



What should a high-school student actually learn about AI now?

A plain-English guide for parents who want more than prompting, more than a certificate, and more than an impressive-looking demo.

THE THESIS

AI changed what a student can build.

Education has not changed what they learn first.

The ceiling moved.

A capable teenager can now use world-class language, vision, multimodal, and agentic systems to attempt technical work that recently required a much larger team.

STUDENT REALITY

4 in 5

U.S. high-school and college students already use AI for schoolwork.

SCHOOL REALITY

6%

of teachers say their school's AI policies are clear.

The question is no longer whether students will use AI.

The question is whether they will use it to avoid difficult work - or to attempt harder work with genuine technical ownership.

Most AI education starts years behind the field.

01 **Begin with prerequisites**

Students can spend years on disconnected exercises before they touch the models changing real work now.

02 **Treat the frontier as the finish**

Current models and applications appear only after the student has climbed a long, fixed sequence.

03 **Lose the reason to learn**

Without a real problem in view, the math, code, and research methods arrive without context or urgency.

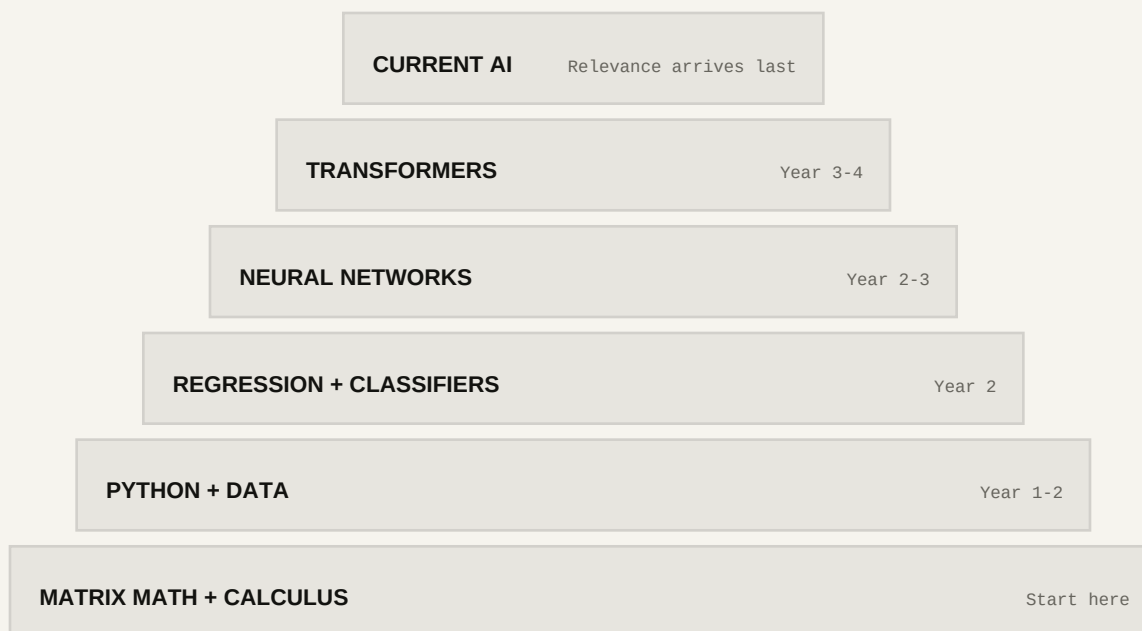
LUCID'S DIFFERENCE

Lucid reverses the learning order.

Students begin with today's models and a real build, then learn down into the code, data, system design, math, and research their work demands.

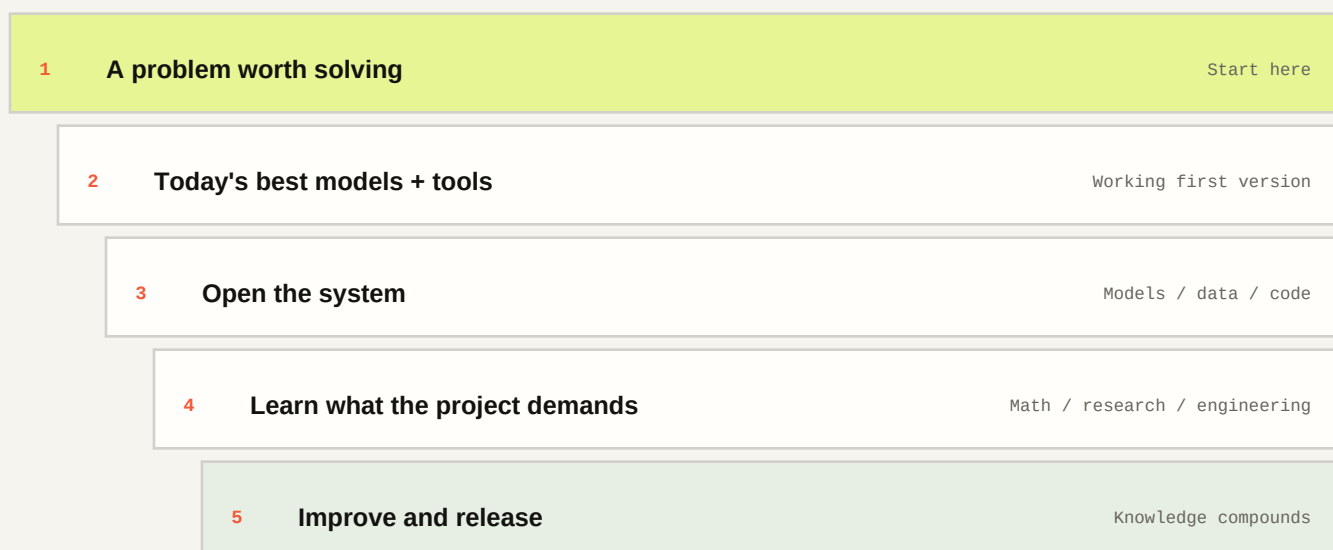
Start at the frontier. Learn all the way down.

THE OLD PATH



FLIP THE ORDER

THE LUCID PATH



A model is only one layer of a working AI product.

A credible program should help students see the whole system, then learn the layers their project depends on in depth.

06 APPLICATION

The product, robot, workflow, or research task people use

05 SYSTEM

The interface, services, logs, feedback, and deployment

04 TOOLS + CONTEXT

Retrieval, APIs, structured outputs, memory, and actions

03 MODEL

Language, vision, multimodal behavior, selection, and limits

02 DATA

Inputs, examples, labels, ground truth, and test sets

01 COMPUTE + INFERENCE

Where the model runs, plus latency, cost, and privacy

A polished demo is not the same as technical ownership.

01 Clear contribution

The student can name the decisions, code, experiment, or workstream they personally owned.

02 Working system

The artifact can be run, demonstrated, or inspected - not only described in a slide deck.

03 Meaningful test

The student measured one behavior that matters and chose a sensible comparison.

04 Visible iteration

The system changed because the student found a failure, learned from it, and improved it.

05 Honest explanation

The project page states what worked, what did not, and what should happen next.

Choose the field. Let the project pull in the depth.

PHYSICAL AI + ROBOTICS

Build systems that perceive, plan, and act in a physical or simulated world.

A POSSIBLE BUILD

Example: a robot or simulator turns a natural-language mission into actions, then replans when the environment changes.

Led by Kaden Cassidy

AI AGENTS + RESEARCH SYSTEMS

Give models evidence, tools, and feedback to complete real technical work.

A POSSIBLE BUILD

Example: a narrow evidence engine retrieves technical sources, extracts structured claims, and measures whether its answers improve.

Led by Parth Kocheta

The Fall cohort launches these two tracks. Medicine and markets should open only when Lucid has signed specialists and project directions worth supporting.

A visible result every phase.

WEEKS 1-2

Working first version

Use a current model on real inputs, data, or tools.

WEEKS 3-4

Open the system

Trace the model, data, context, code, training, and inference.

WEEKS 5-7

Build in the field

Connect the track-specific components into an end-to-end system.

WEEKS 8-9

Test and improve

Run a repeatable comparison, inspect failures, and iterate.

WEEK 10

Release the work

Publish a demo, contribution, result, and next-step plan.

Seven questions that cut through the marketing.

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- 01 What does the student build in the first two weeks?
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- 02 What will the student personally own if the project is collaborative?
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- 03 Which models and tools are in the current cohort - and when were they last updated?
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- 04 How are coding, model behavior, data, and research methods taught through the project?
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- 05 What does the mentor do when a project gets stuck or becomes too large?
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- 06 What evidence will show that the system works beyond a polished demo?
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What evidence will the family receive at the end?

If the answer is only prestige, videos, a certificate, or a vague capstone, keep asking.



For students ready to build past the tutorial.

A selective ten-week program for high-school students with programming, robotics, data, or equivalent project experience.

ORIENTATION

September 12, 2026

LIVE PROGRAM

September 20 - November 22

WEEKLY

3 live hours + 1-2 project hours

BUILD POD

No more than 5 students

TUITION

\$1,600

NEXT STEP

See the Fall program -> lucidacademy.ai