

MINDFUL CODING PROGRAM: NURTURING LOGIC, CREATIVITY, & NATURE AWARENESS

Extracurricular Program Proposal for Empathy School Bali.



NET PARTNER

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Subject : Shaping Future Change-Makers through Conscious Technology

Dear Empathy School Leadership Team,

We have long admired Empathy School's commitment to raising compassionate leaders who are deeply connected to nature and themselves. In a world increasingly dominated by screens, we believe technology should be a tool for expression, not just consumption.

We are Net Partner], an educational partner passionate about "Mindful Coding". We propose a coding program designed not to turn children into robots, but to help them understand the logic behind the technology, while fostering patience, problem-solving, and creativity.

Unlike standard coding classes, our curriculum for Empathy School is tailored to integrate with your Nature-Based & Social-Emotional Learning (SEL) values. Students will use code to tell stories about the environment, create interactive art, and solve logic puzzles—all while practicing the resilience to "debug" their own mistakes.

Enclosed is our proposal detailing how we can bring this vision to your students. We would be honored to demonstrate our unique approach through a trial class.

Bali, 03 December 2025

Warm regards,


NET PARTNER

Rahmat Nusantara
Account Executive

I. BACKGROUND & PHILOSOPHY

Why "Mindful Coding"?

In the era of Society 5.0, digital literacy is essential. However, for students rooted in nature, the approach must be different. We believe that coding is the **literacy of logic**.

At Net Partner, we teach **Computational Thinking**—a way of solving problems that aligns perfectly with observing nature:

- **Decomposition:** Breaking big problems into small steps (like a seed growing into a tree).
- **Pattern Recognition:** Seeing cycles and repetitions (like seasons or ripples in water).
- **Algorithmic Thinking:** Creating a clear path to a solution.

II. WHAT IS BLOCK-BASED CODING?

We utilize a visual approach (Scratch/Blockly) that is **stress-free and intuitive**.

- **Visual Blocks:** Students snap together color-coded blocks like LEGO bricks.
- **Focus on Logic, Not Syntax:** No frustration with typing errors. Students focus on the *story* and the *logic*.
- **Immediate Feedback:** Students see their creations come to life instantly.

III. PROGRAM DETAILS & METHODOLOGY

Our approach is **Project-Based Learning (PBL)**. Every session results in a tangible creation.

- **Duration:** 60 - 90 Minutes per session.
- **Frequency:** 1x per week (Extracurricular / Elective).
- **Equipment:** School Computer Lab or BYOD (Bring Your Own Device).
- **Ratio:** 1 Instructor for max 15 students to ensure personalized attention.

Value Alignment (SEL Integration)

Empathy School Value	Coding Application
Resilience	Learning to "debug" (fix errors) builds emotional strength and patience when things don't work instantly.
Compassion	"Pair Programming" encourages students to listen to partners and build on each other's ideas respectfully.
Creativity	Moving from <i>consuming</i> games to <i>creating</i> them creates a sense of agency and empowerment.

CURRICULUM OVERVIEW

Theme: "Nature's Algorithm"

We have customized our syllabus to reflect themes of nature, animals, and environmental awareness.

Session 1: Hello Nature! (Sequence & Motion)

- *Goal:* Introduction to the interface and basic movement logic.
- *Project:* "**The Dancing Animals.**" Animate a sprite (animal character) to move and dance in a forest setting.

Session 2: The Living Forest (Costumes & Looks)

- *Goal:* Understanding animation frames and loops.
- *Project:* "**Metamorphosis.**" Creating an animation of a caterpillar turning into a butterfly using costume changes.

Session 3: Sounds of the Earth (Event Handling)

- *Goal:* Creating interactive programs that respond to touch/clicks.
- *Project:* "**Jungle Orchestra.**" diverse animal sounds play when different keys or sprites are clicked.

Session 4: Cycles & Loops (Iteration)

- *Goal:* Understanding how nature repeats itself (loops).
- *Project:* "**The Rain Cycle.**" An animation showing water evaporating and falling as rain repeatedly.

Session 5: Coordinates & Navigation (X, Y Axis)

- *Goal:* Understanding spatial awareness on screen.
- *Project:* "**Animal Migration.**" Programming a bird to fly from specific coordinates (start) to a destination (end).

Session 6: The Eco-Logic (Conditionals: If-Then)

- *Goal:* Teaching decision-making logic.
- *Project:* "**The Ocean Cleaner.**" A game where the player guides a diver. *If* touching plastic -> remove plastic & score up. *If* touching fish -> say "Hello."

Session 7: Storytelling (Mini Project)

- *Goal:* Combining all skills to tell a meaningful story.
- *Project:* "**My Green Message.**" An interactive digital comic about protecting the environment.

INVESTMENT & PARTNERSHIP

We propose a partnership model based on a **Professional Service Fee (Flat Fee)**. This model is designed to provide budget efficiency for the school, where the school only pays for the teaching activities conducted, without the burden of allowances or other personnel administration costs.

1. Service Fee Details

Component	Unit Cost	Description
Program Fee	IDR 200,000	Per Student / Session

Service Terms:

- **Duration:** 60 - 90 Minutes per session (Adjusted to school class hours).
- **Capacity:** Maximum 5 students per session.

2. Monthly Cost Estimation Simulation (Per Student)

Here is an overview of the total educational investment for one student in one month:

- **Fee per Session:** IDR 150,000
- **Frequency:** 4 Sessions (1 Month)
- **Total Fee:** IDR 200,000 x 4 = **IDR 800,000 / month / student**

3. Value Added from This Investment

With this fee, we guarantee a **Premium Private Group** quality standard, which includes:

- **Ideal Teaching Ratio:** Instructor attention is more focused on each individual student.
- **Premium Materials & Tools:** Full access to hardware & software learning modules without additional costs.

Support Required from School

- A classroom or lab with a projector.
- Access to power outlets.
- A supportive environment for digital creativity.