



NEP-2020
Compliant
Program for 21st
Century Students

BUILD **PLAY** **LEARN**

EDUCATION GAMES COMPANY FOR KIDS
LEARNING S.T.E.M. THE FUN WAY

“Tell me and I forget; teach me and I may remember; involve me and I learn.”

~

Benjamin Franklin

YOUR NEP PARTNER

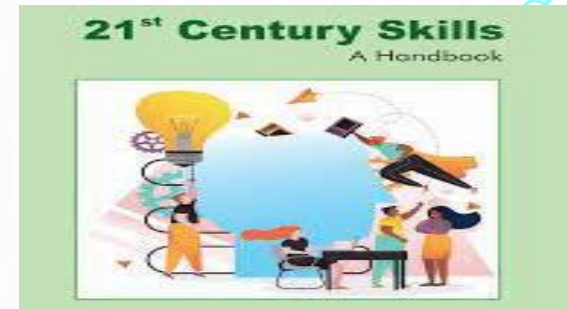
Your Partner in NEP Journey

- Assessment of your Current STEM Program
- Bridging the GAP with the NEP Philosophy of discovery based learning for Pre-primary and Primary School
- Strategic STEM Curriculum mapped to CBSE, ICSE, IB board and NEP-2020 Aligned future-ready curriculum
- Gamified Assessment to measure Knowledge of the STEM Program

WHY STEM EDUCATION AND CURRENT PROBLEM ?



Lack of Experiential Learning



Lack of 21st Century Skills

STEM BENEFITS

- ❖ Ingenuity and creativity giving rise to new ideas and innovations.
- ❖ Builds resilience
- ❖ Encourages experimentation
- ❖ Encourages knowledge application
- ❖ Teaches problem-solving



Lack of Holistic Development Educational Initiatives



Lack of Affordable Experiential Learning



Build Play Learn

HOW DO WE CHANNELIZE STEM EDUCATION?

❖ **Vision:** Deliver a Balanced STEM focused education and help students become innovators, pacesetters and visionaries of the world

❖ **Mission:** Spark Creativity and Bolster a deep interest in STEM in children and adults through hands-on practical learning by “Making.”



OUR PRODUCT & SERVICES

PROGRAM 1: INSPIRE EXPLORERS PROGRAM (Ages 3+) for Beginners

**Grades: Nursery
,KG1 & KG2**

stemlabs www.stemlabs.in STEM-Curriculum

INSPIRE EXPLORERS

Where Little Minds Discover The Joy Of Education

3+

- Build Fine Motor Skills
- Play With Blocks
- Learn Math And Literacy Skills

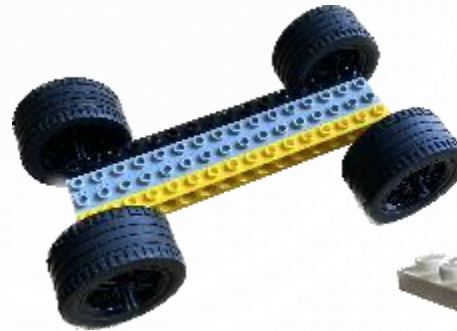
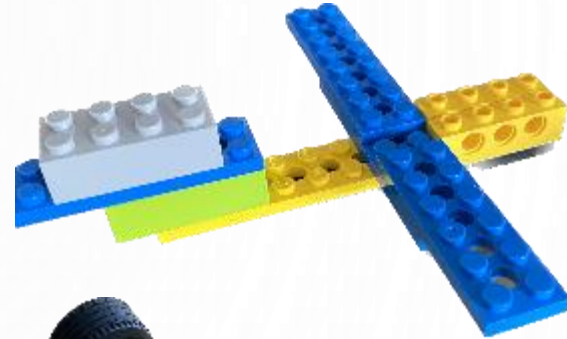
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- One custom-designed kit.
- Contains 50+ Larger Blocks for Small Hands
- Multi-coloured, Multidimensional nontoxic plastic
- Can make 20+ projects
- Comes with Step-by-Step Building guide, Activity Books for kids and teachers
- Strategic Stem Curriculum mapped to CBSE, ICSE, IB board and NEP-2020 Aligned future-ready curriculum for Pre-primary and Montessori Schools

OUR SAMPLE PRODUCT & SERVICES

PROGRAM 1: INSPIRE EXPLORERS PROGRAM (Ages 3+) for Beginners



Stemlabs
www.stemlabs.in
STEM-Curriculum

INSPIRE EXPLORERS

Where Little Minds Discover The Joy Of Education

3+

- Build Fine Motor Skills
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- Learn Math And Literacy Skills



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OUR PRODUCT & SERVICES

PROGRAM 2: INSPIRE BUILDERS PROGRAM (Ages 4+) (Level 1)



**Grades: Std 1 to
Std 4**

- One custom-designed kit.
- Contains 260+ Components
- Multi-coloured, Multidimensional nontoxic plastic
- Can make 60+ projects
- Supported with our Digital App Stemplabs which contains Step-by-Step Building guide, educational tutorials, videos
- Strategic Stem Curriculum mapped to CBSE, ICSE, IB board and NEP-2020 Aligned future-ready curriculum

Stemplabs[®]

Build Play Learn

OUR SAMPLE PRODUCT & SERVICES

PROGRAM 2: INSPIRE BUILDERS PROGRAM (Ages 4+) (Level 1)



Build Play Learn

OUR PRODUCTS & SERVICES

PROGRAM 3: INSPIRE FRESHMAN PROGRAM (Ages 8+) (Level 2)



**Grades: Std 5 to
Std 8**

- One custom-designed kit.
- Contains 260+ Components WITH MOTORS AND BATTERIES
- Multi-colored, Multidimensional nontoxic plastic
- Can make 100 + PROJECTS
- Supported with our Digital App Stemlabs which contains Step-by-Step Building guide, educational tutorials, videos
- Strategic Stem Curriculum mapped to CBSE, ICSE, IB board.

OUR SAMPLE PRODUCT & SERVICES

PROGRAM 3: INSPIRE FRESHMAN PROGRAM (Ages 8+) (Level 2)

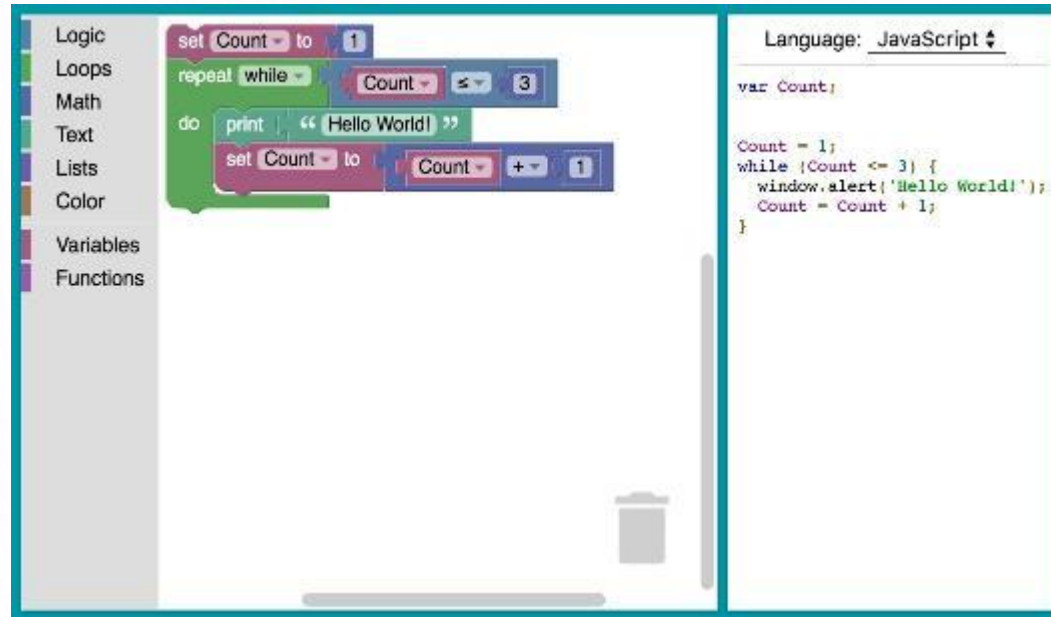


Build Play Learn

OUR PRODUCT & SERVICES

PROGRAM 4: BLOCK PROGRAMMING (Ages 8+) (Level 3)

**Grades: Std 4 to
Std 8**



The screenshot displays a programming environment with two panels. The left panel shows a block-based programming interface with a sidebar on the left containing categories: Logic, Loops, Math, Text, Lists, Color, Variables, and Functions. The main workspace contains a sequence of blocks: 'set Count to 1', 'repeat while' (with 'Count <= 3' as the condition), 'do' (containing 'print "Hello World!"'), and 'set Count to' (with 'Count + 1' as the value). The right panel shows the same program translated into JavaScript code. The language is set to 'JavaScript'. The code is as follows:

```
var Count;

Count = 1;
while (Count <= 3) {
  window.alert('Hello World!');
  Count = Count + 1;
}
```

- Code your Story with IBM's Blockly Editor Platform and Code.org
- One-on-One Sessions and Group Sessions to enhance, Elevate Core Coding Concepts in STEM in a fun way
- Develop logical, Decision-Making Skills with Theme-Based Learning

OUR PRODUCT & SERVICES

PROGRAM 5: INSPIRE SCIENTIPRENEUR PROGRAM (Ages 13+) (Level 4)

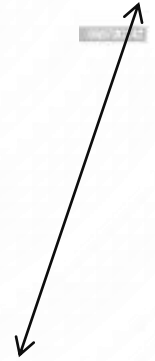
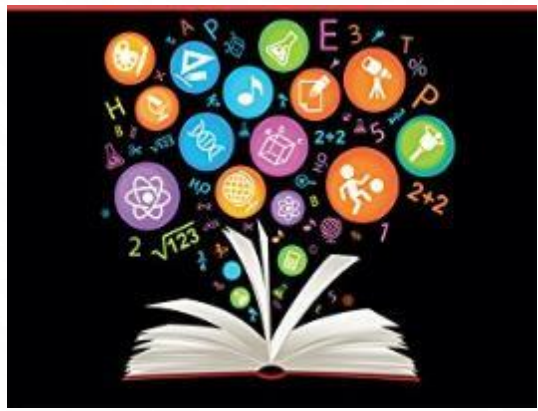
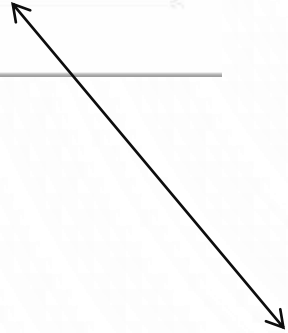
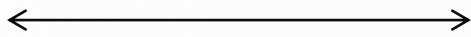


**Grades: Std 9 &
Std 10**

- Developing R&D and Entrepreneurial Mindset
- Tools Used are Inspire Freshman Kit and Lego Digital Designer Software
- Helping Kids Discover themselves by toying with technology and becoming leaders of 21st Century.
- Getting them ready for Research-Development Mindset by guiding them to Ideate, Apply Strategies, and Create STEM Projects.

STRATEGIC STEM CURRICULUM MAPPING SCHOOL SYLLABUS- NEP-2020 PARTNER

**NCERT
SYLLABUS**



Microsoft Edge
PDF Document

SAMPLE SYLLABUS KEY TOPICS

CONCEPT COVERAGE (Pre-Primary)

Grade	STEM Models	Science & Mathematics Concepts
Nursery	Alphabets & Numbers	Introduction to Alphabets & Numbers
KG1	Ladder , Railway Track	Measure the height of the Ladder ,Learn about Trains ,Addition ,Subtraction
KG2	Shapes , See-Saw	2D-3D Shapes ,Square, Cube ,Rectangle, Learn about Park Equipment ,Addition ,Subtraction

SAMPLE SYLLABUS KEY TOPICS

CONCEPT COVERAGE (LEVEL 1)

Grade	STEM Models	Science & Mathematics Concepts
Grade 1	See-Saw	Introduction to simple machines, See-Saw as a lever, Seesaw and playground Math-Count & Write
Grade 2	Water Well	Water Well and its utilities, Water Well as a reservoir in villages, Introduction to Pulleys! Math--Measuring pulley with a string and finding its circumference
Grade 3	Step Ladder	Utilities of a Step Ladder, Simple Machine-Inclined Plane. Math----Lines and Lines
Grade 4	Garbage Truck	Garbage Work utilities and types, Who works a garbage, Work we do, Community helpers and respecting them, Our contribution to a cleaner society and neighborhood

SAMPLE SYLLABUS KEY TOPICS

CONCEPT COVERAGE (LEVEL 2)

Grade	STEM Models	Science & Mathematics Concepts
Grade 5 and 6	Motorized Spinning Top with Launcher	Spinning top as a game, Simple science of top, circular and rotational motion, Understanding gears, Gear calculations, Spur gears, Geometry of a circle
Grade 7 and 8	Amusement Carousel	Utilities, Linear and Circular motion, Centripetal and Centrifugal forces, Spur gears and Bevel gears used in the model and its functionalities, Parts and wholes, Fraction basic
Grade 9 and 10	Powered Swing	Powered Swing Physics of Swing, Types of motion like oscillatory, linear, rectilinear. Finding frequency, Finding the sale price, profit loss

HOW DO WE DO IT IN SCHOOLS

SCHOOL	GATED COMMUNITY	ACTIVITY CENTER
20 Weeks workshop	20 Weeks workshop	20 Weeks workshop
10 day Holiday workshop	10 day Holiday workshop	10 day Holiday workshop
	Birthday Parties (90 Minute Engagement Program)	Customizable Workshops



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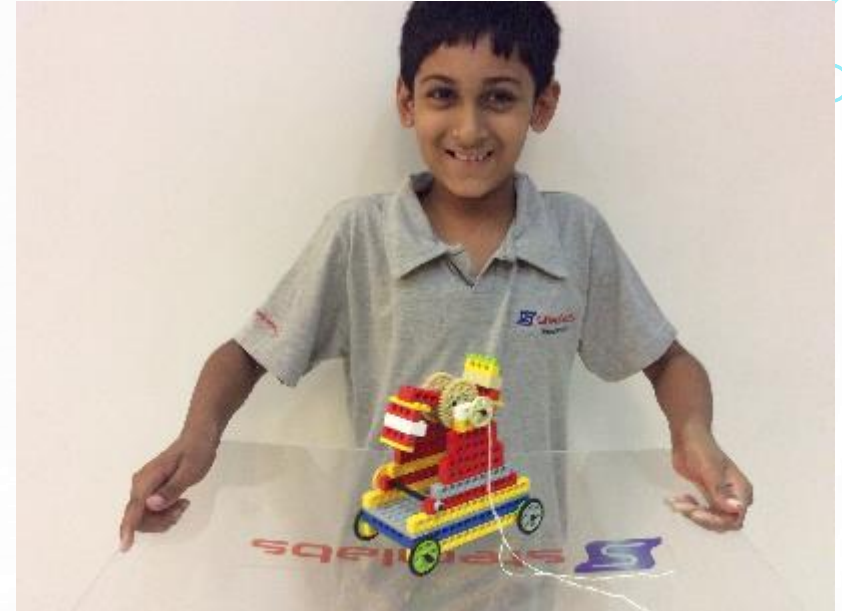
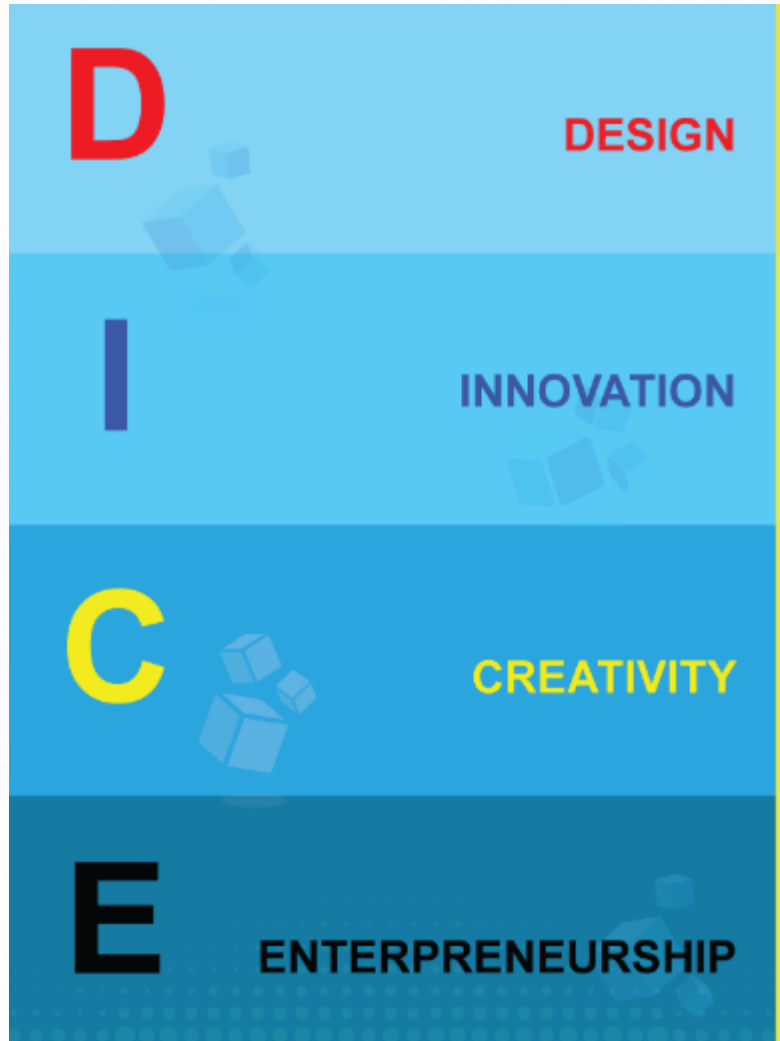
SUCCESS STORIES

CONDUCTED
SUCCESSFULLY

- ❖ Whitefield Global
- ❖ Oakridge International
- ❖ Vidya NGO
- ❖ Linden Montessori
- ❖ Buds Public School- Dubai
- ❖ Global Art Activity Center
- ❖ Flomont World School
- ❖ Vaani- Deaf Children's Foundation
- ❖ Rotary Bangalore Vidyalaya



STEMLABS DICE PROGRAM



MAKE, TELL AND SELL PROGRAMS

AWARDS AND RECOGNITION



सत्यमेव जयते

**GOVERNMENT OF INDIA
MINISTRY OF SKILL DEVELOPMENT
& ENTREPRENEURSHIP**



Build Play Learn



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