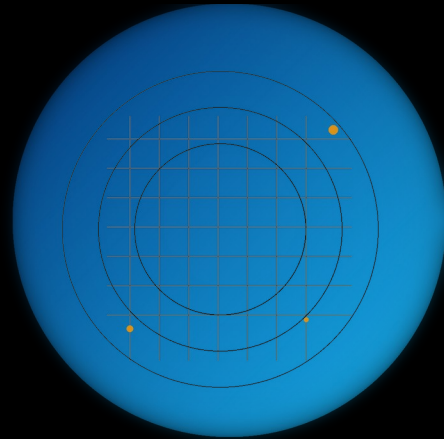


RESIDENTIAL PROGRAM AT AIR UNIVERSITY KAMRA

AI SUMMER SCHOOL

CURRICULUM AND LEARNING OUTCOMES

A practical learning experience where young learners explore Artificial Intelligence, use professional AI tools, build an AI-powered project, and present their work in a live showcase.



LEARN • BUILD • SHOWCASE

LOCATION

Air University, Kamra Campus

DATES

20 July to 31 July 2026

FORMAT

12-day residential program

AGE GROUP

14 to 18 years

Beginner-friendly | Project-based | Campus experience

01

PROGRAM OVERVIEW

Learning by exploring, building and presenting

This program is designed for young learners who want to understand Artificial Intelligence through practical use. Students learn in a guided, beginner-friendly environment and apply their learning by creating an AI-powered project.

<p>LEVEL</p> <p>Beginner-friendly</p> <p>No prior coding experience required</p>	<p>LEARNING</p> <p>Hands-on</p> <p>Practical use of professional AI tools</p>	<p>PROJECT</p> <p>Build and present</p> <p>Create a website, demo or prototype</p>	<p>EXPERIENCE</p> <p>Residential</p> <p>Learn, collaborate and live on campus</p>
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THE LEARNING JOURNEY

<p>01</p> <p>Explore</p> <p>Understand AI fundamentals, discover useful tools, and learn how AI supports research, writing, design and presentations.</p>	<p>02</p> <p>Build</p> <p>Identify a problem, shape an AI-powered solution, and create a website, prototype or project demo with guided support.</p>	<p>03</p> <p>Present</p> <p>Refine the project, strengthen communication and teamwork, prepare a pitch, and present at the final live showcase.</p>
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WHAT MAKES THE EXPERIENCE DIFFERENT

<p>Practical tool fluency</p> <p>Students use tools such as ChatGPT, Claude, Canva and Gamma for meaningful academic and creative tasks.</p>	<p>A real project output</p> <p>Every student works toward a clear problem, solution, demo and presentation that can be added to a portfolio.</p>
<p>Confidence and communication</p> <p>Teamwork, English communication and presentation practice are integrated into the learning experience.</p>	<p>University campus exposure</p> <p>Students experience residential campus life with supervised learning, activities, sports and peer collaboration.</p>

02

CURRICULUM

Three connected areas of learning

The curriculum combines practical AI knowledge, project development and essential communication skills. Each section supports the final student project and live showcase.

<p>01</p> <h3>AI Foundations and Practical Tools</h3> <ul style="list-style-type: none"> • Artificial Intelligence fundamentals explained in simple language • How AI is used in education, creativity and future careers • Prompting techniques for clearer and more useful results • Using ChatGPT and Claude for research, writing and idea development • Using Canva and Gamma for design and presentations • Reviewing and improving AI-generated outputs 	<p>02</p> <h3>AI Project Design and Development</h3> <ul style="list-style-type: none"> • Identifying a relevant real-world problem • Defining the audience, need and project objective • Developing an AI-powered solution concept • Planning features, user experience and project workflow • Creating a website, prototype or functional project demo • Testing, refining and documenting the final solution 	<p>03</p> <h3>Communication, Teamwork and Showcase</h3> <ul style="list-style-type: none"> • Working effectively in teams and dividing project responsibilities • English communication and idea explanation • Presentation structure and public-speaking practice • Creating a clear project story and pitch deck • Preparing a portfolio-ready project summary • Presenting the final project in a live showcase
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FINAL PROJECT JOURNEY

<p>1</p> <h4>Problem</h4> <p>Choose a meaningful challenge</p>	<p>2</p> <h4>Solution</h4> <p>Define the AI-powered approach</p>	<p>3</p> <h4>Build</h4> <p>Create a website, demo or prototype</p>	<p>4</p> <h4>Refine</h4> <p>Test and improve the project</p>	<p>5</p> <h4>Showcase</h4> <p>Pitch the final project live</p>
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PROJECT OUTCOME: Students leave with an AI-powered project, a presentation, a portfolio output and the confidence to explain what they created.

03

LEARNING OUTCOMES

What students will be able to do

By the end of the AI Summer School, participating students are expected to demonstrate the following knowledge, practical abilities and communication skills.

1	<p>Explain core AI concepts</p> <p>Describe Artificial Intelligence in clear language and recognize practical uses in learning, creativity and future careers.</p>
2	<p>Use professional AI tools</p> <p>Apply tools such as ChatGPT, Claude, Canva and Gamma for research, writing, ideation, design and presentations.</p>
3	<p>Create stronger prompts and outputs</p> <p>Write useful instructions for AI tools, review the results, and improve them for a specific objective.</p>
4	<p>Design an AI-powered solution</p> <p>Identify a problem, define an audience and develop a clear solution concept supported by Artificial Intelligence.</p>
5	<p>Build a practical project</p> <p>Develop a website, prototype or demo that communicates how the proposed AI-powered solution works.</p>
6	<p>Collaborate effectively</p> <p>Work with peers, divide responsibilities, exchange feedback and contribute to a shared project goal.</p>
7	<p>Communicate with confidence</p> <p>Explain ideas clearly in English, structure a presentation and deliver a project pitch to an audience.</p>
8	<p>Showcase an achievement</p> <p>Present a portfolio-ready project and receive a certificate of completion from Edversity.</p>

STUDENT DELIVERABLES

<p>AI Project</p> <p>A clearly defined problem, solution and functional website, demo or prototype.</p>	<p>Project Presentation</p> <p>A structured pitch that explains the idea, process, value and final output.</p>	<p>Certificate and Portfolio</p> <p>A certificate of completion and a project output students can share academically.</p>
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04

PARTICIPATION

Prerequisites and program experience

The program is designed to welcome beginners while ensuring every student is prepared to participate fully in classes, project work and residential campus life.

Prerequisites

- Ideally between 14 and 18 years of age
- No prior Artificial Intelligence or coding experience required
- Basic ability to use a computer and browse the internet
- A personal laptop for classes and project development
- Willingness to participate in teamwork and presentations
- Parent or guardian approval for the residential program

Residential Experience

- On-campus accommodation for the complete program duration
- Supervised learning and staff support throughout the program
- Separate residential arrangements for boys and girls
- Sports, activities and evening programs
- Free pick and drop from Islamabad
- Meals available for purchase at the campus cafeteria

PROGRAM AT A GLANCE

Program	AI Summer School	Location	Air University, Kamra Campus
Dates	20 July to 31 July 2026	Duration	12 days
Age Group	14 to 18 years	Format	Residential

READY TO LEARN, BUILD AND SHOWCASE?
For admissions and parent queries, contact 051-8410100

Note: The sequence of activities may be adjusted according to learner pace and practical requirements while maintaining the stated curriculum and outcomes.