AI005 Java	2	Y11-15	8:00	10:00	2	Mon & Wed	06/06-07/03	2	4	16	\$320.00	Sadia S.
7	AI005 Java	3	Y11-15	17:00	19:00	2	Mon & Wed	06/06-07/03	2	4	16	\$320.00	Sadia S.
8	AI006 DS&A	1	Y12+	12:00	14:00	2	Tue & Thu	06/06-07/03	2	4	16	\$320.00	Gustav B.
9	AI006 DS&A	2	Y12+	12:00	14:00	2	Mon & Wed	06/06-07/03	2	4	16	\$320.00	Gustav B.
10	AI006 DS&A	3	Y12+	8:00	10:00	2	Tue & Thu	06/06-07/03	2	4	16	\$320.00	Gustav B.
11	AI007 C++	1	Y13+	12:00	14:00	2	Tue & Thu	06/06-07/03	2	4	16	\$320.00	Trevor M.
12	AI101 Arduino	1	Y9+	12:00	14:00	2	Mon & Wed	06/06-07/03	2	4	16	\$320.00	Alejandro C.
13	AI101 Arduino	2	Y9+	12:00	14:00	2	Mon & Wed	06/06-07/03	2	4	16	\$320.00	Alejandro C.

Weekday - 4 weeks session (6/27-7/24)

No.	Class Name 课程名称	课程 level	Age 年龄/年级	Class starttime 开始时间	Class endtime 结束时间	Class Duration (hour) 课时长	Weekly classes 每周上课 星期几	Class Date 上课日期	# of class per week 每周上课 次数	# of weeks per session 每期上课 周数	Total # of class hours 总课时数	Tuition	Teacher's Name
1	AI001 Scratch	1	Y7-9	12:30	14:00	1.5	Mon & Wed	6/27-7/24	2	4	12	\$240.00	Sophia S.
2	AI001+ Scratch Games	1	Y8+	12:30	14:00	1.5	Mon & Wed	6/27-7/24	2	4	12	\$240.00	Taran R.
3	AI002 Scratch+AI	1	Y9-12	12:30	14:00	1.5	Mon & Wed	6/27-7/24	2	4	12	\$240.00	Sophia T.
4	AI003 Python	1	Y10-11	12:30	14:00	1.5	Mon & Wed	6/27-7/24	2	4	12	\$240.00	Rafael A.
5	AI003+ Pygame	1	Y10-14	12:30	14:00	1.5	Mon & Wed	6/27-7/24	2	4	12	\$240.00	Brady M.
6	AI005 Java	1	Y11-15	12:30	14:00	1.5	Mon & Wed	6/27-7/24	2	4	12	\$240.00	Sadia S.
7	AI006 DS&A	1	Y12+	12:30	14:00	1.5	Mon & Wed	6/27-7/24	2	4	12	\$240.00	Gustav B.
8	AI007 C++	1	Y13+	12:30	14:00	1.5	Mon & Wed	6/27-7/24	2	4	12	\$240.00	Trevor M.
9	AI101 Arduino	1	Y9+	12:30	14:00	1.5	Mon & Wed	6/27-7/24	2	4	12	\$240.00	Alejandro C.
10	AI201 HTML&CSS	1	Y9+	12:30	14:00	1.5	Mon & Wed	6/27-7/24	2	4	12	\$240.00	Emily M.
11	AI301 Python+AI	1	Y12+	12:30	14:00	1.5	Mon & Wed	6/27-7/24	2	4	12	\$600.00	Daniel L.

Weekday - 4 weeks session (07/11-08/07)

No.	Class Name 课程名称	课程 level	Age 年龄/年级	Class starttime 开始时间	Class endtime 结束时间	Class Duration (hour) 课时长	Weekly classes 每周上课 星期几	Class Date 上课日期	# of class per week 每周上课 次数	# of weeks per session 每期上课 周数	Total # of class hours 总课时数	Tuition	Teacher's Name
1	AI003+ Pygame	1	Y10-14	17:30	19:30	2	Mon & Wed	07/11-08/07	2	4	16	\$320.00	Brady M.
2	AI003+ Pygame	1	Y10-14	12:00	14:00	2	Tue & Thu	07/11-08/07	2	4	16	\$320.00	Brady M.
4	AI005 Java	1	Y11-15	12:00	14:00	2	Mon & Wed	07/11-08/07	2	4	16	\$320.00	Sadia S.
5	AI005 Java	1	Y11-15	8:00	10:00	2	Tue & Thu	07/11-08/07	2	4	16	\$320.00	Sadia S.
8	AI006 DS&A	1	Y12+	12:00	14:00	2	Tue & Thu	07/11-08/07	2	4	16	\$320.00	Gustav B.
11	AI007 C++	1	Y13+	12:00	14:00	2	Tue & Thu	07/11-08/07	2	4	16	\$320.00	Trevor M.
12	AI101 Arduino	1	Y9+	12:00	14:00	2	Mon & Wed	07/11-08/07	2	4	16	\$320.00	Alejandro C.

Weekday - 4 weeks session (7/25-8/19)

No.	Class Name 课程名称	课程 level	Age 年龄/年级	Class starttime 开始时间	Class endtime 结束时间	Class Duration (hour) 课时长	Weekly classes 每周上课 星期几	Class Date 上课日期	# of class per week 每周上课 次数	# of weeks per session 每期上课 周数	Total # of class hours 总课时数	Tuition	Teacher's Name
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2	AI001+ Scratch Games	1	Y8+	12:30	14:00	1.5	Mon & Wed	7/25-8/19	2	4	12	\$240.00	Taran R.
3	AI002 Scratch+AI	1	Y9-12	12:30	14:00	1.5	Mon & Wed	7/25-8/19	2	4	12	\$240.00	Sophia T.
4	AI003 Python	1	Y10-11	12:30	14:00	1.5	Mon & Wed	7/25-8/19	2	4	12	\$240.00	Rafael A.
5	AI003+ Pygame	1	Y10-14	12:30	14:00	1.5	Mon & Wed	7/25-8/19	2	4	12	\$240.00	Brady M.
6	AI005 Java	1	Y11-15	12:30	14:00	1.5	Mon & Wed	7/25-8/19	2	4	12	\$240.00	Sadia S.
7	AI006 DS&A	1	Y12+	12:30	14:00	1.5	Mon & Wed	7/25-8/19	2	4	12	\$240.00	Gustav B.
8	AI007 C++	1	Y13+	12:30	14:00	1.5	Mon & Wed	7/25-8/19	2	4	12	\$240.00	Trevor M.
9	AI101 Arduino	1	Y9+	12:30	14:00	1.5	Mon & Wed	7/25-8/19	2	4	12	\$240.00	Alejandro C.
10	AI201 HTML&CSS	1	Y9+	12:30	14:00	1.5	Mon & Wed	7/25-8/19	2	4	12	\$240.00	Emily M.
11	AI301 Python+AI	1	Y12+	12:30	14:00	1.5	Mon & Wed	7/25-8/19	2	4	12	\$600.00	Daniel L.

Weekday - 8 weeks session (6/27-8/19)

No.	Class Name 课程名称	课程 level	Age 年龄/年级	Class starttime 开始时间	Class endtime 结束时间	Class Duration (hour) 课时长	Weekly classes 每周上课 星期几	Class Date 上课日期	# of class per week 每周上课 次数	# of weeks per session 每期上课 周数	Total # of class hours 总课时数	Tuition	Teacher's Name
1	AI001 Scratch	1	Y7-9	12:30	14:00	1.5	Mon & Wed	6/27-8/19	2	8	24	\$480.00	Sophia S.
2	AI001+ Scratch Games	1	Y8+	12:30	14:00	1.5	Mon & Wed	6/27-8/19	2	8	24	\$480.00	Taran R.
3	AI002 Scratch+AI	1	Y9-12	12:30	14:00	1.5	Mon & Wed	6/27-8/19	2	8	24	\$480.00	Sophia T.
4	AI003 Python	1	Y10-11	12:30	14:00	1.5	Mon & Wed	6/27-8/19	2	8	24	\$480.00	Rafael A.
5	AI003+ Pygame	1	Y10-14	12:30	14:00	1.5	Mon & Wed	6/27-8/19	2	8	24	\$480.00	Brady M.
6	AI005 Java	1	Y11-15	12:30	14:00	1.5	Mon & Wed	6/27-8/19	2	8	24	\$480.00	Sadia S.
7	AI006 DS&A	1	Y12+	12:30	14:00	1.5	Mon & Wed	6/27-8/19	2	8	24	\$480.00	Gustav B.
8	AI007 C++	1	Y13+	12:30	14:00	1.5	Mon & Wed	6/27-8/19	2	8	24	\$480.00	Trevor M.
9	AI101 Arduino	1	Y9+	12:30	14:00	1.5	Mon & Wed	6/27-8/19	2	8	24	\$480.00	Alejandro C.
10	AI201 HTML&CSS	1	Y9+	12:30	14:00	1.5	Mon & Wed	6/27-8/19	2	8	24	\$480.00	Emily M.
11	AI301 Python+AI	1	Y12+	12:30	14:00	1.5	Mon & Wed	6/27-8/19	2	8	24	\$1,200.00	Daniel L.

Weekend - 10 weeks session (6/13 - 8/28)

No.	Class Name 课程名称	课程 level	Age 年龄/年级	Class starttime 开始时间	Class endtime 结束时间	Class Duration (hour) 课时长	Weekly classes 每周上课 星期几	Class Date 上课日期	# of class per week 每周上课 次数	# of weeks per session 每期上课 周数	Total # of class hours 总课时数	Tuition	Teacher's Name
4	AI000 Scratch Jr	1	Y5-7	14:30	16:00	1.5	Sun	6/13-8/28	1	10	15	\$300.00	Shaky S.
4	AI001 Scratch	1	Y7-9	14:30	16:00	1.5	Sun	6/13-8/28	1	10	15	\$300.00	Sophia S.
2	AI001+ Scratch Games	1	Y8+	14:30	16:00	1.5	Sun	6/13-8/28	1	10	15	\$300.00	Taran R.
4	AI002 Scratch+AI	1	Y9-12	14:30	16:00	1.5	Sun	6/13-8/28	1	10	15	\$300.00	Sophia T.
4	AI003 Python	1	Y10-11	14:30	16:00	1.5	Sun	6/13-8/28	1	10	15	\$300.00	Rafael A.
2	AI006 DS&A	1	Y12+	14:30	16:00	1.5	Sun	6/13-8/28	1	10	15	\$300.00	Gustav B.
2	AI201 HTML&CSS	1	Y9+	9:00	10:30	1.5	Sun	6/13-8/28	1	10	15	\$300.00	Emily M.
2	AI301 Python+AI	1	Y12+	14:30	16:00	1.5	Sun	6/13-8/28	1	10	15	\$750.00	Daniel L.