

Bring Zehn to your school, your way.

Programming, applied AI, and entrepreneurial skills for Grades 5 to 7, taught by your own teachers.



Zehn Seed

Curriculum License

Priced per grade

One fee covers every section in the grade.

Best for schools with a capable computer teacher who want a ready, modern curriculum.

- Complete curriculum for Grades 5 to 7 covering programming, applied AI, entrepreneurial and communication skills, and real-world exposure
- SLOs, lesson plans, project briefs, and assignment templates with answer keys
- Monthly curriculum delivered 2 weeks before each month starts
- Content refreshed every quarter as tools and AI evolve
- Support for curriculum questions, with replies within 48 hours



Zehn Grow

Curriculum + Teacher Training

RECOMMENDED

Priced per grade

Includes up to 2 sections. More sections can be added.

Best for schools that want their own teachers to deliver Zehn at full quality.

Everything in Seed, plus:

- Pre-term teacher bootcamp (2 to 3 days)
- Monthly prep session: a walkthrough of the upcoming month's lessons in the week before it starts
- Demo lectures and practice drills for teachers
- Weekly online session with teaching staff
- Dedicated WhatsApp group with same-day replies for teacher and school queries
- Monthly review of one recorded lecture per teacher, with written feedback
- Detailed rubrics, marking guides, and term assessments so the school can evaluate students

Why Grow? We do the hard part. You monitor the results.

Trained teachers. Bootcamp and drills before day one.

Prepared monthly. Every lesson walked through in advance.

Quality checked. Lecture reviews and weekly sessions.

Zehn Talent: Teacher Hiring Service

Pay only when your teacher joins

One-time placement fee. Available with Seed and Grow.

- Candidate sourcing, screening, subject test, and demo lecture evaluation
- Free replacement if the teacher leaves within 90 days
- Discounted replacement after 90 days
- Replacement guarantee does not apply if the school dismisses the teacher without cause or changes the agreed terms
- The school pays the teacher's salary directly

Optional Add-ons

Available on request

- Programming competitions
- Industrial meetups for students
- Other co-curricular activities and events

Plan comparison

FEATURE	SEED	GROW
Curriculum, SLOs, lesson plans, project briefs	✓	✓
Assignment answer keys	✓	✓
Curriculum delivered 2 weeks ahead	✓	✓
Quarterly content refresh	✓	✓
Delivery via Google Classroom	✓	✓
Support Mon to Sat, 9am to 6pm	Reply within 48 hours	Same-day WhatsApp
Pre-term teacher bootcamp	×	✓
Monthly prep session	×	✓
Demo lectures and practice drills	×	✓
Weekly online session	×	✓
Monthly recorded-lecture review	×	✓
Rubrics, marking guides, term assessments	×	✓
Teacher hiring (Zehn Talent)	Available	Available

Terms

Contract

Full academic year, per campus.

Minimum commitment

First term (each term is 3 to 4 months). After that, either party may exit with 30 days' written notice.

Mid-year joining

Schools joining mid-year, please contact the Zehn team to discuss onboarding and a start plan.

Billing

Monthly in advance, so your school has two full weeks to prepare teachers and set up any software or resources before each month starts. June and July are not billed.

Pricing

Shared in your school's proposal, based on your grades and sections. Fees can be revised at most once per academic year, with 60 days' notice.

Curriculum release

Each month's curriculum is released once that month is paid, giving teachers about two weeks to prepare.

Delivery

All curriculum and materials are delivered through Zehn's Google Classroom. Access is provided to the school's teaching staff and ends with the contract.

Requirements

Computer lab with at least one device per two students, stable internet, and a projector or screen.

Teacher salaries

Paid by the school under all plans.

Ownership

Curriculum and materials remain Zehn property. They may not be shared outside the licensed campus or used after the contract ends.

Your school's proposal, in three steps.

STEP 1

Intro call

We learn about your grades, sections, lab setup, and teaching team.

STEP 2

Curriculum walkthrough

We show your team sample lessons and how Grow training works.

STEP 3

Your proposal

Pricing for your chosen plan, matched to your school, with clear terms.

Curriculum outline, *Grades 5 to 7.*

- 2 sessions per week
- No homework: all work in class
- Project-based assessment, no exams

How every lesson works: problem-first learning

Every new concept arrives as the solution to a problem students have just run into, so they know why it exists, not just how to type it.

1. The problem

We first make students understand the problem.

2. The solution

Then we show them how it can be solved.

3. The concept

We explain the concept behind the solution.

4. Build

They build the project using it.

Why this matters: In an era where AI can solve almost any problem, the skill that matters most is knowing which problem to solve. Students who can identify and frame a problem clearly are the ones who can use AI to solve it well. That is the skill of the future, and it is built into every lesson.

Four strands run through every grade

Coding

From Scratch to Python to the web.

AI literacy

Understanding, using, and building with AI.

Build and ship

Real projects for real users.

Present and explain

Every term ends with students presenting their work.

GRADE 5 Creative Coding Scratch, pseudocode and basic Python

TERM	WHAT STUDENTS LEARN	WHAT THEY BUILD
Term 1	• Scratch I: sequencing, events, motion and sound, loops, sensing • Debugging mindset: why a program works, or doesn't	• Animated story or intro card
Term 2	• Scratch II: variables, conditionals, broadcasting, cloning • Pseudocode: planning in plain English before building • Thinking about the user (UX) • AI literacy: how AI learns from examples	• Maze or quiz game for a real cause (Code for a Cause)
Term 3	• Python basics, planned in pseudocode first: input and output, variables, if/else, loops • Reading error messages • Drawing with Python turtle graphics	• Simple calculator or story generator • Turtle art

GRADE 6 Python: From Basics to Real Apps All core coding foundations

TERM	WHAT STUDENTS LEARN	WHAT THEY BUILD
Term 1	- Functions: write once, use everywhere - Working with text (strings) - Lists: storing many items together - Debugging challenges	- Calculator app - Quiz app
Term 2	- Nested loops through patterns and art - Randomness and modules - Dictionaries: looking things up by name - Saving data to files - Handling errors so programs don't crash - AI literacy: using AI to explain errors, and when not to	- Pattern and art gallery - Contact book - Guessing game that saves high scores
Term 3	- Light intro to classes - Apps with buttons and windows (Tkinter) - Choice track: Python mini-games or Roblox basics - Build and ship: solving a real problem for a real user	- Virtual pet game - Showcase app: expense tracker, to-do list, or class helper

GRADE 7 Building With AI How software is built today

TERM	WHAT STUDENTS LEARN	WHAT THEY BUILD
Term 1	- Web basics: HTML, CSS, and JavaScript - What APIs are, using real live data - AI integration: connecting apps to AI models - Prompt engineering: roles, constraints, examples, step-by-step prompts	- Personal web page - Web app with live data
Term 2	- Building with AI: planning, scaffolding, and refining code with an AI assistant - Adding AI features to apps and simple automations - AI tools and agents, including MCP - Responsible AI: checking output, privacy, and limits	AI-powered study helper or quiz app
Term 3	- Capstone: designing and building a product with AI tools - Ship and share: publishing code and recording a demo video that explains the work - Mini startup pitch: problem, user, solution	- Capstone product - Demo video 2-minute pitch at Demo Day

Grade 7 Terms 2 and 3 focus on current AI tools and practices, so their content is reviewed each year as AI evolves. Topics such as MCP and AI agents may be replaced by newer developments.