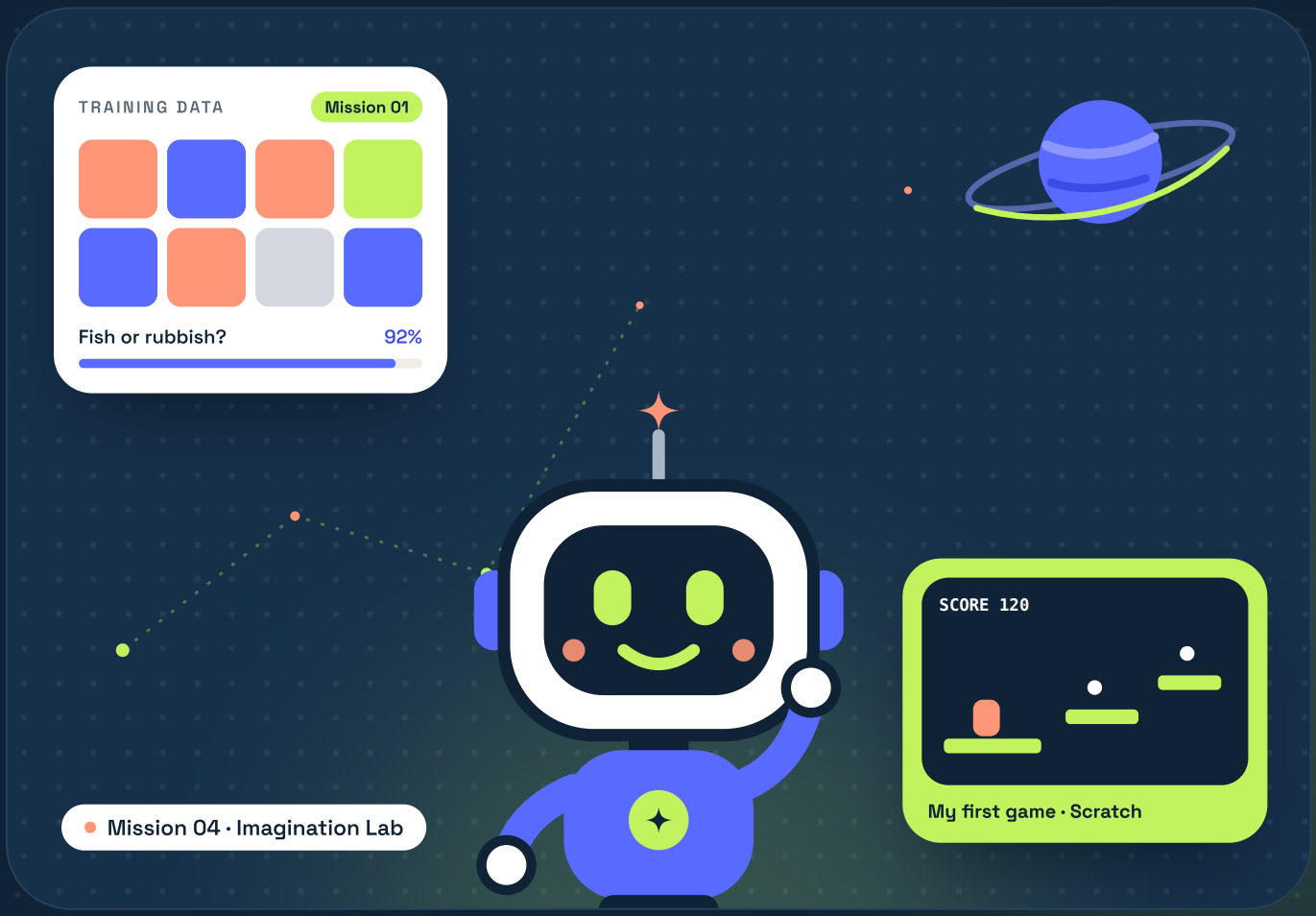
AI Explorers
ACADEMY

PRIMARY SCHOOL
PARTNERSHIP INFORMATION PACK

UK SCHOOL PARTNERSHIPS

Bring the future of AI learning to your school.

An exciting six-week after-school programme where children discover AI, create amazing projects and develop future-ready skills.



Ages 8–11 | Six-week programme | UK school partnerships

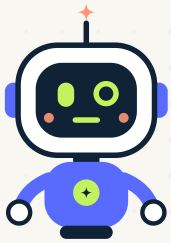
ai-explorers-academy.vercel.app →

WHY AI EXPLORERS?

From screen time to creation time.

Children are increasingly surrounded by AI — in recommendations, voice assistants, search and games. But understanding how it works takes much more than simply using a chatbot.

Our missions turn AI from something mysterious into something children can explain, test, question and create with. Every session is built around making, not watching.



"What if the computer gets it wrong? Let's find out!"

Our approach introduces AI through:

- Practical experiments
- Creative challenges
- Critical thinking
- Problem-solving
- Coding
- Teamwork
- Safe technology use

Make.
Test.
Share.

Every single session.

A distinctive enrichment offer

A creative, specialist club that families and pupils will be excited about.

Practical digital literacy

Programming, data and logical reasoning, learned by building real projects.

Responsible AI, taught explicitly

Bias, mistakes, privacy and honesty are part of every mission.

Complementing computing and digital literacy priorities across the UK

England

National Curriculum Computing (KS2)

Programming, logical reasoning and using technology safely and responsibly.

Wales

Curriculum for Wales — Digital Competence Framework

Citizenship, collaboration, producing, and data and computational thinking.

Scotland

Curriculum for Excellence — Technologies

Digital literacy and computing science experiences.

Northern Ireland

NI Curriculum — Using ICT

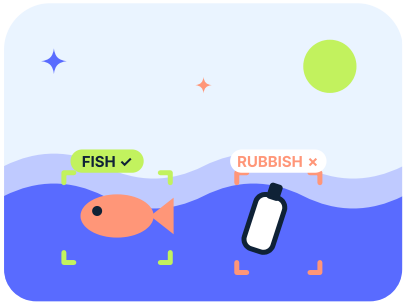
Explore, Express, Exchange, Evaluate and Exhibit.

Indicative links only. AI Explorers programmes complement, and do not replace, school teaching. They are not accredited or endorsed by any government, curriculum body or awarding organisation.

THE JUNIOR AI EXPLORERS CURRICULUM

Six weeks. Six missions.

Each mission builds on the last — from training a model to presenting at the AI Inventors Expo.

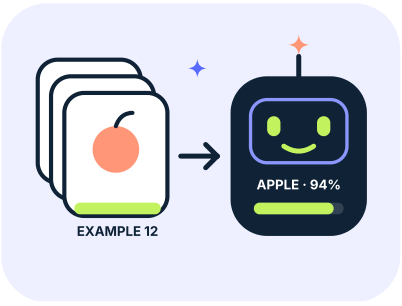


WEEK 1 Mission 01

Save the Ocean!

Pupils train a machine-learning model to tell ocean creatures from rubbish, using a supervised educational activity such as Code.org's AI for Oceans — and discover why AI makes mistakes.

Classification · Patterns · Critical thinking

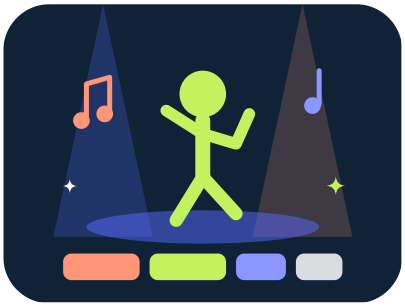


WEEK 2 Mission 02

Train Your Own AI Robot

An instructor-controlled machine-learning demonstration shows how training examples change results. Prepared objects are used — never children's images or voices.

Data · Experimenting · Testing



WEEK 3 Mission 03

AI Dance Party

Age-appropriate block-based coding brings interactive dance routines to life through sequences, logical instructions and movement.

Logic · Sequencing · Creativity

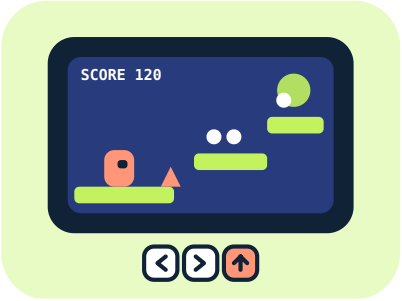


WEEK 4 Mission 04

AI Imagination Lab

Children invent creatures, characters or worlds using visual prompt cards. An adult instructor operates any generative AI tool; pupils create their own artwork, stories or comics.

Communication · Creativity · Responsible AI



WEEK 5 Mission 05

Become a Game Inventor

Pupils build a playable game in Scratch with characters, movement, scoring and rules — and learn how conventional programming differs from machine learning.

Coding · Debugging · Game design



WEEK 6 Mission 06

The AI Inventors Expo

Children showcase their favourite projects, explain how AI works and its limits, reflect on using technology responsibly — and celebrate with a certificate.

Presenting · Teamwork · Confidence

All activities use supervised, age-appropriate educational tools. Not every mission uses generative AI; where it is used, an adult instructor operates it. Code.org, AI for Oceans and Scratch are trademarks of their respective owners; AI Explorers Academy is not affiliated with them.

HOW THE CLUB WORKS

A complete after-school experience.

8–11 Age group	**6** Weekly sessions	**75** Minutes per session	**12** Pupils maximum
1 + 1 Instructor and assistant (proposed)	**Provided** Equipment (planned)	**None** Coding experience needed	**Every week** Instructor-led learning

Inside a 75-minute mission

A rhythm children quickly learn to love

0–10′	10–20′	20–60′	60–70′	70–75′
10 min	**10** min	**40** min	**10** min	**5** min
Mission briefing	**Instructor demonstration**	**Build and experiment**	**Extra challenge**	**Review and achievements**
The story and challenge for the week.	The key idea, modelled step by step.	Hands-on making in pairs and teams.	A twist to stretch thinking.	Share, reflect and stamp passports.

What every explorer takes home





1. Save the Ocean!
2. Train Your Own AI Robot
3. AI Dance Party
4. AI Imagination Lab
5. Become a Game Inventor
6. The AI Inventors Expo

Design mock-ups: Inventor Passport, weekly mission stamps and completion certificate.

WHY PARTNER WITH US?

An exciting club. Minimal extra administration.

We bring the AI education. Your school provides the space.

AI EXPLORERS ACADEMY PROPOSES TO PROVIDE

- Structured six-week curriculum
- Lesson plans and educational activities
- Suitable technology and learning resources
- Instructors and support staff
- Programme administration
- Parent-facing programme information
- A proposed parent enrolment process
- Classroom project resources
- Inventor Passports and certificates
- Relevant safeguarding and operational arrangements

YOUR SCHOOL PROVIDES

- A suitable classroom or educational space
- Agreed access to the premises
- Basic facilities: desks, chairs, power and toilets
- A designated school contact
- Agreement on access, collection and safeguarding coordination
- Permission to tell parents about the club

Internet access may be needed depending on the activity and agreed technical setup. Venue requirements and responsibilities are agreed individually with each school.

Commercial options

OPTION A

Parent-funded club

Main offer

£90 per child · six weeks

Equivalent to £15 per weekly session

Families pay for places; the school hosts. Schools would not ordinarily need to buy pupil places under this model.

OPTION B

School-funded programme

Bespoke quotation

Your school commissions a programme for chosen pupils — an after-school series, workshop or themed day.

School
Hosts the club in an agreed space

→

Families
Enrol and pay £90 per child

→

Pupils
Enjoy six weeks of AI missions

How a parent-funded club can offer enrichment without the school buying pupil places.

Any venue hire, school revenue share or other arrangements are subject to separate discussion and agreement. Hosting is not automatically free of charge or cost-neutral for every school. Schools keep their own legal, safeguarding and site responsibilities; operational responsibilities are agreed with each school before delivery.

SAFE, RESPONSIBLE AI EDUCATION

Curious minds. Safer learning environments.

> **"All instructors must complete appropriate safer recruitment and DBS checking procedures before being authorised to work with children."**
>
> Our staffing policy. In Scotland the equivalent is PVG scheme membership (Disclosure Scotland) and in Northern Ireland an enhanced AccessNI check. Barred list checks are carried out only where the role is legally eligible.

Safer recruitment
Identity checks, references and role-appropriate vetting before anyone works with children.

Criminal record checks
Enhanced DBS checks, or the equivalent check in the nation of delivery.

Safeguarding procedures
A designated safeguarding lead and clear reporting routes, aligned with your school's procedures.

Supervised learning
Small groups of up to 12, with registers taken every session.

Age-appropriate platforms
Pre-selected educational tools on managed devices, with no child accounts.

Responsible AI use
Generative AI is adult-led; children never use chatbots on their own.

Child data privacy
No names, photos or voices are entered into AI tools.

Secure collection
Children are released only to authorised adults, using agreed procedures.

Inclusion
Confidential conversations about additional learning needs and reasonable adjustments.

Risk assessments
A risk assessment for each venue and activity before delivery.

First aid & emergencies
First aid and emergency arrangements agreed with each school.

Nation-aware compliance
Requirements confirmed for the UK nation where each club runs.

Restricted AI tools, handled safely

Many consumer AI tools are not designed for, or permitted for, children. Pupils never use chatbots or image generators independently. Where generative AI is used, an adult instructor operates it with fictional prompts that children choose from picture cards — and pupils then evaluate the results critically.

Right for each UK nation

Safeguarding guidance, vetting schemes and childcare rules differ across England, Wales, Scotland and Northern Ireland. We confirm the requirements for the nation and format of each club, and agree venue-specific arrangements with your school before delivery.

Our commitment to transparency: these are the standards our clubs must meet before they open. We will share confirmation of staff checks, insurance and venue arrangements with each school before any pupil takes part — and we won't describe anything as in place until it is.

SCHOOL PARTNERSHIP MODELS

Flexible partnerships. Meaningful opportunities.

Our core offer

MODEL A

Parent-funded club

£90 per pupil · six weeks

- Families pay £90 per pupil for the six-week programme
- The school provides a suitable venue, subject to agreement
- AI Explorers delivers the agreed programme and its operational arrangements
- Any venue hire or revenue sharing is individually negotiated

Option

MODEL B

School-funded programme

Custom quotation

The school commissions a tailored programme, for example:

- After-school enrichment
- Curriculum enrichment activities
- Specialist AI workshops
- Themed technology days
- Targeted pupil groups
- Community-funded projects

How a partnership comes together

Proposed process

1. **Initial enquiry** — Tell us about your school.
2. **Discussion** — Age groups, facilities and likely demand.
3. **Agreement** — Programme and commercial arrangements.
4. **Checks** — Safeguarding and operational checks.
5. **Preparation** — Parent information and enrolment.
6. **Delivery** — Once all arrangements are complete.



Clear and manageable. Delivery at any school is subject to operational feasibility, instructor availability, agreed commercial terms and appropriate safeguarding arrangements.

AI Explorers
ACADEMY

BECOME A SCHOOL PARTNER

Let’s inspire your next generation of innovators.

We're inviting primary schools across the UK to explore bringing AI Explorers Academy to their pupils. We'd love to discuss how a club could work at your school.

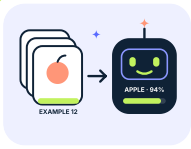
Become a school partner →

Visit our website

Six missions your pupils could explore



WEEK 1
Save the Ocean!



WEEK 2
Train Your Own AI Robot



WEEK 3
AI Dance Party



WEEK 4
AI Imagination Lab



WEEK 5
Become a Game Inventor



WEEK 6
The AI Inventors Expo

Scan to explore school partnerships

Find out more and request a no-commitment partnership discussion online.

ai-explorers-academy.vercel.app/schools



AI Explorers Academy is preparing to launch its school partnership programme. This pack describes our proposed approach. It does not imply existing school partnerships, national delivery coverage, confirmed locations, insurance, registrations or accreditation. Details, formats and prices are subject to confirmation.