



2026 COURSE CATALOGUE

SEE. BUILD. EXPERIENCE.

TWELVE COURSES. ONE JOURNEY. AGES 3 TO 18.





ONE CENTRE. EVERY AGE. ONE JOURNEY.

EVERY COURSE AT GLEE GATHER RUNS ON THE SAME SIMPLE STRUCTURE — FOUR TERMS A YEAR, A MONTHLY REPORT SO YOU ALWAYS KNOW HOW YOUR CHILD IS DOING, AND A SHOWCASE DAY AT THE END OF EVERY TERM WHERE YOUR CHILD GETS TO SHOW OFF WHAT THEY'VE BUILT.

WHETHER YOUR CHILD IS 3 OR 18, THERE'S A NEXT STEP WAITING FOR THEM HERE — FROM FIRST COUNTING GAMES, TO ABACUS, TO CODING, ROBOTICS, DRONES, AND FULL EXAM PREPARATION.

12 COURSES

ages 3–18

EVERY TERM ENDS

with Showcase Day

MONTHLY PROGRESS

report for every child



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FIND YOUR CHILD'S COURSE

AT A GLANCE

EARLY YEARS

COURSE	AGE	SESSIONS / MONTH
Glee Little Explorers	3–5 yrs	8

MATHS & ACADEMIC FOUNDATIONS

COURSE	AGE	SESSIONS / MONTH
Abacus & Mental Maths	5–12 yrs	8
Math Buster	8–14 yrs	8
Exam Mastery Track	14–18 yrs	16
Olympiad & Competitions	10–18 yrs	4 + camps

TECH, CODING & ROBOTICS

COURSE	AGE	SESSIONS / MONTH
Basic Robotics	6–10 yrs	8
Coding, AI & Robotics	8–18 yrs	8
Game Development	8–16 yrs	8
Drone Building & Flying	10–16 yrs	8

CREATIVE

COURSE	AGE	SESSIONS / MONTH
Design, 2D & 3D Animation	9–16 yrs	8
Art, Craft & STEAM Creativity	5–12 yrs	4

INCLUSIVE LEARNING

COURSE	AGE	SESSIONS / MONTH
Special Needs – Inclusive Tech & Creative Learning	6–16 yrs	8



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GLEE LITTLE EXPLORERS

The Very First Step on the Ladder.

WHAT IT IS

HONEST EARLY-YEARS LEARNING — NOT ACADEMICS PUSHED ONTO A THREE-YEAR-OLD. YOUR **CHILD LEARNS THROUGH PLAY**: COUNTING, SHAPES, PATTERNS, CRAFT, AND SPEAKING **CONFIDENTLY IN A GROUP**.

THE JOURNEY

MODULE 1 — COUNTING AND SORTING CONFIDENTLY

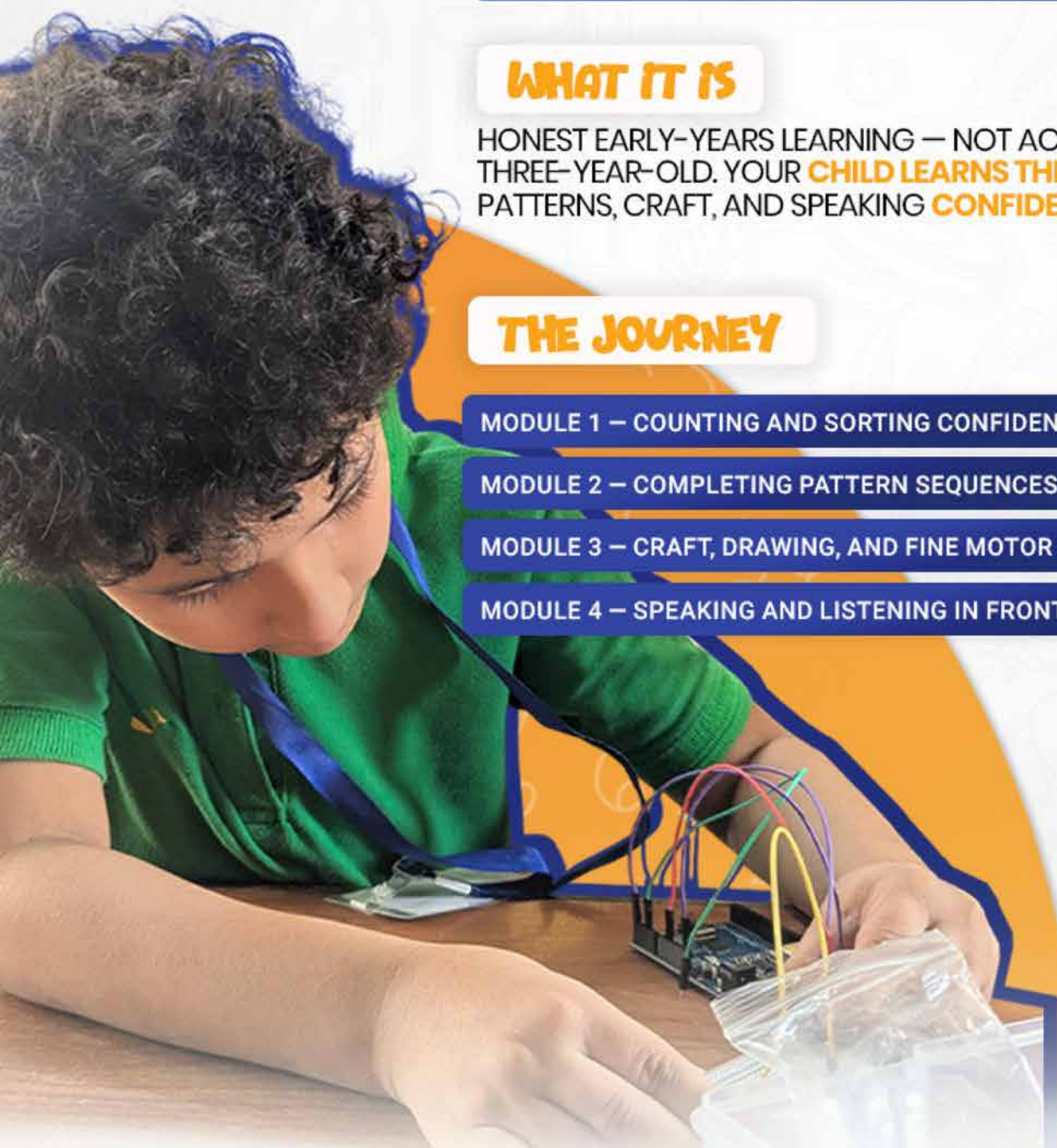
MODULE 2 — COMPLETING PATTERN SEQUENCES

MODULE 3 — CRAFT, DRAWING, AND FINE MOTOR CONTROL (COMES HOME EVERY WEEK)

MODULE 4 — SPEAKING AND LISTENING IN FRONT OF THE CLASS

8 SESSIONS PER MONTH

AGE GROUP
3–5 YEARS



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8 SESSIONS
PER MONTH

ABACUS & 5-12 years MENTAL MATHS

CALCULATE FASTER THAN A CALCULATOR — IN THEIR HEAD.

THE CLASSIC SKILL-BUILDING COURSE. **YOUR CHILD LEARNS** TO CALCULATE ON A PHYSICAL ABACUS, THEN GRADUALLY DROPS THE **ABACUS ALTOGETHER AND DOES** THE SAME MATHS PURELY IN THEIR HEAD.

THE JOURNEY

- **LEVELS 1-2** — BEAD TECHNIQUE, FIRST SPEED TESTS
- **LEVELS 3-4** — FIRST MENTAL (NO-ABACUS) CALCULATIONS
- **LEVELS 5-6** — MULTIPLICATION AND DIVISION
- **LEVELS 7-8** — FULL MENTAL ARITHMETIC, NATIONAL-STANDARD SPEED TEST



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**AGE GROUP
8-14 YEARS**

MATH BUSTER

School Learning Meets Real-World Innovation

WHAT IT IS

For the child who says “I’m just not a maths person.”
A diagnostic-led course that finds exactly where the gaps are and closes them, one by one.

THE JOURNEY

- **LEVEL 1** — ARITHMETIC WITHOUT COUNTING ON FINGERS
- **LEVEL 2** — FRACTIONS, DECIMALS, PERCENTAGES
- **LEVEL 3** — WORD PROBLEMS, RATIO, PROPORTION
- **LEVEL 4** — ALGEBRA BASICS
- **LEVEL 5** — GEOMETRY AND SPATIAL REASONING
- **LEVEL 6** — EXAM-READY PROBLEM-SOLVING

8 SESSIONS PER MONTH



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AGE GROUP 6–10 YEARS

8 SESSIONS
PER MONTH

BASIC ROBOTICS

Build machines with their own hands.

WHAT IT IS

HANDS-ON, KIT-BASED ROBOT BUILDING FOR YOUNGER CHILDREN — REAL COMPONENTS, REAL ASSEMBLY, REAL MACHINES THAT MOVE AND REACT.

THE JOURNEY

- **LEVEL 1** — FIRST WORKING BUILD
- **LEVEL 2** — A MOVING MACHINE
- **LEVEL 3** — A ROBOT THAT REACTS TO LIGHT AND SOUND
- **LEVEL 4** — FULL PROJECT SHOWN AT SHOWCASE DAY



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CODING, AI & ROBOTICS

Build real technology. Not watch videos about it.

8 SESSIONS PER MONTH

AGE GROUP 8-18 YEARS

WHAT IT IS

OUR FLAGSHIP, MOST COMPLETE TRACK — THREE YEARS FROM FIRST BLOCK-CODED ANIMATION TO AUTONOMOUS, PYTHON-PROGRAMMED ROBOTS.

THE JOURNEY

- **YEAR 1** — BLOCK CODING, FIRST ROBOT, FIRST AI PROJECT
- **YEAR 2** — GAME DESIGN, GRIPPER ROBOTS, SPEECH RECOGNITION, 3D/XR
- **YEAR 3** — PYTHON, MACHINE LEARNING, AUTONOMOUS ROBOTS, FULL PORTFOLIO



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8 sessions per month

**AGE 8–16
YEARS**

GAME DEVELOPMENT

Turn screen time into a skill.

WHAT IT IS

Your child already loves games — this is where they learn to build them. From first playable game to a published title with real player feedback.



The Journey

LEVEL 1 — FIRST PLAYABLE GAME

LEVEL 2 — MULTI-LEVEL 2D GAME WITH SOUND

LEVEL 3 — 3D GAME PROTOTYPE IN UNITY

LEVEL 4 — PUBLISHED GAME WITH REAL PLAYER FEEDBACK



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8 SESSIONS
PER MONTH

AGE GROUP 10–16 YEARS

DRONE BUILDING & FLYING

Build a drone. Fly it. A skill almost no other child in Karachi has.

WHAT IT IS

OUR MOST **UNIQUE COURSE. STUDENTS** BUILD DRONES FROM REAL COMPONENTS, THEN LEARN TO FLY AND EVENTUALLY PROGRAMME AUTONOMOUS **FLIGHT PATHS.**

THE JOURNEY

- **LEVEL 1** — ASSEMBLED AIRFRAME
- **LEVEL 2** — FIRST SUPERVISED SOLO FLIGHT
- **LEVEL 3** — AUTONOMOUS FLIGHT MISSION
- **LEVEL 4** — AERIAL PROJECT + FLIGHT DEMONSTRATION



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AGE GROUP 9–16 YEARS

DESIGN, 2D&3D ANIMATION

A portfolio universities and employers ask to see.

WHAT IT IS

A **CREATIVE-TECHNOLOGY TRACK** — FROM DESIGN FUNDAMENTALS TO FULL 3D CHARACTER ANIMATION, **BUILDING A PROFESSIONAL PORTFOLIO** THE WHOLE WAY THROUGH.

THE JOURNEY

LEVELS 1–2 — DESIGN FUNDAMENTALS, DIGITAL ILLUSTRATION

LEVELS 3–4 — 2D ANIMATION, STORYTELLING

LEVELS 5–6 — 3D MODELLING, TEXTURING, LIGHTING

LEVELS 7–8 — 3D CHARACTER ANIMATION, FINAL SHOWREEL

8 SESSIONS
PER MONTH



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AGE GROUP 14–18 YEARS

6 SESSIONS
PER MONTH,
SEPTEMBER
TO MAY

EXAM MASTERY TRACK

Walk into the board exam having already sat it eight times.

WHAT IT IS

FULL ACADEMIC-YEAR EXAM PREPARATION ACROSS MATHS, PHYSICS, CHEMISTRY, BIOLOGY, AND ENGLISH, TAUGHT BY SUBJECT SPECIALISTS WITH REAL BOARD-PAPER EXPERIENCE.

THE JOURNEY

- **SEPT–NOV** — FULL SYLLABUS COVERAGE, WEEKLY TOPIC TESTS
- **DEC–FEB** — PAST PAPERS, WEAK-AREA REPAIR, MONTHLY MOCK EXAMS
- **MAR–MAY** — TIMED FULL PAPERS, EXAM TECHNIQUE, REVISION



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OLYMPIAD & COMPETITIONS

**Compete nationally and internationally
— with the certificate to prove it.**

WHAT IT IS

A SELECTIVE, HIGH-PERFORMANCE TRACK FOR STUDENTS READY TO COMPETE
— IN MATHS, SCIENCE, ROBOTICS (CODEAVOUR), OR SAT/ADMISSIONS PREP.

SESSIONS: 4 SESSIONS PER MONTH, PLUS INTENSIVE CAMPS BEFORE
EACH COMPETITION. ENTRY BY ASSESSMENT.

THE JOURNEY

STRAND — MATHS OLYMPIAD

STRAND — CODEAVOUR / ROBOTICS

STRAND — SCIENCE OLYMPIAD

STRAND — SAT & ADMISSIONS PREP





ART, CRAFT & STEAM CREATIVITY

Where creativity meets hands-on making.

WHAT IT IS

HONEST EARLY-YEARS LEARNING — NOT ACADEMICS PUSHED ONTO A THREE-YEAR-OLD. YOUR **CHILD LEARNS THROUGH PLAY**: COUNTING, SHAPES, PATTERNS, CRAFT, AND SPEAKING **CONFIDENTLY IN A GROUP**.

8 SESSIONS PER MONTH

AGE GROUP
3–5 YEARS

THE JOURNEY

MODULE 1 — PERSONAL ART PORTFOLIO

MODULE 2 — MODEL BUILD, DISPLAYED AT SHOWCASE DAY

MODULE 3 — DESIGNED PRODUCT PROTOTYPE

MODULE 4 — DIGITAL ARTWORK EXHIBITION



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AGE GROUP 6–16 YEARS

SPECIAL NEEDS INCLUSIVE TECH & CREATIVE LEARNING

Technology as an equalizer — built for how your child learns.

8 SESSIONS PER MONTH

WHAT IT IS

A PURPOSE-BUILT PROGRAMME FOR NEURODIVERGENT AND PHYSICALLY DIVERSE LEARNERS — SMALL GROUPS, SENSORY-CONSIDERATE SESSIONS, AND ADAPTIVE EQUIPMENT THROUGHOUT.

MODULE 1 — BASIC COMPUTER SKILLS

MODULE 2 — TYPING

MODULE 3 — GAME DEVELOPMENT

MODULE 4 — DIGITAL ARTS & CRAFTS

MODULE 5 — BASIC ROBOTICS

MODULE 6 — ARTIFICIAL INTELLIGENCE



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READY TO BEGIN?

VISIT US AT THE OPEN HOUSE OR GET IN TOUCH TO ENROL.

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