



Community Challenge Curriculum Delivery Models

Examples/Guidance

Reminder for all Models: All use of the Design App (AI) has to be under the supervision of a teacher.

In School

Model 1: Balanced Split (School/Home)

Ideal for: Schools wanting a mix of guided and independent learning, internet access at home is necessary

Duration: 4- 6 weeks

Option: Full Program

- In school: 10 hours (e.g., 5 × 2-hour sessions), a mix of e-learning content, group work for design (Design App) and presentation preparation
- Homework / Self-study: 10 hours, focusing on e-learning content (e.g., Homework sessions over 10 days for 1h sessions across several days) - remind students to use the progress tracker.

Option: Fast Track

- In school: 3 hours (or less) as general guidance for group work, app design work and preparation for presentation. Ideally, after students have completed the e-learning content (fast track) during self-study.
- Homework / Self-study: 4 hours - focusing on the fast-track eLearning content (e.g. 5 days of homework sessions of 1h) - remind students to use the progress tracker.



Model 2: School-Focused

Ideal for: Schools with access to computers/devices in class and limited home access

Duration: 4- 6 weeks

Option: Full Program

- In school: 15 hours (e.g., 5 × 3-hour sessions), focusing on e-learning content in class (can be teacher-led on board), group work and design work within the Design App.
- Homework / Self-study: 5 hours (used for e-learning quizzes, reflections, and preparation of presentation)

Option: Fast Track

- In school: 5 - 6 hours (e.g., 5 × 3-hour sessions), focusing on e-learning content in class (can be teacher-led on board), group work and design work within the Design App.
- Homework / Self-study: 1 hour (used for e-learning quizzes if possible, reflections, and preparation of presentation materials offline or online)

Model 3: Homework-Heavy / Flipped Learning

Ideal for: Flipped classroom approach or distance learning

Duration: 4- 6 weeks

Option: Full Program

- In school: 6–8 hours (short lessons for discussion, group work, design (Design App), practice, presentation and support)
- Homework / Self-study: 12–14 hours (students complete e-learning modules at home, submit presentation to teacher)

Option: Fast Track

- In school: 2 hours (short lessons for discussion, group work, design (Design App), practice, presentation and support)
- Homework / Self-study: 5 hours (students complete e-learning modules at home, submit final team presentation to teacher)



Extracurricular / Short-Term Formats

Model 4: Summer Club / Camp (Intensive)

Ideal for: Short, immersive programs where students are on-site all day

Duration: 5 days × 4 hours/day (in school/camp setting) - Shorter for Fast Track Course

- Structure:
 - Day 1: Introduction & Orientation, Start of e-learning course (4h or 2h for Fast Track)
 - Days 2–4: Core Learning Modules (4 or 2 hours/day) + Ideation and Project/Team Work (1h/day), Day 3: Strong focus on Design App and Presentation (Group Work)
 - Day 5: Finalising Designs in Design App and Presentation/Submission Preparation - presenting to the group (4 hours)
- Homework: Optional e-learning and reflection/presentation work (~2 hours total)

Model 5: After-School Club (Spread Over Weeks, following fast-track option)

Ideal for: Weekly club sessions combined with optional home-based e-learning

Duration: 4 - 6 weeks, 1 sessions/week × 1–1.5 hours/session - following the fast-track option

- Structure:
 - In club: 5 - 6 hours total
 - e-learning guided by teacher
 - Design App to be used under supervision of a teacher
 - Group discussions/work and presentation /submission preparation with support from teachers in school
 - At Home (optional): ~ 2-5 hours
 - e-learning can optionally be (partly) completed as home learning