

PIXOUL
G A M I N G

**EDUCATIONAL
FIELD TRIPS**



INTRODUCTION

Education in Computer Science is a fundamental field to ensure wholistic education for kids.

It is projected that by 2030, about 75% of the jobs will require advanced digital skills (Oxford Economics report).

Many of today's high-demand jobs were created just over the last decade. As advances in technology drive globalization and digital transformation, it is necessary to teach kids these skills to ensure their success in the careers of the future.

Pixoul Academy wishes to spark enthusiasm in the students by engaging them in computer science, programming and Esport as a bonified discipline that promotes benefits in their emotional and cognitive development, all this while acting responsibly and staying safe in virtual platforms.

▄▄ *If we teach today as we taught yesterday, we rob our children of tomorrow.* ▄▄

- JOHN DEWEY

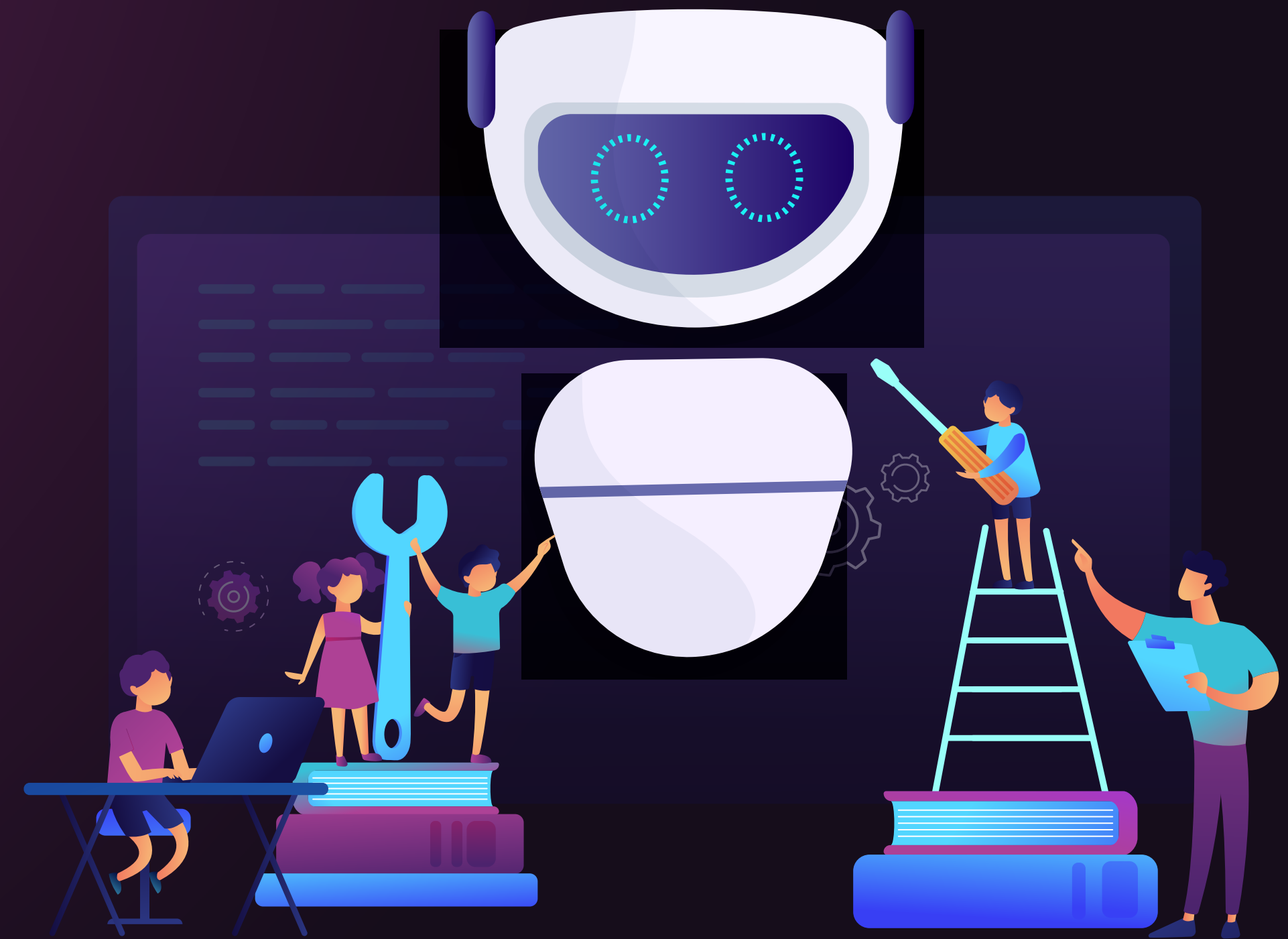


EDUCATIONAL VALUE

At Pixoul Academy the kids will immerse in the world of technology, learning from the origins of computers, to today's application. All this while getting hands-on and experimenting.

It is proven that students of any age benefit from direct experimentation, the more senses used in the learning process, the greater the chance that these will be stored in the core-memories.

Pixoul Academy offers various learning environments such as computer laboratories, state-of-the-art auditorium, cutting-edge team competitive games and esports' facilities. In this safe environment the kids will be free to explore their programming, teamwork and competition skills while being in a safe environment that promotes the use of technology responsibly.



OBJECTIVES

Promotes cognitive functions, intrinsic motivation, and social and emotional skills

Recognize the available technologies and their applications

Demonstrate ability to follow instructions to complete tasks in teams and at individual level

Develop resilience and curiosity to experiment various approaches to solve problems

Understand the relevance of programming in everyday life

Develop skills to work collaboratively, communicate effectively, and be competent, confident, reflective, and creative

Learn how computer science has shaped the world we live in and the tools it offers to address future challenges

Identify cybersecurity risks and apply the fundamental principles to navigate safely

Acknowledge the importance to lead a healthy relation with playtime

PROGRAM CONTENT



INTRO THE CODE
KG1 & KG2



G1 & G2



G3 to G6



G7 to G12

ROBOTICS & CODING

- Introduction to logical coding
- Association of shapes and color
- Practice motor skills and memory

COMPUTER SCIENCE

- Introduction to technology science,
- parts of computers, and their functions

INTRO TO ESPORTS

- Introduction to electronic sports.
- Practice motor skills
- Cooperative playing and leadership

ESPORTS

- Electronic Sports origin and current status
- Explanation of how teams are formed
- Application of Esport and Team Playing

PROGRAMMING

- Origin of computer programming and fundamental terms
- Practical exercise programming a video game with Scratch or Python (*according to grade level).

COMPUTER SCIENCE

- Computer science terminology explained
- Review of the history of technological advances
- Explanation of the careers in Computer science
- Binary numbers

CYBERSECURITY

- Tips for kids to “Play responsibly” and safely
- Tips for parents to manage screen time

PROGRAM OVERVIEW

SCHEDULE

20
MIN

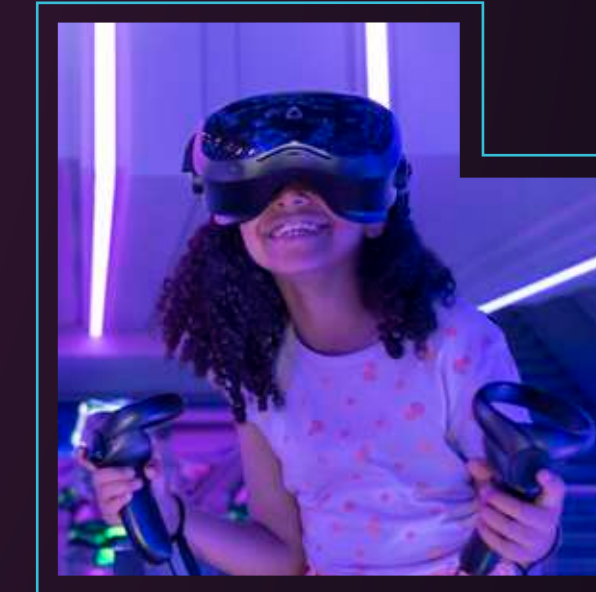
Arcade/
Virtual Reality
Gaming

30
MIN

Esports &
Hands-on
Experience

25
MIN

Computer
Programming
Exercise



DAILY SESSIONS

MONDAY TO THURSDAY

8:45 AM - 10:00 AM

10:15 AM - 11:30 AM

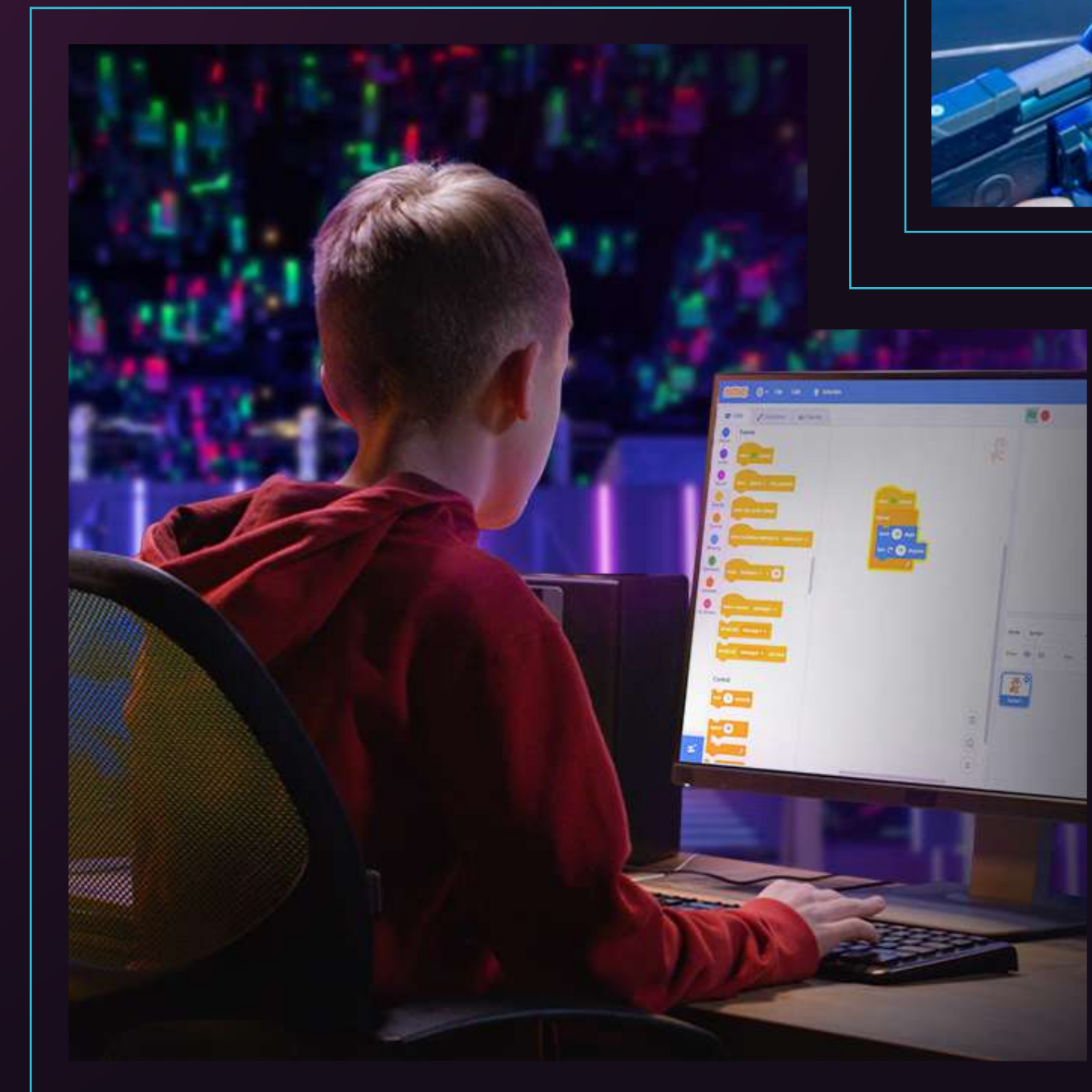
11:45 AM - 1:00 PM

Guided Visit Duration	Price per student	Minimum booking
75 minutes	AED 55	30 students

FANTASTIC FRIDAYS!!!

9:00 AM - 10:45 AM

Guided Visit Duration	Price per student	Minimum booking
105 minutes	AED 55	30 students



BOOKINGS

- Make your booking one week prior to the desired date, the bookings are set in a first-come-first-served fashion.
- Booking confirmations are sent via email. No advance payment is required to secure the booking.

To set your booking email or call us with the following information.

T: +971 52 104 0469

E: education@pixoulgaming.com

School Name:

Teacher/Coordinator:

Contact Number:

Grade Level(s):

Number of students:

T&Cs

- The minimum group size to set a school booking is 30 students.
- Free Teacher's tickets are given to the corresponding ratios:
 - KG to G2 > 1 Free teacher for every 5 students.
 - G3 and up > 1 Free teacher for every 10 students.
- Each student receives a 1 Free Play Voucher valid for 360 days, applicable to any VR game only.
- The payment must be processed on the day of the visit before the tour begins. Arrive 15 min earlier to avoid delays.
- For rescheduling and cancellations – contact us 48hrs before the scheduled visit.
- The school package special price is applicable only to schools registered in the UAE during academic year.

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Call

+971 52 104 0469

Website

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Email

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