

THE IMPENDING BLOOM PROJECT

A nonprofit dedicated to sustainability education and systems thinking. We run the Impending Bloom Global Sustainability Fellowship and created EMERGENCE, a board game that teaches systems thinking through gameplay. B.O.S.S. Academy is our expansion into early childhood.

We don't teach children to pass tests. We teach them to see the architecture of the world — and to build within it.

WHERE YOUR \$20,000 GOES

Instructors	\$8,000	40%
Technology	\$4,000	20%
Facility	\$3,500	17%
Curriculum	\$2,500	12.5%
Operations	\$2,000	10%

// *"There's enormous untapped potential across underserved communities — kids who are authentically curious and poised for non-standard problems."*

— Po-Shen Loh, Carnegie Mellon

WHY WE'RE BUILDING THIS

AI isn't coming. It's here. Within five years, the ability to think in systems and work with AI will be as foundational as reading. Yet the children who stand to benefit most — those in immigrant and under-resourced communities — are the least likely to get early, meaningful exposure.

Queens is the most diverse place on Earth — home to families from 120+ countries. A child who learns to build AI solutions here can deploy those same skills in Dhaka, Quito, Lagos, or Manila.

We don't teach kids to be users. We teach them to be builders.

120+ COUNTRIES
160+ LANGUAGES
8–10 AGES
30 BUILDERS



B.O.S.S. ACADEMY

Builders Of Systemic Solutions

// Don't just use the app. Be the BOSS of the system.

\$20,000

GOAL

12

WEEKS

30

SESSIONS

YOUNG BUILDERS

A Systems Thinking & AI Academy
for Children in Immigrant Communities
Queens, NYC



Soberanía Intellectual — Intellectual Sovereignty

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THREE PILLARS OF A BUILDER

SYSTEMS THINKING

- Map real systems in their neighborhoods
- Identify feedback loops and leverage points
- Predict how changes ripple through systems

AI BUILDING

- Train image classifiers using their phone camera
- Build prediction models with real community data
- Design AI solutions for neighborhood problems

ETHICS & SOVEREIGNTY

- Build fairness rules and test them on scenarios
- Debate who should control AI decisions
- Communities shape technology, not the reverse

FREE FOR ALL FAMILIES • NO COMPUTER NEEDED

THE HYBRID CURRICULUM

Every week pairs an in-person Tuesday session with a smartphone Thursday lesson. Kids don't all have computers — but they have phones.

■ TUESDAYS: IN-PERSON ■ THURSDAYS: SMARTPHONE

WK 1 **TUE** Mapping Your Neighborhood
THU System Spotter (photo challenge)

WK 2 **TUE** The Fish Pond Game
THU Train the Machine (AI classifier)

WK 3 **TUE** The Park Problem (ethics debate)
THU The Fairness Engine (logic builder)

WK 4 **TUE** Data Detectives
THU Prediction Lab (data viz)

WK 5 **TUE** Problem Lab (solution design)
THU Prototype Builder (storyboard)

WK 6 **TUE** Rehearsal & Refinement
THU Portfolio & Family Showcase

NO TESTS. REAL WORK.

Children earn their B.O.S.S. patch by building a portfolio of real projects — system maps, trained classifiers, fairness rules, prediction reports, and a final prototype. At the Week 6 showcase, they present to families in any language.

THE SMARTPHONE CLASSROOM

- ✓ Offline-first: lessons download over Wi-Fi, work without data
- ✓ Camera as primary input — photograph, train, document
- ✓ Tap-heavy, type-light: designed for ages 8–10
- ✓ Multilingual: English, Spanish, Bangla on every screen
- ✓ Digital portfolio: 6 weeks of work in one shareable page
- ✓ Family QR code: parents view progress on any phone

These Kids Will Build the Systems of Tomorrow.

Help Us Start Today.

\$20,000 funds 6 weeks, 12 sessions, 30 young builders.
Every dollar goes directly to the pilot. No child pays tuition.

