



THE FORMAT

Every session is an expedition.

Remember the field trips where the bus went *inside* the thing you were learning? That's a SPARK class. Every time the kids walk in, we go somewhere new — into a game, a song, a video, an app — and we don't come back until something real is built.

No two expeditions are the same, because they start from the kids' own week: what happened, what bugged them, what they care about right now. The world moves fast — so does the building.

The rule of the room: the kid steers, the coach drives. They say what to build and why; we handle the wheel — and hand it over a little more every week.

One session, five beats



1 · The circle

One word in: how'd you walk in today? The crew ritual — every session opens here.



2 · Today's expedition

Something from THEIR week — a problem worth chasing, picked with the Four Pillars questions.



3 · The build

The kid steers, the coach drives. Smallest thing that works. Solo or in build teams of 3-4.



4 · Light it up

Ship it live — then show someone real. A build isn't done because it works; it's done when it helps someone.



5 · Log it

One page in the Expedition Log: what we made, who it helps, what it taught us (the three strands, next page).

Why a new expedition each session? Momentum and wonder. A kid who ships something every single week stops being a student of building and becomes a builder. Longer builds still happen — a big expedition can span sessions when the kids vote to keep going — but the default is: walk in curious, walk out with something real and live.

Three things, every time. Just-in-time, never lecture-first.

Building is the fun part — and it's also the trap door into real learning. Each expedition names exactly **three lessons**, at the moment the build makes them visible. Never before. That's the whole trick: the build creates the question, then we answer it while the kid still cares.



The Thing

One principle of whatever we're building, named the moment the build makes it visible.

The video stutters → that's frame rate. The song feels samey → that's melody. The game feels floaty → that's gravity.



The Tool

One truth about how the AI behaved — why it misread you, why context matters, why you check its work.

"It built the wrong thing because we described it lazily. Clear words are the real code."



The Thinking

Which of the seven moves we just ran — caught in the wild and named out loud.

"You wrote five ideas before picking — that was Lots Before Best."



The Expedition Log — one page per build

Each kid keeps a log. After every expedition they fill one page: **what we made** (name + a drawing or screenshot) · **who it helps** (a real person, by name) · **what it taught us** (the three strands above, one line each) · **what we'd improve** (because a builder never just "finishes"). By Demo Day the log reads like a field journal of a growing mind — and it's the raw material for the cohort report.

The discipline (for coaches)

- **At most one Thing + one Tool lesson per expedition.** Two named lessons beat ten mentioned ones.
- **Name it when it appears, not before.** If the build never surfaces it, it waits for the build that does.
- **The kid says it back.** A lesson counts when the kid can explain it to a teammate — "say why" applies to coaches too.
- **Catch the moves in the wild.** "That was Find the Gap" is worth more than a poster of all seven.

Same seven moves, under every expedition.

The expedition is the adventure; the seven moves are the spine. Whatever we build — an app, a song, a game — the kid runs the same loop, and that loop is what they keep for life.

Step	The move	The cue	Use it anywhere — not just to build
1 · Identify	Notice on Purpose	<i>"Who's having a hard time?"</i>	Lunchroom: notice the kid sitting alone — and do something about it.
2 · Research	Listen First	<i>"Ask, then listen."</i>	A fight with a friend: ask what's wrong and really listen before fixing.
3 · Connect	Find the Gap	<i>"Where's the empty spot?"</i>	A group project: find the job nobody is doing yet — and take it.
4 · Brainstorm	Lots Before Best	<i>"Many, then pick."</i>	Choosing a topic: write 5 fast, then pick — don't marry the first idea.
5 · Build	Smallest That Works	<i>"Start tiny."</i>	A huge assignment: do the first small piece tonight, not the whole thing.
6 · Ship	Real Beats Perfect	<i>"Done & used."</i>	A drawing or essay: finish a rough one — don't freeze waiting for perfect.
7 · Improve ↻	Better Than Yesterday	<i>"Use it, fix it, again."</i>	Free throws, reading speed: do it, see what missed, adjust, repeat.

Inside every move: the Builder's Loop

Think it (what do I know?) → **Try it** (one small step) → **Check it** (did it work?) → **Change it** (adjust, loop again). First try is never the final answer — this is the muscle.

When I'm stuck — a step, not a wall

Say it ("I'm stuck on ___") → **Know it** (what do I already know?) → **Shrink it** (smallest piece I CAN do) → **Ask it** (who or what could help?) → **Try it** (do → check → again).

Before any build: the **Four Pillars** sweep — Yourself → Your Home → Your School → Your Community — using the coach questions on the *Questions We Ask* sheet. Find the right problem and the build almost designs itself.

WHERE IT ALL LANDS

Every expedition lights a star.

A shipped build is a **star** — a light other people steer by. A kid's stars form their **constellation**, with a permanent home in the SPARK Builders Gallery. The first star is already lit: **Star #001 — Star Math**, built by Emeka, age 7, live at star-math.vercel.app.

A star in the Sky

With a parent's written OK, the build gets a public home on the kid's constellation page. Most families choose this.

Private link

The page exists, unlisted — only people the family shares it with can see it. Same pride, your circle only.

Their own domain

The keepsake tier: the kid's own web address, pointed at their constellation — a first piece of the internet that's theirs.

Two session formats

Lunch & Build — 45 min

Circle (5) → builder move (5) → **build block (30)** → share + commitment (5). The flywheel: keeps the build warm and the crew connected mid-week.

After-School Build — 90 min

Circle + snack (10) → builder move (15) → **deep build (50)** → demo & reflect (15). The engine: where real creations get made and Demo Day lives.

A classic 75-minute weekly block works too — the format adapts to the school's master schedule.

The companion sheets

The SPARK One-Pager (the offer + the proof) · **The Builder's Brain** (the thinking layer in full) · **The Questions We Ask** (the Step-1 coach questions) — all free at spark-reemif-ai.vercel.app.

Let's run one.

A 20-minute walk-through, in person or by phone — we bring everything else.

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