PROGRAM GUIDE

Key Benefits

- Peer Community
- Technical skills that matter
- Challenging atmosphere
- Leadership development

Cyber & Comp Sci

LIVE | Community | CTFs

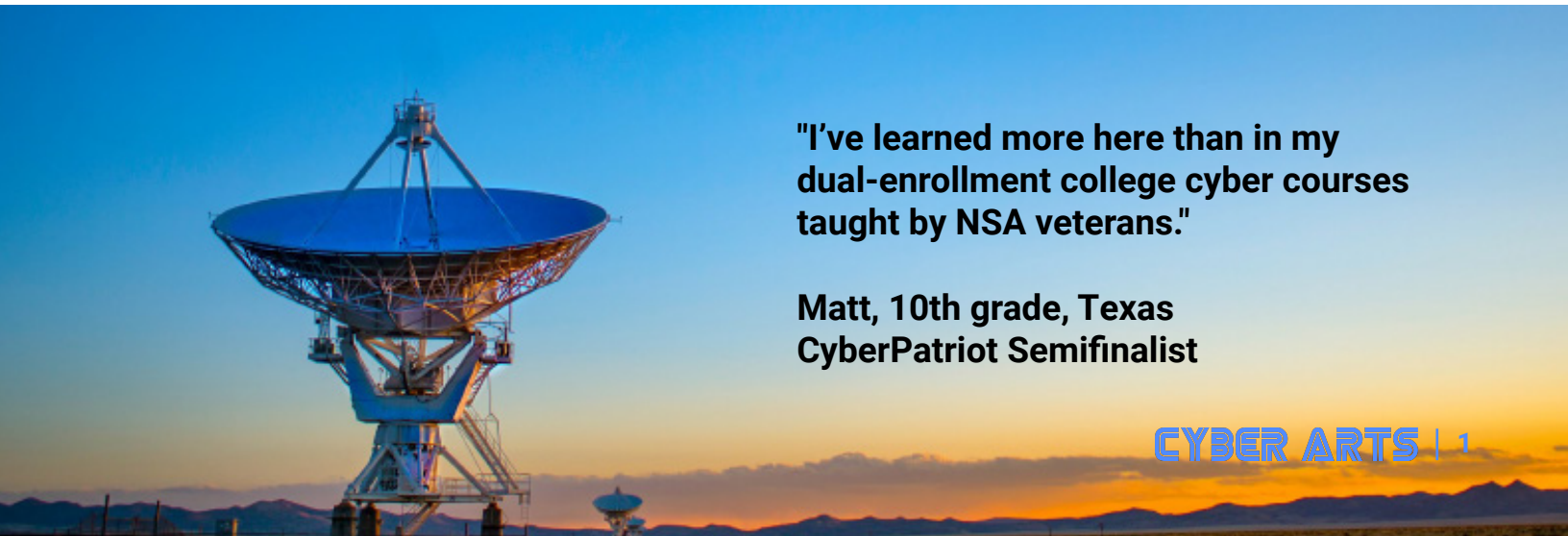
Homeschool Spring 2026

Homeschool Cyber & Computer Science Program

Starts September 7th, 9th, or 10th | runs through mid December
3 hours live class (virtual) + 2 hours of optional live coaching resources

Log on, team up, and start hacking the future—week after week.
Cyber Arts is a live, online community where students build real friendships and master the skills driving cybersecurity, AI, and computer science.

Built for families who expect more.
Cyber Arts is founder-led to ensure every session meets the highest standard. This isn't another camp run by interns—it's the kind of class we wish we had growing up, and the quality your student deserves.



"I've learned more here than in my dual-enrollment college cyber courses taught by NSA veterans."

Matt, 10th grade, Texas
CyberPatriot Semifinalist

Details

Start Dates: start September 7th, 9th, or 10th

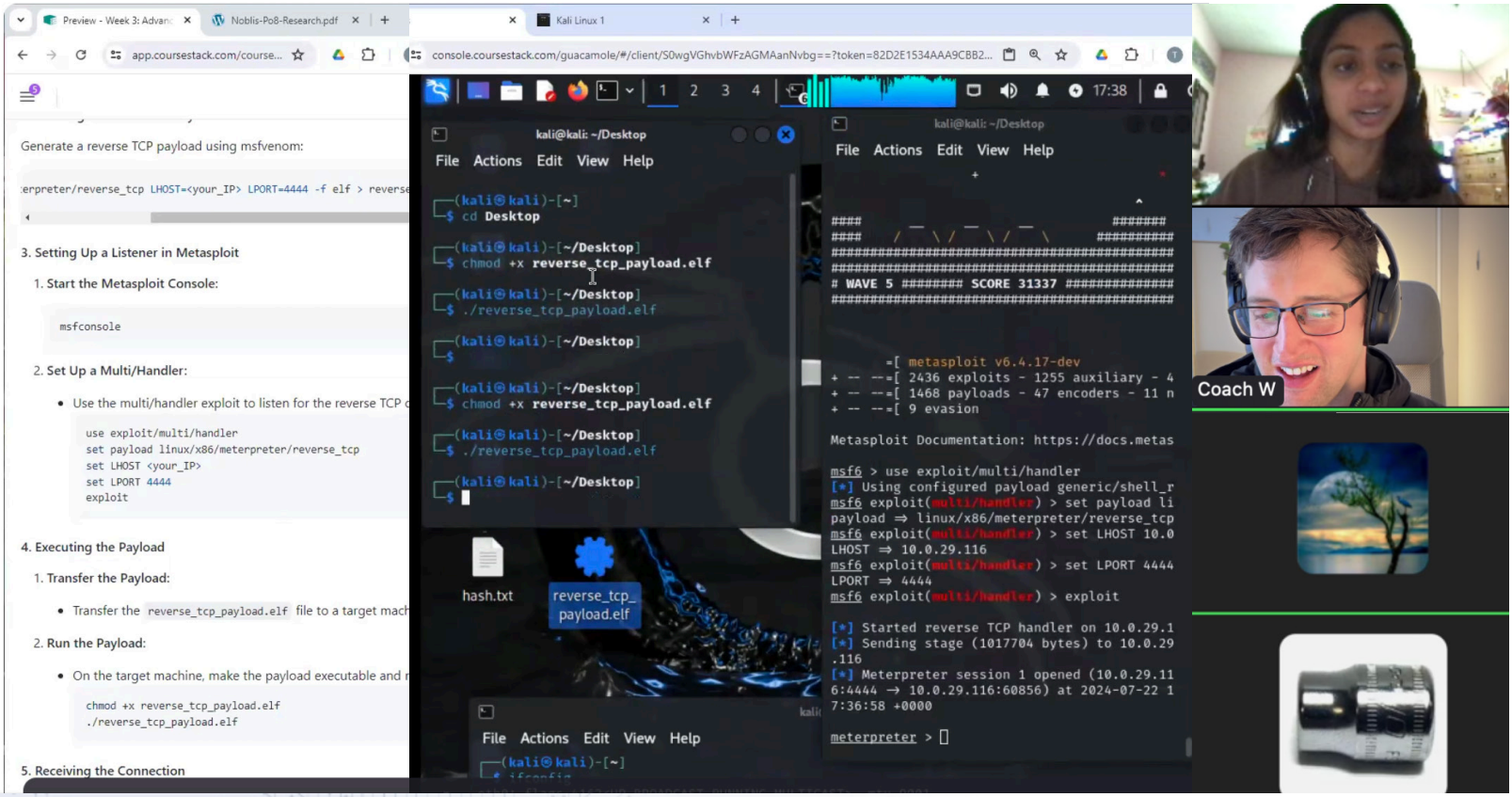
- 1 semester | choose 1 main class session: **Mon, Wed, or Thurs**
- Email wilson@cyberarts.io for questions or text Wilson at 813 710 6384
- Recordings will be available if you miss a session

Class Format – 3 Hours (Live)

- Virtual & Live: Zoom and Discord
- 80 min – Live virtual hands-on instruction
- 100 min – **CTFs** aka Capture the Flag (team-based friendly competitions)
- On non-class days: join small group office hours or hands-on CTF team labs.

Credits and Certifications

Earn STEM and elective credits, plus certifications that showcase your skills.



CYBER ARTS: A New Model for Computer Science Education

A Six-Semester Pathway for the AI Era

Artificial intelligence is changing how technology is built. Tomorrow's engineers will need more than programming skills — they will need a deep understanding of computer systems, hardware, networking, AI, and security. This program develops that foundation through live instruction, hands-on projects, and weekly competitions.

Semester 1 — Computer Systems & Linux
Student Outcome: Understand how computers operate and confidently work in Linux environments.
Technical Topics: Operating systems, command line, file systems, Bash scripting, Git, security fundamentals.

Semester 2 — Hardware & Computer Architecture
Student Outcome: Understand how software executes on physical hardware and think from first principles.
Technical Topics: CPUs, memory, binary, logic gates, assembly concepts, C programming, embedded systems.

Semester 3 — Networking & Connectivity
Student Outcome: Understand how computers communicate and troubleshoot modern infrastructure.
Technical Topics: TCP/IP, DNS, routing, Wireshark, Nmap, SSH, packet analysis, network security.

Semester 4 — AI & Modern Software Engineering
Student Outcome: Build software using AI as a development partner while understanding the systems behind it.
Technical Topics: Python, AI-assisted development, APIs, automation, GitHub, local models, AI agents.

Semester 5 — Security Engineering
Student Outcome: Analyze, defend, and understand complex systems through adversarial thinking.
Technical Topics: Cryptography, reverse engineering, malware analysis, digital forensics, penetration testing, advanced CTFs.

Semester 6 — Innovation & Workforce Readiness
Student Outcome: Graduate with a portfolio demonstrating real engineering capability.
Technical Topics: Capstone integrating hardware, networking, AI, and security; research; certifications; technical communication; internship preparation.

Mission: *Build students who don't just use technology — they understand it deeply enough to create it.*

Educational Model

Every semester combines live instruction, hands-on labs, weekly technical group work, and collaborative research projects. Students don't simply learn concepts — they apply them by building, breaking, and solving real-world problems.

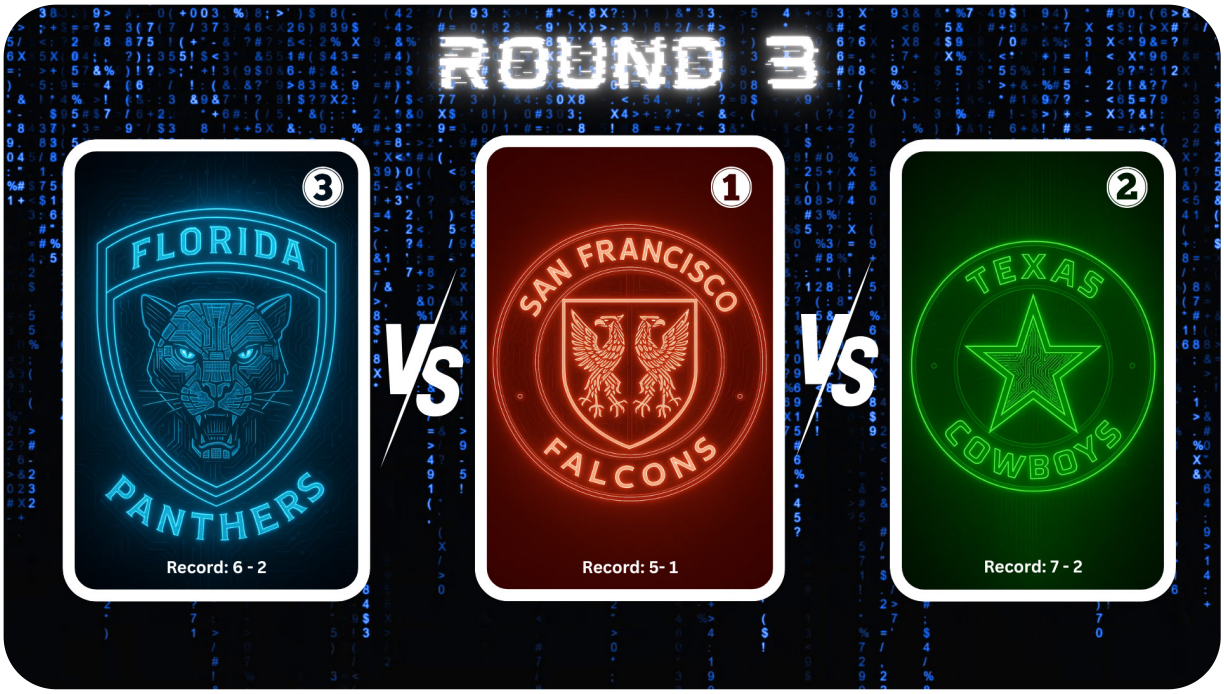
Graduate Profile

Graduates understand the complete computing stack — from hardware to software, networking to AI, and security to systems engineering. They leave with portfolio-quality projects, practical experience, and the technical foundation to pursue internships, entrepreneurship, university programs, or careers in technology.

Track Record

Over 400 students taught in the last 5 years · 123 full time students in 2026

Why Cyber Arts?



Community

Log on and hang out with new friends while learning cyber from experts and tackling real-world challenges. It's just like gaming with friends—except now, you're learning skills that matter.

Live

No pre-recorded videos. Just real teachers, real teammates, and live, hands-on sessions each week—led by NSA veterans, white-hat hackers, and instructors from top universities like MIT and Carnegie Mellon.

Content that Matters

Our program is designed for students eager to learn. No prior experience is required—just a willingness to work hard. We teach the real-world skills used by ethical hackers. Even within the first few classes, you'll be confidently working in Linux.

What do we teach?

Real Tech Skills. No Block Coding.

At Cyber Arts, students learn core technical skills in computer science and engineering. At the core of cybersecurity—and our program—is **Linux**.

Linux is the foundational operating system used daily by professionals in cybersecurity, AI, robotics, aerospace, and blockchain technology.

I. Cybersecurity Fundamentals

Students learn to think like ethical hackers and defend real systems

- Practice file encryption with AES and SHA-256 hashing
- Complete daily CTF missions based on real-world cyber attacks
- Create and use SSH keys for secure logins
- Crack password hashes using John the Ripper

II. Computer Operating Systems

Students gain hands-on experience operating Linux

- *Understand how modern systems work under the hood*
- Install and configure Kali Linux and Ubuntu in VirtualBox
- Navigate the bash terminal using commands like chmod, ls -la, sudo, and nano

III. Internet & Networking

Students explore how the internet works—and how to analyze and secure it.

- Follow data flows, detect anomalies, and identify potential intrusions
- Understand core protocols like TCP/IP, HTTP, FTP, and SSH
- Break down the 5 key layers of the internet
- Trace IP packets and DNS lookups using Wireshark
- Scan networks and identify open ports with Nmap

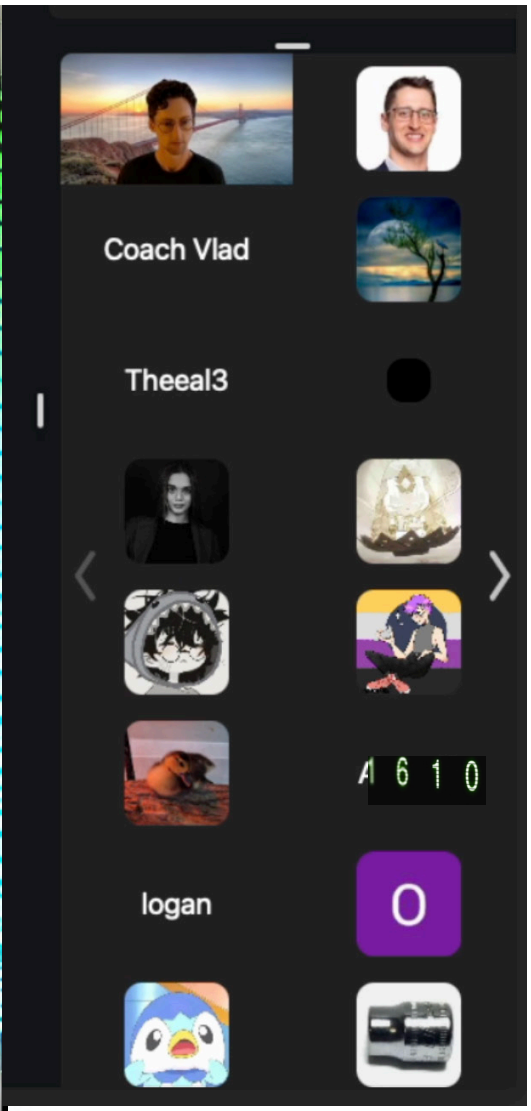
Team-Based Learning

Capture the Flag: CTFs

At Cyber Arts, every class is built around team-based challenges.

After a 90-minute lesson, students break into three-person teams to take on Capture the Flag (CTF) missions—guided by expert coaches.

Students will solve real problems, building teamwork, confidence, and technical skill.



Instructors

Wilson
Program Founder

Coaches from:

Massachusetts Institute of Technology

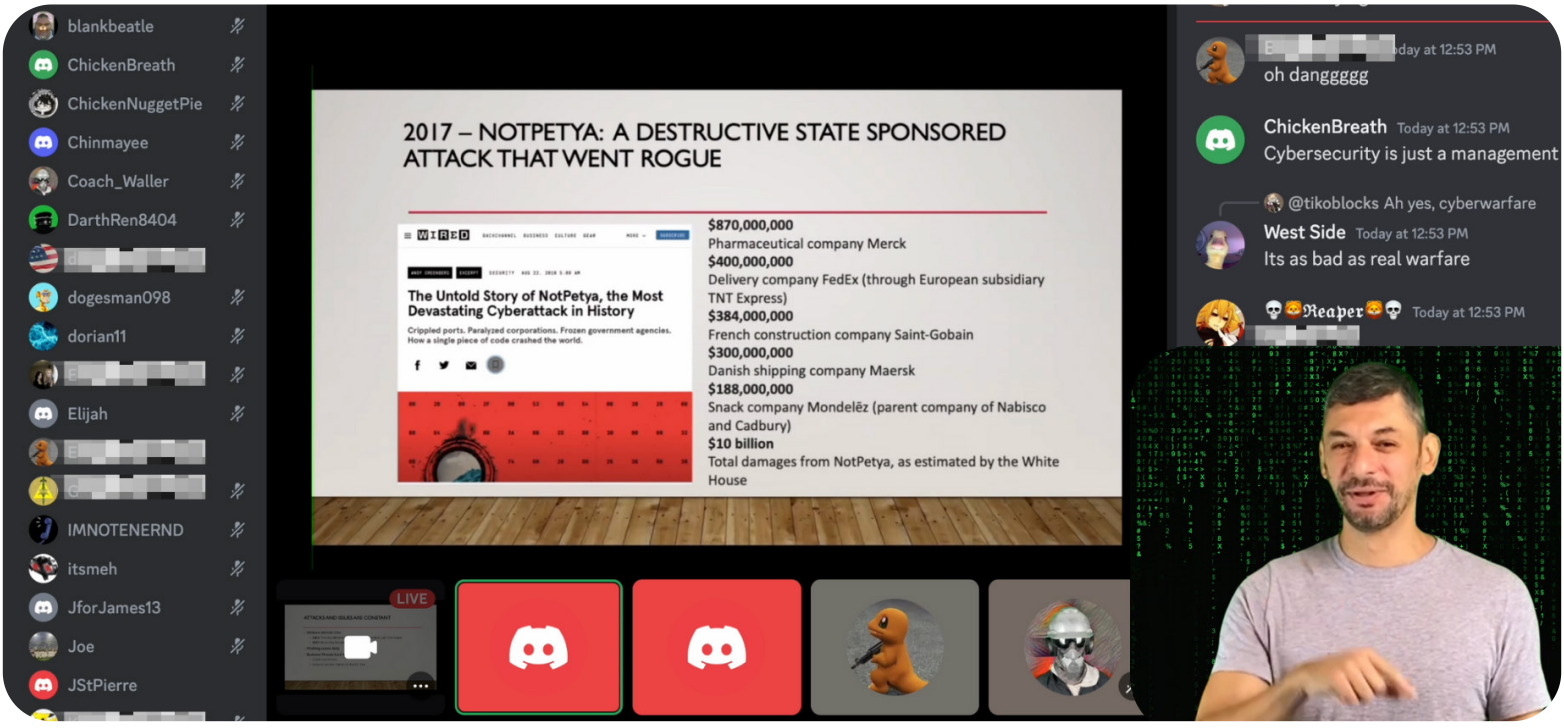
Carnegie Mellon University

Expert Led Workshops

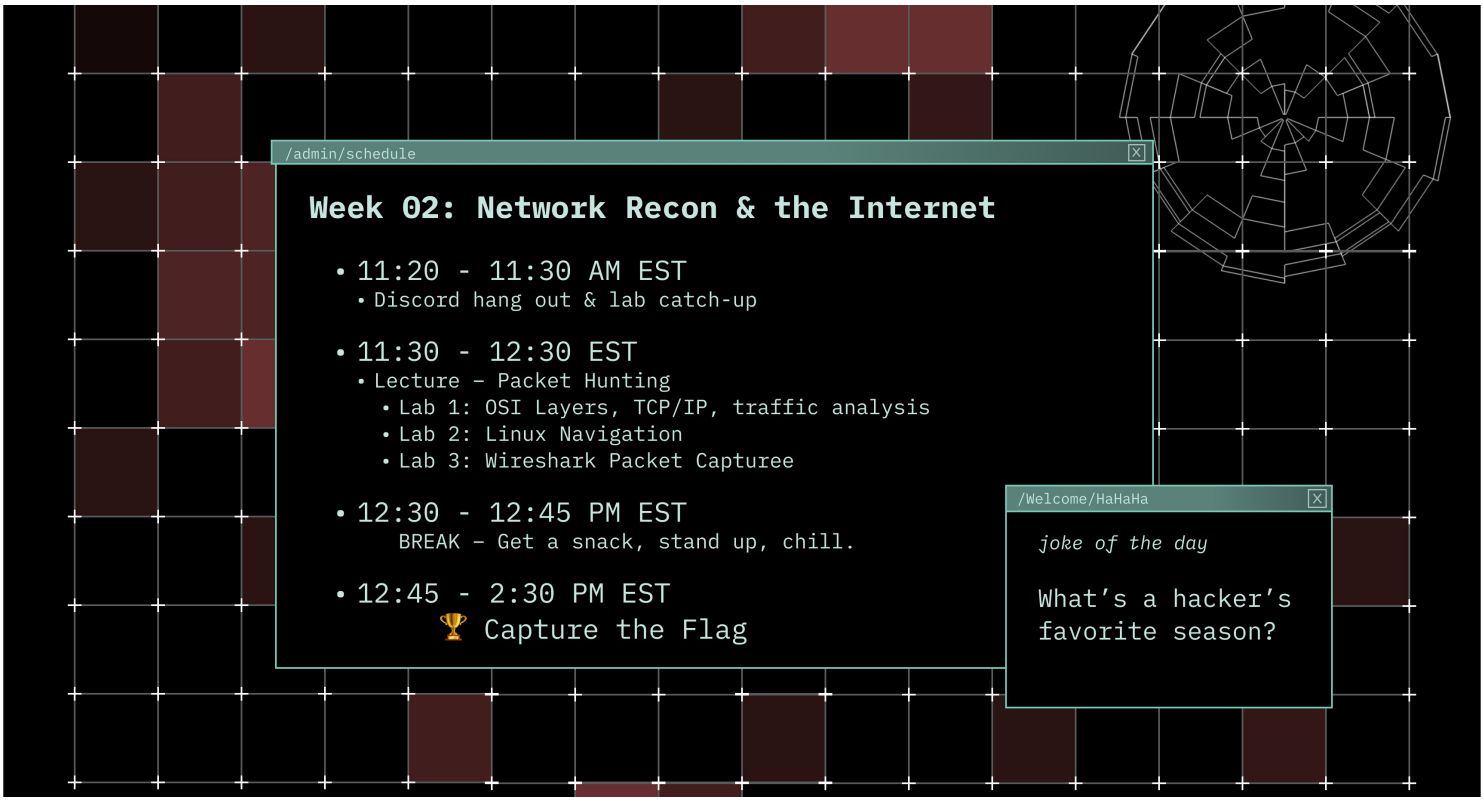
Department of Defense Veterans

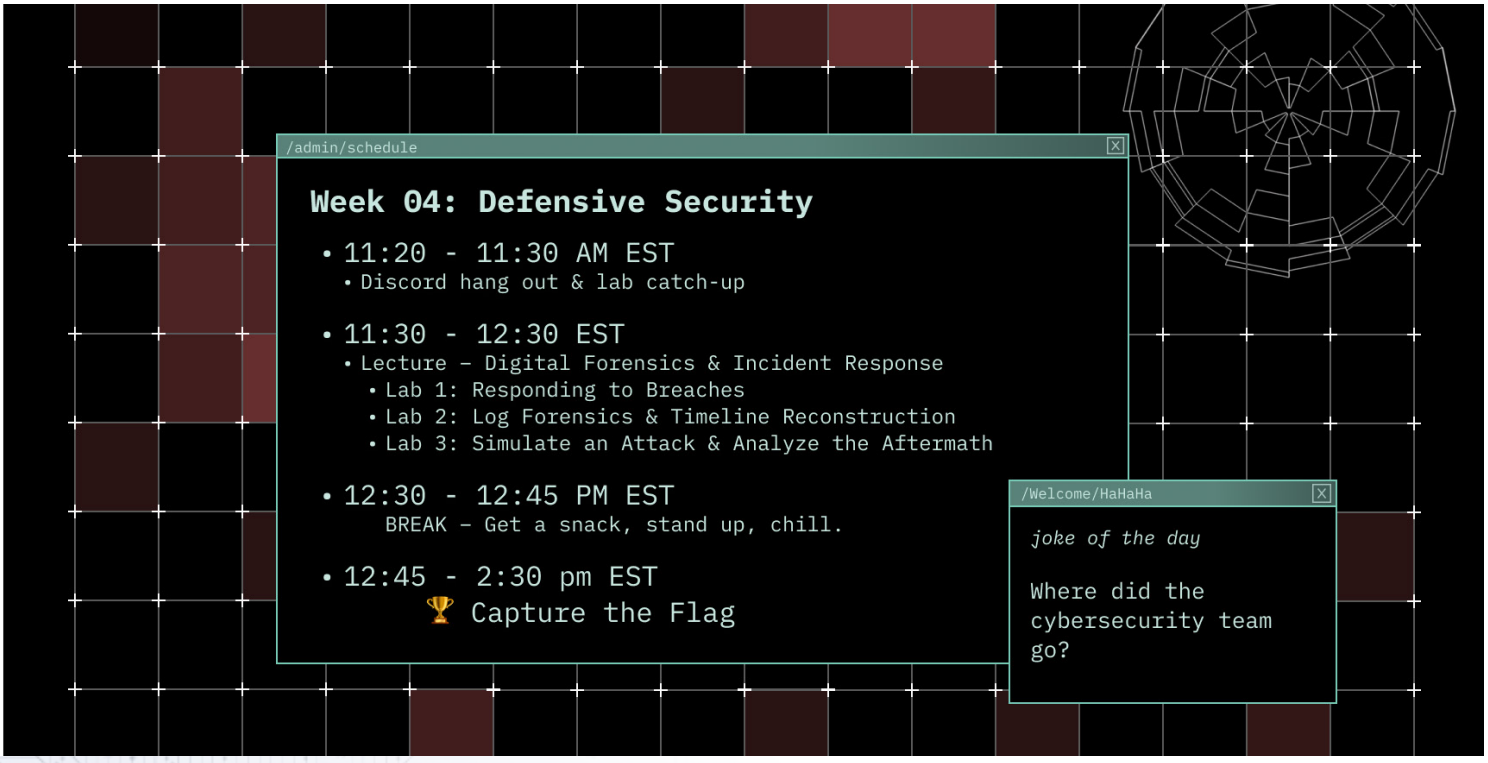
NSA | Navy | Secret Service

Seva
Expert Network & Internet Engineer



Inside look at the syllabus:





Summary

Students and parents,

Cyber Arts is a community for students who want to learn the skills of the future and change the world.

13 years ago, I moved from America to India to work on technological & educational research projects in remote parts of the Himalayas.

During that time, my mind was blown by the power of cyber, the internet, and computers.

I had the opportunity to live with ethical hackers who were protecting political figures and witnessed black markets where Western data was auctioned off.

What stuck with me the most was that their quality of computer science education was years ahead of America's.

That experience is what motivated me to build Cyber Arts - with the goal to give our students the highest quality of education on the planet.

Once you join our program, it is my promise that we will do everything possible to prepare your students for the new frontier of tech.

Thank you,

Wilson Waller

CONTACT

Wilson Waller | Founder & Managing Director
E: wilson@cyberarts.io