



Since 1992

富卓數碼®

Schedule and Fee

One hour per lesson every week

Thursday or Friday	16:30, 17:30
Saturday	09:30, 10:30, 11:30, 13:30, 14:30, 15:30, 16:30
Course Fee	\$1,540 for 4 lessons
New Student Registration Fee	\$180 (student passport and folder included)

Crossed cheque made payable to "FUTUREKIDS"

Level	Gold	Platinum	Technology Essential
Suggested Age	6 - 10	11 - 13	14 or above

Looking for Special Designed Course?

We provide tailor-made curriculum and schedule for student who require special designed computer courses. Please contact our staff for details.

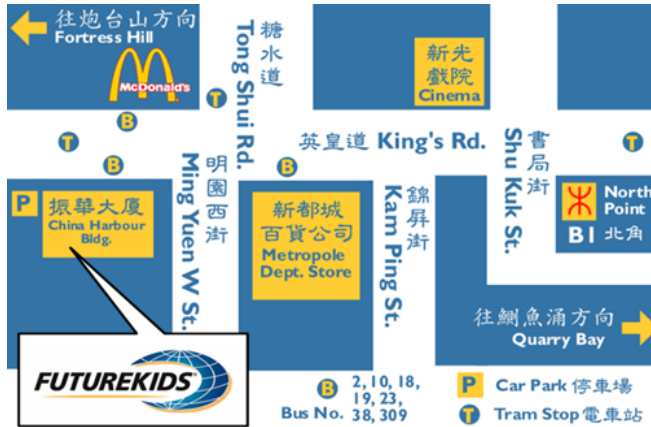
WhatsApp: 5422 5884

Email: fkcorp@futurekids.com.hk

Website: www.futurekids.com.hk

Bring-A-Friend Promotion

When you introduce a new friend to enroll in Futurekids computer course, you and your friends will both be rewarded a HK\$200 Futurekids Coupon. (Valid until: 31st December, 2026)



Address: Flat A, 7/F, China Harbour Building, 370 King' s Road, North Point, Hong Kong



Find our location by scanning QR Code

Tel: 2503 1813

Fax: 2503 1861



Futurekids Computer Learning Center

Registered Cambridge International School

Center No : HK071

2025 - 2026 Weekly Regular Class Computer Coding



Futurecyber Technology Solution Limited

School Registration No.: 29075 & 29076

Gold

Scratch Programming I/II



Scratch is a programming language designed for children above age 7 to develop important mathematical and computational ideas.

In this course, students will learn the fundamental programming principles using Scratch. They will create and share their own interactive stories, animations and games.

Stage I 6 Sep 2025 - 22 Nov 2025
12 Lessons

Stage II 29 Nov 2025 - 14 Feb 2026
12 Lessons

Kodu 3D Programming I/II



Kodu is a new visual programming language made specifically for creating games. It is designed to be accessible and enjoyable for anyone included children and teenagers.

Students are going to create a car racing game as well as a air craft battle game.

Stage I 21 Feb 2026 - 9 May 2026
12 Lessons

Stage II 16 May 2026 - 29 Aug 2026
16 Lessons

Platinum

App Inventor Mobile Programming I/II



App Inventor - the latest Android programming for kids and the rest of us! Students can use App Inventor via an internet browser to design and make their own Android Apps. It has colourful graphical environment - that means student's can drag and drop objects on screen and plug blocks of code together instead of typing lines of complicated code. A great start to become an programming expert for kids!

Stage I 6 Sep 2025 - 22 Nov 2025
12 Lessons

Stage II 29 Nov 2025 - 14 Feb 2026
12 Lessons

Mastering AI Machine Learning Basic I/II



This course introduces students artificial intelligence (AI) through hands-on, creative projects. Students will explore key AI concepts, including machine learning principles, computer vision, natural language processing, generative AI, and ethical AI practices.

They will learn to train machine learning models using example data, create interactive mobile apps with App Inventor, and apply AI to real-world scenarios.

Stage I 21 Feb 2026 - 9 May 2026
12 Lessons

Stage II 16 May 2026 - 29 Aug 2026
16 Lessons

Technology Essential

C# Programming I/II



C# (C-Sharp) is a programming language developed by Microsoft that runs on the .NET platform. C# is used to develop web apps, desktop apps, mobile apps, games and much more.

In this course, students will explore the power of C# and create their own desktop apps. Students in Stage II will learn how to incorporate files in their applications.

Stage I 6 Sep 2025 - 22 Nov 2025
12 Lessons

Stage II 29 Nov 2025 - 14 Feb 2026
12 Lessons

Python Programming I/II



Student will learn the basic programming skills in a practical way through different tasks and projects.

Students will learn the data structures and control structures used in Python. They will learn how to manipulate numeric data and text data. They will use Python to build up simple desktop and web applications.

Stage I 21 Feb 2026 - 9 May 2026
12 Lessons

Stage II 16 May 2026 - 29 Aug 2026
16 Lessons