

AI Creators Foundations

Curriculum Map · Manitoba Learn

The first serious step into AI for younger teenagers — safe, supervised, and project-based.

Format

6 weeks · 90 minutes per live class · Max 10 students

Tools taught

Lovable, ChatGPT, Nano Banana, Kling AI, ElevenLabs

PREREQUISITES

- Age 12 to 14
- A laptop or desktop with stable internet
- Parent or guardian email address on file
- Curiosity — no prior coding experience required

BY THE END OF THIS TRACK

- Build and publish a personal AI website on a real URL
- Create AI-generated images, videos, and short films
- Train and deploy a simple AI chatbot
- Understand prompts, models, and basic AI safety
- Walk away with 4-5 finished portfolio projects

Week-by-week curriculum

Every week ends with a finished, shippable project. No exceptions.

Week 1 Welcome to AI — and to building

Intro to the Manitoba Learn classroom, the tools, and how AI actually works at a teen-friendly level. Ground rules for safe and ethical use.

Example project: A personal welcome page deployed live

Milestone: Sign up, deploy your first page on the open web with a custom subdomain.

Week 2 Your first AI website

Move from a single page to a real multi-page site. Learn layout, sections, calls to action, and how to direct AI to design with you.

Example project: A multi-page portfolio site on a real URL

Milestone: Multi-page portfolio with About, Projects, and Contact pages.

Week 3 Create AI images & short films

Use Nano Banana for images and Kling for video. Storyboard, prompt, edit, and publish a 30-second cinematic short.

Example project: An AI-generated short film for social

Milestone: A finished AI short film posted to the cohort gallery.

Week 4 Talk to AI — your first chatbot

Pick a passion topic, write a clear personality, and deploy a chatbot a friend can actually talk to.

Example project: A custom chatbot trained on a topic you love

Milestone: A live chatbot you can share via a link.

Week 5 Prompts, models, ethics & safety

What happens behind the scenes — prompts, tokens, models, hallucinations. Plus the rules of responsible AI use.

Example project: A 'how AI works' explainer page

Milestone: An explainer page that teaches one AI concept clearly.

Week 6

Demo Day — present to family

Final polish day, then a live Demo Day where each student shows their portfolio to family and the cohort.

Example project: Your finished portfolio shared with parents

Milestone: Public Demo Day + printed certificate of completion.

AI Builders Lab

Curriculum Map · Manitoba Learn

Intermediate track for high-school-age teens ready to ship real, full-stack AI apps.

Format

8 weeks · 2-hour live classes · Max 8 students

Tools taught

Lovable, ChatGPT, Claude, Supabase, ElevenLabs, Nano Banana, Workflow tools

PREREQUISITES

- Age 15 to 18
- Comfortable using a computer day-to-day
- Completed Foundations OR has built at least one website / project
- Laptop with 8GB+ RAM and stable internet

BY THE END OF THIS TRACK

- Design, build and ship a real full-stack AI app
- Use a database to store users and content (Supabase)
- Implement user accounts and authentication
- Integrate AI features: chat, voice, image, automations
- Plan and break down a real project into milestones
- Graduate with 2-3 portfolio-grade apps with live URLs

Week-by-week curriculum

Every week ends with a finished, shippable project. No exceptions.

Week 1 Plan like a builder

How real software gets built. Pick a project idea, scope it down, and write a one-pager that drives the whole cohort.

Example project: A real project brief and weekly milestones

Milestone: A signed-off project brief and weekly plan.

Week 2 Your first full-stack app

Move from static sites to apps. Learn the difference between frontend and backend, ship a real homepage and one core feature.

Example project: A working app with a homepage and one feature

Milestone: An app live on a real URL with one working feature.

Week 3 Add a database & user accounts

Connect Supabase, store data, and let users sign up. Cover the basics of authentication and data privacy.

Example project: An app where users can sign up and save data

Milestone: An app that supports real user accounts and data.

Week 4 AI features — chat, voice & image

Plug ChatGPT, Claude, ElevenLabs, and image models into your app. Learn how to design AI features users actually want.

Example project: An AI feature integrated into your app

Milestone: A feature where AI does meaningful work in your app.

Week 5 AI automations & workflows

Move beyond chat. Build automations that schedule, summarize, or react to events on their own.

Example project: An automation that runs without you

Milestone: A working automation triggered by a real event.

Week 6

Make it look amazing

Design fundamentals: typography, spacing, color, brand. Make your app look like something built in 2026, not 2014.

Example project: A polished, branded UI you'd actually share

Milestone: A redesigned UI that feels intentional and premium.

Week 7

Test, fix, and prepare to launch

QA your own app. Find and fix bugs, write a launch checklist, and prep your demo.

Example project: A bug-free, ready-to-share v1

Milestone: A v1 release tagged and ready for Demo Day.

Week 8

Demo Day — present to family & guests

Live Demo Day with parents, friends, and invited guests. Each student presents their finished app and a short build story.

Example project: A live demo of your finished app

Milestone: Public Demo Day + digital certificate.

AI App Launchpad

Curriculum Map · Manitoba Learn

Our most advanced track. Each student takes a real idea and ships it — domain, payments, real users included.

Format

10 weeks · 2-hour cohort + 30-min 1:1 mentorship
· Max 6 students

Tools taught

Lovable, Supabase, Stripe, Custom domains, Claude, ChatGPT, Analytics

PREREQUISITES

- Age 16 to 18 (mature 15-year-olds case-by-case)
- Completed Builders Lab OR has shipped at least one working app
- A clear product idea (we refine it in week 1)
- 10-12 hours/week available for the project
- Parent supportive of the time commitment

BY THE END OF THIS TRACK

- Ship a real, deployable AI app to a custom domain
- Set up payments and a basic business model where appropriate
- Talk to real users and ship improvements based on feedback
- Understand product thinking: scope, MVPs, iteration
- Build a launch story they can share publicly
- Graduate as a published creator — not just a student

Week-by-week curriculum

Every week ends with a finished, shippable project. No exceptions.

Week 1 Pick the right idea

Idea triage: what's worth building, what isn't, and why. Scope the smallest possible useful version.

Example project: A validated product brief & one-page plan

Milestone: A signed product brief plus a 'why this matters' statement.

Week 2 Design the MVP

Sketch the entire product in lo-fi, then move to a high-fidelity mockup. Decide what is in the MVP — and what is cut.

Example project: Clickable product mockups & user flows

Milestone: A clickable mockup of every core flow.

Week 3 Build the core feature

Skip everything else. Ship the one feature that, if it didn't exist, the product wouldn't matter.

Example project: The single most important feature, working

Milestone: Core feature working end-to-end on a real URL.

Week 4 Add accounts & data

Authentication, profiles, persistent data. Make it feel like a real product, not a demo.

Example project: Real users can sign up and save their work

Milestone: Real user accounts with stored data.

Week 5 Plug in AI

Move past 'chatbot bolted on'. Make AI a core part of the product experience.

Example project: AI features deeply integrated into the app

Milestone: An AI feature that meaningfully improves the product.

Week 6

Connect a custom domain

Buy a domain, point it at the app, set up SSL. Your project now lives at its own real address.

Example project: App live on its own URL

Milestone: App accessible at yourname.com (or similar).

Week 7

Add payments (if applicable)

Pricing, free tiers, paid tiers, and a working Stripe checkout. Learn how money actually moves online.

Example project: Stripe checkout connected and tested

Milestone: A working test transaction end-to-end.

Week 8

Get your first 10 users

How to find your first users, run short interviews, and turn feedback into a focused list of fixes.

Example project: Real feedback from real people

Milestone: 10 real users + an interview synthesis.

Week 9

Polish & prepare to launch

Final pass on design, performance, copy, and the launch story you'll publish.

Example project: A bug-free, branded, ready-to-launch v1

Milestone: A v1 release plus a written launch post.

Week 10

Launch Day — public showcase

Public Launch Day live-streamed to parents and guests. Each student launches and tells their build story.

Example project: A public launch + portfolio case study

Milestone: Public launch + portfolio case study live.