

AI & Innovation Club — My Full Record

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My record of the AI & Innovation Club — why I started it, what we actually do, and where it's going. It's the smallest of my projects on its own, but it's the one that ties everything else together, so I'm writing it down properly. Like my other docs, every number here is backed by something real I have.

The short version

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| What it is | A club I started to teach other students how to actually <i>build</i> with AI — no-code websites, automations, chatbots, prompt engineering — by making real things, not just watching slideshows. |
| What I do | Founder and President since day one. I run the meetings and teach the tools myself. |
| Started | September 2025 |
| Members | 20 active members (active, hands-on members) |
| Meetings | Every two weeks (about twice a month) — roughly 15 meetings across the year, all hands-on |
| What we teach | No-code website builders (Lovable, Bolt), automation tools (n8n, Make.com), building chatbots (Chatbase), and prompt engineering (ChatGPT) |
| Biggest thing we entered | The Best Buy Teen Tech Network "Create with AI" Video Challenge (run with Microsoft) — 22 students took part; we didn't win |
| Why it matters | It's the club the Surrey Youth AI Summit grew out of , and the reason it exists traces straight back to FleetBot |

Proof I have: a group photo of all 20 members, and the Best Buy challenge messages — the registration note, the submission instructions, and the final result email.

1. How it started (and why it actually matters)

It started with FleetBot.

I built the student version of FleetBot on my own and showed it to our principal, Ms. Perry. When she and the teachers actually approved it and saw it working in the school, something clicked for me: these AI tools are genuinely powerful, and almost nobody around me knew how to use them. I figured if I could build this stuff myself, I could teach other people to build it too.

So I started the AI & Innovation Club to do exactly that — get regular students making real things with AI instead of just hearing about it. And the club is also where the whole **Surrey Youth AI Summit** came from later. So even though the club looks small on paper, it's basically the home base for everything else I did this year.

One thing I want to be clear about, because it's the honest version: **both FleetBots and the Summit were my own builds — they weren't club group projects.** The club's job is teaching the skills behind that kind of work and pulling other students into it. The big projects were mine; the club is where I pass it on.

2. What the club actually does

We meet every two weeks — about twice a month — which came out to roughly **15 meetings** over the year.

Every meeting is hands-on. I teach the actual tools I use myself:

- **No-code website builders** — Lovable and Bolt (you can build a working site without writing code)
- **Automation tools** — n8n and Make.com (connecting apps so things happen automatically)
- **Chatbots** — Chatbase (building your own AI chatbot trained on your own stuff)
- **Prompt engineering** — getting real, useful results out of ChatGPT

The whole point is building, not sitting through a lecture. The goal is that by the end, a member can actually make a working website or a simple automation on their own — not just nod along to a slideshow.

3. The Best Buy challenge (the honest account)

The biggest thing we entered as a club was the **Best Buy Teen Tech Network "Create with AI" Video Challenge**, run in partnership with Microsoft. It's a Canada-wide thing where secondary schools compete by making AI-enhanced videos for grants and prizes.

Each school could only submit **one** entry. So instead of just picking a few people, I opened it up and we ran it as an **internal school contest first**, then submitted the best video as Fleetwood Park's official entry. **22 students took part** in making videos, using tools like Microsoft Copilot, Designer, and Clipchamp. The submission was a full package — an artist statement, a storyboard, and a final 1-4.5 minute AI-enhanced video.

We were up against **more than 40 schools across Canada**. They picked four winners, and **we weren't one of them**. That's just the honest result — we didn't win.

But I'm keeping it in here because the prize was never really the point. Getting 22 students to actually sit down and make AI videos, and running our own mini-contest to choose the school's entry, *was* the value. That's 22 people who built something with AI who maybe wouldn't have otherwise — which is the entire reason the club exists.

4. What the club led to

On its own, "a club with bi-weekly meetings and one competition we didn't win" isn't flashy, and I'm not going to pretend it is.

But the club is the thread that ties my whole year together. The **Surrey Youth AI Summit** — about 70 students from 14 schools — grew directly out of it; the Summit was co-hosted by this club and Panorama Ridge's AI club. And the whole reason the club exists goes back to **FleetBot**. So the real story isn't "I ran a club." It's: *I built an AI system for my school, that made me want to teach everyone these tools, so I started the club — and the club became the launchpad for a 70-person regional summit.*

That's the honest way the three projects connect, and it's why this small doc matters even though the club is my least flashy thing.

6. Proof I have

Stuff that exists right now:

- A group photo of all 20 active members
 - The Best Buy challenge messages: the registration note from our teacher, the official submission instructions (artist statement + storyboard + final video), and the final result email saying we weren't selected
 - The tools and curriculum I teach at meetings (the same ones I used to build FleetBot and run the Summit)
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7. Quick version (for resumes and applications)

- **Started and run the AI & Innovation Club** at my school (since September 2025) — 20 active members, around 15 hands-on bi-weekly meetings.
- **Teach other students to actually build with AI** — no-code websites (Lovable, Bolt), automations (n8n, Make.com), chatbots (Chatbase), and prompt engineering.

- **Ran the club's entry** into the Best Buy Teen Tech Network "Create with AI" Video Challenge (with Microsoft) — opened it as an internal contest, got 22 students making AI videos, and submitted our school's entry against 40+ schools across Canada.
 - **The club is the platform the Surrey Youth AI Summit grew out of** (~70 students, 14 schools).
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Last updated: June 2026. This is my real record of the AI & Innovation Club — the honest numbers and the honest result on the Best Buy challenge. Final numbers: founded September 2025, 20 active members, ~15 bi-weekly meetings, 22 students in the Best Buy challenge (did not win), and the club that the Summit grew out of.