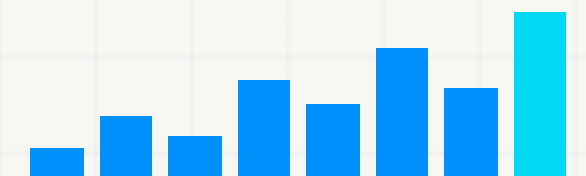


AI Builders in practice.

Canadian Summer Jobs Program
End-of-Program Delivery Report

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The short version.

Eight weeks of practical AI training produced measurable work, working projects and a system that can support another cohort.

■ PROGRAM OUTCOME

Participants moved from learning AI concepts to **building with them.**

The strongest evidence is in the work itself: approved submissions, final projects and student reflections.

15

official participants

40

structured sessions

11

capstone completions

8

usable capstones

365

approved work hours

93.6%

present among recorded attendance

Why the program existed.

The church received a Canadian Summer Jobs placement and wanted the experience to build useful, current skills.

Train people to understand AI, use it well, and design tools that could be useful to the church and the wider community.

01

Build AI literacy

Give participants a practical understanding of what AI is, what it can do and where it fits.

02

Move from use to creation

Help participants go beyond prompts and begin building workflows, interfaces and software.

03

Work on real problems

Use church, school, home and day-to-day needs as prompts for practical tools.

04

Produce visible evidence

Track attendance, approved work, milestones, feedback and final projects throughout the program.

One cohort. Two starting points.

The tracks shared a practical building mindset, but the depth and expectations were different.

13

Core track

Designed for broad practical AI capability and confidence.

- AI fundamentals and literacy
- Workflows and automation
- AI-assisted UI/UX
- AI-assisted coding

9 COMPLETED CAPSTONE WORK

2

Dev track

An advanced pathway focused more directly on AI engineering and technical implementation.

- Deeper technical execution
- Architecture and integrations
- Advanced project development
- Independent implementation

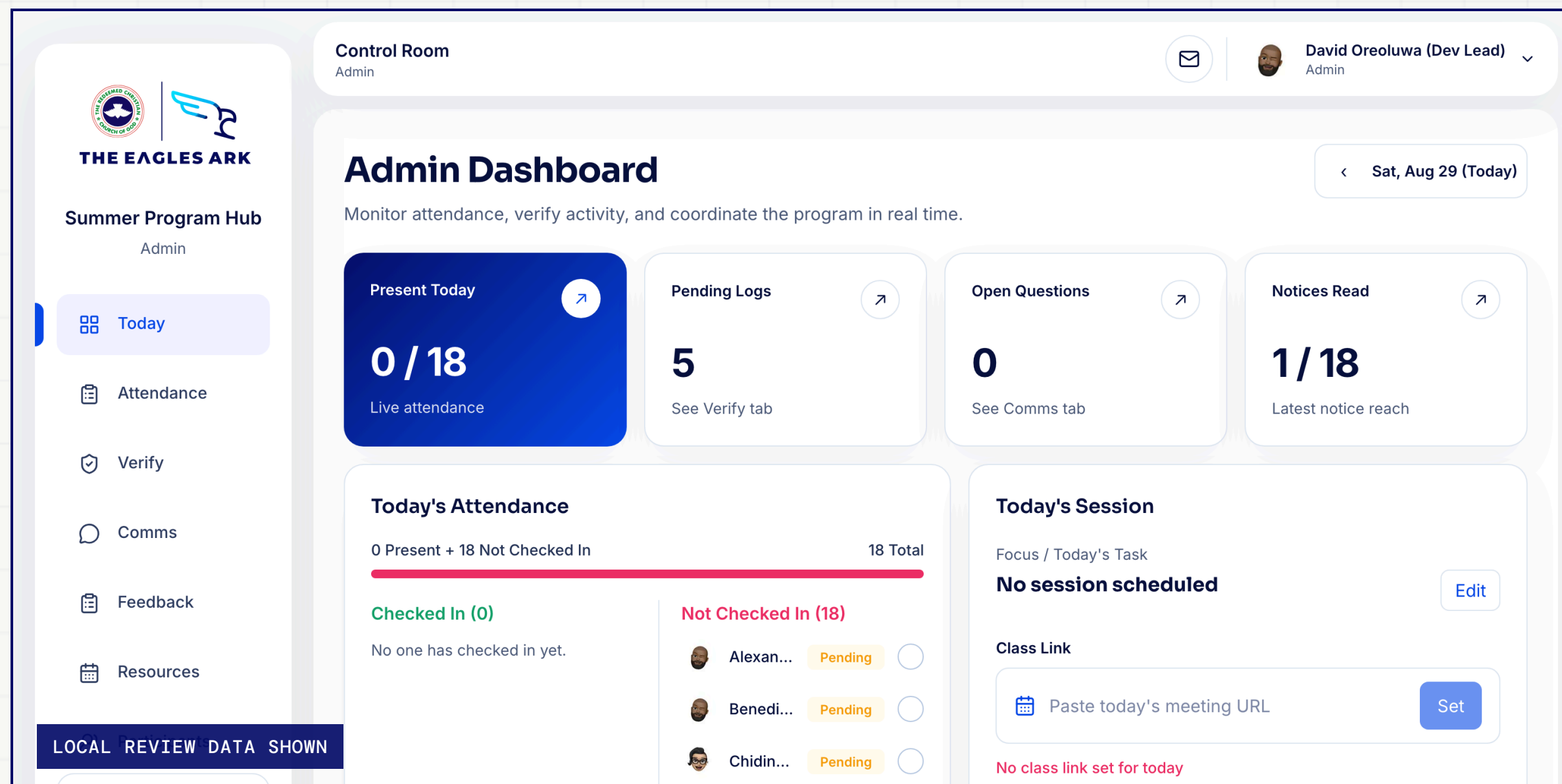
BOTH COMPLETED CAPSTONE WORK

I was asked to run the program. I built the operating system around it.

01	02	03	04	05
Curriculum planning and delivery	Teaching and live technical support	Attendance and progress tracking	Submission review and feedback	Final projects and Demo Day coordination

The dashboard made the program visible.

I built it because spreadsheets and memory were not enough to run the program well.



01 / ATTENDANCE

See who was present

Daily and weekly attendance records stayed in one place.

02 / WORK

Review real activity

Participants logged work, attached evidence and moved through approval.

03 / SUPPORT

Know who needed help

Questions, notices, milestones and feedback made follow-up easier.

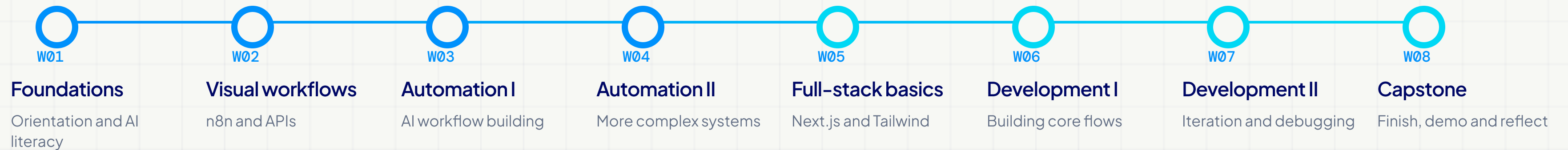
04 / HANDOVER

Leave useful infrastructure

The same system can support future cohorts and reporting.

Eight weeks, from concepts to building.

The curriculum moved from AI literacy and automation into full-stack work and capstone execution.



The point was not just to know what AI could do. It was to build something with it.

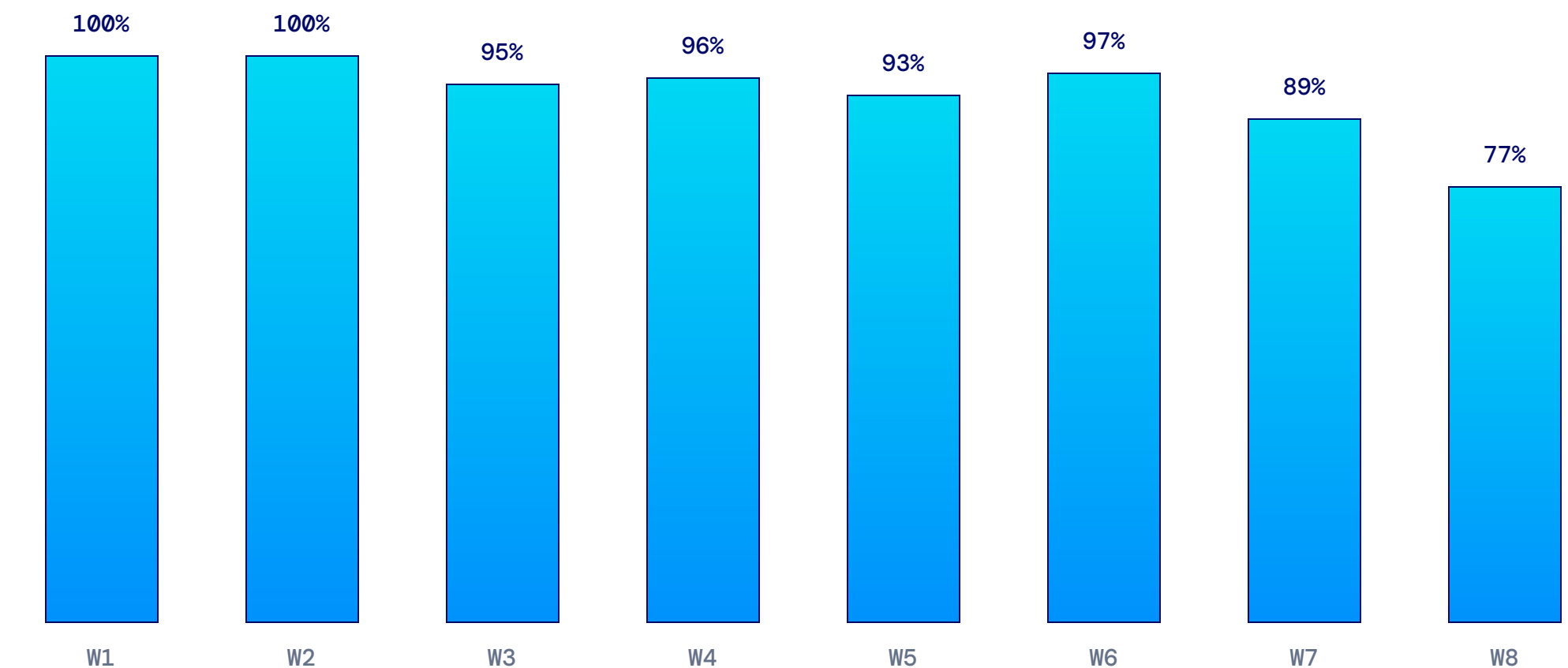
40 SESSIONS DELIVERED

Attendance stayed strong across the program.

Most recorded attendance decisions were present. The final week was the clearest pressure point.

Present share of recorded attendance

Unrecorded slots excluded



93.6%

present among recorded attendance statuses

525

present records

36

32 absent and 4 excused records

The work was tracked, reviewed and approved.

This was a building program. Participants had to document what they worked on and show evidence.

268

approved work blocks

Every official participant had activity in the system. Approved blocks covered automation, interfaces, full-stack development and final project work.

89% of all tracked blocks were approved

300

total tracked work blocks

365

approved hours

631

proof attachments

260

blocks with attached evidence

15/15

Every official participant logged work during the program.

From participation to a usable project.

Completion and usability are separate. A finished capstone was not automatically treated as ready to use.



AI-powered builds made the learning visible.

In the first capstone, participants used AI to build practical products.

EMMANUEL

Nestcheck AI

Home decisions and optimization

DANIEL

PantrySaver

Pantry planning and waste reduction

GRACE

Annot

Interactive document workspace

DARASIMI

OnCall

Business call and customer support

DAVID BABS

AI Inbox

Email and action workflows

MORIFE

AcadmicOS

Academic productivity system

ALEX

WarrantyAI

Warranty and receipt guardian

VICTORIA

SYLLABAI

AI-powered syllabus planner

Participants designed tools for the church.

In the second capstone, participants created ideas for real church needs.

01 / OPERATIONS AND ADMINISTRATION

Make the work of running church easier to see and manage.

MORIFE

SundayFlow

Plan the order of service and track it live.

DARASIMI

ChurchFlow

Keep church events visible and simple to manage.

ALEX

KPI Tracker

Give leadership a clearer view of church health beyond finances.

RAGHAVI

Workshop & Program Management Suite

Connect program publishing, registration, passes and attendance.

02 / CARE AND MEMBER SUPPORT

Help people reach support with less friction.

DAVID

ShepherdConnect

Request private time with a pastor.

VICTORIA

FaithLift

Offer encouragement around a person's need.

03 / DISCIPLESHIP AND GROWTH

Carry Sunday's message into the week.

EMMANUEL

Beyond Sunday

Turn sermons into guided reflection and action.

DANIEL

After the Amen

Help members capture, revisit and apply sermons.

04 / COMMUNITY SUPPORT

Ark Bridge

DESTINY

A job and newcomer help program

Help people find work, services, skills and connections in Calgary.

THE SIGNAL

These were not random app ideas. They were responses to recurring needs in the life of the church.

OPERATIONS / CARE / DISCIPLESHIP /
COMMUNITY

From church problems to practical product ideas.

Each idea began with a real church need, not just a practice exercise.

■ CHURCH-USE CAPSTONE

What could the church carry forward?

Several submissions were close to problems the church already manages by hand. That makes them useful starting points for future pilots—not just class exercises.

CHOOSE ONE OR TWO IDEAS TO VALIDATE WITH THE PEOPLE WHO WOULD USE THEM.

01 / SERVICE OPERATIONS

SundayFlow

MORIFE

Service timing changes are hard to coordinate live.

A planner and live mode keep the order, owners, timing and next segment visible.

02 / PROGRAMS

Workshop & Program Management Suite

RAGHAVI

Registration, flyers and attendance often live in separate places.

One workflow connects publishing, registration, digital passes and check-in.

03 / PASTORAL CARE

ShepherdConnect

DAVID

People may hesitate to ask for pastoral support publicly.

A private request flow gives members a quieter way to ask for time with a pastor.

04 / DISCIPLESHIP

Beyond Sunday / After the Amen

EMMANUEL + DANIEL

A sermon can be meaningful and still stop at the end of service.

Both concepts create a path from hearing to reflecting, applying and revisiting.

Four people I want to highlight.

These are instructor-selected highlights based on growth, consistency, execution and how they responded to the work.

01

Grace

CORE TRACK

Stood out for depth, persistence and follow-through. Her work became more ambitious without losing attention to the core product.

44 approved blocks

7 milestones

02

Emmanuel

CORE TRACK

Brought energy and a willingness to try. His feedback captured one of the program's clearest outcomes: building things he did not think he could build.

19 approved blocks

6 milestones

03

August

DEV TRACK

Showed clear growth in using AI for UI/UX and larger technical projects. He became more confident as the work became more demanding.

8 approved blocks

4 milestones

04

Raghavi

DEV TRACK

Approached implementation steadily and completed work across seven milestones, including planning and technical execution.

19 approved blocks

7 milestones

Participant feedback.

“Before the program I thought I'd only be able to look for several websites that matched my needs and then bundle them all together. I always thought that I was more science minded, as well, so even though I knew that my dad was in love with tech, I was convinced that I would go down a completely different path. Now, I know much more about technology and computer science. I can build out any idea I have with the right skills and patience. I also learned some valuable life lessons in general -- learning to focus on the core function of a thing instead of getting wrapped up in tangents, learning to be patient and persistent when a bug or issue presents itself, and learning to accept the help and use the tools of designers and engineers instead of relying

GRACE

entirely on myself. I also learned valuable lessons about time management -- I'd always kind of struggled with it in uni, but I was interested enough in this program that I was able to build the habit of immediately doing homework after classes. This helped maximize the time I had to complete the projects and the quality of it. Despite being a bit of a perfectionist, I learned that perfection doesn't come immediately no matter how hard you work within that initial one or two hours. It compounds and takes time to develop itself. It's like planting award winning seeds and being angry that the yield isn't available before harvest time. I've learned to trust in myself and my ability to critically implement tools and problem-solving strategies to work towards the best outcome.”

“I can now use ai to build websites do proper videos”

EMMANUEL

“Before the program I was a was a bit sceptical on how well I would perform and adapt but now I'm sure I can adapt to whatever situation I find myself.”

DARASIMI

“Before the program, I was unsure on how to use AI for UI/UX web design and creating larger projects. Now I am a lot more confident in using AI for UI/UX web design and making larger projects.”

AUGUST

Instructor feedback.

“The instructor was always available via email, so you could let him know if you were having any troubles. During class, he would often tell everyone 'no man left behind' and stuck to that creed by consistently asking students to share their screens to fix their problems. His lessons were comprehensive and you could tell he was both passionate and knowledgeable about the subject. He would provide resources, tips, and important reminders to ensure that our websites and workflows worked the way we wanted them to.

GRACE

He would also constantly ask for students to explain key concepts and define terms, which allowed us to download the information into our long-term memory and make the subjects learned in this course feel intuitive. He was always open to answer any question and was honest with the quality of the work you'd done -- he would provide honest critiques and praise where due. I think the program was honestly blessed to have such an instructor.”

“he takes his time to explain a topic and answers my questions easily”

EMMANUEL

“One thing that helped me was the fact that he made the program feel welcoming, he was always made sure whenever anyone had a question no matter what it was he would be sure to answer and make sure you understood.”

DARASIMI

“Walk us through his workflow, than have us do it ourselves for projects while he provided feedback.”

AUGUST

What I would carry forward.

The next cohort does not need a complete redesign. It needs earlier execution support and a clearer path from idea to working demo.

01

Weekly working artifacts

Require something small and functional every week.

Catch execution gaps earlier.

02

Technical setup checks

Resolve device, account and environment problems before capstone work.

Reduce avoidable blockers.

03

Scope capstones sooner

Choose the problem early and freeze the core feature set by Week 6.

Protect time for testing.

04

30-day follow-up

Check whether participants still use AI and whether projects continued.

Measure what lasts.

05

Project gallery

Publish selected projects so participants can share and continue them.

Make the work visible.

The program now has three things to build on: a curriculum, a working dashboard and a real portfolio of student work.

The program did what it **set out to do.**

Participants learned to understand AI, use it practically and build tools they could explain and demonstrate.

01 15 participants with documented learning activity	02 8 usable projects with demonstrable core functionality	03 A reusable eight-week curriculum	04 A working dashboard for future cohorts
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The strongest evidence is simple: participants built things they **did not think they could build.**

David Oreoluwa

AI ENGINEER, INSTRUCTOR AND PROGRAM LEAD