❄ LEARNX · WINTER 2026-27

Winter Code Expedition

Ten live 1-on-1 sessions. One mentor. One real project — built over the winter break.



01 · THE CAMP

A winter break that builds something real

The Winter Code Expedition is 10 live, 1-on-1 online sessions spread over three weeks of the winter break. Your child picks one of six tracks, works with the same mentor every session, and finishes by presenting a real project at the Snow Show — our Demo Day — where they earn a verified certificate.

#01

They build something real

Not a worksheet or a quiz. Camp ends with a game, an app, a trained AI or a bot your kid made — and can show off at the New Year dinner table.

#02

One mentor. One kid. Every session.

No crowded classroom, no recorded videos. It is 1-on-1 the whole way, so the pace and the project are shaped around your child.

#03

Momentum into the new term

The break usually resets everything. Here it does the opposite — kids walk back into school with fresh thinking skills and real confidence.

INSIDE ONE 60-MINUTE SESSION



Warm-up
A quick puzzle and a recap of last time.

One new idea
Explained live, with a tiny example they code themselves.

Project time
Hands on the keyboard, mentor alongside, the project grows.

Show & tell
They explain what they built. Parents get a written recap.

WHY 1-ON-1

No shared classroom and no recordings. The pace, the project and the difficulty adapt to one child — never more than one student on the call.

WHAT YOU NEED

A laptop or desktop with a browser and internet — Windows, Mac or Chromebook. Nothing to install, nothing to buy.

For starters & explorers



CAMP 01 · ▲ 800 M

SCRATCH + AI FOUNDATIONS

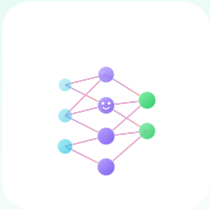
Snow Globe Stories

Ages 7-9
Level Starter
Prereq None

A first, gentle climb into coding — drag-and-drop only, zero typing.

They'll build: An interactive snow-globe story that reacts to drawings your kid trains it to recognise.

- Code an animated winter story and mini-game in Scratch
- Train a tiny AI to recognise their own doodles
- Think in steps, loops and events like a real coder



CAMP 02 · ▲ 1,400 M

BUILD & TRAIN AI

Frost Vision AI

Ages 10-13
Level Explorer
Prereq None

Teach machines to see, hear and sort — then wire the models into apps.

They'll build: A camera app that recognises gestures and winter objects with a model they trained.

- Train image, sound and pose models from their own examples
- See why fair, plentiful data makes smarter AI
- Ship a smart app powered by their own model



CAMP 03 · ▲ 2,100 M

GAME DESIGN + AI

Blizzard Game Lab

Ages 8-11
Level Explorer
Prereq None

Design, build and playtest a real game with an AI opponent inside.

They'll build: A sledding or snowball-battle game with levels, scoring and an AI rival that adapts.

- Design characters, levels and rules that feel fun
- Add AI that reacts to the player in real time
- Playtest, polish and share a game friends can play

For builders: agents, apps & automation



CAMP 04 · ▲ 2,900 M

AGENTIC AI ESSENTIALS

Polar Agents

Ages 13-17
Level Builder
Prereq Basic coding

Go past chatbots — build small AI agents that plan and get things done.

They'll build: A holiday-planner agent that researches, schedules and checks its own work.

- Write reliable prompts that steer real language models
- Chain tools and steps into an agent that finishes a task
- Check outputs for accuracy, safety and honesty



CAMP 05 · ▲ 3,600 M

VIBE CODING · WEB APPS

Northern Lights Studio

Ages 12-16
Level Builder
Prereq None

Turn an idea into a live web app, coding side-by-side with an AI partner.

They'll build: A deployed New-Year resolution tracker with a real URL to share with family.

- Go from prompt to a working, deployed web app
- Direct an AI pair-programmer without losing the plot
- Read, fix and truly understand the code the AI writes



CAMP 06 · ▲ 4,300 M

PYTHON + AUTOMATION

Ice Automation Works

Ages 12-17
Level Builder
Prereq None

Teach a computer to do the boring stuff — automate real everyday tasks.

They'll build: A personal Python bot that sorts files, sends reminders and saves real time each week.

- Automate files, messages and reminders with Python + AI
- Connect apps and tools into one tidy workflow
- Build a bot that keeps working after camp ends

Ten sessions, start to summit

DAY 01
Base Camp
Meet the mentor, pick the project, and get a first program running before the hour is up.

DAY 02
First Tracks
The core ideas of the track — sequences, events, variables — learnt by building, not by slides.

DAY 03
Reading the Weather
Inputs, conditions and data. The project starts reacting to the world around it.

DAY 04
Building the Sled
The main mechanic of the project comes together — the part that makes it theirs.

DAY 05
Training the Husky
Add the smart part: an AI model, an agent step or automation that thinks for itself.

DAY 06
Crossing the Crevasse
Debugging day. Things break on purpose, and your kid learns how real coders fix them.

DAY 07
Whiteout Challenge
A 30-minute timed mini-hackathon with the mentor. Pressure, creativity, a lot of laughing.

DAY 08
Polish the Ice
Design, sound and finishing touches — the step that turns a demo into something to show off.

DAY 09
Summit Push
Final features, testing with family, and a rehearsal of the Demo Day walkthrough.

DAY 10
The Snow Show
Demo Day. Your kid presents the finished project live and earns a verified certificate.

COHORTS · WINTER 2026-27

COHORT
Early Frost
Dec 14 – Jan 2

COHORT
Midwinter
Dec 21 – Jan 9

COHORT
New Year Thaw
Jan 4 – Jan 23

Families pick the days and times. Any session can be moved up to 12 hours ahead. Mentors cover India, Middle East, Europe and North America time zones.

04 · LIFT PASSES

Pick how far they climb

6 SESSIONS

Base Camp Pass

$119 ~~$179~~

- 6 live 1:1 sessions · 60 min
- One finished mini-project
- Session recaps for parents
- Certificate of completion

10 SESSIONS — MOST CHOSEN

Expedition Pass

$179 ~~$299~~

- 10 live 1:1 sessions · 60 min
- Full project + Snow Show Demo Day
- Whiteout mini-hackathon
- Verified certificate
- Parent progress report

16 SESSIONS

Summit Pass

$269 ~~$449~~

- 16 live 1:1 sessions · 60 min
- Capstone project + portfolio page
- Two Demo Days
- Next-step learning roadmap
- Priority slot choice

Early-bird prices until Nov 30. First class free · full refund if it isn't right within two sessions.

INCLUDED IN EVERY PASS

Always live
A real mentor on a real call. Kids can interrupt, ask and get stuck out loud.

Same mentor throughout
Someone who remembers yesterday's bug and last week's idea.

Recap after every class
What was built, what clicked, and what to try next — in your inbox.

Projects they keep
Every file and link is theirs, forever.

Holiday-friendly slots
Reschedule up to 12 hours ahead. Family plans come first.

Verified certificate
Earned on Demo Day, shareable anywhere.

HOW TO JOIN

01 — Book the free trial
One free class, no card. Meet a mentor and see the platform.

02 — Pick a track + cohort
Choose the base camp that fits your kid's age and interests.

03 — Choose your slots
Pick times that work around holidays and travel.

04 — The expedition begins
10 live sessions over three weeks of the winter break.

05 — The Snow Show
Your kid presents their project and earns a certificate.

05 · BEFORE YOU PACK

Questions parents ask

When does the Winter Code Expedition run?
Three cohorts across the break: Early Frost (from Dec 14), Midwinter (from Dec 21) and New Year Thaw (from Jan 4). Each cohort runs about three weeks, with sessions on the days and times you choose.

How is 1:1 different from a group camp?
There is no shared classroom. Your child gets a dedicated mentor for every session, so the pace, the project and the difficulty adapt to them alone — never more than one student on the call.

What does my kid need?
A laptop or desktop with a browser and internet — Windows, Mac or Chromebook. Everything runs in the browser, so there is nothing to install or buy.

What is the refund policy?
The first class is free with no card required. After that, if the camp is not the right fit within the first two sessions, we refund you in full — no questions asked.

Will it clash with holidays and travel?
It is built around them. You pick the slots, and any session can be moved up to 12 hours ahead without losing it. All it needs is a laptop and Wi-Fi, so it travels with you.

What ages and levels is it for?
Ages 7–17. Most tracks need no experience at all; Polar Agents suggests a little coding first. Each track lists its age range, and mentors adjust to each child regardless.

Which time zones do you cover?
Mentors teach across India, the Middle East, Europe and North America time zones, so mornings, afternoons and evenings are all avqilable.

Does my kid get a certificate?
Yes. Every camper who completes their track presents a finished project at the Snow Show and receives a verified certificate they can share.