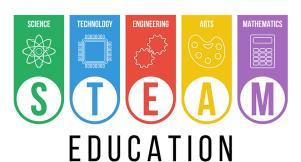
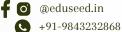




Coding and Robotics for Kids









STEAM PROJECTS

- OBSTACLE COURSE
- GEAR UP
- HOCKEY PRACTICE
- PUSH CAR DERBY
- TIGHT ROPE WALKER
- SAIL CAR
- RELAY RACE
- PATTERNS









STEAM PROJECTS

- TRACK AND FIELD
- RACE TO FINISH
- FREE THROW
- BOBSLED
- LIFT HEAVY
- EXPERIENCE GRAVITY
- CHEER WITH ENERGY
- SLIP AND SLIDE









SCIENCE CONCEPTS

- PUSH AND PULL
- FORCE AND FRICTION
- SPACE AND GRAVITY
- SPRINGS, PULLEYS
- WHEEL AND AXLE
- INCLINED PLANE
- GEARS, MAGNETS
- MOTION, ENERGY
- TRANSPORT
- COMMUNICATION













MATH CONCEPTS

- MEASUREMENTS
- PATTERNS. SEQUENCES
- ADDITION, SUBTRACTION
- SKIP COUNTING
- MULTIPLICATION
- DIRECTION SENSING
- LINES AND SHAPES
- TIME AND MONEY
- DIVISION
- FRACTIONS















Coding and Robotics for Kids

KEY LEARNING VALUES

- Engage pupils in science by making it real
- Basic computing skills
- Enhances Curiosity
- Boosts Creativity
- Collaboration and presentation skills
- · Critical thinking and problem-solving















Coding and Robotics for Kids

Creativity is intelligence having fun.



ALBERT EINSTEIN





MARIA MONTESSORI



Tell me and I forget.

Teach me and I remember.

Involve me and I learn.





BENJAMIN FRANKLIN





