

Ages 10–14

9:00am–3:00pm

A\$150/day

AIRBOTIX FAMILY COURSE GUIDE

AI Creator Holiday Camp

Choose one day. Build one AI project you can show.

Four independent AI creation days. Choose the project your child is excited about and build something playable, testable or ready to present between 9:00am and 3:00pm.



01

The quick answer: who is this Holiday Camp for?

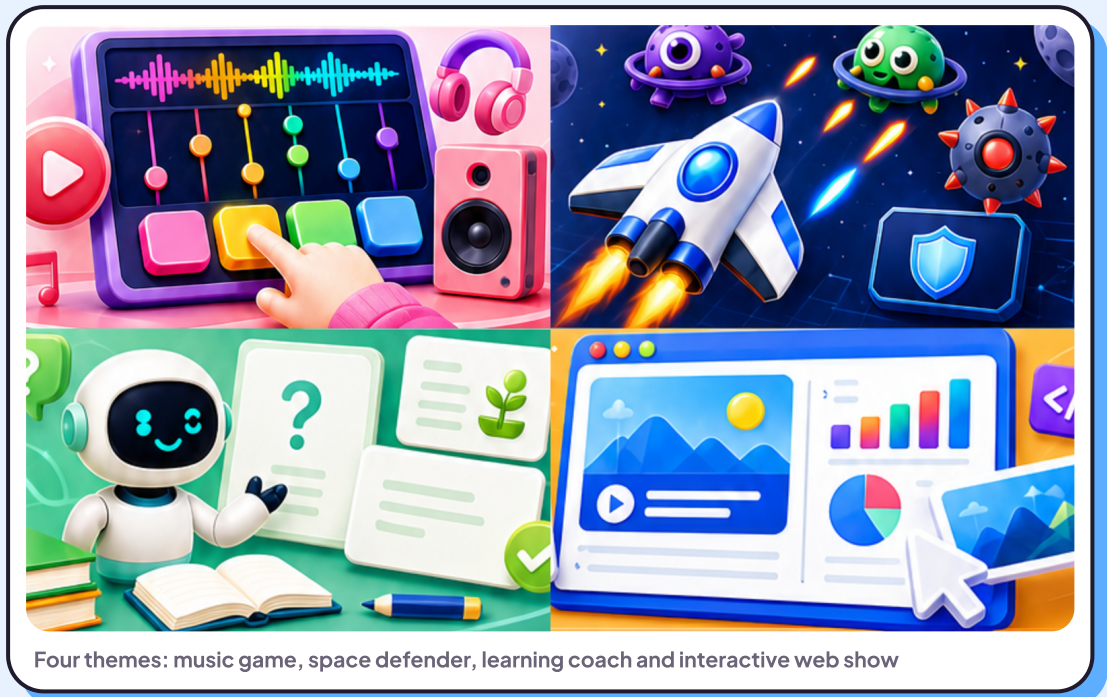
If you are deciding whether the camp suits your child, start with the confirmed details below. Children will not spend six hours listening to lessons. Guided making is broken up with lunch, movement breaks, conversation and supervised free play.

What parents need to know	Current plan
Age	10–14 years
Experience	No coding experience needed; children should be willing to use a computer, experiment and revise
How to attend	4 independent Day Camps — choose one, several or all four
Daily hours	9:00am–3:00pm
Price	A\$150/day
Planned cities	Brisbane, Sydney and Melbourne
Current status	Expressions of interest are open; dates, venue and teacher TBA

The camp is a good fit for children who enjoy music, games, questions or visual design and are willing to let someone test their work. AI provides drafts, explanations and creative support. The child still chooses, checks, tests, fixes and explains.

02

Four independent AI creation days at a glance



- **AI Music Game:** turn your own voice, rhythm, rules and score feedback into a challenge people can actually play.

- **AI Space Defender:** design a ship, enemies and difficulty, then play-test and fix a bug to make the game more fun.

- **AI Learning Coach:** build a tool that explains, asks questions and gives useful feedback so you understand a topic instead of receiving answers.

- **Interactive AI Web Show:** combine ideas, charts, visuals and interaction in a browser-based project you can present live.

Choosing is simple: start with the project your child most wants to build. No day depends on attending another day first.

03

Turn your voice into an AI music game



Turn Your Voice into an AI Music Game

● **What the child does:** records a short voice or rhythm sample, designs controls, rules, scoring and instant feedback, then runs a peer play-test.

● **How AI helps:** organises sound ideas, suggests possible game mechanics and explains ways to build a first playable version.

● **What the child owns:** chooses which sounds to keep, decides whether the rules are clear, tests the experience and adjusts the rhythm, challenge or prompts.

● **Visible outcome:** a playable AI music game with the child's own sound, clear rules and score feedback.

Teacher check: Can a new player tell what to press, when they score and what success or failure looks like? Can the child explain one change they made after play-testing?

04

Build and level up an AI space defender



A day project about ships, enemies, challenge and testing

Build & Level Up an AI Space Defender

● **What the child does:** creates ship and enemy rules, adds movement, collisions, scoring and a game-over condition, then finds one bug or difficulty problem through play.

● **How AI helps:** provides visual or code drafts, explains where an error may be and suggests small tests to isolate the problem.

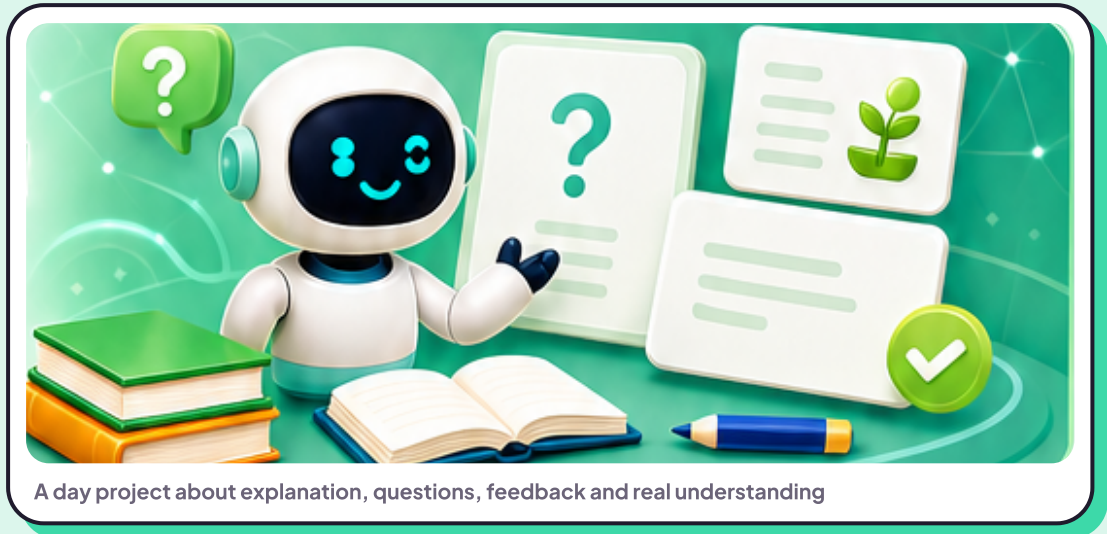
● **What the child owns:** decides the challenge rules, changes one important thing at a time and uses actual play to judge whether the game is clearer, fairer or more fun.

● **Visible outcome:** a working AI space defence game plus one evidence-based test, fix and gameplay improvement.

Teacher check: Does the game have a clear goal, score and failure state? Can the child show the problem before the fix, what they changed and the result afterwards?

05

Train an AI learning coach that teaches



Train an AI Learning Coach That Teaches

- **What the child does:** chooses a small topic they genuinely want to understand, finds trustworthy sources, designs an explanation and three understanding-check questions, then asks a peer to test it.
- **How AI helps:** explains the topic using the selected sources, proposes questions and responds with feedback or a different example.
- **What the child owns:** checks the explanation for accuracy, judges whether the questions reveal understanding and fixes feedback that is vague or misleading. It is not an answer machine.
- **Visible outcome:** an AI learning coach that explains, asks, responds and helps its user understand the idea behind an answer.

Teacher check: Can the child explain why a source is trustworthy, what one question is testing and which piece of feedback changed after peer testing?

06

Turn ideas into an interactive AI web show



Turn Ideas into an Interactive AI Web Show

- What the child does:** selects a topic, decides what the audience should see and understand first, then combines writing, images, charts and a button or animation.
- How AI helps:** drafts an information structure, visual direction or interaction code and explains different implementation choices.
- What the child owns:** checks the facts, chooses how to communicate them, decides whether interaction improves understanding and rehearses the complete browser demo.
- Visible outcome:** an original, clearly structured and interactive AI web show ready to present live.

Teacher check: Can an audience follow the page and understand its main idea? Can the child explain what AI offered, what they chose and what changed after testing?

07

How the day runs from 9:00am to 3:00pm

The day is not packed with continuous instruction. Teachers place short demonstrations and check-ins where children need them, leaving room for focused making, lunch, movement, natural conversation and supervised free play.

Part of the day	What the child is doing	Evidence they keep
Welcome and choose a direction	Meets the challenge, explores examples and chooses their version	A clear goal or sketch
First creation round	Builds the core with teacher guidance and runs it early	A first version that can be tested
Lunch and free activity	Eats, moves, rests and talks with others	A genuine break from continuous screen time
Second creation round	Develops the project and asks a peer to test or review it	One specific piece of feedback
Fix and show	Fixes a real issue and prepares a short demo	A before-and-after change and project explanation

The full day runs **9:00am–3:00pm**. Sign-in, pickup, lunch, device and venue details will be included when a session is formally confirmed.

08

What AI can help with — and what the child must do

It is reasonable to ask whether AI will simply do the work. Every day keeps the same boundary: AI can accelerate a draft or explanation, while the child remains responsible for the choices, accuracy and evidence from testing.

Creation day	AI can help	The child must
Music Game	Organise sounds and suggest mechanics or implementation	Set the rules, play-test and improve the experience
Space Defender	Draft visuals or code and explain errors	Design the challenge and fix bugs using evidence
Learning Coach	Explain, ask questions and respond to an answer	Verify sources and explanations; never treat it as an answer machine
Web Show	Draft structure, visuals or interaction code	Check facts, choose the communication and present the full experience

● **Predict:** say what you expect to happen.

● **Build:** use AI and creative tools to make a first version.

● **Test:** ask someone else to try or review it and find a real issue.

● **Improve and explain:** make one meaningful fix and describe the different contributions from AI and the child.

How to decide whether it suits your child

Likely a good fit

- Enjoys music, games, questions, design or another creative direction;
- Wants to make something visible, playable or presentable in one day;
- Is willing to let someone test their project and respond to feedback;
- Has no coding experience but can use a computer and is willing to try.

Talk with us first if your child

- Cannot yet use a keyboard, mouse or browser steadily with guidance;
- Wants AI to generate the whole result and is not willing to test or explain it;
- Has particular support needs around lunch, devices, drop-off or the full-day setting;
- Already builds complex projects independently and needs a more open-ended challenge.

You do not need to make the decision alone. Tell Rain what your child enjoys, how comfortable they are with computers and anything we should plan for. We can help you choose the most suitable day.

What to confirm before booking

- **Can my child attend only one day?** Yes. The four Day Camps are independent, and children can also choose several.
- **How much does one day cost?** A\$150/day. Each day is a complete, standalone learning experience.
- **Which cities are planned?** Brisbane, Sydney and Melbourne; venue TBA.
- **What are the hours?** Every confirmed camp day runs **9:00am–3:00pm**; dates TBA.
- **Do we need to bring a computer or lunch?** Device, lunch, sign-in and pickup arrangements will be confirmed with each session. We do not make unconfirmed promises.
- **Will children sit and listen all day?** No. Making happens in stages with lunch, movement breaks and supervised free play.
- **How do we register?** Explore the course page or contact Rain first. Choose a session using the latest details once dates, venue, teacher and the formal booking path are confirmed.

One-sentence choice: start with the project your child most wants to build. Every day has a clear beginning, an independent outcome and its own moment to share.

NEXT STEP

Start with the day your child is most excited about

Visit the website to compare the four independent AI creation days, or contact Rain to discuss the city, age fit, available sessions and preparation. Dates, venues and teachers will be confirmed with each session.

hello@airbotix.ai

[Rain · Sales: 0421-672-555](tel:0421-672-555)

WEBSITE

Explore the Holiday Camp

Compare the four AI creation days and see the latest availability and confirmed details.



[AI Creator Holiday Camp ↗](#)

CONTACT

Contact Rain

Ask about cities, sessions, age fit, devices and drop-off or pickup preparation.



[Rain · Sales on WeChat ↗](#)