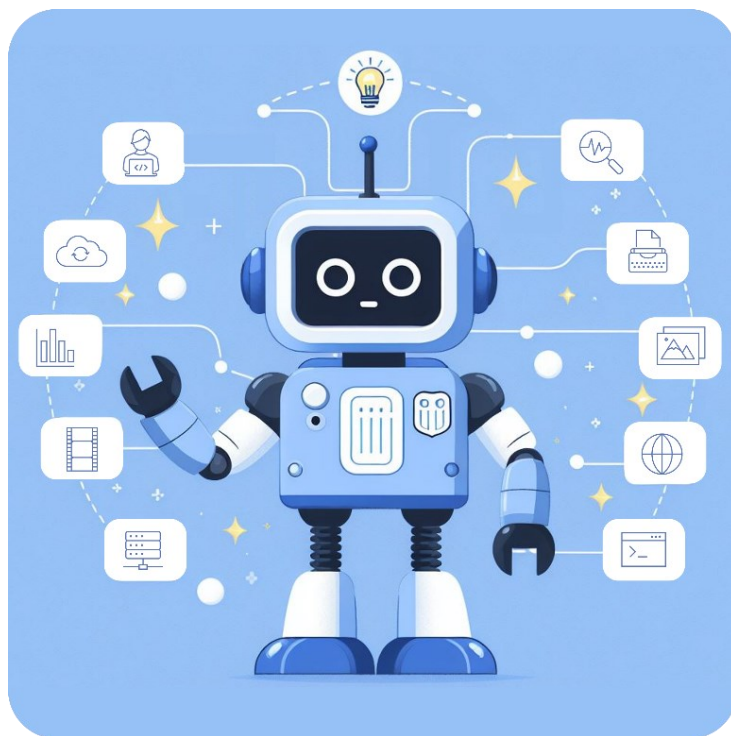


# DIGITAL SKILLS MASTERY PATHWAY

Equip Your Child for the Digital Future  
Unleash Their Boundless Potential



Digital Skills Mastery Pathway is a program designed to empower students aged 6 to 14 with essential digital skills for a future-driven world.

Our curriculum is structured into three levels, covers word-processing, graphic design, programming, and more.

Through engaging activities and guided practice, students develop creativity, critical thinking, and problem-solving abilities.

Practical tests assess skills mastery, and two-stage certificates recognize achievements.

Join us on this exciting journey to unlock students' potential, shaping them into confident digital leaders and innovators.

## What are Digital Skills Mastery Pathway Curriculum?

Digital Skills Mastery Pathway is a comprehensive and engaging program designed to equip students aged 6 to 14 with the essential digital skills they need to thrive in today's rapidly evolving world. They are available at three levels – Tech Pioneer, Tech Explorer and Tech Specialist.

### Characteristics of Digital Skills Mastery Pathway

- ✓ Inspired by the Cambridge Primary and Lower Secondary Digital Literacy and Computing subjects
- ✓ Cover a wide range of IT skills to ensure a well-rounded and versatile learning experience
- ✓ Objective oriented and project-based activities
- ✓ Assessments are directly referable to the daily use of IT skills which students will inevitably encounter and rely upon
- ✓ Assess students' critical thinking and problem-solving skills

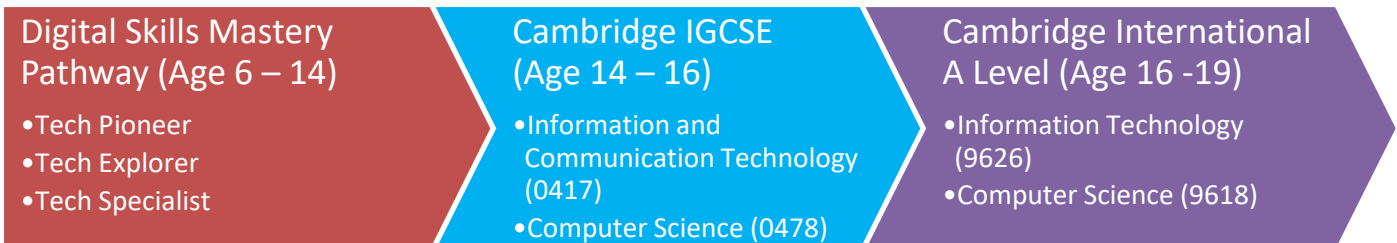
### Grading & Certification System

- ✓ The assessments have three grades: Fail, Pass or Merit.
- ✓ Certification is available at TWO stages for each level, provided that students complete the number of modules stated below within three years.
- ✓ The certificates will be ready around one month after the last module assessment was taken.

Type of Certificate	Tech Pioneer	Tech Explorer or Tech Specialist
Stage One Certificate	Any 3 modules with at least Pass grade	Any 4 modules with at least Pass grade
Stage One Certificate with Merit	At least 2 out of 3 modules with Merit grade	At least 3 out of 4 modules with Merit grade
Full Certificate	All 6 modules with at least Pass grade	All 8 modules with at least Pass grade
Full Certificate with Merit	At least 4 out of 6 modules with Merit grade	At least 5 out of 8 modules with Merit grade

### Progression to International Level of Assessments

After the Tech Specialist level, students are well-equipped to take their learning to the next level. They can continue sitting for higher level of assessments, such as the esteemed Cambridge International General Certification of Secondary Education (IGCSE) ICT or Computer Science subjects. By pursuing these qualifications, students will further deepen their understanding of complex IT concepts and refine their problem-solving abilities. They may even go further to sit for Cambridge International A Level IT or Computer Science subjects.



### Tech Pioneer (For Ages 6 – 8)

<b>Word Wizard</b>	Students will learn how to edit text, add colours, browse and select images, and the workflow for creating simple stories. This module aims to introduce basic word processing techniques, use appropriate text, symbols, and images for presenting ideas clearly.
<b>Creative Artist</b>	Students will learn how to use Line Tools, Shape Tools, and Fill Tools to create images. Use Select, Cut, Copy, Paste, and Undo operations to edit images. This module aims to introduce basic drawing and editing techniques, use appropriate tools and choose colours for creating images to fit the purpose.
<b>Number Cruncher</b>	Students will learn how to classify information, identify cells, columns and rows, input data, add mathematical formula, and make use of Column Chart and Pie Chart. This module enable students analyse data, understand charts for answering simple questions and making comparisons.
<b>Coding Pioneer</b>	Students will learn Scratch commands, use simple programs to create different projects. This module aims to train students' logical thinking and reasoning skills, enable students to predict the results and debug a simple program.
<b>Web Search Wizard</b>	Students will learn the use of Internet and search engine, bookmark and print web pages, use complex searching methods to evaluate and analyse information. This module aims to enable students' keyword search skills to retrieve relevant data efficiently for answering questions.
<b>Email Messenger</b>	Students will learn how to write, send, and receive emails, understand the basic operations of using email software, such as, CC, BCC, add/open attachment, access address book, create contact group, save emails, and create folders. This module aim to support students in using email software to write, read, reply, and manage emails.

## Tech Explorer (For Ages 9 – 12)

<b>Text Processing Researcher</b>	Students will learn how to combine text and images to present ideas, format text, arrange items, and improve page layout. This module aims to enhance students' word processing skills to design documents for specific audience efficiently.
<b>Presentation Creator</b>	Students will learn how to use multimedia software to create and edit presentations, identify the purpose and target audience. This module aims to enable students' ability to establish presentations by using text, images, sound, and animations.
<b>Graphic Designer</b>	Students will learn how to use select tool, line tool, shape tools, and fill tools for creating and editing images and apply special effects. This module aims to enable students' ability to use a variety of graph tools, design skills, and the procedure of making images.
<b>Spreadsheet Designer</b>	Students will develop proficiency in spreadsheet operations, including data input, modification, and analysis using functions and formulas. They will also learn effective cell formatting and chart creation. The aim is to empower students to use spreadsheets for data modeling and result prediction.
<b>Database Designer</b>	Students will learn to construct a solid database structure, understanding key concepts like tables, fields, and records. They will design tables, create fields, assign data types, and query the data. The aim is to enhance students' proficiency in creating databases, enabling efficient data sorting, filtering, and extraction for addressing specific inquiries.
<b>Programming Engineer</b>	Students will learn to create intricate graphics and patterns using Scratch commands. By combining programming codes and mathematical concepts, they will draw shapes, including polygons, and generate unique designs on the screen. The aim is to familiarize students with Scratch commands, helping them develop a solid coding foundation and create elaborate graphics and patterns.
<b>Video Creator</b>	Students will learn video capture, editing, and special effects. They will gain proficiency in adding transitions, filters, subtitles, picture-in-picture effects, sound processing, and animated text. The aim is to teach video clip production and editing techniques, enabling students to create unique video clips.
<b>3D Design Explorer</b>	Students will learn 3D model design, using tools to create, enhance, and apply effects. The aim is to turn imaginative ideas into concrete models, developing observation skills and creating 3D models like real.

## Tech Specialist (For Ages 13 or above)

<b>Text Processing Expert</b>	Students will acquire the skills to design tailored documents for diverse situations and target audiences. They will learn formatting text, inserting tables, adjusting image attributes, setting anchor points, and enhancing page formats. The objective is to teach students advanced word processing functions that enable them to effectively edit document layouts to align with the specific purpose of each document.
<b>Presentation Design Expert</b>	Students will learn to source suitable multimedia elements, including images and videos, and utilize them to create well-structured presentation slides. They will gain proficiency in designing layouts, incorporating animations and transitions. The aim is to teach students advanced skills in presentation production, enabling them to design auto-playing presentations that cater to the needs of the target audience.
<b>Spreadsheet Design Expert</b>	Students will learn spreadsheet design, how to arrange data, use suitable formulas and functions. They will also learn how to create charts based on data. The objective of the course is to train students in designing and modifying spreadsheet models to suit different target audiences, while emphasizing the selection of the most effective means to present data.
<b>Database Design Expert</b>	Students will learn practical database skills, including designing table structures based on specific needs and testing their functionality. The objective is to teach students the relationships between tables, data filtering techniques, importing data from other applications, and implementing password protection for data security.
<b>Website Designer</b>	Students will acquire foundational skills in web page creation, including working with tables, formatting and arranging text and layout, adding images, hyperlinks, and establishing anchor links. The objective is to teach students the basics of HTML and CSS web page coding, enabling them to incorporate multimedia elements and design web pages that align with the specific requirements of their intended purpose.
<b>Programming Expert</b>	Students will learn the C# language and programming skills necessary to develop various programs using conditionals, input and output instructions. The objective is to train students in logical thinking to design programs and equip them with skills in program testing and error detection. Additionally, students will learn to create flowcharts to make accurate predictions about program execution results.
<b>Animation Designer</b>	Students will learn to design and create animations centered around specific targets or themes. They will acquire skills in material selection and planning animation storyboards. Students will also incorporate text, images, background music, and sound effects into their animations. The aim is to teach students how to use drawing tools, add tweens between frames, and align them with the animation storyboard.
<b>Network Security Expert</b>	Students will learn the fundamental concepts of computer networks, including the functions of each network component. They will also gain knowledge in network security. The objective of the course is to teach students to identify different topology of networks, and to design appropriate network structures based on specific requirements. Students will develop an understanding of common security issues and countermeasures.

## 2025 September – 2026 October Timetable

	Tech Pioneer	Tech Explorer	Tech Specialist
2025 Sep 04 to 2025 Nov 22	➤ Creative Artist ➤ Web Search Wizard	➤ Text Processing Researcher ➤ Video Creator	➤ Text Processing Expert ➤ Website Designer
2025 Nov 27 to 2026 Feb 14	➤ Number Cruncher ➤ Email Messenger	➤ Presentation Creator ➤ Programming Engineer	➤ Presentation Design Expert ➤ Programming Expert
2026 Feb 19 to 2026 May 09	➤ Word Wizard ➤ Coding Pioneer	➤ Graphic Designer ➤ Database Designer	➤ Spreadsheet Design Expert ➤ Animation Designer
2026 May 14 to 2026 Aug 01	➤ Creative Artist ➤ Web Search Wizard	➤ Spreadsheet Designer ➤ 3D Design Explorer	➤ Database Design Expert ➤ Network Security Expert
2026 Aug 06 to 2026 Oct 24	➤ Number Cruncher ➤ Email Messenger	➤ Text Processing Researcher ➤ Video Creator	➤ Text Processing Expert ➤ Website Designer

The assessment date and time will be scheduled after completing each module.

### Bring-A-Friend Promotion

When you introduce a new friend to enroll in Futurekids computer course, both you and your friends will receive a coupon as a reward for enrolment. This coupon grants you a discount of HK\$200 on any course you choose to redeem at Futurekids.

Valid Until 31 December 2026.

### Schedule and Fee

#### One hour per lesson every week

Every Thursday or Friday	16:30, 17:30
Every Saturday	09:30, 10:30, 11:30, 13:30, 14:30, 15:30, 16:30
Course Fee	\$1,520 for each 4 lessons (1 hour per lesson)
Assessment Fee	\$300 per module
Course Duration per module	12 lessons (3 months) + 1.5 hours (Assessment)
New Student Registration Fee	\$180 (student passport and folder included)

### Our Location



Flat A, 7<sup>th</sup> Floor,  
China Harbour Building,  
370 King's Road,  
North Point, Hong Kong



Scan the QR code  
to quickly find  
the location of  
our center on  
Google Maps.

**Futurekids Computer Learning Center (HKEB School Registration: 29075, 29076)**

**Registered Cambridge International School (Centre No.: HK071)**

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