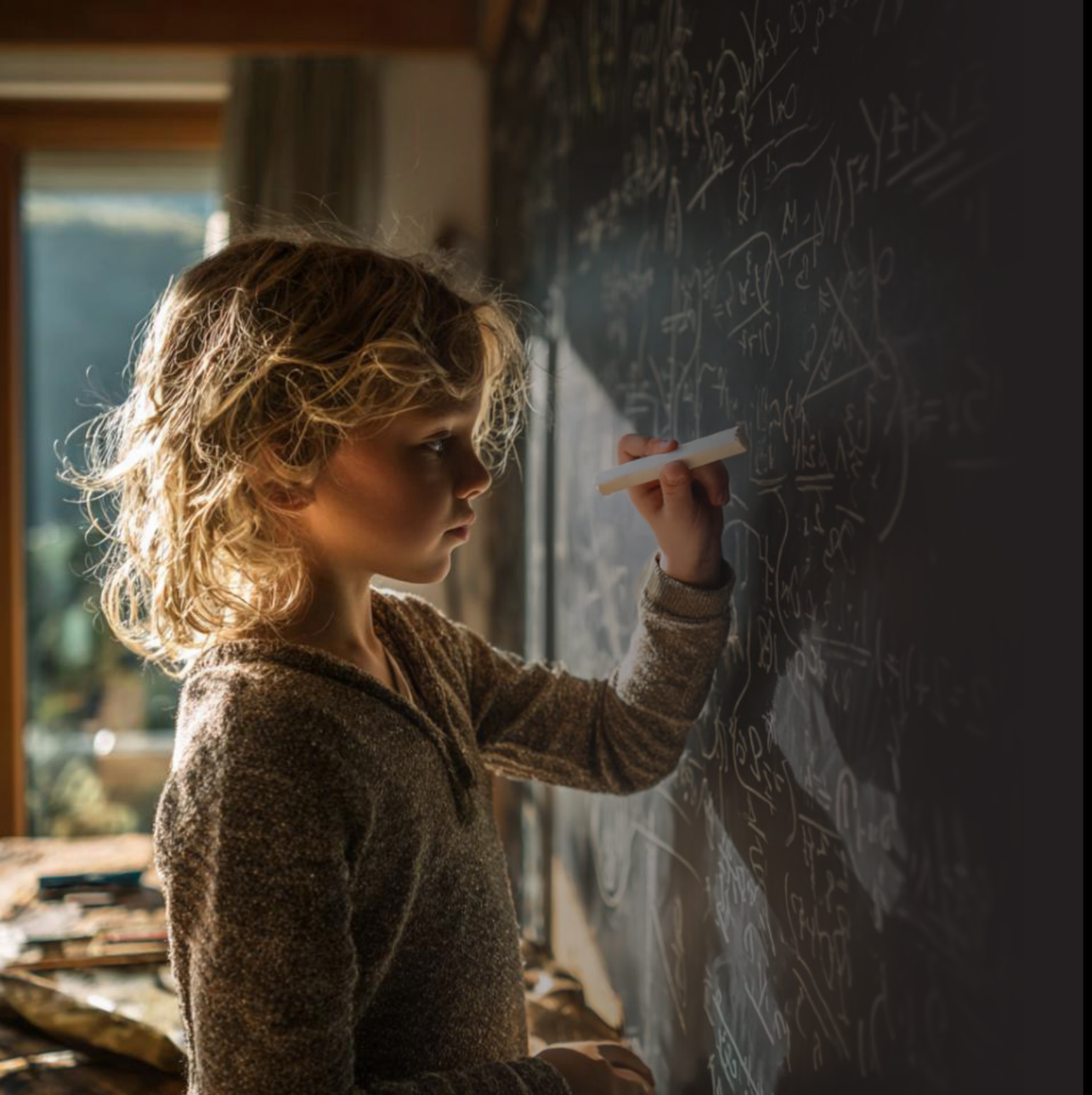


go solve!

The UAE's only educational initiative for children gifted in mathematics

An initiative by

SLP Sustain Labs Paris

In association with

/ hp

Is your child advanced in mathematics and ahead of their grade level curriculum at school?

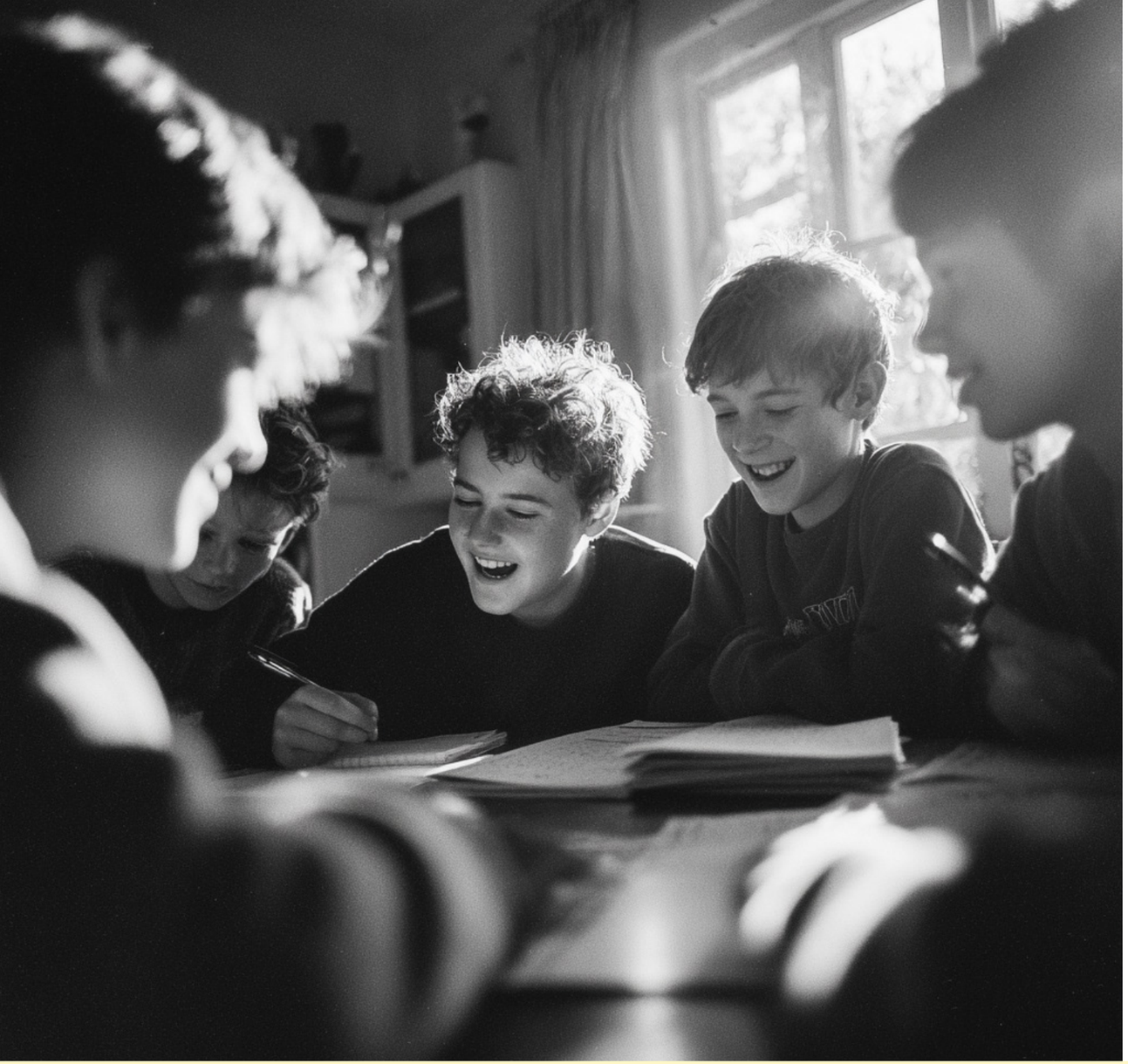
Is your child capable to grasp, retain, and apply complex concepts in mathematics with ease?

If given a chance and guidance, would your child dive deep into advanced mathematics?

Apply to qualify in Go Solve!'s 7 workshops, taking place during school breaks, a pioneering initiative by globally leading mathematicians and education leaders, by writing to us at gosolve@labsparis.com or visiting the Go Solve! Website www.gosolve.academy

Go Solve! is a pioneering initiative by **Sustain Labs Paris,** in association with **HP Inc.** It offers a pedagogy rooted in scientific evidence for teaching the gifted learner, replacing accelerated grade placement by offering a highly creative and gamified learning environment of similar aged learners who are also at the same stage of mathematics, powered by Art of Problem Solving, and taught by top mathematicians of the world.

SLP Sustain Labs Paris / hp



The Go Solve! Programme is conveniently placed during school breaks. So no stressful long after-school hours! We understand that a child's school day is already packed with study and activities. So instead, plan your year by including the 7 Go Solve! Programme weeks as an important component for your child's development in your family's annual priorities and projects.

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- Pioneering Go Solve! programme of 7 workshops
- Rigorous identification of children gifted in mathematics through characteristics and potential rather than Standardised Test results
- Advanced complex mathematical concepts taught through games
- Held during school holidays in Dubai
- Led by ace mathematicians from Brown University, USA
- Access to books from Art of Problem Solving, USA
- Math Laureate Certificate - Champion, Master, Starter levels - awarded upon completion of the Go Solve! Programme

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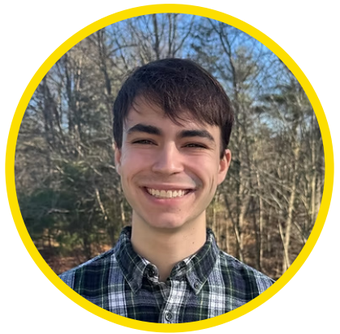
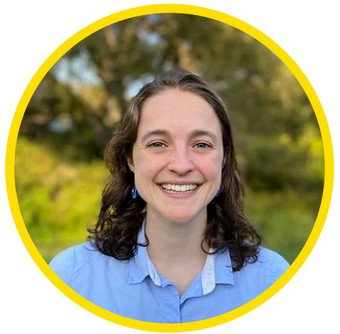
Meet our Faculty members

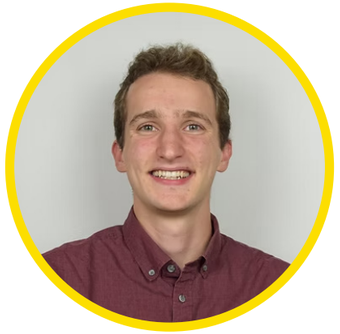


I believe that every student should have access to mathematics that excites and challenges them, regardless of their age or level. As I've studied mathematics at an advanced level, I've discovered that many of the concepts hidden behind abstraction and obtuse theorems are actually manifestations of intuition I've held all my life. I believe, like learning a new language, gifted students learning advanced mathematics have the opportunity to express thoughts they otherwise wouldn't be able to articulate.

I teach mathematics to gifted students because I remember what it feels like to be a child who loves patterns and ideas but does not yet have the language to express them. Giving these students tools to understand the world through structure, logic, and imagination is deeply meaningful to me. Helping them discover their own mathematical voice and watching their confidence grow is one of the greatest joys I experience as a teacher.



To me, mathematics is an inherently playful endeavor. My goal is to design courses that challenge students to think deeply, to ask questions, and to explore. Classrooms where curiosity, collaboration, and discovery live hand-in-hand.



I learned to see the joy in math through math clubs and summer camps, and teaching gifted children outside of a traditional classroom is a way to give back in the ways that most impacted me. I get to relive the excitement of discovery through the eyes of kids learning about topology or modular arithmetic for the first time. For me, doing math is as much about teaching as it is about learning and researching.

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What do Go Solvers aged 8 - 12 years learn?

Workshop 1

RSA Encryption and Cryptography | Scissors congruence in 2D | Magic Squares and Symmetry | Combinatorial information theory | Recursion, Algorithmic Reasoning and Mathematical Visualization | Competition math

17 - 22 August, 2026

Workshop 2

Hamiltonian circuits and Eulerian circuits | Taxicab geometry | Pick's Theorem | Voronoi diagrams | Competition math

12 - 17 October, 2026

Workshop 3

Modular arithmetic | Cryptography | Stars and cyclic groups | Permutation | Competition math

14 - 19 December, 2026

Workshop 4

Recursion | Catalan numbers | Tree traversals | Competition math

5 - 10 April, 2027

Workshop 5

Tiling Aztec Diamonds | Trigonometry, Precalculus, and Calculus | Topology and Euler Characteristic | Competition math

5 - 10 July 2027

Workshop 6

Complex numbers & visualizing fractals | Quaternions & Rotations | Graph Theory & the Four Color Theorem | Platonic Solids and Tilings | Competition math

12 - 17 July 2027

Workshop 7

Counting Problems and Pascal's Triangle | Partition Theory | Nim and Snippenrope game | Competition math

23 - 28 July 2027

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What do Go Solvers aged 13 - 18 years learn?

Workshop 1

Euclidean algorithm | Euler's totient function | Cryptography | Number Theory in RSA | Probability | First Step Analysis | Markov chains | Competition math

17 - 22 August, 2026

Workshop 2

Hamiltonian circuits and Eulerian circuits | Taxicab geometry | Pick's Theorem | Voronoi diagrams | Competition math

12 - 17 October, 2026

Workshop 3

Modular arithmetic, Euler's phi function, and primitive roots | Stars and cyclic groups | Lagrange's Theorem | Permutation | Competition math

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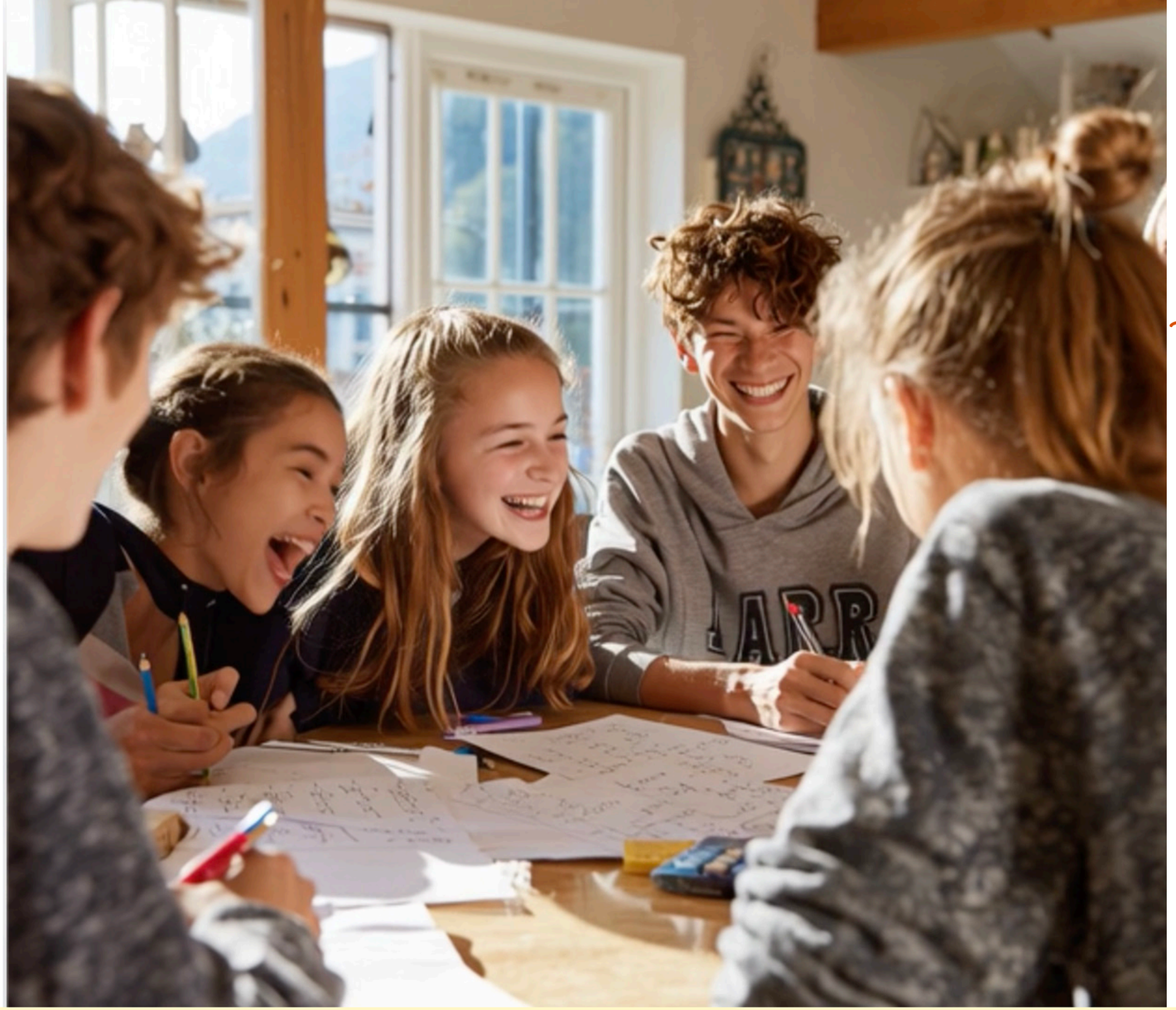

Is this right for your child?

The Go Solve! Programme is designed for children gifted in mathematics. These are children who have the ability to grasp, retain and apply complex mathematical concepts ahead of their grade level curriculum at school.

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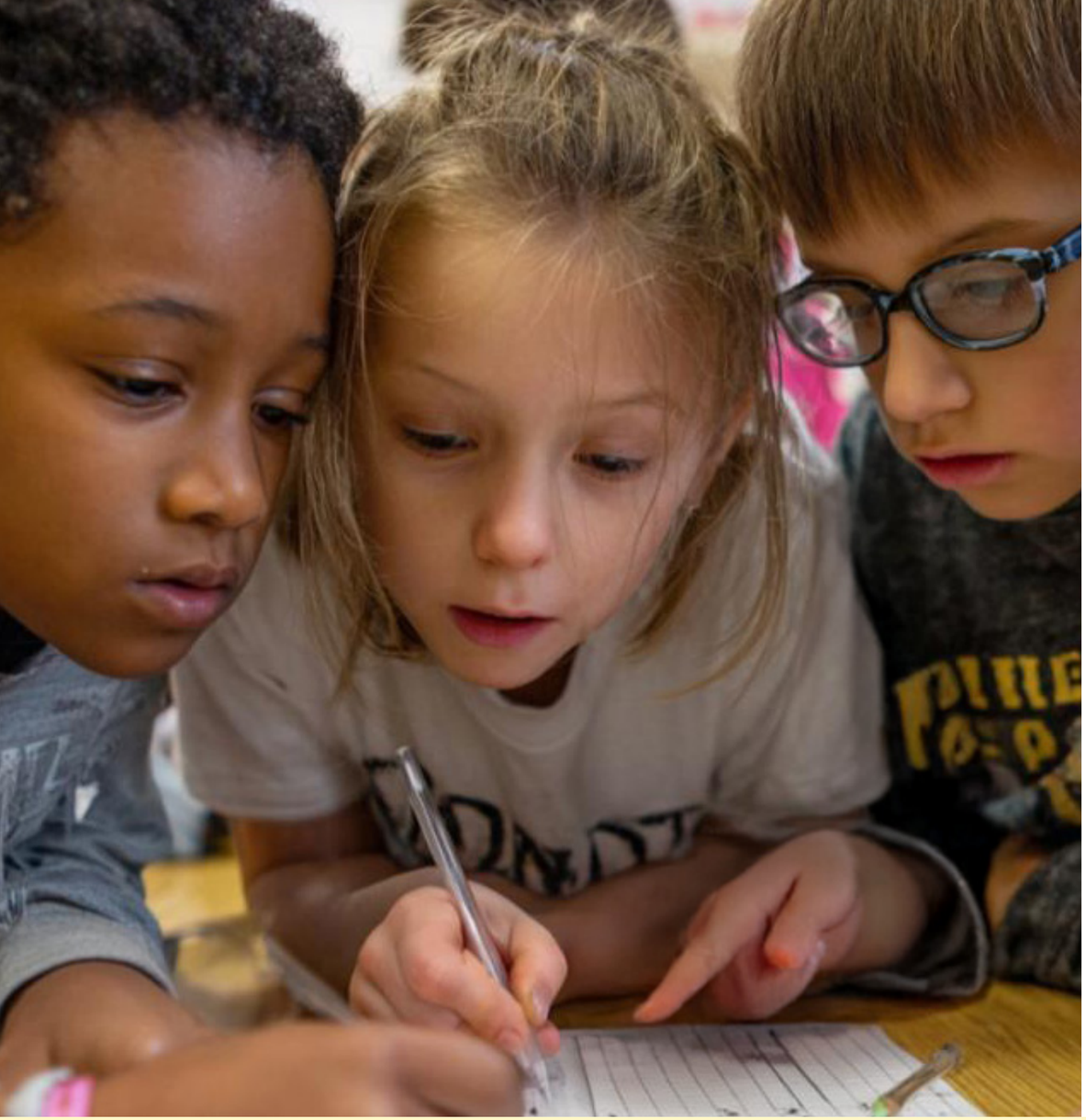

Does your child have these traits?

We understand that not all children who have the potential would have been given the chance to explore their ability for advanced mathematics beyond their grade level curriculum. We also understand that different children have a differentiated pace of development across various aspects, thus further complicating the process of identifying giftedness in children. Further, we believe that the common practice of identification of giftedness through CAT4 or equivalent tests and class assessments and exams, might not be an effective or adequate approach.

Go Solve!'s rigorous identification of children gifted in mathematics relies on your child's skills, potential and characteristics rather than standardised tests such as CAT-4 or grade-based evaluations alone which can instead serve as inputs into the overall identification. Take a look at the following identification framework to determine whether your child may benefit from the Go Solve! Programme.

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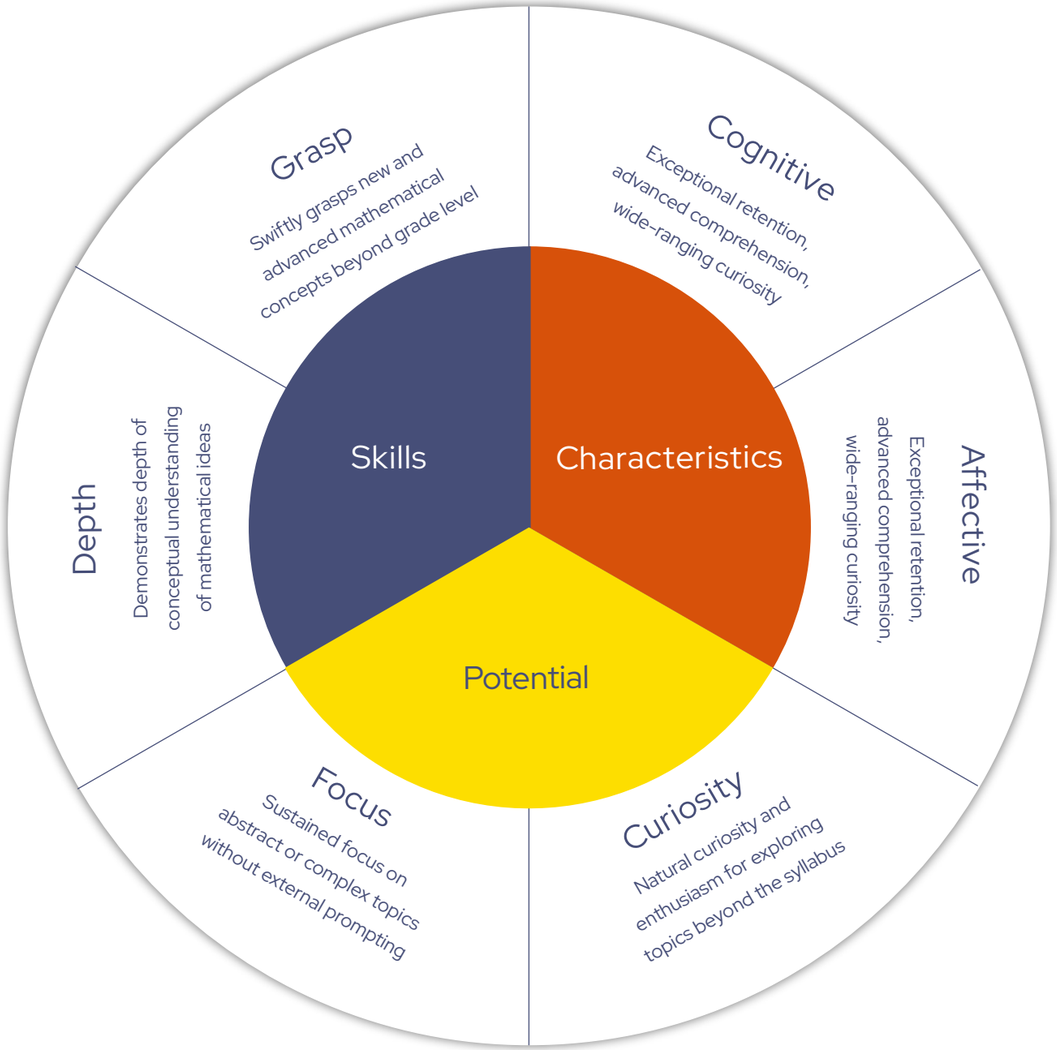
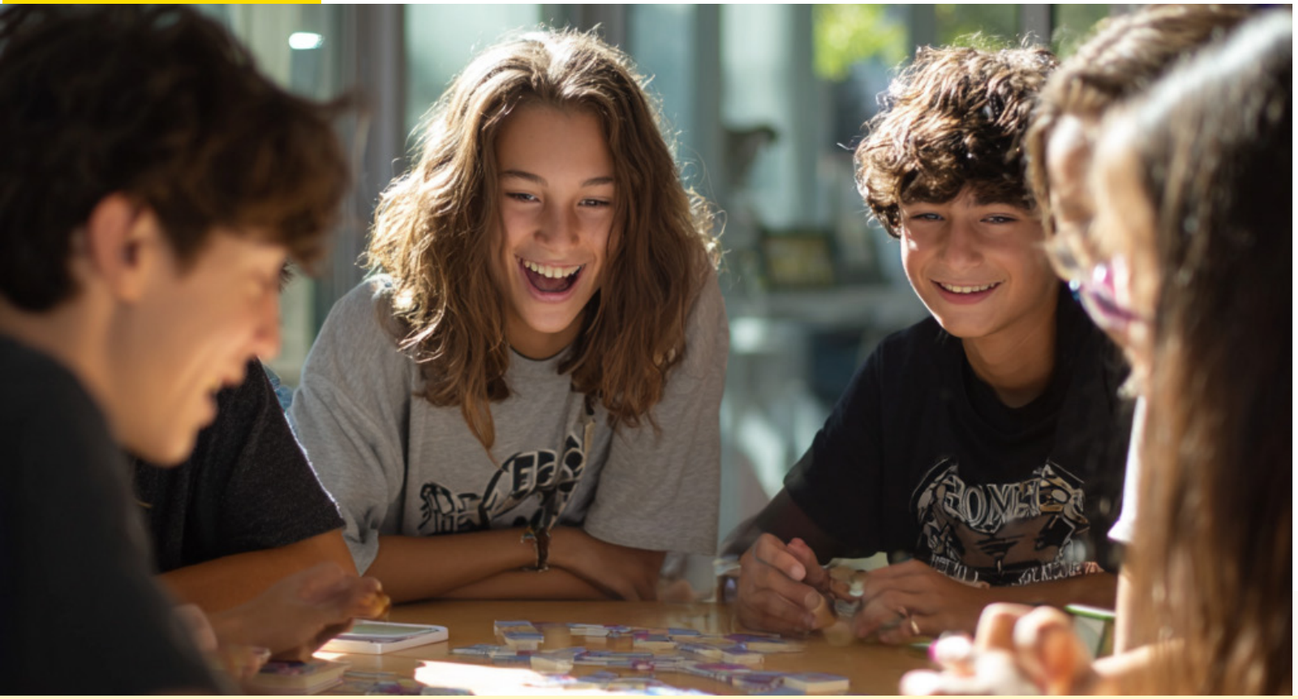


Would your child enjoy Go Solve!?



Go Solve! provides a learning environment that focuses on the child's socio-emotional wellbeing while providing exposure to advanced complex mathematical concepts suited to every child in the class's abilities. These concepts are taught through games by mathematicians, keeping in mind that our little mathematicians in the class are... still little. The mathematical concepts are often not directly linked to what the child would have already been taught in school, and instead initiates advanced fundamental mathematical topics that help the child chisel the ability to understand mathematical concepts, think mathematically, and apply by problem solving.

Rather than advancing gifted children into studying in senior grades at school with children who are often physically and emotionally more developed, Go Solve! focuses on providing children a peer group of a similar age range that shares the same passion for mathematics and speaks the same mathematical language. Learning with (and from!) similar children helps a child build self-confidence and emotional security, instead of feeling 'different' or 'freakish' due to their heightened abilities in mathematics.

Go Solve! classrooms are highly creative and gamified, and designed for similar aged learners who are also at the same stage of mathematics, taught by mathematicians.

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Get our free guide:

For a detailed framework to help schools and guardians to see if your child is gifted in mathematical ability and would benefit from this programme, write to **gosolve@labsparis.com** and request the **Go Solve! Student Identification Guide.**

Need more help?

Write to us and we will help you identify if Go Solve! is right for your child: **gosolve@labsparis.com**

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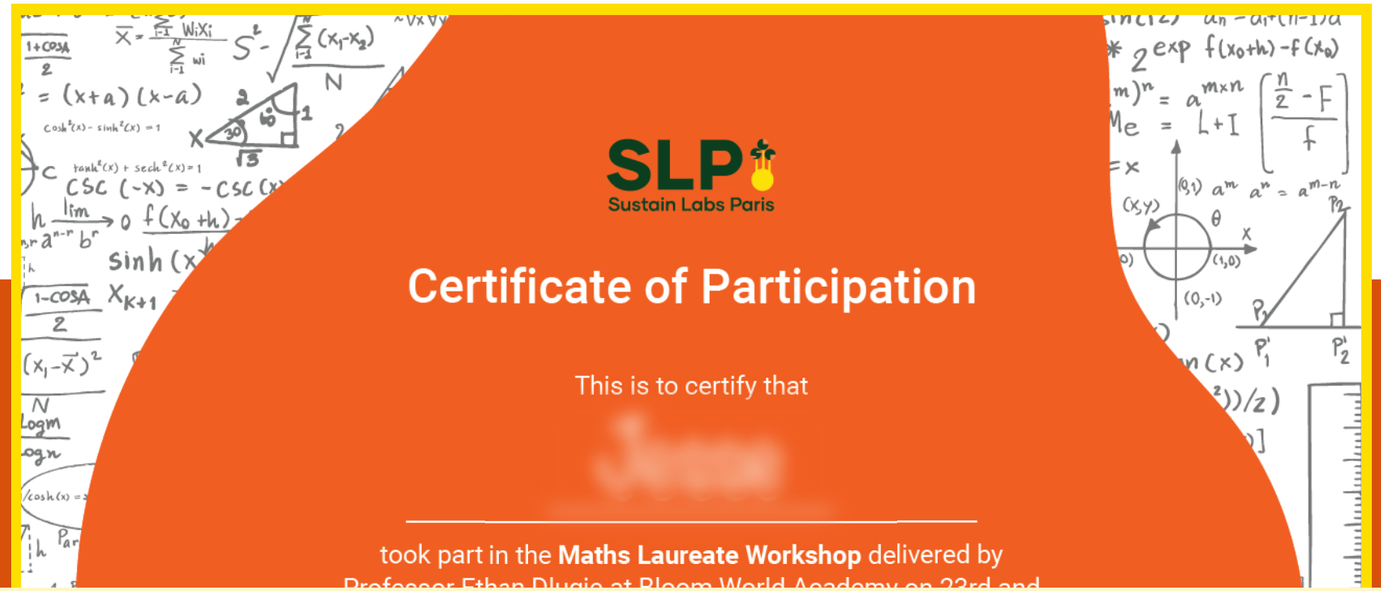
Your young mathematician's journey to the Math Laureate certificate

The Go Solve! Programme is designed to challenge and empower children gifted in mathematics with a scientific pedagogy that goes beyond classroom learning for mathematics. Each child learns from top mathematicians, in a group of peers of a similar age group that is at the same advanced stage of learning mathematics.

At the heart of Go Solve! is a structured, year-long programme of 7 interconnected workshops - each delving into distinct advanced mathematical concepts, delivered during school breaks in Dubai.



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Our little mathematicians who complete the programme earn the Math Laureate certificate, conferred at Champion, Master and Starter levels each year.

Year 1	Year 2	Year 3
Completion of Go Solve! Programme - Math Laureate Starter certificate	Completion of Go Solve! Programme - Math Laureate Master certificate	Completion of Go Solve! Programme - Math Laureate Champion certificate

Completion of the Math Laureate programme requires participation of a child in all 7 workshops through the year in the Go Solve! Programme, determined by a minimum of 60% attendance of the child in each of the 7 workshops of the Go Solve! Programme.

The power of 7

The Go Solve! Programme's 7 workshops enables students to:

- Learn advanced mathematical concepts in an engaging manner from mathematicians
- Focus on depth of understanding and application
- Gain from a peer group of similar aged peer group with shared abilities in mathematics
- Access to the Art of Problem Solving's online platform (8-12) and Art of Problem Solving's e-books (13-18) for year-round learning and practice
- Art of Problem Solving books
- Progress through three levels of the Go Solve! Math Laureate programme - Starter, Master, Champion
- Earn the Math Laureate certificate upon completion of the Go Solve! Programme

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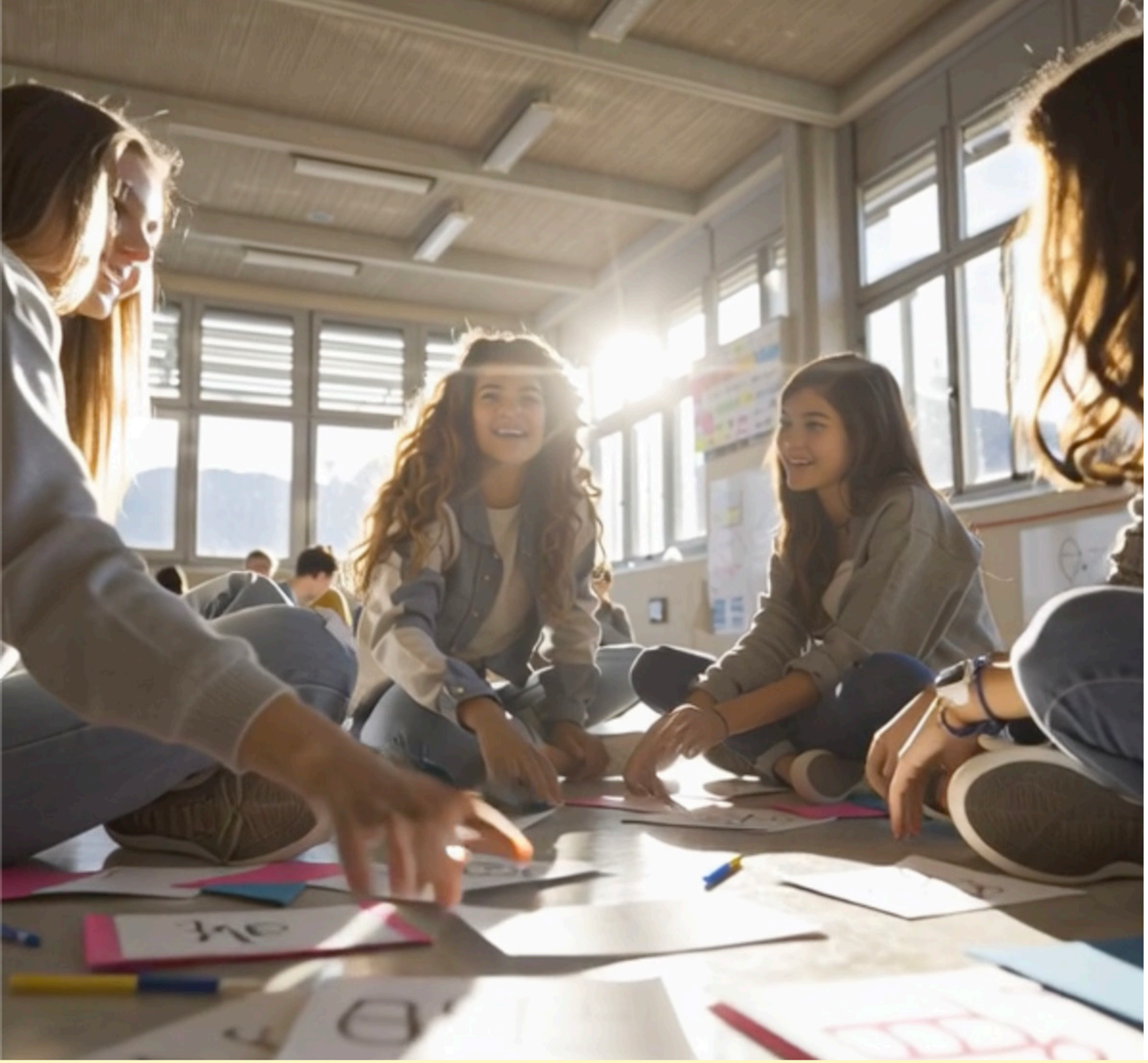

Programme dates

We understand that children are tired after long school days or occupied with other after-school activities. Therefore the programme has been designed such that each of the 7 workshops take place during school holidays in Dubai, with an option to choose between morning or afternoon sessions, so you and your little mathematician have flexibility to choose what works best for you.

All the following 7 workshops through the year are included in the Go Solve! Programme 2026

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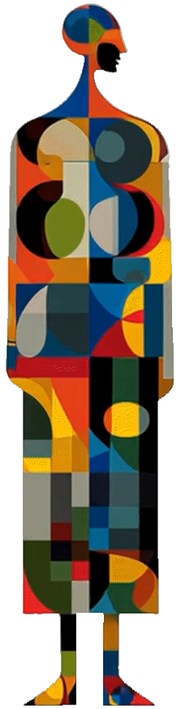
Academic calendar 2026 8 - 12 years



17 - 22 August, 2026

- RSA Encryption and Cryptography
- Scissors congruence in 2D
- Magic Squares and Symmetry
- Combinatorial information theory
- Recursion, Algorithmic Reasoning and Mathematical Visualization

12 - 17 October, 2026

- Hamiltonian circuits and Eulerian circuits
- Taxicab geometry
- Pick's Theorem
- Voronoi diagrams

14 - 19 December, 2026

- Modular arithmetic
- Cryptography
- Stars and cyclic groups
- Permutation

5 - 10 April, 2027

- Recursion
- Catalan numbers
- Tree traversals

5 - 10 July 2027

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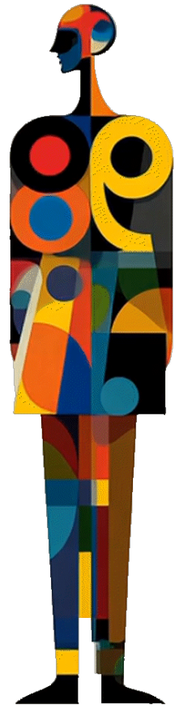
- Quaternions & rotations
- Graph Theory & the Four Color Theorem
- Platonic Solids and Tilings

23 - 28 July 2027

- Counting Problems and Pascal's Triangle
- Partition Theory
- Nim and Snippenrope game



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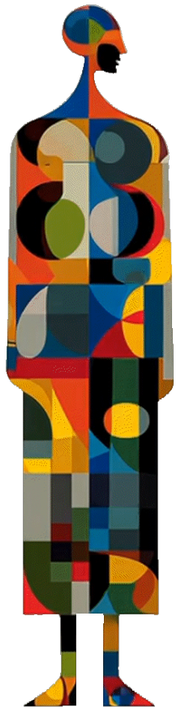
Academic calendar 2026 13-18 years



- Euclidean algorithm
- Euler's totient function
- Cryptography
- Number Theory in RSA
- Probability
- First Step Analysis
- Markov chains

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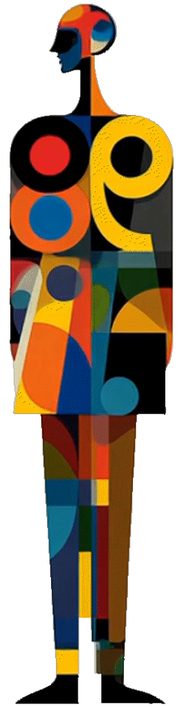
23 - 28 July 2027



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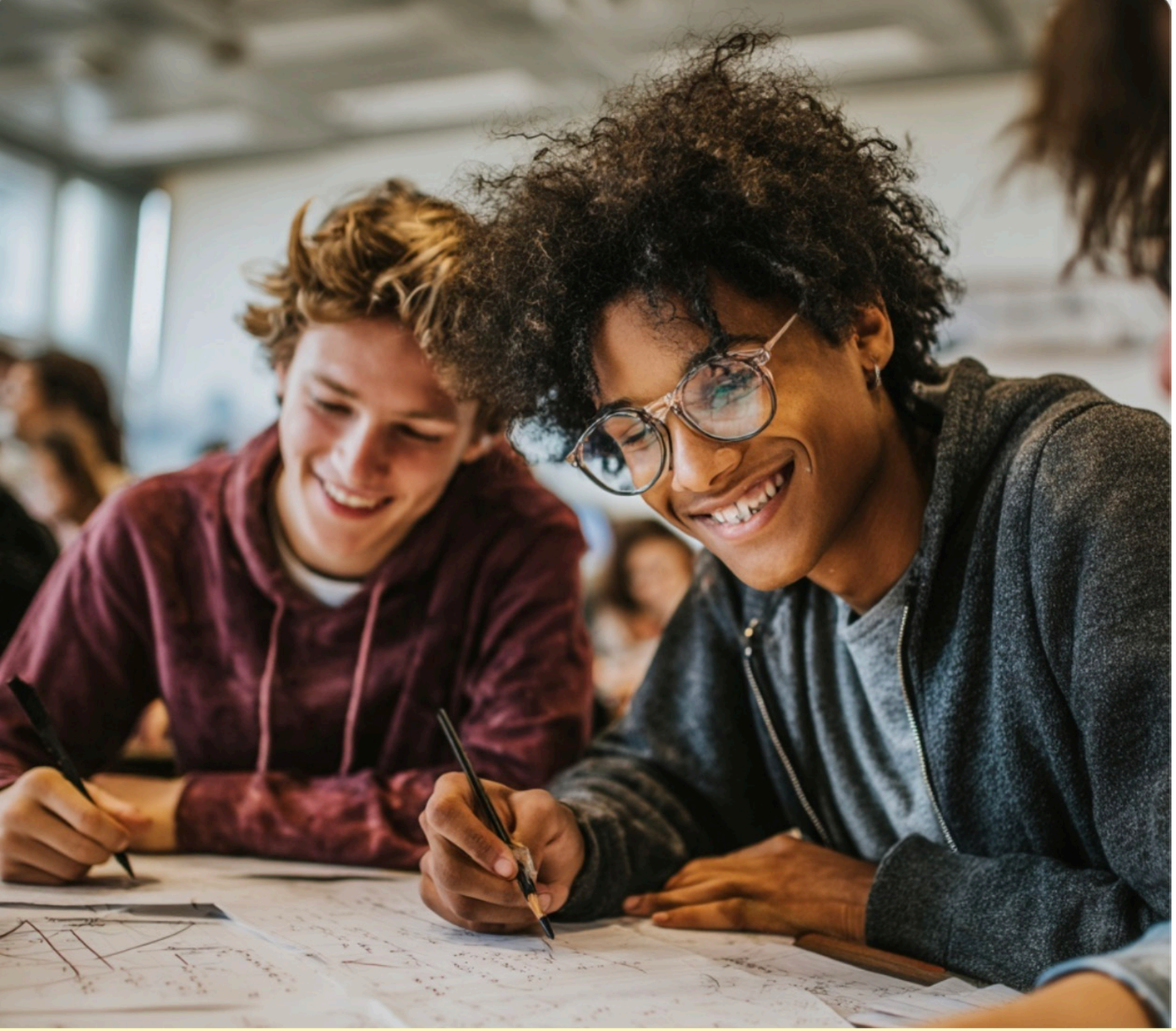

What will your child learn?

A stage, not age, approach to learning

At Go Solve!, we believe that little mathematicians thrive when learners are encouraged to enjoy exploring advanced concepts and learn at a pace that matches their readiness rather than their age.

Our curriculum is led and guided by mathematicians from Brown University. Learners engage in hands-on problem-solving, creative reasoning, and abstract thinking through a carefully structured progression of advanced mathematical concepts and applying them to problem solving.

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Pedagogical pillars:

- **Mathematician mindset:** Unparalleled exposure to develop a mathematical mindset by mathematicians.
- **Gamification:** Complex mathematical concepts are taught through play.
- **Focus on depth:** Activities designed to allow students to understand in-depth and apply their understanding with less focus on computation.
- **Spatial visualisation:** Multiple opportunities for a child to demonstrate mathematical understanding through spatial visualization.
- **Progression:** Key topics are covered in each workshop which are independent extensions of previous workshops.
- **Collaborative discovery:** Small class sizes allow for meaningful discussion, peer exchange, and team challenges.
- **Math fluency:** Development of public speaking, presentation skills, and confidence through breakthrough showcase by all students on stage.

Learning outcomes:

- Depth in understanding and applying advanced mathematical concepts
- Fluency in expressing advanced mathematical concepts
- Stimulation of curiosity and interest to learn more of advanced mathematics
- Socio-emotional support from peers speaking the same mathematical language

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Programme fee and costs

Go Solve! Programme

8 - 12 years

9:00 AM – 1:00 PM

Location: HP Gaming Garage, DTEC, Dubai Silicon Oasis, Dubai, UAE

13 - 18 years

2:00 PM – 6:00 PM

Location: HP Gaming Garage, DTEC, Dubai Silicon Oasis, Dubai, UAE

Go Solve! Programme fees (covering all 7 workshops): AED 13,300 + taxes (with flexibility to complete classes over a 2-year period

Opting for individual workshops

Students may enrol in individual workshops which provide valuable enrichment experiences, covering the advanced mathematical concepts pertaining to the chosen workshops.

Workshop fee: AED 2,500 + taxes

Art of Problem Solving subscription

8 - 12 years

If you have not registered for the Go Solve! Programme, you can still purchase the annual subscription to the Beast Academy platform, the elementary school math program created by Art of Problem Solving (AoPS), USA, a global leader in advanced K–12 math education. Beast Academy, believes in teaching advanced math concepts early, so students build a problem solving foundation for more advanced math and science classes in the years to come.

Learning platform fee: AED 325 + taxes

13 - 18 years

If you have not registered in the Go Solve! Programme, you can still purchase an annual subscription to the AoPs books here which show students how to apply their knowledge and problem-solving skills to difficult problems. The Art of Problem Solving mathematics books are designed for outstanding math students aged 13 - 18. These books lay a foundation for further study at the university level in higher mathematics, physics, engineering, or computer science.

Books annual fee: AED 325 + taxes

Write to **gosolve@labsparis.com** or visit **www.gosolve.academy** to apply to qualify for the Go Solve! Programme or Individual workshops, and purchase of your learning platform or books subscription

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How to qualify for Go Solve!

1. Visit www.gosolve.academy and click the 'Apply to qualify button' to fill in the form

2. Wait to hear from us over email for next steps

3. Next steps will include

   a. A self-identification framework to help map skills, characteristics, and potential of student

   b. Invitation to a discussion with the leadership of Go Solve!

4. We may contact the student's school to receive the school's opinion about the student's skills, characteristics, and potential for advanced mathematics.

5. Following the process of identification with mapping feedback from the student, guardian and school, you will hear from us.

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