Gomma Learning

COURSE 06

AI Tool Development Course

Problem-Solving & Prototyping

Students start from an everyday problem, find out what people really need, then plan, build and improve a simple digital tool with the help of AI.

Ages 10+ | **8 sessions** | **Groups of about 10** | **No coding experience needed**



COURSE BOOKLET

HONG KONG

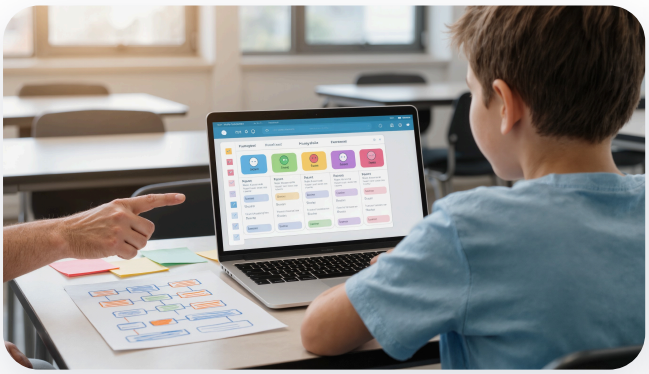
WHAT STUDENTS BUILD

The digital tool students build

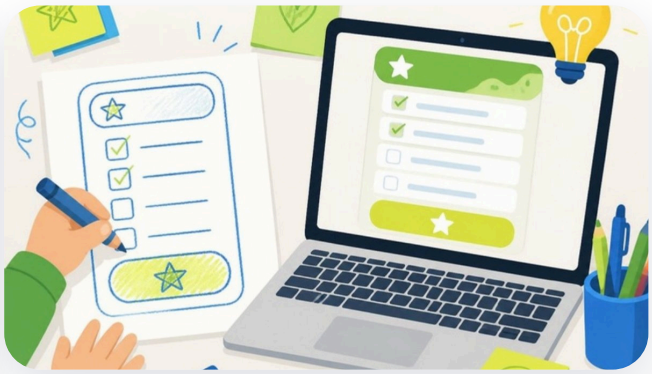
By the final session, each student has a working digital tool that solves a real problem — planned, tested and improved by them.



Built with AI, designed by them. Students decide what the tool should do and how it should look, then direct AI to build and refine it.



Tested by real users. Classmates and family try the tool, and students use their feedback to make it better.



Planned on paper first. Every tool starts as a sketch of screens and steps before any building begins.

8	1	3+	1
sessions from problem to tool	real problem to solve	rounds of testing	working digital tool

Photographs and images illustrate the kind of work students produce; every student's tool is unique.

WHAT WE TEACH

Six areas of building a useful tool

Students learn the way real products are made — understanding users, planning features, building a prototype and improving it through testing — directing the AI tools themselves, under tutor supervision.

1

Problems & Users

Choosing an everyday problem and finding out who has it and what they really need.

2

Features & User Journey

Deciding what the tool must do and sketching each screen and step a user will take.

3

Prototyping with AI

Writing clear, specific instructions so AI can help build a first working version.

4

Testing & Debugging

Checking every feature, finding what goes wrong and fixing it step by step.

5

Improving Through Feedback

Watching real users try the tool and turning their feedback into improvements.

6

Demonstrating the Tool

Explaining the problem, the solution and how the tool works to an audience.

Skills children develop

- Problem-solving
- Logical thinking
- Clear written instructions
- User empathy
- Testing & debugging
- Iterative improvement
- Presenting to an audience

ROADMAP

From everyday problem to working tool

The course runs over 8 sessions. Each stage ends with a concrete piece of work, so progress is visible every week.

SESSIONS 1–2

Problem & user

Choose an everyday problem, interview a possible user and decide what the tool must achieve.

Deliverable · Problem statement & user notes

SESSIONS 3

Plan the tool

Sketch each screen and the steps a user will follow, and choose the key features.

Deliverable · Paper screen plan & feature list

SESSIONS 4–5

Build with AI

Give AI clear instructions to build a first version, then check each feature.

Deliverable · Working first version

SESSIONS 6–7

Test & improve

Let classmates and family try the tool, record feedback and fix problems.

Deliverable · Improved version & testing record

SESSIONS 8

Demonstrate

Polish the tool and present the problem, the solution and how it works.

Deliverable · Finished tool & demonstration

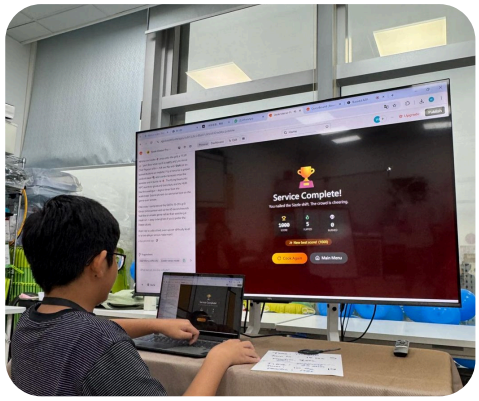
> Holiday workshops follow the same stages over about 4 days.

COURSE DETAILS

Course details at a glance

Who is it for?

- Students aged 10 and above who enjoy solving problems and making useful things
- No coding experience is required
- Students with coding experience are welcome and can take their tools further



Course information

Age	10+
Sessions	8
Format	Term time: one 60-minute session a week School holidays: about 4 days, 3 hours a day
Group size	About 10 students per group
Language	Cantonese, with English support
Locations	Causeway Bay, Tsim Sha Tsui, Kai Tak, Tseung Kwan O, Sha Tin, Tsuen Wan, Yuen Long — or at your organisation's venue
AI tools	Selected to suit each class. All AI accounts are set up and managed by tutors, and students use them under supervision.
Dates & fees	Available on enquiry

What every student takes home

- A working digital tool that solves a real problem
- A feature plan, screen sketches and a testing record
- The experience of demonstrating their tool to an audience

FOR SCHOOLS & ORGANISATIONS

On-Site Courses

We run this course for schools, churches, non-profit organisations and community groups — as a regular course, a holiday workshop or an after-school activity, adapted to your schedule and learning goals.

We provide

- ✓ Course design and teaching materials
- ✓ Tutors and teaching assistants
- ✓ AI account set-up and management
- ✓ Full supervision of AI use
- ✓ A learning record for the host organisation

The host provides

- ✓ A room with a projector or large display
- ✓ Reliable Wi-Fi
- ✓ Computers or iPads for participants (or equipment supplied by arrangement)

How it works

01
Enquire
Tell us the age or year group, numbers, schedule and goals.

02
Proposal
We send a course plan, equipment arrangements and a quotation.

03
Delivery
Our tutors and assistants teach on site and supervise throughout.

04
Showcase
Students present their work; you receive a learning record.

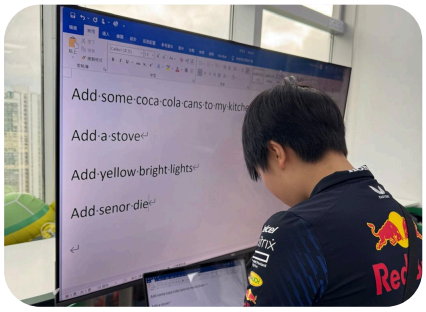
FAQ

Won't the AI just do the work for them?
No. AI can generate images and code, but the ideas, design and judgement belong to the children. They explain what they want, check whether the result meets their goal, then test and improve it.

How do we enrol?
WhatsApp us with your child's age, the course and your preferred times. We will reply with dates, fees and enrolment steps.



Small groups, with tutors guiding every step



Students describe exactly what they want the AI to build



Classmates test and give feedback on each other's tools

OUR STORY

It began around the kitchen table

Comma Learning began in the quiet hours after our children had gone to bed. We are a small group of parents who also work as game designers, programmers and artists, and for many years our professional work has centred on educational games — digital worlds that invite children to explore, experiment and grow through play.

At home, however, we saw our own children return from school exhausted. In a city where simply keeping pace can be tiring, we watched how easily a child's curiosity could fade, and we kept asking the same questions: what does genuine happiness look like for a child, and how can meaningful growth happen when expectations feel so heavy?

We found the answer in the games we design. In a well-made game, an error is not a failure; it is information — a signal to pause, rethink and try a different approach. Growth lies in the process itself.

So we founded Comma Learning: a place where children have permission to explore, to make mistakes, to pause and to keep going, free from the pressure of a flawless result. Our hope is simple — that children grow up knowing that meaning is found in the journey.

An error is not a failure. It is information. — The Comma Learning founding team

OUR BELIEF

A comma leaves room for the next idea.

A comma keeps a sentence going and leaves room for an idea to grow. Through creative AI projects, children learn to develop ideas, explain them clearly, check the results and improve their work.

01 Children think; AI assists

Children decide the story, rules and characters, and judge every result. AI is a tool — never a substitute for thinking.

02 Learning through projects

Every course builds towards a finished piece of work, with a clear record of ideas, tests and improvements.

03 Progress over perfection

Mistakes are part of the lesson: understand why, change one thing and try again.

Mistakes are part of learning

A button that does nothing? A tool that confuses its first user? Every error is a chance to improve: find the cause, adjust one thing and test again.

Try it → Read the result → Change one thing → Try again

CONTACT

Ready for the next idea?

Tell us your child's age, interests and preferred schedule, and we will reply with the next available dates and fees. Schools, churches and organisations are welcome to ask about group programmes.

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Course web page

Course content may be adjusted to suit each group's age and pace. © Comma Learning, Hong Kong.