Extracurricular partner since 2014

COMPANY PROFILE 2026

Light Education

Every session, a real creation.

From science experiments to their own designs, children learn by trying, making and developing their ideas. Light Education guides that process through structured activities and visible learning outcomes.



2014	40+	1,200+	12
Founded	Partner schools	Students a year	Programs

FOR SCHOOLS

Extracurricular & ASA

Extracurricular and After School Activity programs in school.

FOR FAMILIES

Light Labs

Private classes at home or online, with kits delivered.



Every session, a real creation.

ONE SEMESTER WITH US

1. **Demo class / ASA Expo**
   Students try and choose a program.
2. **First session**
   Meet the tools and materials, then a first creation.
3. **Every week**
   One topic, one creation, a report to the school.
4. **Through the semester**
   16 sessions with a book for each level.
5. **Work goes home**
   Finished projects belong to the student.
6. **End of semester**
   A report card and certificate for every student.
7. **Next semester**
   On to the next level, with new material.

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Program map by level

Gold line = eligible levels

Program	KG	Gr 1–2	Gr 3–6	MS	HS	Page
SCIENCE & TECH						
Science Art	●	●	●	●	●	12
Robotic	●	●	●	●	●	13
Games & Apps Maker		●	●	●	●	14
DESIGN & MEDIA						
Graphic Design		●	●	●	●	15
Photography		●	●	●	●	16
Video Editing		●	●	●	●	17
3D Modeling		●	●	●	●	18
Manga Drawing	●	●	●	●	●	19
ART & CRAFT						
Ceramic	●	●	●	●	●	20
Origami	●	●	●	●	●	21
Fashion Design	●	●	●	●	●	22
SPORTS						
Archery		●	●	●	●	23

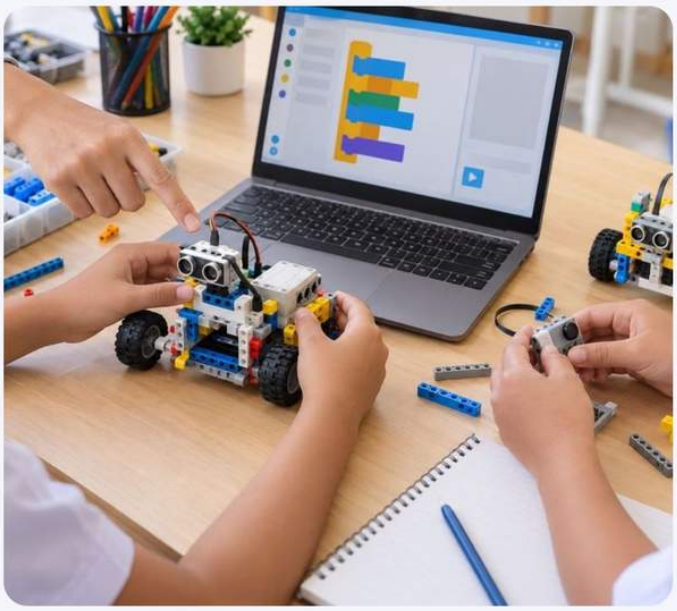
Computer programs start from KG B. All programs can run as extracurricular/ASA at school, as Light Labs classes for families, and as adult classes.

ABOUT US

Light Education at a Glance

Since 2014, Light Education has provided after-school education in Jakarta and the surrounding area. We give children room to discover their interests, try new skills and learn by making.





FOR SCHOOLS

Our core service

School partnerships are our core service. Through extracurricular or After School Activity (ASA) programs, we bring teachers, materials and hands-on activities into class.

FOR FAMILIES

Light Labs

Light Labs brings the same experience closer to families. Children can take private lessons at home or join online classes with kits delivered.

Both services share the same goal: helping children turn curiosity into real learning experiences.

OUR JOURNEY

Facts & Track Record

Light Education has grown year after year through school partnerships and supporting students. Here is an overview of our work:

2014	40+	1,200+	60+	12
Year Light Education was founded	Partner schools	Students a year	Skilled teachers	Programs for varied interests and ages

Behind these numbers are real classroom activities: children try, teachers guide, and schools follow their progress. This is the experience we bring to every partnership.







TRUSTED BY

HighScope Indonesia (Bintaro & Simatupang) · Jakarta Intercultural School (PI & Patimura) · New Zealand Independent School · Australian Independent School · Bina Bangsa School (Kb. Jeruk & PIK) · Singapore School Kb. Jeruk · Raffles School · ACG School · Ora et Labora Serpong · Al-Izhar Islamic School · Al-Jabr Islamic School · Global Islamic School · +28 more schools

ADVANTAGES

Why Light Education

Your school needs activities that engage students and are easy to monitor. These six points make that possible.

Well-prepared teachers
Teachers pass in-house TeachUp training and are coached every semester.

Attendance and activity logged
Teacher attendance is logged automatically by GPS; coordinators get a short report after every session.

Progressive curriculum
Four stages, 12 levels: Beginner, Basic, Intermediate, Advance. One level = one book = one semester (16 sessions).

Children keep their work
Finished projects go home, with timing that depends on how each is made.

Documented progress
Every semester ends with a report card and certificate.

Try before you decide
Schools can hold one free demo class before committing to a partnership.





FOR SCHOOLS

How We Partner with Schools

Start by exploring our programs, then discuss your school's needs with our team. The process has seven steps:

1. **Company profile**
   Get to know Light Education and its programs.
2. **Proposal**
   Receive a detailed program proposal for your school.
3. **Meeting**
   Discuss student levels, schedule, rooms and practical needs.
4. **Demo class / ASA Expo**
   Introduce programs through an on-site demo before registration opens.
5. **Registration**
   The school opens registration, with information materials for parents.
6. **Classes begin**
   Classes open once the quota is met; fixed weekly schedule, with a report after every session.
7. **Report & certificate**
   Students receive a progress report and certificate at semester end.



SCHOOL PROVIDES

- Classroom (a field for Archery)
- Extracurricular slot

LIGHT EDUCATION PROVIDES

- Teachers bring tools, materials & books
- Taught in Indonesian or English
- Free substitute teacher from the same program

To get started, prepare **a coordinator contact**, **estimated numbers**, and **preferred class times**.







FOR STUDENTS

What Every Student Receives

Every student learns with a guide and equipment suited to the program. Outcomes may be physical work, a digital portfolio or a record of skill progress.

- **A book or module** as a step-by-step learning guide.
- **Program kit and equipment** for the chosen activity.
- **Personal creations**, such as experiments, designs, crafts or a portfolio.
- **Progress report card** at semester end.
- **Program certificate** every semester.

Students keep their work

Work is handed over as each process allows. Fired Ceramic pieces are returned once complete. In Robotic, students take home the robot they build every semester. The Archery kit (finger guard, arm guard, power belt) also goes home with the student. This way, parents can follow what their child is learning.





CLASS QUALITY

How We Ensure Quality

Class quality rests on teacher preparation, structured lessons, and session records. Teachers pass our internal TeachUp training and get coaching each semester.

4-STAGE · 12-LEVEL CURRICULUM

Beginner
Level 1–2 · KG

Basic
Level 1–6 · Elementary

Intermediate
Level 1–2 · usually MS

Advance
Level 1–2 · usually HS

1 level = 1 book = 1 semester (16 sessions). New students start by age: kindergarten at Beginner, elementary to high school at Basic 1.

Every session

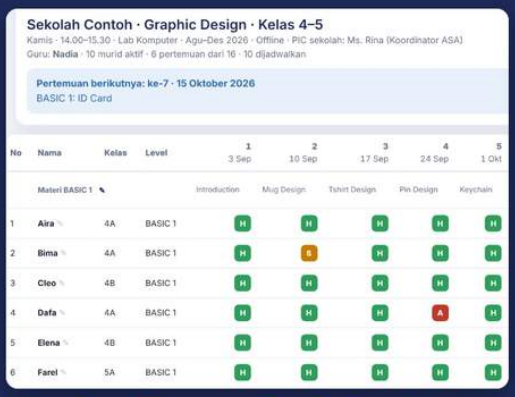
On arrival, teacher attendance is logged automatically with GPS location. A report for each session goes to the school coordinator.

End of semester

The report card summarizes student progress and a certificate marks their learning. Your school has records to follow both class delivery and each child's learning journey.

SAMPLE RECORDS & DOCUMENTS

Actual system views · fictional student data



Attendance & lessons · Teacher Portal



Semester report card



Certificate

Teacher GPS check-in · Teacher Portal — attendance logged automatically with distance from school

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PARTNER STORY

With Jakarta Intercultural School since 2016

Our longest and largest partnership. Every semester, hundreds of students choose Light Education classes as their After School Activity, and most of our programs run side by side at this school.

2016
Partner since · 10 years running

200+
Students per semester

9
Programs running together

±60
Graphic Design students/semester

Science Art · Games & Apps Maker · **Graphic Design** · Photography · Video Editing · Manga Drawing · Ceramic · Origami · Fashion Design



MOST POPULAR

Graphic Design

Students get results they can actually use: their designs are printed on their own T-shirts, mugs, or posters. That is why Graphic Design at JIS can reach about 60 students in one semester.

How we serve schools with many classes

Classes split by quota

1 teacher for 4–10 students and 2 teachers up to 20. Over 20 students opens a second class, extra teacher at no cost.

Substitutes ready

If a teacher is unavailable, a teacher from the same program steps in at no cost, so classes stay on schedule.

One report format

Every class is in the Teacher Portal: per-session attendance and reports, then report cards and certificates at term end.

GALLERY

Life in Our Classes

Photos from our classes at partner schools: children try, teachers guide, and every session ends with a creation.



PROGRAM 1/12 · SCIENCE & TECHNOLOGY

Science Art

Kindergarten – High School

Children learn science concepts through experiments with color, reactions, air, water, and light, practicing observation and recording results in an experiment journal.



Method: offline at school · online available

Duration: 1 hr/week

Students: 8–25/class (offline) · 50 (online)

Language: Indonesian or English

Teachers: 1 teacher per 4–10 students · 2 teachers up to 20 · >20 opens a second class · extra teacher free

KIT / SEMESTER
Lab tools provided; experiment materials prepared each session

STUDENT EQUIPMENT
Computer & stable internet (online classes only)

PROVIDED BY SCHOOL
Classroom (plus outdoor space for some activities)

SAMPLE PROJECTS
Volcano, lava lamp, red cabbage pH indicator, moon craters, tornado in a bottle

What students receive

- ✓ Experiment results taken home every session (slime, lava lamps, crystals, etc.)
- ✓ Personal safety gear: goggles, gloves, mask, lab coat
- ✓ Science tools: dropper, magnifying glass
- ✓ Lab book for each level & science journal
- ✓ Report card & progress report
- ✓ Science Art certificate every semester
- ✓ Photo & video documentation on request

Learning levels

12 levels · 4 stages · 1 level = 1 book = 1 semester (16 sessions)

1 **BEGINNER** · Level 1–2 · KG A–B
Tools: Magnifier, feely box, playdough, big droppers
- The five senses through simple experiments
- Planting seeds, observing small animals and weather

2 **BASIC** · Level 1–6 · Elementary
Tools: Droppers, flashlight, magnets, digital thermometer, goggles
- Color, water, light, sound, and motion
- Fair tests and design solutions: water filter, flood barrier

3 **INTERMEDIATE** · Level 1–2 · usually Middle School
Tools: Digital scale, multimeter, phone clip-on microscope
- Measure, repeat three times, then graph
- Young Scientist project up to a display board

4 **ADVANCE** · Level 1–2 · usually High School
Tools: Phone sensors, pH/TDS meter, spreadsheets
- Applied labs: cyanotype, bioplastic, water quality
- Independent research, science poster, and exhibition


In class


Class atmosphere


Material kit


Student work

PROGRAM 2/12 · SCIENCE & TECHNOLOGY

Robotic

Kindergarten – High School

Children build robots, learn about motors and sensors, then give commands through programming. Lessons progress from mechanical builds to robot projects controlled from a phone.



Method: offline at school · online available

Duration: 1 hr/week

Students: 8–25/class (offline) · 50 (online)

Language: Indonesian or English

Teachers: 1 teacher per 4–10 students · 2 teachers up to 20 · >20 opens a second class · extra teacher free

KIT / SEMESTER
Robot construction set for every student

STUDENT EQUIPMENT
Computer & stable internet (online classes only)

PROVIDED BY SCHOOL
Classroom (plus outdoor space for some activities)

SAMPLE PROJECTS
Line follower, robot arm, color sorter robot, delivery robot (IoT)

What students receive

- ✓ The robot they build, taken home every semester
- ✓ Toolbox to store components
- ✓ Book for each level & engineering journal
- ✓ Report card & progress report
- ✓ Robotic certificate every semester
- ✓ Photo & video documentation on request

Learning levels

12 levels · 4 stages · 1 level = 1 book = 1 semester (16 sessions)

1 BEGINNER · Level 1–2 · KG A–B
Tools: Big bricks, then motorized bricks (screen-free)
- Sturdy builds, color patterns, and wheels
- Motors and gears; a first moving robot

2 BASIC · Level 1–6 · Elementary
Tools: Motorized construction set, then smart brick and block coding
- Gears, levers, pulleys, and walking robots
- Touch, distance, color sensors; missions, sumo, mazes

3 INTERMEDIATE · Level 1–2 · usually Middle School
Tools: Metal frame + microcontroller (blocks → text code)
- Breadboard, LEDs, servos, ultrasonic sensor
- Autonomous rover and robot arm

4 ADVANCE · Level 1–2 · usually High School
Tools: IoT microcontroller, metal frame, phone app
- Robots controlled and monitored from a phone
- Own final project and mini competition


In class


Class atmosphere


Material kit


Student work

PROGRAM 3/12 · SCIENCE & TECHNOLOGY

Games & Apps Maker

Kindergarten B – High School

Children learn game and app logic by arranging objects, screens, and simple commands. They build projects they can run, test, and continue, from Scratch to GameMaker Studio.



Method: offline at school · online available

Duration: 1 hr/week

Students: 8–25/class (offline) · 50 (online)

Language: Indonesian or English

Teachers: 1 teacher per 4–10 students · 2 teachers up to 20 · >20 opens a second class · extra teacher free

KIT / SEMESTER
Playable games of their own (project files belong to the student)

STUDENT EQUIPMENT
Computer & stable internet (online classes only)

PROVIDED BY SCHOOL
Classroom (plus outdoor space for some activities)

SAMPLE PROJECTS
Score & countdown games, multi-level games, platformer, game for a school event

What students receive

- ✓ Playable games of their own on a flash drive
- ✓ Project files to continue at home
- ✓ Workbook for each level
- ✓ Report card & progress report
- ✓ Games & Apps Maker certificate every semester
- ✓ Photo & video documentation on request

Learning levels

12 levels · 4 stages · 1 level = 1 book = 1 semester (16 sessions)

1 BEGINNER · Level 1–2 · KG B–Grade 1
Tools: Screen-free, then tablet (touch blocks)
- Game rules with arrow cards
- A first game played with friends and parents

2 BASIC · Level 1–6 · Elementary
Tools: Scratch
- Motion, score, lives, levels, and clones
- Design plan, playtesting, own game project

3 INTERMEDIATE · Level 1–2 · usually Middle School
Tools: GameMaker Studio (GML Visual → GML code)
- Platformer physics, state machines, arrays
- Levels designed and tested by friends

4 ADVANCE · Level 1–2 · usually High School
Tools: GameMaker Studio (GML)
- Random dungeons and path-finding enemies
- Game jam, web release, and press kit


In class


Class atmosphere


Material kit

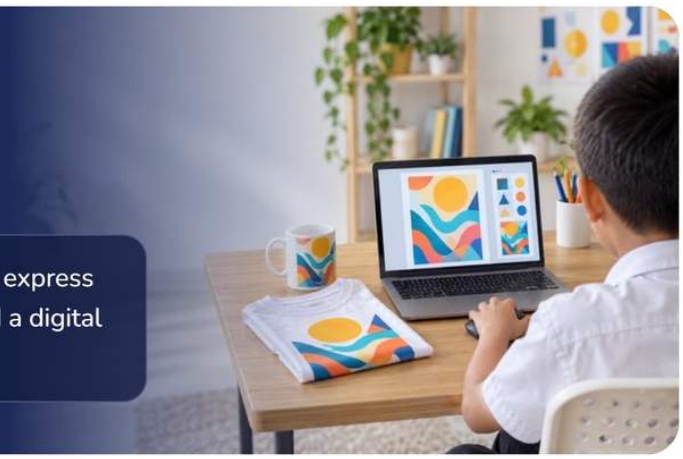

Student work

PROGRAM 4/12 · DESIGN & MEDIA

Graphic Design

Kindergarten B – High School

Children work with shape, color, text, and images to express ideas visually. Designs become printed products and a digital portfolio that records their creative journey.



Method: offline at school · online available

Duration: 1 hr/week

Students: 8–25/class (offline) · 50 (online)

Language: Indonesian or English

Teachers: 1 teacher per 4–10 students · 2 teachers up to 20 · >20 opens a second class · extra teacher free

KIT / SEMESTER
Prints of student designs (T-shirt, mug, stickers, etc.)

STUDENT EQUIPMENT
Computer & stable internet (online classes only)

PROVIDED BY SCHOOL
Classroom (plus outdoor space for some activities)

SAMPLE PROJECTS
T-shirt, mug and sticker designs, posters, fold-out packaging, club identity

What students receive

- ✓ Printed products of own designs: T-shirt, mug, stickers
- ✓ Design portfolio (source & export files) on a flash drive
- ✓ Workbook for each level
- ✓ Report card & progress report
- ✓ Graphic Design certificate every semester
- ✓ Photo & video documentation on request

Learning levels

12 levels · 4 stages · 1 level = 1 book = 1 semester (16 sessions)

1 **BEGINNER** · Level 1–2 · KG B–Grade 1
Tools: Paper, crayons, sponge stamps, then tablet & Photopea templates
- Color, shape, and one main picture
- From screen to paper: a printed badge

2 **BASIC** · Level 1–6 · Elementary
Tools: Photopea
- Contrast, color, type, grids, and patterns
- Fold-out packaging and club identity

3 **INTERMEDIATE** · Level 1–2 · usually Middle School
Tools: Adobe Illustrator
- Vector design: pen tool, Pathfinder, patterns
- Packaging dielines and print-ready files

4 **ADVANCE** · Level 1–2 · usually High School
Tools: Adobe Illustrator
- Brand identity for a real client
- Digital portfolio and final exhibition


In class


Class atmosphere


Material kit


Student work

PROGRAM 5/12 · DESIGN & MEDIA

Photography

Kindergarten B – High School



Children learn composition, light, and camera settings through hands-on shooting. They learn to choose techniques for the result they want and collect photos in a personal scrapbook.

Method: offline at school · online available

Duration: 1 hr/week

Students: 8–25/class (offline) · 50 (online)

Language: Indonesian or English

Teachers: 1 teacher per 4–10 students · 2 teachers up to 20 · >20 opens a second class · extra teacher free

KIT / SEMESTER
Photography scrapbook every semester

STUDENT EQUIPMENT
Computer & stable internet (online classes only)

PROVIDED BY SCHOOL
Classroom (plus outdoor space for some activities)

SAMPLE PROJECTS
Close-up, freeze motion, silhouette, panning, photo essay

What students receive

- ✓ Printed scrapbook of their own photos
- ✓ Memory card / flash drive with all photos
- ✓ Workbook for each level
- ✓ Report card & progress report
- ✓ Photography certificate every semester
- ✓ Photo & video documentation on request

Learning levels

12 levels · 4 stages · 1 level = 1 book = 1 semester (16 sessions)

1 BEGINNER · Level 1–2 · KG B–Grade 1
Tools: Paper frame, then kids' or digital camera on Auto
- Looking through a frame: color, shape, near-far
- Holding the camera safely and sharp photos

2 BASIC · Level 1–6 · Elementary
Tools: Digital camera, then DSLR
- Composition, angles, and light direction
- Aperture, ISO, shutter speed, and photo stories

3 INTERMEDIATE · Level 1–2 · usually Middle School
Tools: DSLR in manual mode, studio lights, Adobe Lightroom
- Full manual mode, histogram, metering
- Panning, macro, and product photos

4 ADVANCE · Level 1–2 · usually High School
Tools: DSLR in manual mode, Adobe Lightroom
- Photo essays and school event coverage
- A 15-photo portfolio and public exhibition


In class


Class atmosphere


Material kit


Student work

PROGRAM 6/12 · DESIGN & MEDIA

Video Editing

Kindergarten B – High School

Kids edit footage, sound, and transitions into a complete video. From bumpers and intros to short films, their videos become a digital portfolio.



Method: offline at school · online available

Duration: 1 hr/week

Students: 8–25/class (offline) · 50 (online)

Language: Indonesian or English

Teachers: 1 teacher per 4–10 students · 2 teachers up to 20 · >20 opens a second class · extra teacher free

KIT / SEMESTER
Practice pack of clips, music, and sound effects; all finished videos belong to the student

STUDENT EQUIPMENT
Computer & stable internet (online classes only)

PROVIDED BY SCHOOL
Classroom (and outdoor area for some activities)

SAMPLE PROJECTS
Class profile video, bumper & intro, green-screen ad, motion graphics

What students receive

- ✓ Finished videos (bumper, intro, short ad) as a portfolio on flash drive
- ✓ Project templates & assets used in class
- ✓ Workbook for each level
- ✓ Report card & progress notes
- ✓ Video Editing certificate each semester
- ✓ Photo & video documentation on request

Learning levels

12 levels · 4 stages · 1 level = 1 book = 1 semester (16 sessions)

1 **BEGINNER** · Level 1–2 · KG B–Grade 1
Tools: Picture cards & flipbooks, then tablet
- Close and wide shots, steady recording
- Arranging clips to a storyboard

2 **BASIC** · Level 1–6 · Elementary
Tools: Canva, then Adobe Premiere Pro
- Clips, timeline, titles, music, sound effects
- Narration, captions, multitrack, and subtitles

3 **INTERMEDIATE** · Level 1–2 · usually Middle School
Tools: Adobe After Effects + Premiere Pro
- Motion graphics and logo bumpers
- Green screen, compositing, motion tracking

4 **ADVANCE** · Level 1–2 · usually High School
Tools: Adobe Premiere Pro + After Effects
- Short film from script to screening
- Real briefs: school promo, ad, showreel


In class


Class atmosphere


Material kit

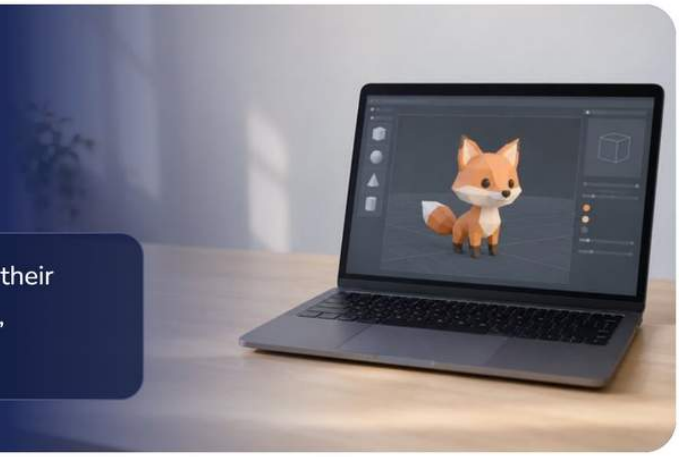

Student work

PROGRAM 7/12 · DESIGN & MEDIA

3D Modeling

Kindergarten B – High School

Kids sculpt three-dimensional characters and set up their movement. Their models grow into short animations, complete with sound.



Method: offline at school · online available

Duration: 1 hr/week

Students: 8–25/class (offline) · 50 (online)

Language: Indonesian or English

Teachers: 1 teacher per 4–10 students · 2 teachers up to 20 · >20 opens a second class · extra teacher free

KIT / SEMESTER
3D-printed pieces of their own (two per level from Basic) & project files

STUDENT EQUIPMENT
Computer & stable internet (online classes only)

PROVIDED BY SCHOOL
Classroom (and outdoor area for some activities)

SAMPLE PROJECTS
Original 3D characters, expressions, objects & templates, short animation

What students receive

- ✓ 3D prints to take home + short animations as a portfolio
- ✓ 3D templates & video tutorials
- ✓ Workbook for each level
- ✓ Report card & progress notes
- ✓ 3D Modeling certificate each semester
- ✓ Photo & video documentation on request

Learning levels

12 levels · 4 stages · 1 level = 1 book = 1 semester (16 sessions)

1 **BEGINNER** · Level 1–2 · KG B–Grade 1
Tools: Playdough and blocks, then tablet (3D block app)
- 3D shapes from playdough and blocks
- Stop motion and a first 3D-printed piece

2 **BASIC** · Level 1–6 · Elementary
Tools: Blender; work is 3D-printed
- 3D space, basic shapes, and keyframes
- Characters, short films, and own projects

3 **INTERMEDIATE** · Level 1–2 · usually Middle School
Tools: Blender (UV, Texture Paint, Armature)
- Character modeling, texturing, and rendering
- Rigging, facial expressions, and walk cycles

4 **ADVANCE** · Level 1–2 · usually High School
Tools: Blender, Audacity
- Short animated film with sound
- Product visualization and demo reel


In class


Class atmosphere


Material kit


Student work

PROGRAM 8/12 · DESIGN & MEDIA

Manga Drawing

Kindergarten – High School

Kids draw characters with expressions and poses, then learn coloring and composition. Their stories become comics with characters of their own.



Method: offline at school · online available

Duration: 1 hr/week

Students: 8–25/class (offline) · 50 (online)

Language: Indonesian or English

Teachers: 1 teacher per 4–10 students · 2 teachers up to 20 · >20 opens a second class · extra teacher free

KIT / SEMESTER
A4 workbook for each level with step-by-step tutorials

STUDENT EQUIPMENT
Computer & stable internet (online classes only)

PROVIDED BY SCHOOL
Classroom (and outdoor area for some activities)

SAMPLE PROJECTS
Character faces, expressions & poses, coloring & composition, 4-panel comic with own characters

What students receive

- ✓ Manga scrapbook of the student's own work
- ✓ Manga supplies (pencils, fineliners, screentone, eraser)
- ✓ A4 workbook for each level
- ✓ Report card & progress notes
- ✓ Manga Drawing certificate each semester
- ✓ Photo & video documentation on request

Learning levels

12 levels · 4 stages · 1 level = 1 book = 1 semester (16 sessions)

1 **BEGINNER** · Level 1–2 · KG A–B
Tools: Thick pencils, crayons/colored pencils, stickers
- Big manga eyes and kawaii faces
- Chibi step by step

2 **BASIC** · Level 1–6 · Elementary
Tools: HB pencil, eraser, fineliner, colored pencils
- Head proportions, eyes, hair, expressions
- Full-body characters and stories in panels

3 **INTERMEDIATE** · Level 1–2 · usually Middle School
Tools: HB pencil, fineliner, colored pencils
- Color illustration: shading and highlights
- Themed characters with props and outfits

4 **ADVANCE** · Level 1–2 · usually High School
Tools: HB pencil, fineliner, comic panel pages
- Original streetwear-style characters
- An 8-page manga, zine, and portfolio


In class


Class atmosphere


Material kit


Student work

PROGRAM 9/12 · ARTS & CRAFTS

Ceramic

Kindergarten – High School

Kids shape clay with pinch, coil, and assembly techniques before moving to the pottery wheel. Pieces are finished by level, including firing and painting or glazing.



Method: offline at school · online available

Duration: 1 hr/week

Students: 8–25/class (offline) · 50 (online)

Language: Indonesian or English

Teachers: 1 teacher per 4–10 students · 2 teachers up to 20 · >20 opens a second class · extra teacher free

KIT / SEMESTER
Clay every week & the student's own ceramic pieces

STUDENT EQUIPMENT
Nothing to bring (all tools provided)

PROVIDED BY SCHOOL
Classroom (and outdoor area for some activities)

SAMPLE PROJECTS
Pinch bowls, clay animals, leaf-shaped plates, wheel-thrown cups

What students receive

- ✓ Own ceramic pieces, fired & painted (glazed at upper levels), returned in 7–14 days
- ✓ 1 kg of clay every session
- ✓ Own tool set: sculpting, shaping, needle, carving & cutting
- ✓ Report card & progress notes
- ✓ Ceramic certificate each semester
- ✓ Photo & video documentation on request

Learning levels

12 levels · 4 stages · 1 level = 1 book = 1 semester (16 sessions)

1 **BEGINNER** · Level 1–2 · KG A–B
Tools: Playdough and air-dry clay; no kiln
- Squeezing, rolling, and pressing clay
- Textures, stamps, thumb pots, and small coils

2 **BASIC** · Level 1–6 · Elementary
Tools: Clay, shared pottery wheel; kiln by staff
- Pinch, coil, slab, texture, score-and-slip
- Figures, animals, and own designs

3 **INTERMEDIATE** · Level 1–2 · usually Middle School
Tools: Stoneware, own wheel time, slip casting, glazes
- Centering, cylinders, and trimming
- Press molds, slip casting, and glaze tests

4 **ADVANCE** · Level 1–2 · usually High School
Tools: Wheel, plaster molds, underglaze
- Tableware sets and surface design
- Hollow sculpture, relief, and a ceramics show


In class


Class atmosphere


Material kit


Student work

PROGRAM 10/12 · ARTS & CRAFTS

Origami

Kindergarten – High School

Kids learn basic folds and how to read diagrams to shape paper. Skills grow from single-sheet pieces to modular models with more varied shapes and colors.



Method: offline at school · online available

Duration: 1 hr/week

Students: 8–25/class (offline) · 50 (online)

Language: Indonesian or English

Teachers: 1 teacher per 4–10 students · 2 teachers up to 20 · >20 opens a second class · extra teacher free

KIT / SEMESTER
Toolbox & origami kit

STUDENT EQUIPMENT
Nothing to bring (all materials provided)

PROVIDED BY SCHOOL
Classroom (and outdoor area for some activities)

SAMPLE PROJECTS
Cranes, animals, flowers, multi-sheet dragon

What students receive

- ✓ Origami pieces taken home every session
- ✓ Toolbox, tools & origami paper
- ✓ Workbook & video tutorials
- ✓ Report card & progress notes
- ✓ Origami certificate each semester
- ✓ Photo & video documentation on request

Learning levels

12 levels · 4 stages · 1 level = 1 book = 1 semester (16 sessions)

1 **BEGINNER** · Level 1–2 · KG A–B
Tools: Origami paper 15 and 20 cm, crayons; no scissors
- Folding in half and sharp creases
- Animal faces and simple dioramas

2 **BASIC** · Level 1–6 · Elementary
Tools: Origami paper 10–25 cm, paper strips; no glue
- Crane, jumping frog, and box
- Modular origami and own bird designs

3 **INTERMEDIATE** · Level 1–2 · usually Middle School
Tools: Thin and thick paper, bone folder, spray bottle
- Tessellation, Miura-ori, kirigami, pop-up
- Box-pleating and wet-folding

4 **ADVANCE** · Level 1–2 · usually High School
Tools: Large paper, stylus
- Reading and designing crease patterns
- Hanging installation, photos, portfolio


In class


Class atmosphere


Material kit


Student work

PROGRAM 11/12 · ARTS & CRAFTS

Fashion Design

Kindergarten – High School

Kids learn body proportions, fashion drawing, and how to combine colors, patterns, and fabrics. From their sketches they make miniature outfits, then build a small themed collection.



Method: offline at school · online available

Duration: 1 hr/week

Students: 8–25/class (offline) · 50 (online)

Language: Indonesian or English

Teachers: 1 teacher per 4–10 students · 2 teachers up to 20 · >20 opens a second class · extra teacher free

KIT / SEMESTER
Sewing materials in class; all sewn work goes home

STUDENT EQUIPMENT
Computer & stable internet (online classes only)

PROVIDED BY SCHOOL
Classroom (and outdoor area for some activities)

SAMPLE PROJECTS
Paper dolls, doll outfits, a three-piece mini collection, denim upcycling

What students receive

- ✓ Miniature outfits from own designs (felt & fabric), per the book
- ✓ Fashion design book & sketchbook
- ✓ Sewing materials and design tools provided in class
- ✓ Report card & progress notes
- ✓ Fashion Design certificate each semester
- ✓ Photo & video documentation on request

Learning levels

12 levels · 4 stages · 1 level = 1 book = 1 semester (16 sessions)

1 **BEGINNER** · Level 1–2 · KG A–B
Tools: Paper dolls, pre-cut felt, lacing cards; no needles
- Color, motifs, and fabric through paper dolls
- Lacing cards as a first sewing practice

2 **BASIC** · Level 1–6 · Elementary
Tools: Needle, thread, cotton and felt; hand sewing
- Line, color, figures, and basic hand stitches
- Doll outfits and a three-piece mini collection

3 **INTERMEDIATE** · Level 1–2 · usually Middle School
Tools: Croquis, pattern paper, sewing machine (supervised)
- Fashion illustration with croquis
- Own patterns, machine sewing, denim upcycling

4 **ADVANCE** · Level 1–2 · usually High School
Tools: Sewing machine, pattern paper, chosen fabrics
- Trend research, toile, and fitting
- A three-look collection and fashion show


In class


Class atmosphere


Material kit


Student work

PROGRAM 12/12 · SPORTS

Archery

Elementary Grade 1 – High School

Kids learn safety rules and archery technique, from stance, drawing the bow, and aiming to releasing the arrow. Practice progresses to scoring and consistent aim.



Method: offline at school
Duration: 1 hr/week
Students: 8–25/class
Language: Indonesian or English
Teachers: 1 teacher per 4–10 students · 2 teachers up to 20 · >20 opens a second class · extra teacher free

KIT / SEMESTER
Finger guard, arm guard, power belt, etc. (taken home)

STUDENT EQUIPMENT
Nothing to bring (bows, arrows & protective gear provided)

PROVIDED BY SCHOOL
Open field or hall with a safe shooting lane (min. 10 m)

SAMPLE PRACTICE
Basic shooting, horse bow, ILF/FITA bow and compound bow practice

What students receive

- ✓ Personal kit taken home: finger guard, arm guard, power belt
- ✓ Workbook for each level to track progress
- ✓ Bows & arrows provided in class
- ✓ Report card & progress notes
- ✓ Archery certificate each semester
- ✓ Photo & video documentation on request

Learning levels

12 levels · 4 stages · 1 level = 1 book = 1 semester (16 sessions)

1 **BEGINNER** · Level 1–2 · Grade 1–2
Tools: Very light training bow, suction-cup arrows
- Safety rules and range commands
- Draw, aim, and release at short range

2 **BASIC** · Level 1–6 · Elementary
Tools: Recurve training bow, then horse bow
- Nine technique steps, stance to follow-through
- Score rounds at 8–15 m and mini contests

3 **INTERMEDIATE** · Level 1–2 · usually Middle School
Tools: ILF/FITA recurve and compound bows
- Assembling and tuning recurve and compound
- Score rounds at 18–30 m to suit the field

4 **ADVANCE** · Level 1–2 · usually High School
Tools: ILF/FITA recurve, compound, horse bow, 3D targets
- Basic bow tuning and official rules
- Field archery and school tournaments


In class


Class atmosphere


Material kit


Results

TRY IT FIRST

ASA Expo & Demo Class

Seeing the activities firsthand helps you judge how well a program fits your students and school.

ASA Expo

Program demos at your school before registration opens. Offered free to introduce extracurricular options to prospective students.

Demo class

Schools can try one session before deciding on a partnership, and see how teachers guide students, how equipment is used, and the class atmosphere.







Contact our team to discuss which programs to introduce and when. Share the grade levels and available space so we can plan the activity around your school's needs.

HOLIDAY CLASSES

Holiday Class

School holidays are a time for children to try new interests or continue projects they enjoy. Light Education offers **Holiday Class** with hands-on, teacher-guided activities.






Programs are chosen with the school from our 12 programs. Children can, for example, create their own designs, shape clay, run experiments, or build robots to fit the class theme.

FOR SCHOOLS

Contact our team to discuss holiday activities for your school's students.

FOR FAMILIES · LIGHT LABS

Families can also join holiday classes through Light Labs, privately at home or online with a kit.

5 or 10 days, one 60–90-minute session a day; 2-hour sessions can be arranged at a custom price. Every child takes their project home. Theme and schedule are tailored to participants.

FOR ALL PROGRAMS

Events & Special Programs

Beyond regular classes, every program can be packaged as an event on request — from science and robotics to ceramics, design, photography, and archery. We provide teachers, tools, and materials.

FOR SCHOOLS & INSTITUTIONS

2–3 day teacher training

For schools running their own classes: a 12-level curriculum, lesson plans, student worksheets, and tool recommendations.

Competition prep

6–8 sessions for upper Elementary to High School students preparing for school or national contests.

Corporate Family Day & CSR

A maker party for 30–100 employees' children with rotating stations; each takes their work home.

Adult classes (parents & teachers)

Custom classes for every program with a 12-module adult book. Choose a 4, 8, or 12-session package, or specific modules; materials included. After 12 modules, learners can move on to Intermediate.

FOR FAMILIES

Birthday parties

2 hours at home or a venue for 6–12 children; every guest makes their own creation.

Parent & child class

A 2-hour weekend session with one shared project — ideal for Mother's/Father's Day or Saturdays.

Themed classes

A short 4-session package on one theme from the program your child enjoys.

Weekend Workshop

One 90-minute session for communities, cafés, or groups — a step before a package.

Host Class

A host invites 4–6 neighbor children; weekly teacher visits, shared costs, host's child free.

Gift vouchers

A 4-session voucher with program supplies, as a physical or digital card in the giver's name.

All events are prepared on request. Share the program, number of participants, location, and preferred date — our team will draft the event plan.

FOR FAMILIES

Light Labs

Light Labs brings the Light Education learning experience closer to families. Children from Kindergarten to High School can join classes within each program's grade range.





Private at home
Anywhere in Greater Jakarta; the teacher brings all supplies.

Online with a kit
Online classes with a kit delivered home.

Material and level match each child's age and ability. **All 12 of our programs are available as Light Labs** — from science, robotics, and design to ceramics, fashion, and archery — with teacher guidance.

First trial class free. Get to know how the classes work first, then discuss a schedule and class options that suit your family.

LIGHT LABS

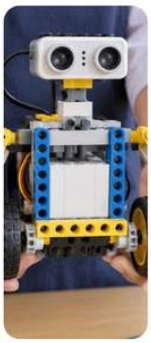
All Programs, Light Labs Edition

Every program is available privately at home or online with a kit. Material and levels follow the same curriculum as our school classes.



Science Art
KG–High School

Volcano, rainbow, and lava lamp experiments, logged in a science journal.



Robotic
KG–High School

Build, program, and test robots, from motors to phone control.



Games & Apps Maker
KG B–High School

Create their own playable games and apps.



Graphic Design
KG B–High School

Design mugs, T-shirts, or posters, printed and delivered home.



Photography
KG B–High School

Learn photography and build a personal photo scrapbook.



Video Editing
KG B–High School

Edit short videos into a portfolio.



3D Modeling
KG B–High School

Create 3D characters and short animations.



Manga Drawing
KG–High School

Draw characters and comics with their own stories.



Ceramic
KG–High School

Clay bowls, animals, and tiles, fired before being sent back.



Origami
KG–High School

Fold models from single-sheet to modular designs.



Fashion Design
KG–High School

Fashion sketches and mini outfits in fabric and felt.



Archery
Grade 1–High School

Private class at a venue with a safe shooting lane (min. 10 m); kit goes home.

OUR TEAM

A Team That Keeps Learning

60+
professional teachers

Light Education is backed by **60+ professional teachers**. Teachers complete TeachUp internal training and receive coaching every semester, so lessons are delivered in a focused way.

Light Labs teachers also teach at partner schools, bringing their hands-on classroom experience to private and online classes.







Partnership bonus: school teacher training

Our partnership also supports your teachers' growth. Each active semester, partner schools receive **one free teacher training session, a 90-minute workshop**. It gives your school team a chance to try our materials and hands-on approach with the Light Education team.

TOPICS CHOSEN BY SCHOOLS

- Science Art
- Robotic
- Graphic Design
- Using AI tools for teachers

FAQ

Questions Schools Often Ask

How many students are needed to open a class?

A class opens once the quota is met, usually 8–25 students. Above 20 students, a second class is opened.

What does the school need to prepare?

A classroom (a field for Archery) and an extracurricular time slot. Our teachers bring the tools, materials and books.

How many teachers are in each class?

1 teacher for 4–10 students and 2 teachers for up to 20 students. The extra teacher is free of charge.

What if a teacher is unavailable?

A teacher from the same program steps in at no cost, so the schedule continues.

What is the language of instruction?

Indonesian or English, depending on the school's needs.

What reports does the school receive?

A report after every session for the coordinator, plus student report cards and certificates at the end of the semester.

Do returning students start over from the beginning?

No. Students move on to the next level based on their progress records.

A student has taken lessons elsewhere. Must they start from the beginning?

Not necessarily. We assess the student first, then place them at the level that matches the result.

Can one class include students from different levels?

Yes, with the same teacher, as long as the class stays manageable. Larger classes are split by level.

Do students take their work home?

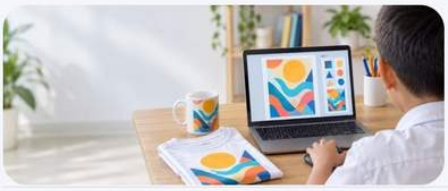
Yes. Timing depends on the process; ceramics, for example, are returned after firing.

Can the school try it first?

Yes. A demo class or ASA Expo is available free of charge before enrolment opens.

How are fees structured?

Fees are per student per session, plus a kit each semester for programs that use one. Details are in the proposal for your school.







CONTACT US

Let's Begin with One Experience





FOR SCHOOLS

Want to introduce extracurricular options to your students? Contact us to schedule a **free demo class** or discuss **ASA Expo**. Share the grade levels, programs of interest, and preferred timing.

FOR FAMILIES · LIGHT LABS

Start with a **free first trial class**. Tell us your child's age, interests, and preference for private home or online classes with a kit.

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LIGHT EDUCATION
after school activities