Convergence Thinking Education Platform
for Fostering Talents in the 21st Century

CREVERSE

learning and beyond

Crossover | Empathy | Storytelling

CREVERSE

CREVERSE, which develops convergence talent,
is a platform that combines
the English thinking skills of CHUNGDAHM Learning and
the Mathematics and Computational thinking skills of CMS Edu.

CREVERSE, a portmanteau of 'creativity' and 'universe',
aims to cultivate the talent and skills necessary
for 21st century global leadership.
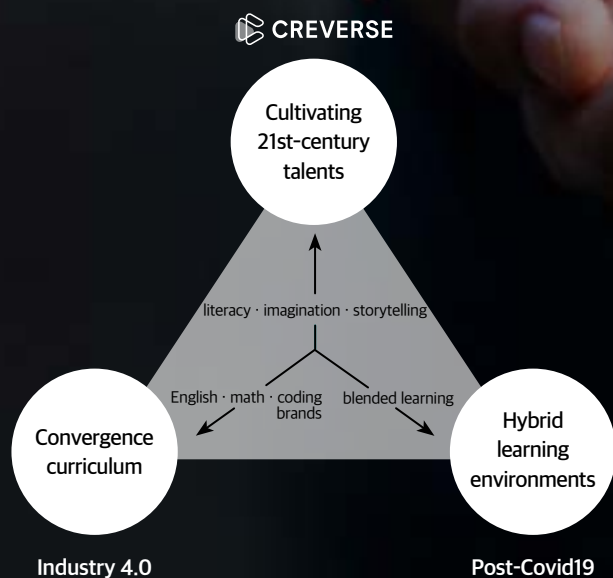
learning and beyond

CONTENTS

Cultivating 21st century talent with CREVERSE, from start to finish

Where English, math, and computational thinking skills converge to prepare students for a globally integrated workforce

Why Convergent Thinking?

The future leaders of the Fourth Industrial Revolution will need to be able to synthesize and analyze knowledge and information, communicate effectively, and create new knowledge.

Cross-disciplinary Education

CREVERSE

Cultivating 21st-century talents

literacy · imagination · storytelling

English · math · coding brands

blended learning

Convergence curriculum

Hybrid learning environments

Industry 4.0

Post-Covid19

CREVERSE Thinking Roadmap

Cultivating global leaders through the development of thinking capabilities, and fostering creativity by harnessing the power of diverse knowledge

Foundational thinking skills
Literacy:
acquiring knowledge / critical thinking
Imagination:
reorganizing knowledge / creative thinking

Convergent thinking
Interdisciplinary literacy:
connecting cross-disciplinary topics and knowledge
Creative problem-solving:
engaging in problem-solving projects

Global competitiveness
Global literacy:
expanding perspectives through global issues
Global vision:
growing leaders through global citizenship

Vision · Mission · Value

VISION
Global leadership in the
culture · knowledge
industry

MISSION
Discover capabilities,
pursue possibilities

MISSION

VISION   VALUE

VALUE
· Crossover : #Interdisciplinary #Convergence Talents #Imagination #Creativity
· Empathy : #Cross-cultural Understanding #Socio-emotional Competencies
· Storytelling : #Character #Perspective #Narratives #Communication

The Fourth Industrial Revolution necessitates a new model of education and learning environments for our children, centered around critical and creative thinking through a convergent English-math-coding curriculum.

English, math, and computational thinking skills establish a foundation of literacy. And through the integration of knowledge across disciplines, we not only stimulate imagination but also maximize creativity.
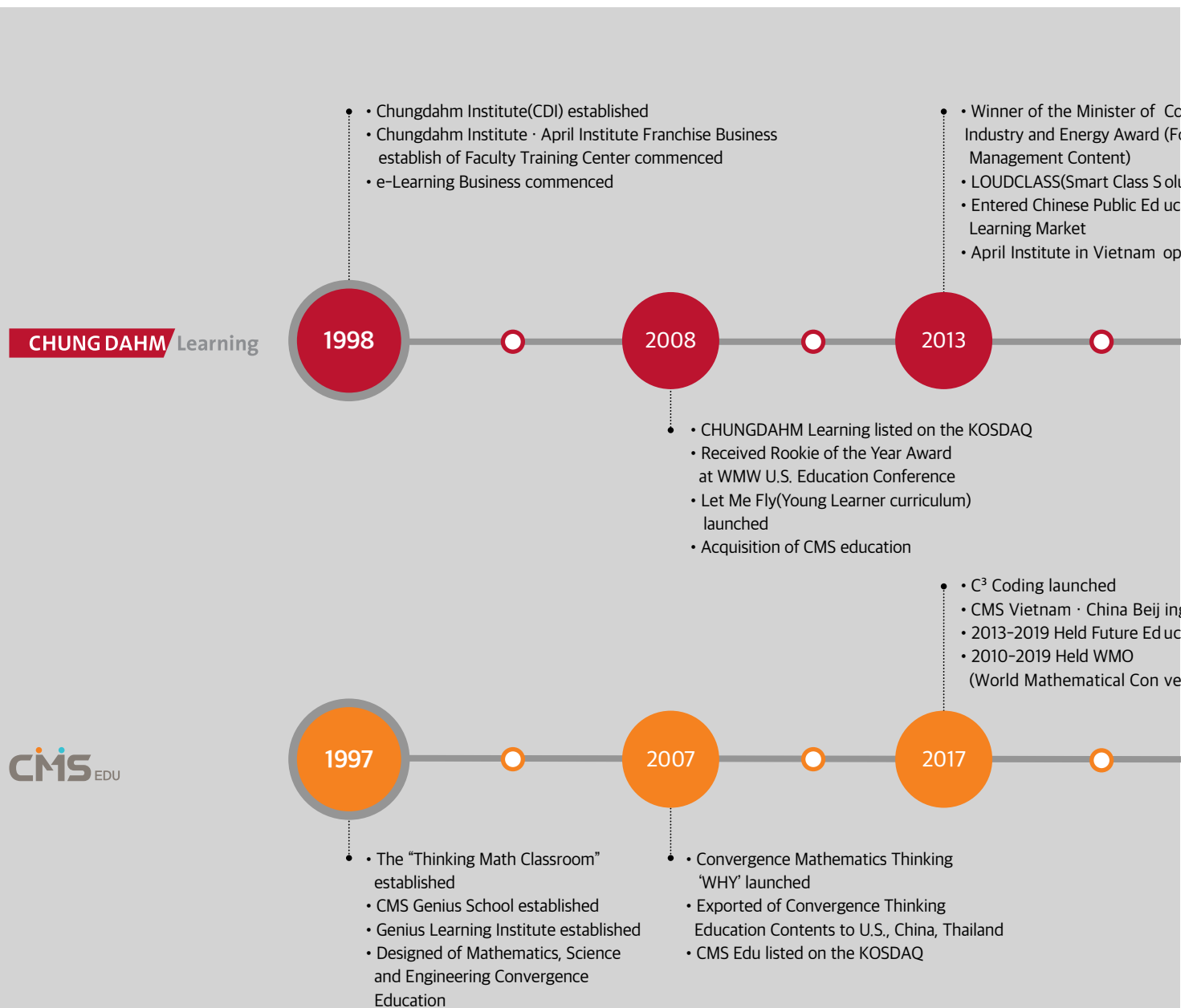
The blend of real and virtual activities sparks imagination and exploration, bringing imaginations to life. This fosters self-discovery and empowers creative self-design in our children.
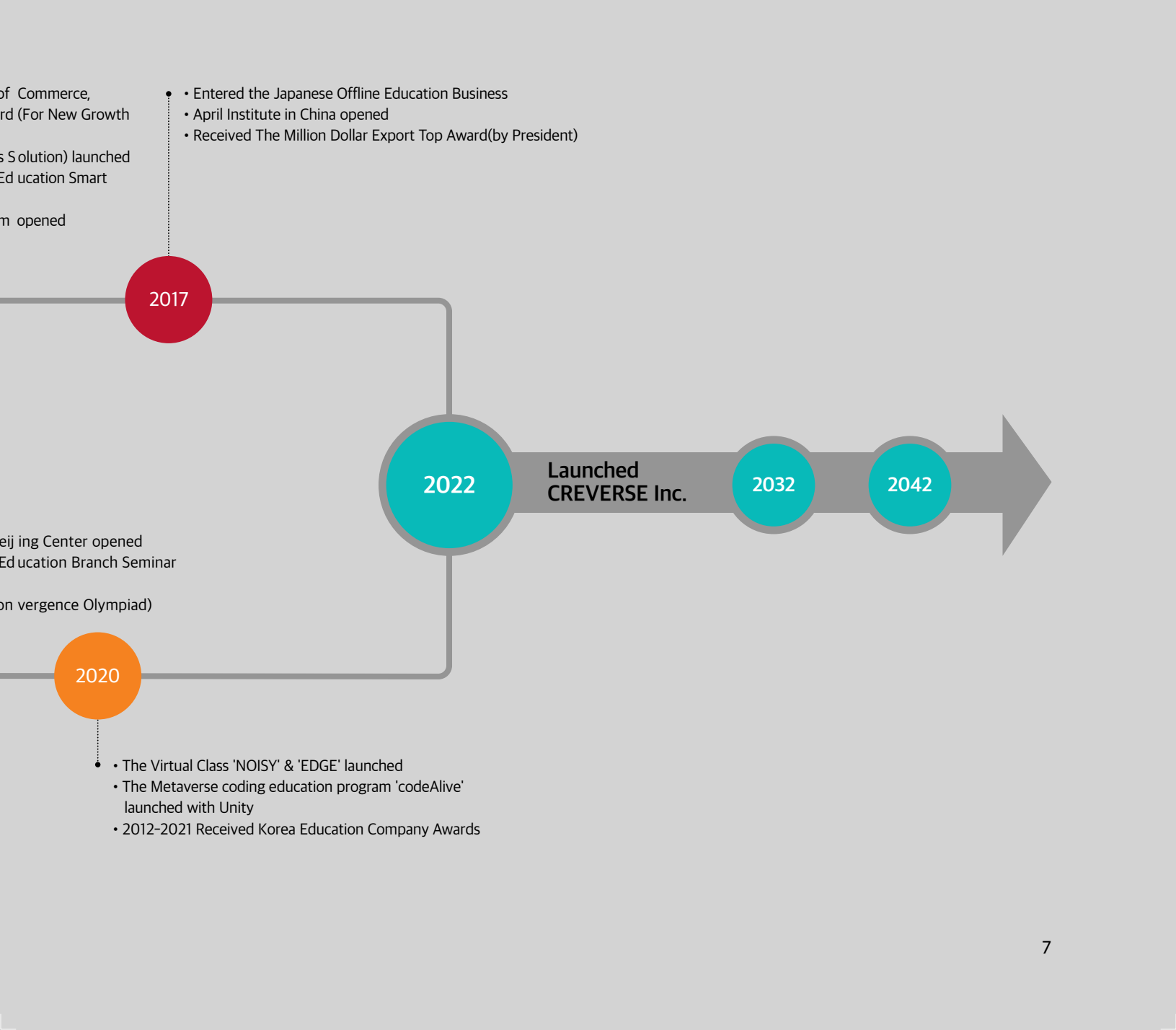
Global leaders in the culture and knowledge industries are nurtured at CREVERSE.

CREVERSE opens the way for fostering future convergence talents

CHUNGDAHM Learning & CMS Edu combine

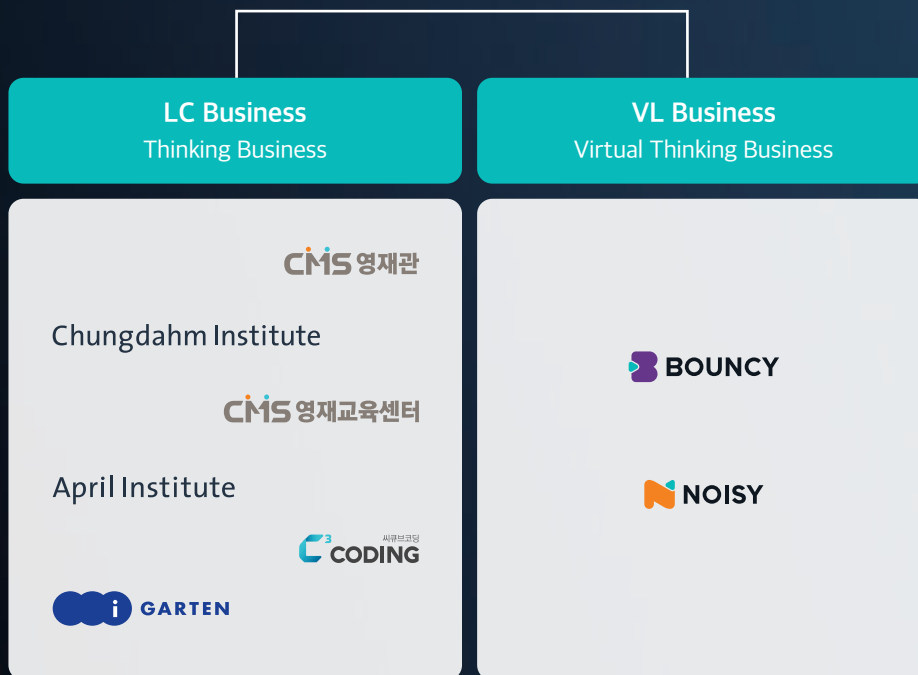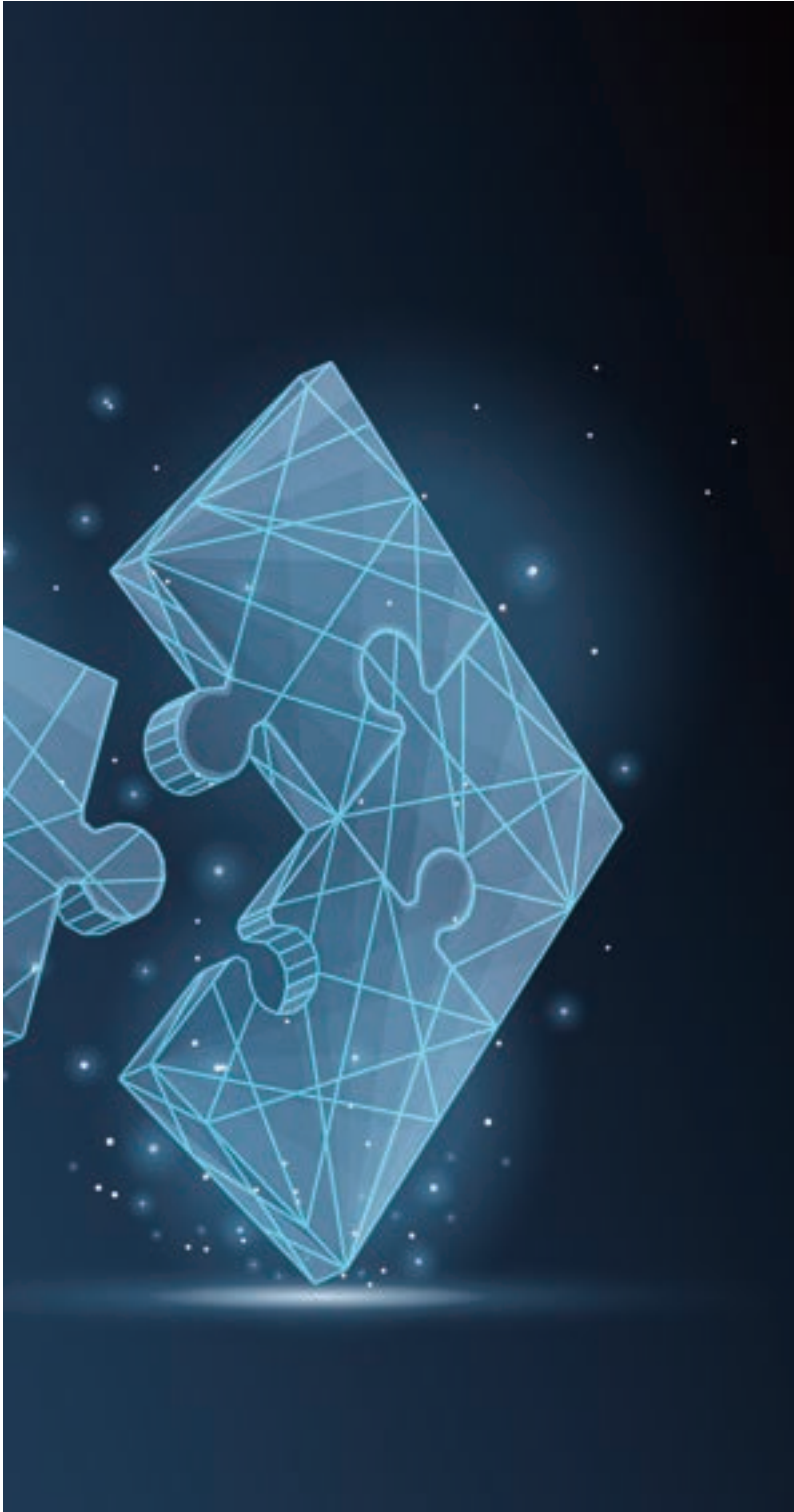to form CREVERSE, a convergence thinking education platform

CHUNG DAHM Learning

1998
- Chungdahm Institute(CDI) established
- Chungdahm Institute · April Institute Franchise Business establish of Faculty Training Center commenced
- e-Learning Business commenced

2008
- CHUNGDAHM Learning listed on the KOSDAQ
- Received Rookie of the Year Award at WMW U.S. Education Conference
- Let Me Fly(Young Learner curriculum) launched
- Acquisition of CMS education

2013
- Winner of the Minister of Co Industry and Energy Award (Fc Management Content)
- LOUDCLASS(Smart Class S olu
- Entered Chinese Public Ed uc Learning Market
- April Institute in Vietnam op

CMS EDU

1997
- The "Thinking Math Classroom" established
- CMS Genius School established
- Genius Learning Institute established
- Designed of Mathematics, Science and Engineering Convergence Education

2007
- Convergence Mathematics Thinking 'WHY' launched
- Exported of Convergence Thinking Education Contents to U.S., China, Thailand
- CMS Edu listed on the KOSDAQ

2017
- C^3 Coding launched
- CMS Vietnam · China Beij in
- 2013-2019 Held Future Ed uc
- 2010-2019 Held WMO (World Mathematical Con ve

of Commerce,
rd (For New Growth

s Solution) launched
Education Smart

m opened

• Entered the Japanese Offline Education Business
• April Institute in China opened
• Received The Million Dollar Export Top Award(by President)

2017

eij ing Center opened
Education Branch Seminar

on vergence Olympiad)

2022

Launched
CREVERSE Inc.

2032

2042

2020

• The Virtual Class 'NOISY' & 'EDGE' launched
• The Metaverse coding education program 'codeAlive'
  launched with Unity
• 2012–2021 Received Korea Education Company Awards

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Lead all the thinking in the world
to CREVERSE

Convergence thinking skills in English, Mathematics, and Coding

that cross the boundary between the virtual and the real
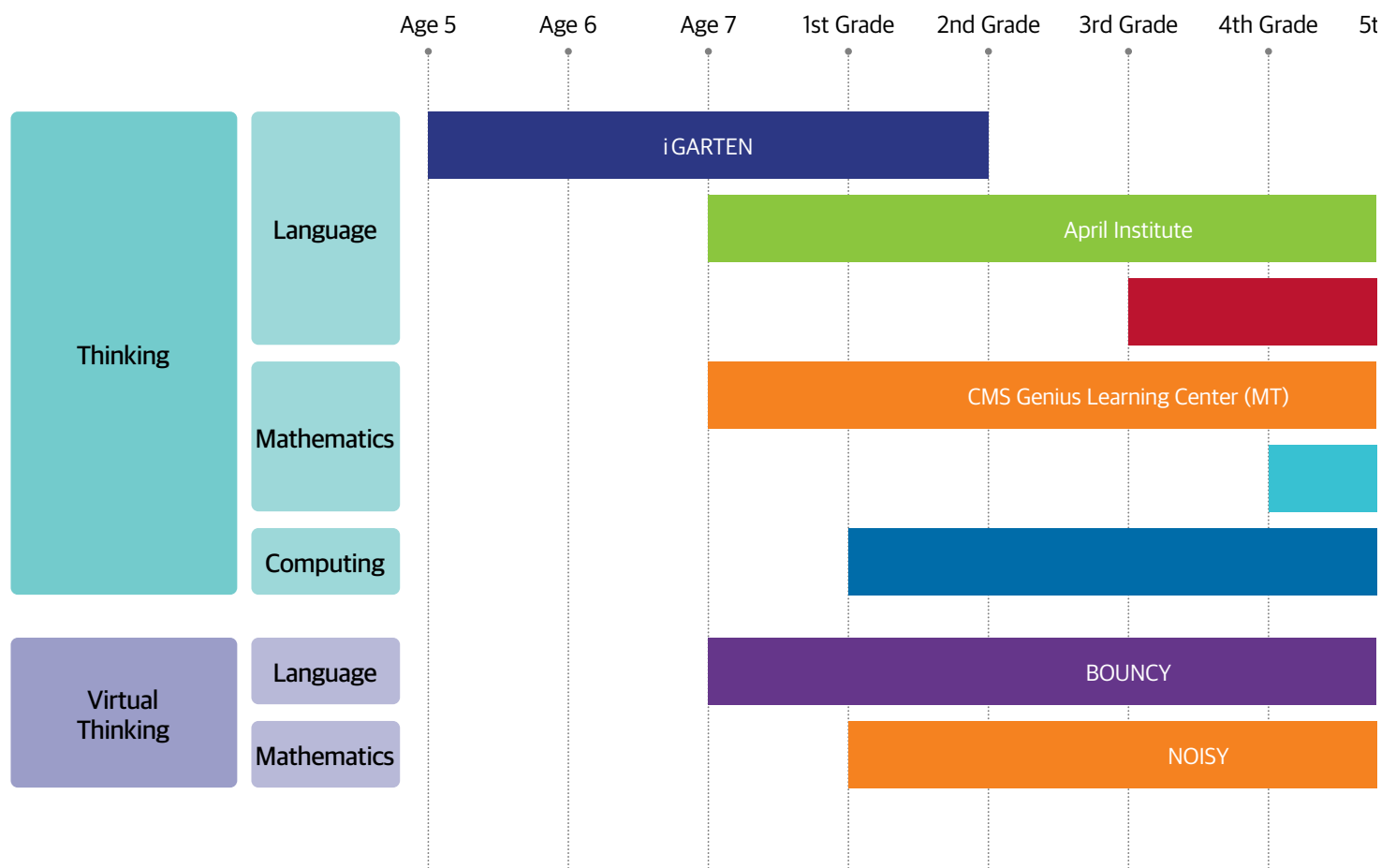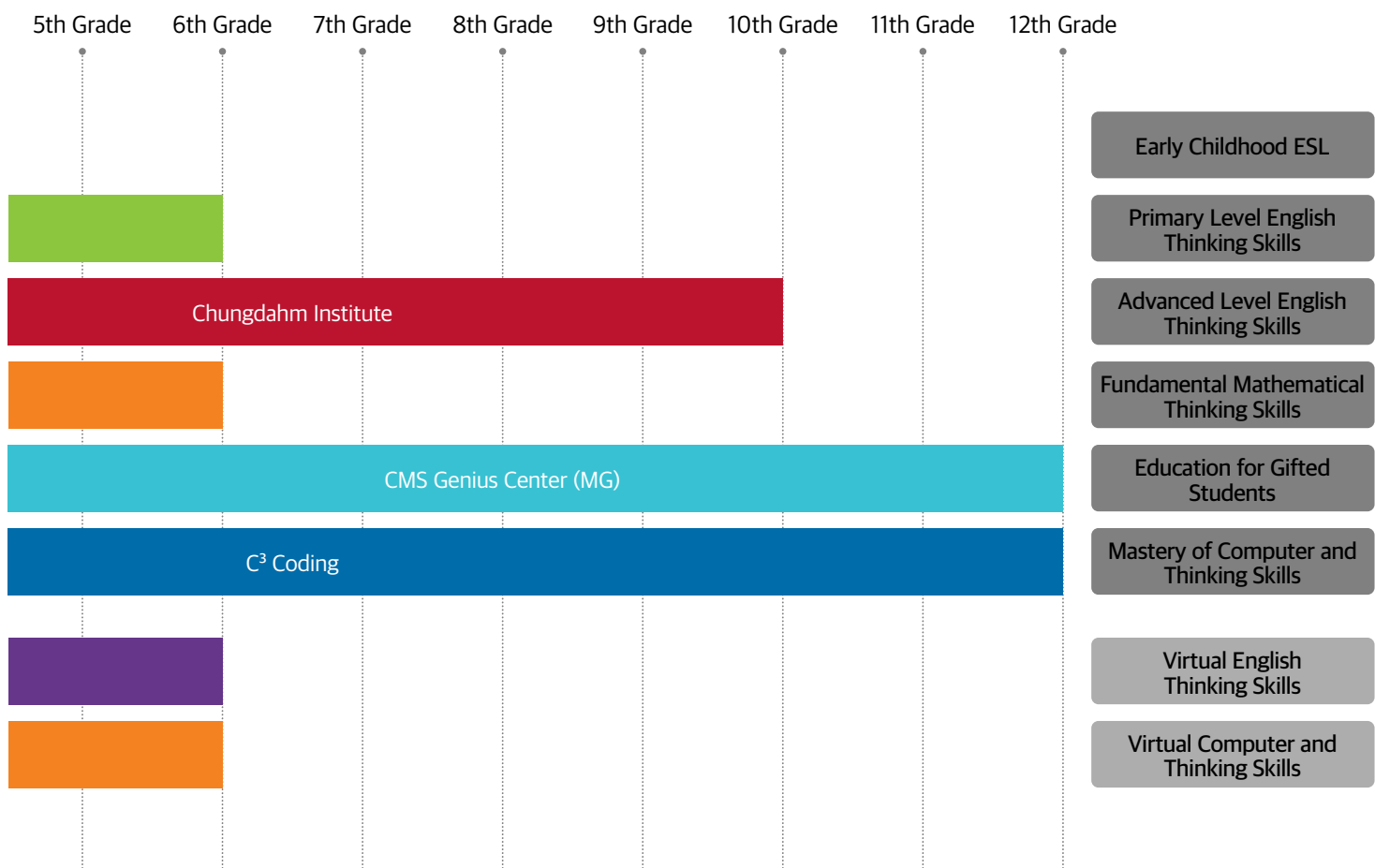
CREVERSE
Global Convergence Thinking Platform

LC Business	VL Business
Thinking Business	Virtual Thinking Business

LC Business

CMS 영재관

Chungdahm Institute

CMS 영재교육센터

April Institute

C³ CODING 씨큐브코딩

i GARTEN

VL Business

BOUNCY

NOISY

CREVERSE provides VL (Virtual Learning)
which adds a virtual element to the traditional LC
(Learning Center) product. VL is a virtual class that
provides a new world of experience for the next
generation. Hybrid learning, which seamlessly
links on-line and off-line learning, enables a more
continuous and consistent learning experience.

**Convergence Thinking
Education Platform
CREVERSE**

English·Mathematics·Coding Convergence Thinking Roadmap that Develops 21st Century Talents

With CREVERSE, students systematically experience English, Mathematics, and Coding to develop Convergence Thinking. The talents of the future grows throughout the Convergence Thinking Roadmap, which begins in early childhood and runs through elementary, middle, and high school.
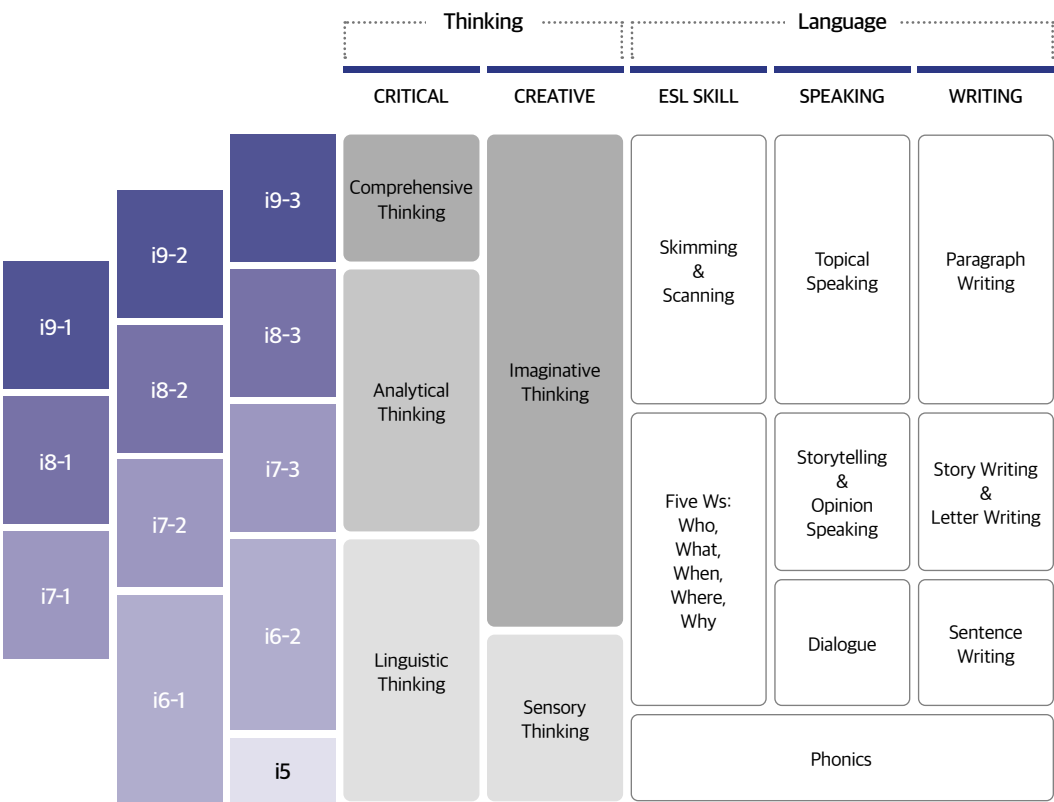

		Age 5	Age 6	Age 7	1st Grade	2nd Grade	3rd Grade	4th Grade	5t
Thinking	Language		iGARTEN				April Institute		
	Mathematics					CMS Genius Learning Center (MT)			
	Computing								
Virtual Thinking	Language					BOUNCY			
	Mathematics						NOISY		

5th Grade	6th Grade	7th Grade	8th Grade	9th Grade	10th Grade	11th Grade	12th Grade

Chungdahm Institute

CMS Genius Center (MG)

C³ Coding

Early Childhood ESL

Primary Level English Thinking Skills

Advanced Level English Thinking Skills

Fundamental Mathematical Thinking Skills

Education for Gifted Students

Mastery of Computer and Thinking Skills

Virtual English Thinking Skills

Virtual Computer and Thinking Skills

Early Childhood ESL
iGARTEN

iGARTEN reveals the infinite potential of children, and develops their imagination and expressiveness.

| Education Roadmap

		Thinking		Language		
		CRITICAL	CREATIVE	ESL SKILL	SPEAKING	WRITING
	i9-3	Comprehensive Thinking	Imaginative Thinking	Skimming & Scanning	Topical Speaking	Paragraph Writing
i9-1	i9-2					
	i8-3	Analytical Thinking				
i8-1	i8-2			Five Ws: Who, What, When, Where, Why	Storytelling & Opinion Speaking	Story Writing & Letter Writing
	i7-3					
i7-1	i7-2					
	i6-2	Linguistic Thinking	Sensory Thinking		Dialogue	Sentence Writing
	i6-1					
	i5			Phonics		

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iGARTEN : ESL Early Childhood Specialized Creative Thinking

Features

Improve Language Skills Topic-based curriculum that leverages reading comprehension to integrate the 4 basic ESL Skills (R, L, S, W)

Global Mindset Applies American public school standards to global cultural content

Consolidated Thinking Aids comprehension and engagement with a variety of teaching materials and media

i-Project Creativity and expressiveness increase through AR storybook activities, simulated travel experiences, and other creative projects

Curriculum

ESL Learning : Topic-based integrated curriculum and reading-focused development of the 4 basic skills

- Integrated subject-centered curriculum, 4 skills (R·L·S·W) integrated learning focused on reading in various genres
- Acquire expression-oriented language skills
- Cultivate artistic sensibility and stimulate the imagination with reading-skills books that integrate colorful art at all levels
- Curriculum segmented by age and level

Global Learning : Reinforcing subject-based background knowledge and fostering a global mindset

- Indirect experience of various world cultures
- Imagination training and interesting post-reading activities through extensive reading by topic
- Expanding background knowledge using US curriculum subjects

Society & Me	Discover & Explore	Language Arts	Reading Project
Improve expressive potential by studying various social and cultural topics	Learner-led discovery with opportunities for independent observation and experimentation	Expand background knowledge and strengthen language skills	Creative reading activities organized by monthly themes, including world-class award-winning works

Creative Learning : Develop cognitive skills and expressive ability using various teaching aids and media

CK Algo	The Classic	The Story-ART	CK Robo
Develop a strong foundation of basic mathematical skills and problem-solving capability	Develop an artistic sensibility by expressing appreciation for famous paintings and other artistic masterpieces	Creative activities based on the stories of famous children's authors	Develop computational thinking skills through storytelling and problem-solving with robots

i-Project

i-Story	i-Explore	i-Play
• AR storybook activity and imagination expansion • Incorporating art trends • AR storybook activity based on monthly theme	• Various mission-type virtual travel experiences • Utilize realistic touch screen in connection with the theme of the month	• Increase project-based creativity and expression • Project class incorporating world play theory

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Primary Level English Thinking Skills
April Institute

April Institute cultivates creative and convergent talents by organically linking language, thought, and art.

Education Roadmap

		Thinking		Language		
		CRITICAL	CREATIVE	ESL SKILL	SPEAKING	WRITING
Jr. Master 2		Comprehensive Thinking	Alternative Thinking	Overview & Summary	Topical Speaking & Oral Summary	Essay Writing & Summary Writing
Jr. Master 1						
Sapling 2		Analytical Thinking		Skimming & Scanning	Topical Speaking	Paragraph Writing
Sapling 1						
Sprout 3			Imaginative Thinking			
Sprout 2				Five Ws: Who, What, When, Where, Why	Storytelling & Opinion Speaking	Story Writing & Letter Writing
Sprout 1						
Seed 2		Linguistic Thinking				
Seed 1					Dialogue	Sentence Writing
Seedbed 2			Sensory Thinking			
Seedbed 1					Phonics	

April Institute : A Jump Start to Primary English

Features

| Strengthening of Language Skills | Curricula based on common themes drawn from Korean, American, Chinese, and Japanese primary school |

Background Knowledge — Acquiring background knowledge through various reading activities using images and stories

Project Activities — Improve convergence thinking, creative thinking, and expressivity through project activities that produce presentations in various multimedia formats

Artistic Sensibility — Textbooks that spark artistic sensibility with a variety of artwork and conceptually-inspired fonts

Curriculum

Creative Learning : Reading competency and background knowledge are developed through integrated subject-based learning, and the converging concepts are consolidated through project activities.

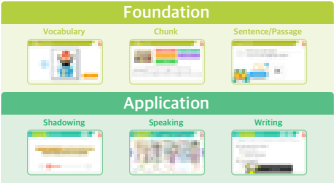| ESL Skill	+	Creative Reading / e-Library	+	Creative Thinking Project
• Strengthening of language skills • Organization of integrated subject-based curriculum • Four major areas (R/L/S/W) integrated learning		• Strengthening of background knowledge • Reading activities through intensive and extensive reading • Access to English-language books based on student reading level		• Strengthening of expression • Problem solving using thinking tools • Creating and sharing media

Learning System

Blended Learning : By organically linking classroom topics to similar online learning topics, Blended Learning increases class participation and improves independent literacy and imagination.
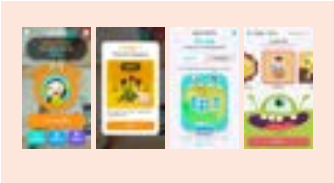
i-Learning Preparation for class	→	Smart Class Classroom learning	→	i-Learning Learning application and internalization
e-Library Online English library		AI-Learning Learning English conversation		AR-Learning Vocabulary acquisition and speaking practice

Smart Class

Smart Board

CTP App

Learning Portal for the faculty

e-Book/Media Card

Deep i-Learning

Foundation
Vocabulary | Chunk | Sentence/Passage

Application
Shadowing | Speaking | Writing

i-Learning

Amazing AR Learning

April Buff & April MeMe
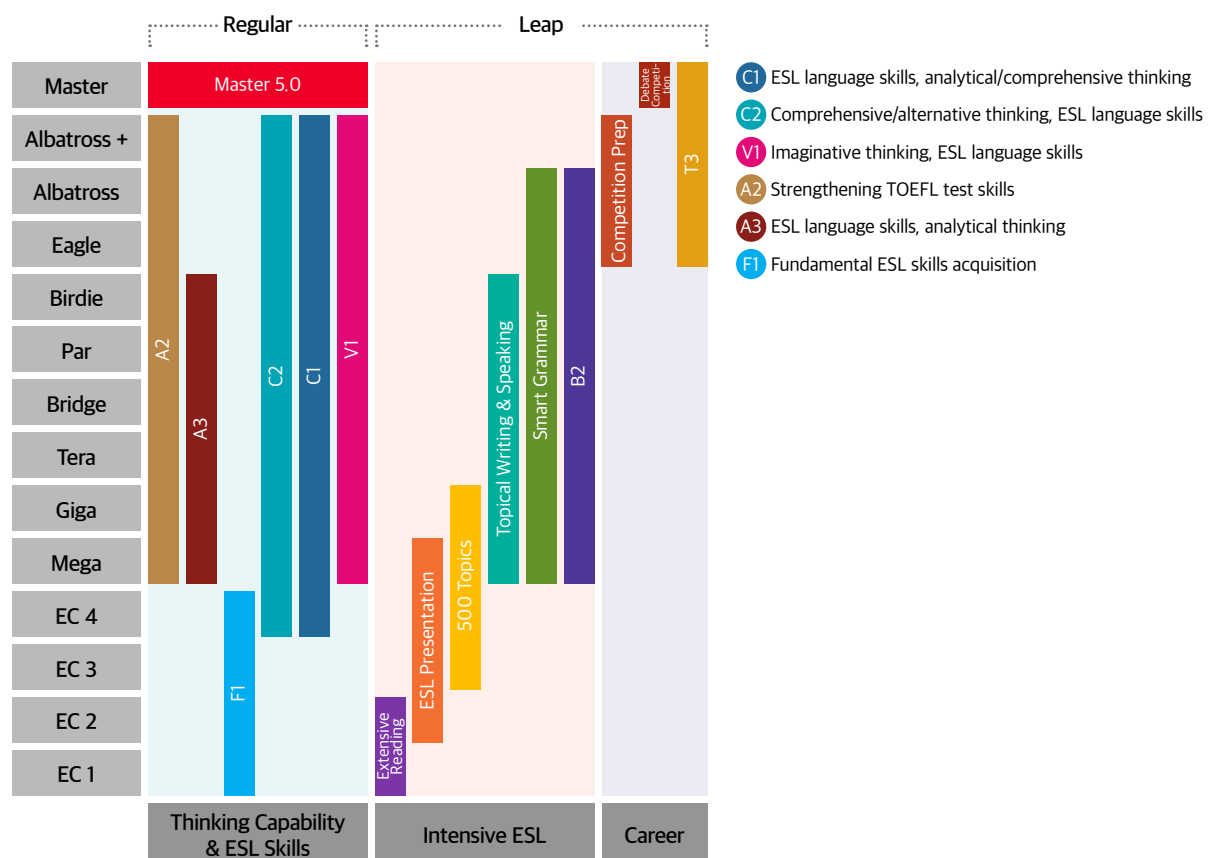
Direct AI Learning

Vena Talk

Advanced Level English Thinking Skills
Chungdahm Institute

Chungdahm Institute strengthens convergence thinking and
global communication skills through project-based classes (PBL).

Education Roadmap

Chungdahm Institute consists of regular programs to develop global communication and thinking skills.
Intensive ESL Leap and Career Leap programs help students create a vision and advance to the next level.
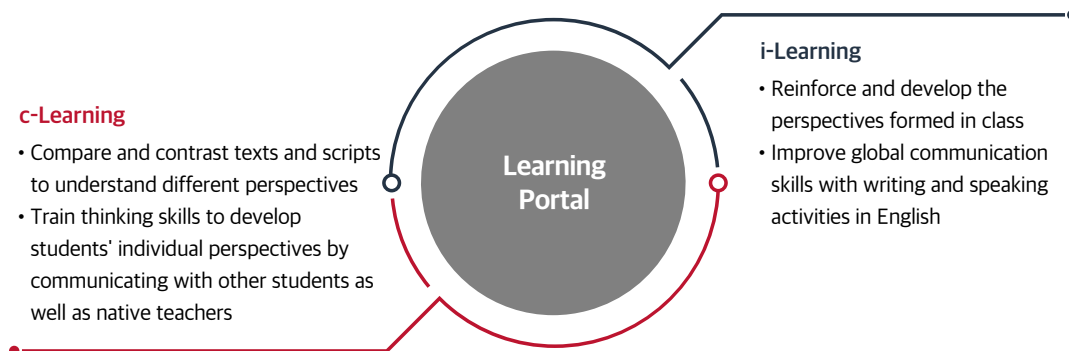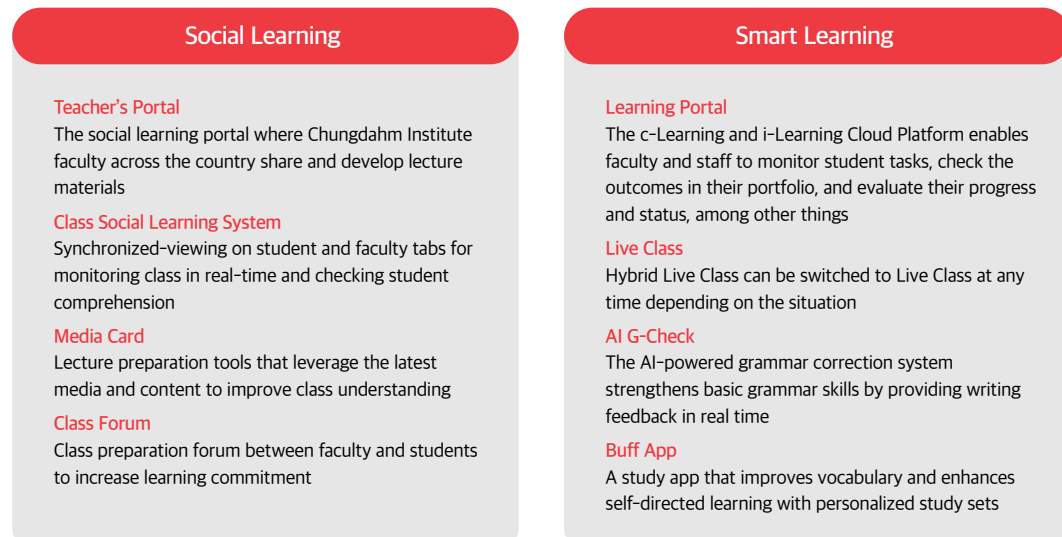

	Regular	Leap	
Master	Master 5.0		
Albatross +	A2	Competition Prep	T3
Albatross			
Eagle	A3	Topical Writing & Speaking	
Birdie		Smart Grammar	
Par	C2	B2	
Bridge	C1		
Tera	V1	500 Topics	
Giga		ESL Presentation	
Mega			
EC 4	F1	Extensive Reading	
EC 3			
EC 2			
EC 1			
	Thinking Capability & ESL Skills	Intensive ESL	Career

C1 ESL language skills, analytical/comprehensive thinking
C2 Comprehensive/alternative thinking, ESL language skills
V1 Imaginative thinking, ESL language skills
A2 Strengthening TOEFL test skills
A3 ESL language skills, analytical thinking
F1 Fundamental ESL skills acquisition

Debate Competition

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Chungdahm Institute : Class of the Future for Modern-Day Kids

Features

| Improve Convergence Literacy | Improve literacy through critical understanding of various topics such as society, science, and art |

Improve Convergence Literacy Improve literacy through critical understanding of various topics such as society, science, and art

Strengthen Problem - Solving Capabilities Enhance problem-solving capabilities with a variety of topic-based convergence projects

Synergy of Thought and Language Synergize critical thinking by acquiring language and thinking skills simultaneously

Acquire and Manage Knowledge Acquire and manage knowledge through the conceptualization and contextualization of various topics

Learning System

The platform-based smart learning system maximizes effectiveness by utilizing edutech and social learning

Social Learning

Teacher's Portal
The social learning portal where Chungdahm Institute faculty across the country share and develop lecture materials

Class Social Learning System
Synchronized-viewing on student and faculty tabs for monitoring class in real-time and checking student comprehension

Media Card
Lecture preparation tools that leverage the latest media and content to improve class understanding

Class Forum
Class preparation forum between faculty and students to increase learning commitment

Smart Learning

Learning Portal
The c-Learning and i-Learning Cloud Platform enables faculty and staff to monitor student tasks, check the outcomes in their portfolio, and evaluate their progress and status, among other things

Live Class
Hybrid Live Class can be switched to Live Class at any time depending on the situation

AI G-Check
The AI-powered grammar correction system strengthens basic grammar skills by providing writing feedback in real time

Buff App
A study app that improves vocabulary and enhances self-directed learning with personalized study sets

c-Learning
• Compare and contrast texts and scripts to understand different perspectives
• Train thinking skills to develop students' individual perspectives by communicating with other students as well as native teachers

Learning Portal

i-Learning
• Reinforce and develop the perspectives formed in class
• Improve global communication skills with writing and speaking activities in English

Blended learning system in which collaborative learning (c-Learning)
and independent student learning (i-Learning) are organically connected by the same topic

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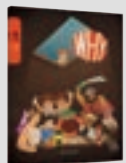Fundamental Mathematical Thinking Skills

CMS Genius Learning Center (MT)

CMS Genius Learning Center (MT) develops talented students who develop imagination and creativity to solve problems in various ways and create meaningful results.
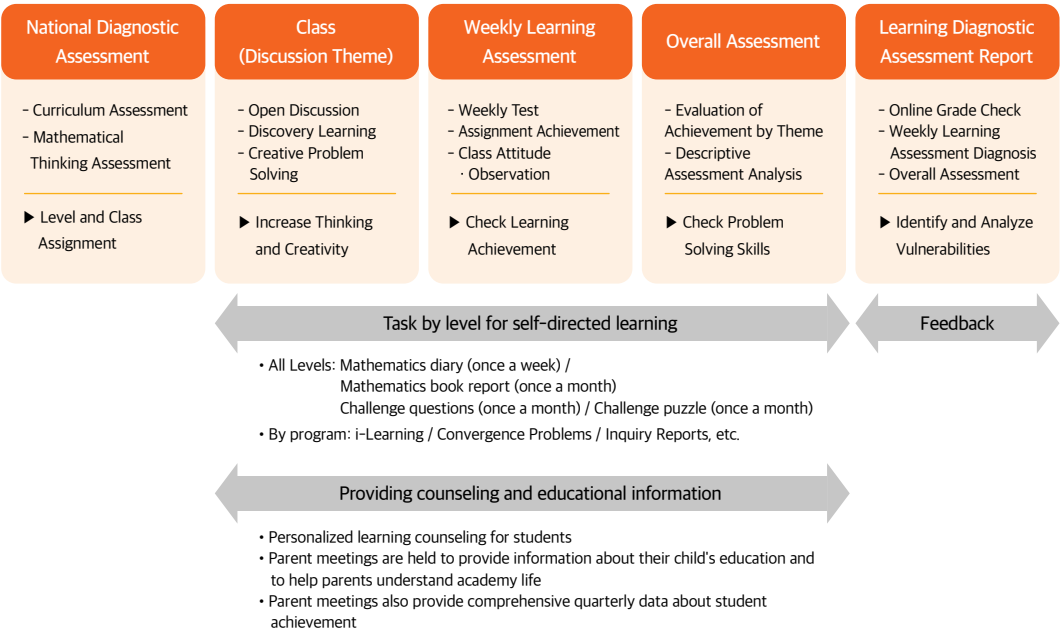
Education Roadmap

	Preschool	1st Grade	2nd Grade	3rd Grade	4th Grade	5th Grade	6th Grade
Project-based Mathematics Exploration						I'm a Mathematician	
Mathematical and Scientific Convergence						ConNEC ConFUS	
Convergent Problem Solving						DASAN 3.5	
Thematic Inquiry-based Thinking				WHY			
		Pre-WHY					
	Bright I·G						
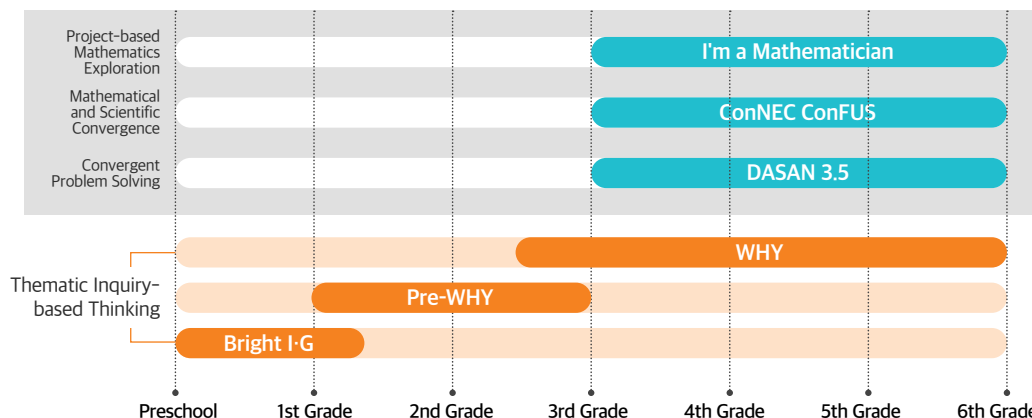
Curriculum

Basic — Bright I·G

Target
Preschool~Grade 1
Level
4 Levels
(V, O, N, K)

Features
- Increasing interest in mathematics using fairy tales, subjects drawn from real life, and various other teaching aids
- Discovering concepts and principles by taking a step-by- step approach to the each topic
- Deep learning in each area forms a framework for thinking skills

Intermediate — Pre-WHY

Target
Grade 1~2
Level
6 Levels
(A, R, C, H, E, S)

Features
- Strengthen mathematical thinking and creativity through questioning
- Share and express your thoughts and improve your thinking and logic
- Learn in-depth content the fun way with math games and puzzles

Advanced — WHY

Target
Grade 2~6
Level
15 Levels
(W1~W15)

Features
- Application, deepening, and expansion of thinking through a variety of thinking activities
- Conceptualize mathematical models and apply to problem-solving
- Improving mathematical communication skills through inquiry, discussion, and presentation

The Hub of Imagination and Creation, CMS Gifted Education

Features

Discovery Learning	Foundation for self-directed learning through discovery learning based on inquiry method
Polya's Learning Method	Strengthening reasoning skills and creative problem-solving skills
Discussion Class	Improve collaboration and communication skills with open discussion
300 Topics	Expand mathematical curiosity with more than 300 mathematical subjects

Learning System

National Diagnostic Assessment	Class (Discussion Theme)	Weekly Learning Assessment	Overall Assessment	Learning Diagnostic Assessment Report
- Curriculum Assessment - Mathematical Thinking Assessment ▶ Level and Class Assignment	- Open Discussion - Discovery Learning - Creative Problem Solving ▶ Increase Thinking and Creativity	- Weekly Test - Assignment Achievement - Class Attitude 　· Observation ▶ Check Learning Achievement	- Evaluation of Achievement by Theme - Descriptive Assessment Analysis ▶ Check Problem Solving Skills	- Online Grade Check - Weekly Learning Assessment Diagnosis - Overall Assessment ▶ Identify and Analyze Vulnerabilities

Task by level for self-directed learning ◀━━━▶ **Feedback**

- All Levels: Mathematics diary (once a week) /
　　　　　Mathematics book report (once a month)
　　　　　Challenge questions (once a month) / Challenge puzzle (once a month)
- By program: i-Learning / Convergence Problems / Inquiry Reports, etc.

Providing counseling and educational information

- Personalized learning counseling for students
- Parent meetings are held to provide information about their child's education and to help parents understand academy life
- Parent meetings also provide comprehensive quarterly data about student achievement

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Smart thinking skills UP!
CMS Genius Learning Center (MT) i-Learning

Review Video ・ Math Puzzle ・ Puzzle Challenge

Task ・ Tip Video ・ Test Check ・ Explanation Video ・ Wrong Answer Note

Math Diary ・ AR Learning ・ Social Ranking

Concept ・ Category ・ Development ・ Top-Level

Customized Video + Smart Assignment System + Digital Puzzle + Social Learning + Learning Results Report
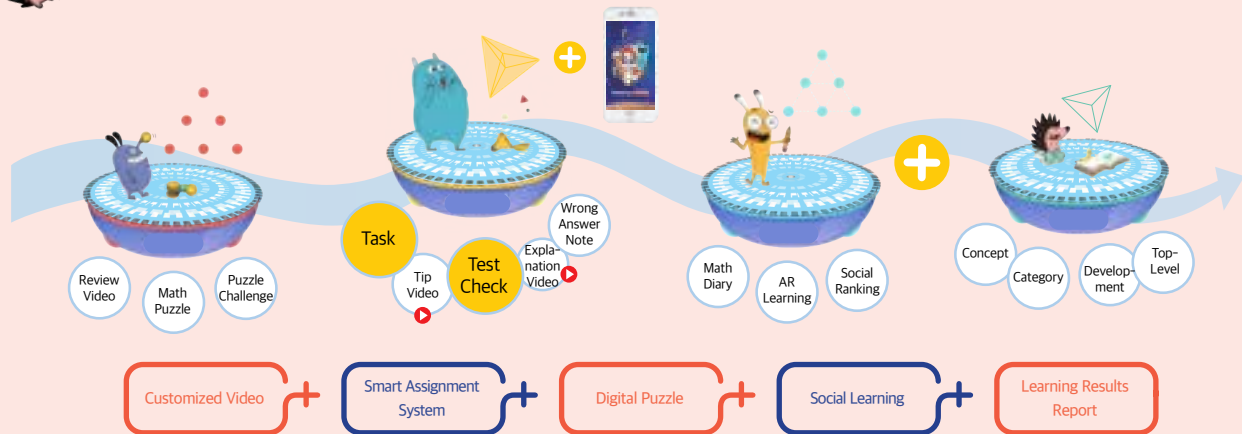
Education for Gifted Students
CMS Genius Center (MG)

CMS Genius Center (MG) caters to individual goals, leading to optimal performance with individualized programs and content.

Education Roadmap

Preparation for College Admissions	F	Top university admissions preparation program for high school students
Preparation Courses for Gifted High Schools	E-3	Entrance exam preparation for gifted math and science schools
Preparation Courses for Special-Purpose High Schools	E-2	Entrance exam preparation for gifted science and arts schools
High School Practical Courses	E-1	Preparation for the higher levels of special and general high schools
Science Competition Prep	D-2	Preparation for Science Olympiad Entrance exam preparation for gifted and special-purpose high schools
Math Competition Prep	D-1	Preparation for Korean Mathematical Olympiad Entrance exam preparation for Minjok Leadership Academy and other gifted high schools
High School Basic Science -> Basics of Science Competitions	C-2	Introductory class for Science Olympiad and other science competitions
High School Basic Math -> Basics of Math Competitions	C-1	Introductory class for Korean Mathematical Olympiad (KMO) and Minjok Leadership Academy entrance exam
Middle School Science & Math	B	Intensive high school preparation program for middle school students
Elementary School Math	A	Elementary Basic + Advanced = Preparation for Advanced-level Middle School Course

CMS Genius Center (MG): Where Students Are Challenged to Grow Together

Features

Peer Network — Students with the same goal share information and knowledge and promote a growing peer network

Professional Faculty — Professional faculty from gifted schools and special-purpose high schools, along with Olympiad Committee faculty, closely manage the curriculum and administer practice exams

Customized Systems — Optimal educational environment such as customized curriculum and management system for students

Cognitive Skill Synergy — Customized programs to activate and synthesize the cognitive skills developed in CMS, CDI, April Institute, etc.

CMS Genius Center

Customized track designed by consultants from gifted schools, science high schools, special purpose high schools, and the Olympiad Committees

Gifted Schools, Special-Purpose High Schools, Olympiad Know-How	• Application preparation service catered to individual students, including a school recommendation system based on national ranking data • Mock test services providing exposure to high frequency content, based on analysis of past tests
Optimized for Individual Goals Customized Curriculum	• Customized math and science programs based on current level and target outcomes, such as entrance into gifted high school and special-purpose high schools; preparation for medical, dental, and oriental medicine colleges; and general high school top-ranking track
Goal Support Motivational Programs	• Overall management of entrance exams such as academic counseling, career consulting, and motivation

Mathology

All-in-one program that goes beyond basic preparation for elite universities, with core math skills for all entrance exams

The Right Habits, The Right Learning Style
#Wrong_Answer_Note #Performance_Management
#Big_Data_Analysis #Close_Management

>

Smart Solutions, Less Homework
#Customized_Concept #Decreased_Task_Burden

Gain Admission to Elite Universities & Medical/Dental/Oriental Medicine Colleges
#Crush_School_Exams #High_Score_SATs

<

Learn in Advance, Complete High School Credit Plan
#Strengths&Weaknesses_Analysis #Confidence
#Study_Ahead_in_High_School_Mathematics

Live Class EDGE — Take CMS Genius Center (MG) Daechi Campus classes live anywhere in the country

Live Streaming Live Class
#Active_Communication

Same Quality & Instruction as CMS MG Daechi Campus
#Gifted_High_School
#Special_Purpose_High_School
#Olympiad #Student_Management

Increase Learning Efficiency without Physical Limitations
#Saving_Time #Selecting_Space
#Maximizing_Online_Advantages

Virtual English Thinking Skills
BOUNCY

BOUNCY is a Metaverse platform that develops English thinking through virtual classes.

Education Roadmap

- Phonics
- Sentence Speaking
- Sentence Writing
- Musicals/ Chants
- Daily life expressions

- Drawing/ Conversations
- Writing in complete sentences
- Projects
- Grammar fundamentals

- Storytelling
- Stories/E-mails/Paragraph Writing
- Projects
- Basic grammar

Language Difficulty

American Public Education Standards

Topic Difficulty

Topics aligned with Korean /American/Chinese /Japanese curricula

BOUNCY				Grade		April Institute	Chungdahm Institute
		B402		4th Grade	4th~5th Grade	Sapling 2	Giga
		B401				Sapling 1	Mega
	B303			2nd~3rd Grade	2nd~4th Grade	Sprout 3	EC 4
	B302					Sprout 2	EC 3
	B301					Sprout 1	EC 2
B202				1st Grade	1st~2nd Grade	Seed 2	EC 1
B201						Seed 1	
B102				Kindergarten ~1st Grade		Seedbed 2	
B101						Seedbed 1	

BOUNCY

BOUNCY: English Thinking in the Virtual World

Features

(Pre-Live Class)	Self-directed learning supported by an AI teacher in a virtual environment
(Digital Thinking Tools)	Develop creative thinking by using various digital tools to create unique projects
(VLC-Verse)	In the Metaverse, students immerse themselves in the learning experience by using their points to customize their avatar and planet
(Digital Device)	Eliminate temporal and spatial constraints with access from any connected device

Class Operation

Pre-Live Class ＞ Live 1 Class ＞ Live 2 Class ＞ Teacher's Lecture VOD ＞ Edu-Tech App

Class ON   Class OFF
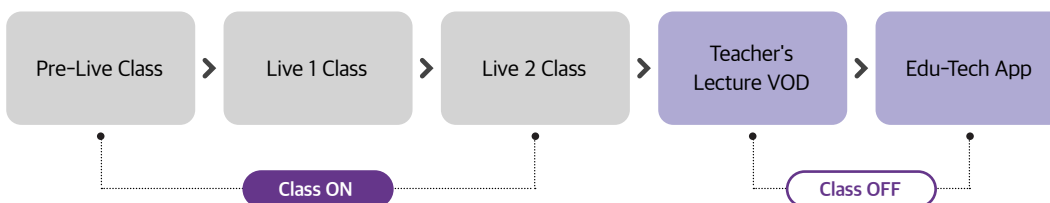
BOUNCY Class `ON`

AI Teacher

▶ **Pre-Live Class**
An asynchronous learning space where students can prepare for their live class with access to passages, topic overviews, and core expression previews

LIVE Teacher

▶ **Live 1 Class**
The live teacher engages with the passages, directs group discussion, and provides live individual feedback
A systematic, real-time class for speaking and writing

▶ **Live 2 Class**
A synchronous, project-based class that leverages students' creativity and langauge skills to discuss, debate, and collaborate on creative activities
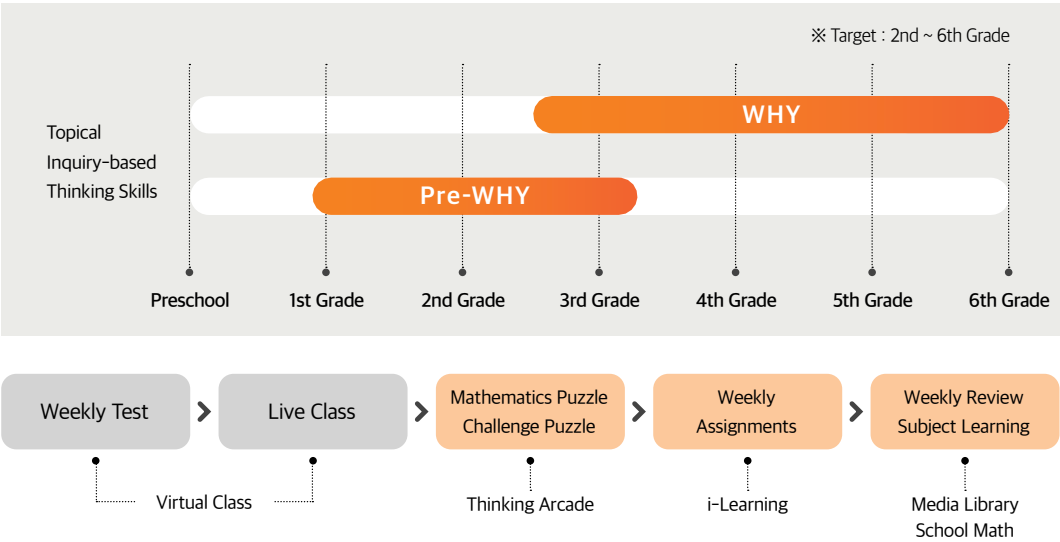
BOUNCY Class `OFF`

VOD Teacher

▶ **Teacher's Lecture VOD**
Internalized learning through VOD lectures after live classes

Edu-Tech App

▶ **Bouncy Buff**
Key vocab review using gamified quests that motivate students with cards and badges that they can use to evolve their avatar in the AR game

▶ **Bouncy MeMe**
Students video record their own story demonstrating what they have learned from the AR speaking and writing, and get instructor feedback

▶ **ChunkToon**
A learning application that reinforces and naturalizes vocabulary use by providing real-life context in the form of mini-stories(Toons)

Admissions Guide

01 Sign up to Become a Member
· Enter parent's information
· Add a child

02 Take the Entrance Exam
· Real-time self test

03 Check the Results
· Comprehensive analysis
· Check placement level

04 Register for a Course / Pay Tuition
· Select schedule
· Pay tuition

05 Enrollment
· Course guide
· Video guide

Virtual Mathematical Thinking Skills
NOISY

Noisy awakens curiosity, develops self-exploration and thinking skills with 3D digital teaching aids.

NOISY

Digital teaching tools — NOISY — Two-way communi-cation

Competitiveness UP
Virtual versions of the best CMS classes

Completeness UP
3D digital teaching tools are the perfect pair for virtual environments

Concentration UP
Two-way classes where students communicate in real time in the metaverse

Education Roadmap

※ Target : 2nd ~ 6th Grade

Topical Inquiry-based Thinking Skills

WHY

Pre-WHY

| Preschool | 1st Grade | 2nd Grade | 3rd Grade | 4th Grade | 5th Grade | 6th Grade |

Weekly Test > Live Class > Mathematics Puzzle Challenge Puzzle > Weekly Assignments > Weekly Review Subject Learning

Virtual Class | Thinking Arcade | i-Learning | Media Library School Math

NOISY

NOISY : NOISY with Discussion and Communication

Features

Same as Offline Class	CMS Genius Learning Center (MT) classes in a virtual environment
Interactive Class	Improving concentration through interactive classes with real-time communication
Learning Curiosity	Expand curiosity with over 600 mathematics-themed digital games and puzzles
Digital Domain	Generate interest with 3D digital teaching aids that are embedded in the virtual environment

Regular Program

Basic — Pre-WHY

Develop convergence thinking and creativity through math games, puzzles, and storytelling

- **Target**: 1st~3rd grade elementary school
- **Configuration**: 6 levels (A, R, C, H, E, and S)
- **Books**: 18 textbooks, 18 workbooks
- **Progress**: 12 themes per level (1 theme per week)

Advanced — WHY

Develop convergence thinking and creative problem-solving skills through activities, exploration, presentation, and discussion

- **Target**: 3rd~6th grade elementary school
- **Configuration**: 12 levels (WHY 1 - WHY 12)
- **Books**: 36 textbooks, 36 workbooks
- **Progress**: 12 themes per level (1 theme per week)

Learning System

My NOISY-Verse
- Mathematical thinking platform in a Metaverse setting
- Increase student immersion and engagement using learning points to evolve and personalize their avatar and planet

Effective Virtual Class
- Live classes with top-class teachers who have demostrated their effectiveness with offline teaching experience
- Weekly tests - live classes - math puzzles - assignments - effective self-directed learning from challenging puzzles

VOD Topic Review
- VOD access to review previous topics and reflect on them further
- Self-paced learning to master topics, from the most fundamental to the most advanced

Smart Learning Portal
- Convenient assignment submission via the Thinking MeMe app
- Keep and share a math diary with AR social learning

Admissions Guide

01 Sign Up
- Enter parent information
- Add children

02 Admissions Test Reservation
- Select date and time

03 Take the Entrance Exam
- Online progress
- Real-time supervision

04 Construction
- Comprehensive analysis consultation
- Selecting a course

05 Admissions
- Class information
- Video guide

Mastery of Computer and Thinking Skills
C³ Coding

C³ Coding fosters ICT convergence talents with imagination, problem-solving skills, and the ability to produce creative algorithms.

Education Roadmap

Renaissance 3.0

Improve programming skills and ICT convergence skills by selecting programs based on students' individual coding experience level, with offerings for age levels ranging from early elementary up through high school.

DA	**Discover my Algorithm** Introductory coding course starting from Scratch and incorporating smart coding robots

MP	**Make our Project** The process of carrying out various team projects and developing problem-solving skills

CD	**Connect to Digital world** Hands-on learning of advanced programming languages

CF	**Create my Future** The process of building your own creative portfolio and designing the future

AI	**Nanodegree Programs** Professional short-term AI education certification course where students can learn everything from AI basics to deep learning

codeAlive	**Metaverse Programs** Metaverse program for learning how to code that meets in a 3D virtual world

Algorithm	**Masterclass Programs** The process of acquiring the main algorithms and efficient solutions for algorithm competitions

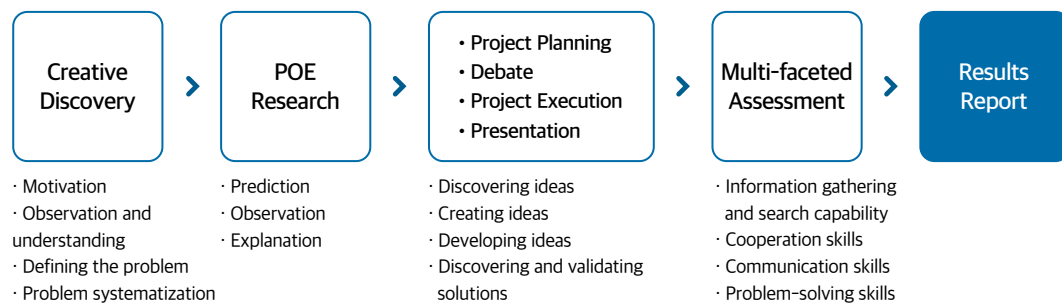| **Camp Programs**	**Summer/Winter Special Camp** School vacation program where even complete beginners can learn to code in a fun and stress-free way

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C³ CODING 씨큐브코딩

C³ Coding : INNOVATORS who create an unprecedented future
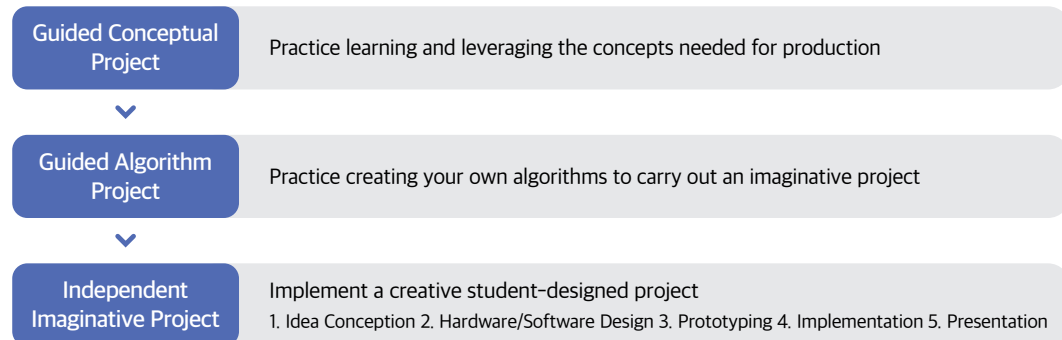
Features

Thinking Coding Education — Coding education that teaches the ability to construct algorithms independently

Creative Educational Environment — Creative space where students develop their own imaginations

Cooperative Problem-Solving Skills — By fusing ideas, finding solutions, improve problem-solving skills through discussion and collaboration

Expert-designed Curriculum — Creative and systematic educational content created by ICT education experts

Class Operation

Regular Class

Creative Discovery	>	POE Research	>	• Project Planning • Debate • Project Execution • Presentation	>	Multi-faceted Assessment	>	Results Report

· Motivation
· Observation and understanding
· Defining the problem
· Problem systematization

· Prediction
· Observation
· Explanation

· Discovering ideas
· Creating ideas
· Developing ideas
· Discovering and validating solutions

· Information gathering and search capability
· Cooperation skills
· Communication skills
· Problem-solving skills

Imagination Project : Systematic Maker Activities in conjunction with Regular Classes

Guided Conceptual Project — Practice learning and leveraging the concepts needed for production

Guided Algorithm Project — Practice creating your own algorithms to carry out an imaginative project

Independent Imaginative Project — Implement a creative student-designed project
1. Idea Conception 2. Hardware/Software Design 3. Prototyping 4. Implementation 5. Presentation

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Virtual Computing Thinking code Alive — Python Virtual Class: Learn to code on a Metaverse-based platform co-developed with Unity
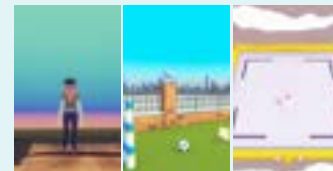

Step-by-Step Learning
Learning-practice-project: curriculum that goes from learning the basic concepts of Python up to code implementation, all in one platform

Interactive Contents
Maximize the immersive experience by interacting with virtual objects that respond to written code in real time

Virtual Programming
The perfect way to learn Python programming in a virtual playground

CREVERSE