JUNIOR EXPLORERS

Age Range: 6 – 8

Cycle Overview

The **Junior Explorers** program is a foundational cycle designed to introduce young learners to key concepts in computer science, robotics, artificial intelligence, design, and cybersecurity. In this cycle, instead of focusing on the technical details, they **learn by doing** - exploring robots, computers, smart machines, basic coding, movement directions, basic math operations, and early cyber awareness in a fun, interactive way.

Skills and Competencies

- **Competency:** Evaluating information and challenges through logical reasoning and analysis to make informed decisions with accuracy and data integrity
- **Future Skills:** Digital Literacy; Innovation; AI Awareness
- **Judgment Skills:** Decision Making; Logical Reasoning; Fact-Checking
- **Technical Skills:** Programming; Robotics; Digital Citizenship; Design

Levels' Distribution				
Fields	**Level 1**	**Level 2**	**Level 3**	**Level 4**
Computer Sciences	✓ Sequence and Computer Parts	✓ Algorithm and Debugging	✓ "While" and "Wait for" control statements	✓ Understand Repeating Actions in Loops
Robotics	✓ Robot VS Human	✓ How to use a sensor?		✓ Understand what are sensors
AI		✓ What is an Intelligent Device?	✓ AI in everyday life	✓ What makes an intelligent machine?
Design	✓ Dimensions - 2D VS 3D	✓ Geometric Shapes	✓ Merge shapes to build models	
Sciences & Math	✓ Speed and direction (forward and backward)	✓ Basic Math Operations	✓ Animal behaviors	
Network & Security	✓ What is the internet?	✓ Digital Citizenship	✓ Fake News and Fact Checking	✓ Digital Footprint