

FUTURES INSTITUTE

Program Brochure

Project-based Design Thinking Programs for Ages 10-18



PRESS
START
ACADEMY



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OUR STORY

Press Start Academy is an education startup building fun, immersive, facilitated K-12 learning experiences founded on the 21st-century skills, and training teachers on how to do the same for their students.

Launched in 2019, we have to date developed over 40 innovative holiday and after-school programs, successfully pioneered an online and blended learning model, and have launched regular semester enrichment programs with a diverse set of international and public schools in Hong Kong, Singapore and Mainland China.



PressStartAcademy



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Schools We've Worked With



& More!

ABOUT FUTURES INSTITUTE

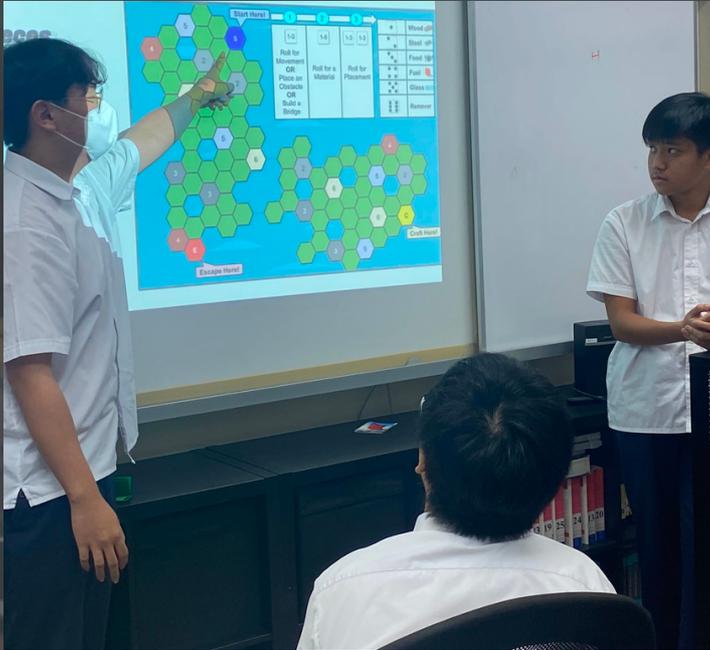
Welcome to Press Start Academy's Futures Institute, where we are dedicated to preparing students for the future by building **essential skills through play**. In today's rapidly changing world, it is more important than ever for students to develop skills that will enable them to succeed in the future.



At Press Start Academy, we believe that the best way to learn is through **hands-on experience**. Our **project-based approach** provides students with opportunities to apply their knowledge and cultivate practical skills. We also encourage the use of the **latest generative AI tools** such as ChatGPT and MidJourney to help students unleash their **creativity** and **develop innovative solutions**.



LEARNING OUTCOMES FUTURE SKILL DEVELOPMENT



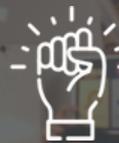
We draw our curriculum and teaching inspirations from concepts such as constructivism, learning through play, design thinking and creative flow.

By engaging in **real-world issues** and **proposing solutions**, students **develop valuable skills** that are critical for success in the 21st century.



ENTREPRENEURSHIP

Identify opportunities, generate ideas, and take action to bring their ideas to life



LEADERSHIP

Taking initiative, solving problems, and inspiring others to take action



DESIGN THINKING

Solving complex problems and developing innovative solutions that are both user-centered and feasible



SELF-GROWTH

Develop a growth mindset and learn to take feedback and learn from their mistakes

LEARNING OUTCOMES

FUTURE SKILL DEVELOPMENT

21ST-CENTURY SKILLS

Our skills development focus is built around the 6Cs interpretation of the 21st-century skills, as first proposed by Michael Fullan. Underlying all our lesson plans is a robust, proprietary, three-tiered skills framework that provides intentional observation points delivered through our learning through play approach.

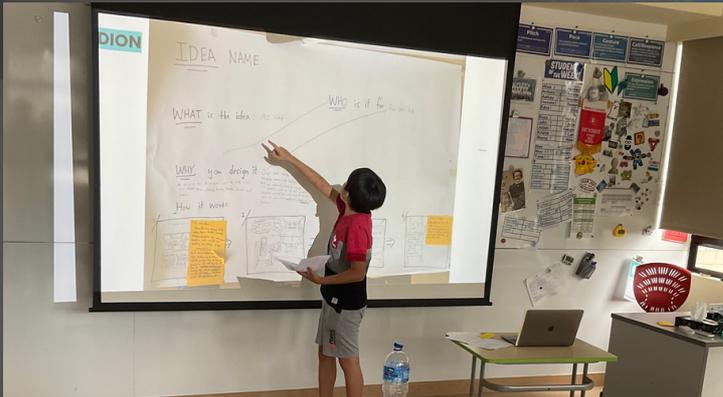


- Communication
- Critical thinking
- Creativity
- Collaboration
- Citizenship
- Character development



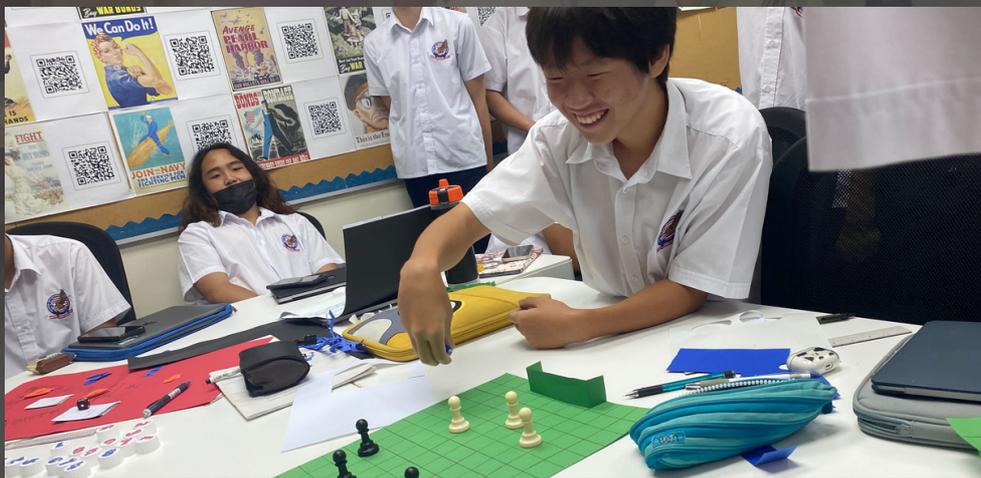
OUR PROGRAM OFFERINGS

CHECK OUT OUR FUTURES INSTITUTE PROGRAM OFFERINGS!



#1 | ENTREPRENEURERS (Y6-Y10)

#2 | CLIMATE LEADERS (Y6-Y10)



#3 | GAME DESIGNERS (Y6-Y10)

ENTREPRENEURS (Y6 - Y10)

Our Young Entrepreneurs Program is designed to give students a taste in creating and **implementing sustainable solutions** for the future. We use a variety of tools and resources to help students learn about entrepreneurship, including the game 'Divergence', which is a design thinking game that we have developed in partnership with the Hong Kong Design Institute.



Program Features

Students will:

- Go through the design-thinking process to generate innovative solutions to **real world challenges**
- Practice their presentation & pitching abilities
- Craft **feasible business plans** with **physical prototypes** of their product
- Develop their critical thinking, problem solving and communication skills

CLIMATE LEADERS (Y6-Y10)



Our Climate Leaders Program is designed to help students understand the **impact of climate change** and equip them with the skills to create solutions to address this critical issue. We will be using the card-game 'Climate Collage', which we designed with the IPCC (Intergovernmental Panel on Climate Change), to introduce students to key climate concepts.

Program Features

Students will:

- Design and draft **environmental policies** and proposals for HK
- Gain a deeper understanding of the science of climate change and key environmental issues
- **Research** local environmental issues prevalent in HK
- Develop their critical thinking, problem-solving and leadership skills

GAME DESIGNERS (Y6-Y10)

Our Game Designers Program is designed to help students explore their **creativity** and develop their own games. Unlike programs that focus on programming, we do not teach programming. Instead, we focus on the design process, which is essential for creating engaging and fun games.



Program Features

Students will:

- Play and critically analyse games for inspiration and document their game design journey
- Use MidJourney, an AI-powered art generator to **create high-quality art assets** for their games
- Conduct **play tests of their game demos** and learn how to pitch their games
- Develop their creativity, critical thinking, project management, and problem-solving skills

FUTURES INSTITUTE

FOR MORE DETAILS ON OUR
PROGRAMS, SIGN UP HERE:



A NEVER-BEFORE-SEEN CLASSROOM



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Play. Learn. **Grow.**