

STEMROBO TECHNOLOGIES

Innovation, Creativity & Learning -

STEMROBO provides 'End-To-End Solution to K-12 Schools' for 'Nurturing Innovation & 21st Century Skills' among young students of age 6-18 years across the globe. We offer young students an opportunity to explore, experience and bring innovation through a world class STEAM, Artificial Intelligence, Robotics & Coding curriculum integrated with our unique & affordable 'Technology Products and Solutions' delivered in an online or hybrid model; thereby enabling and empowering students to be able to become Creative - Thinkers and **Problem - Solvers.**

Together, let's unlock the potential within each student, ignite a passion for Innovation, Creativity & Learning, and pave the way for a brighter tomorrow.

www.stemrobo.com

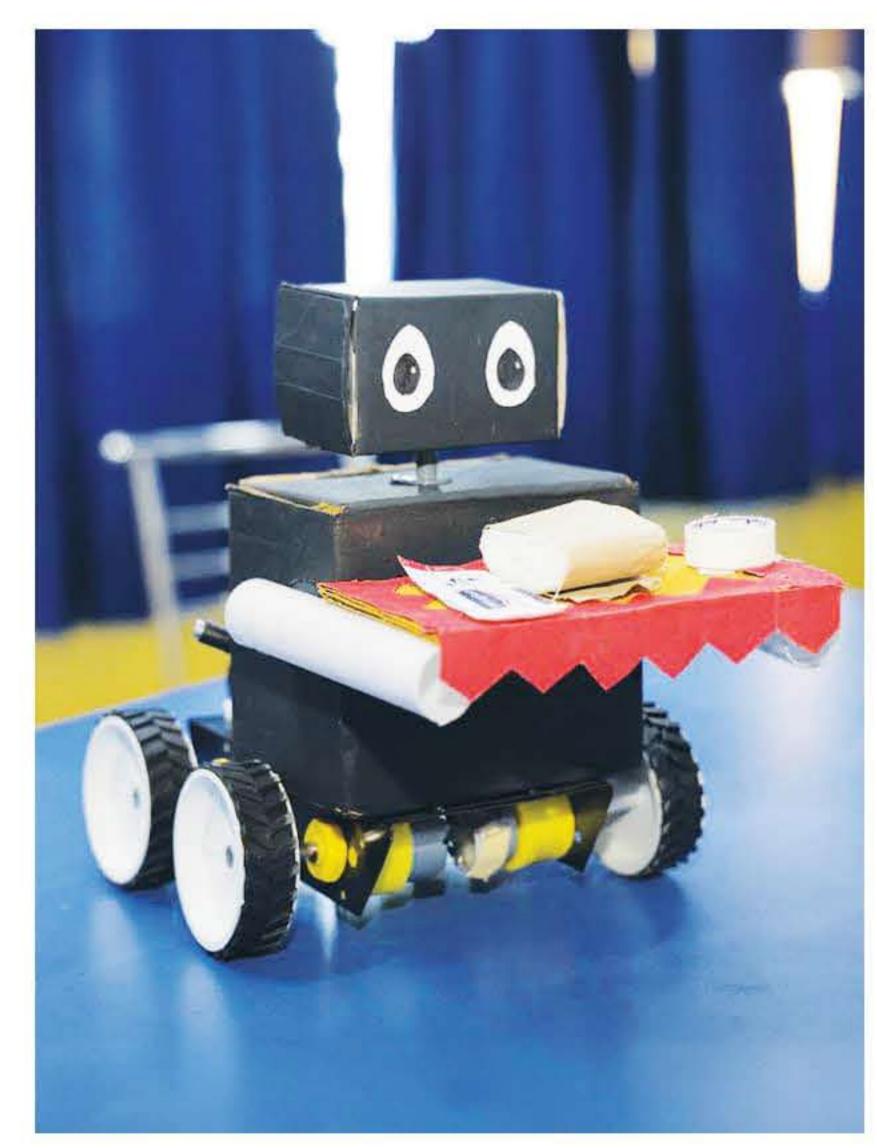
Mission

Our mission is to build an ecosystem focused on leveraging technology in education where STEAM, Robotics, Coding, Artificial Intelligence & AR/VR are utilized as crucial tools for kids to become smart in their academics and be able to solve modern world problems.

Vision

The company's vision is to nurture innovation and 21st century skills in K-12 students across the globe and prepare them for the future technological world. We are on a journey which will help every student to elevate core skills like Logical Thinking, Creativity, Computational Thinking and Problem - Solving.







OUR OFFERINGS FOR K-12 SCHOOLS





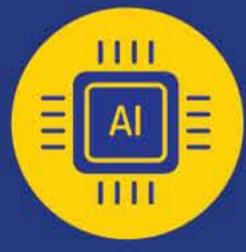
STEAM



Robotics



Coding



Artificial Intelligence & IOT



Machine Learning



PARTNER WITH INDIA'S LEADING BRAND

TRUSTED BY

3000+ 1 MN

30+

30K+

SCHOOLS

STUDENTS

COUNTRIES

TEACHERS

2000+ RECOGNIZED INNOVATIVE PROJECTS

IMPACI SU FAR

35+ Patents Filed

40+ Copyright Ideas

1000+ ATL Marathon

100+ Inspire Awards-MANAK

100+ CBSE National

1000+ CBSE Regional

50+ Global Level

200+ National Level











NEED OF STEMROBO'S INTEGRATED EDUCATIONAL PROGRAMS TO BUILD 21ST CENTURY READY SCHOOLS AND STUDENTS

Why STEAM P

- > Nurture future problem solvers.
- Unlock logical and creative mindset from young age.
- Develop innovation culture among young students across the globe.

Why Experiential Learning P

- > Engaging and reflecting on the experience
- > Trying out and testing new skills and abilities
- > Gaining knowledge from the experience

Why Design Thinking Approach ?

- > Teaches students to question.
- Makes students open minded and flexible.
- Students can give effective reasoning for each problem.

Careers of the future will not just be limited to those with a specific set of skills or knowledge, they will also involve creativity and critical thinking.

FORBES

130 Mn jobs will be created in Al itself by 2025.

WORLD ECONOMIC FORUM

By 2030, 65% of children entering primary schools today will ultimately end up working in completely new jobs that don't yet exist.

MCKINSEY REPORT

Around 300 Mn people may need to switch occupational categories and learn new skills like technological, social and higher cognitive skills by 2030.

U.S. DEPARTMENT OF EDUCATION

"In an ever-changing, increasingly complex world, it's more important than ever that our nation's youth is prepared to bring knowledge and skills to solve problems, make sense of information, and know how to gather and evaluate evidence to make decisions." Enhancing such skills lies at the heart of STEM and STEAM education.

As the studies suggest that the inclusion of STEAM curriculum at an early age demonstrates higher level of 21st century skills set in students which is very necessary for our coming generation to compete in the global job market.



- **Critical Thinking**
- **Communication Skills**
- Creativity
- **▼** Problem Solving
- Perseverance
- **▼** Collaboration
- Innovation Skills
- Social Skills

STEMROBO AN OWER WIEW

WHAT WE DO

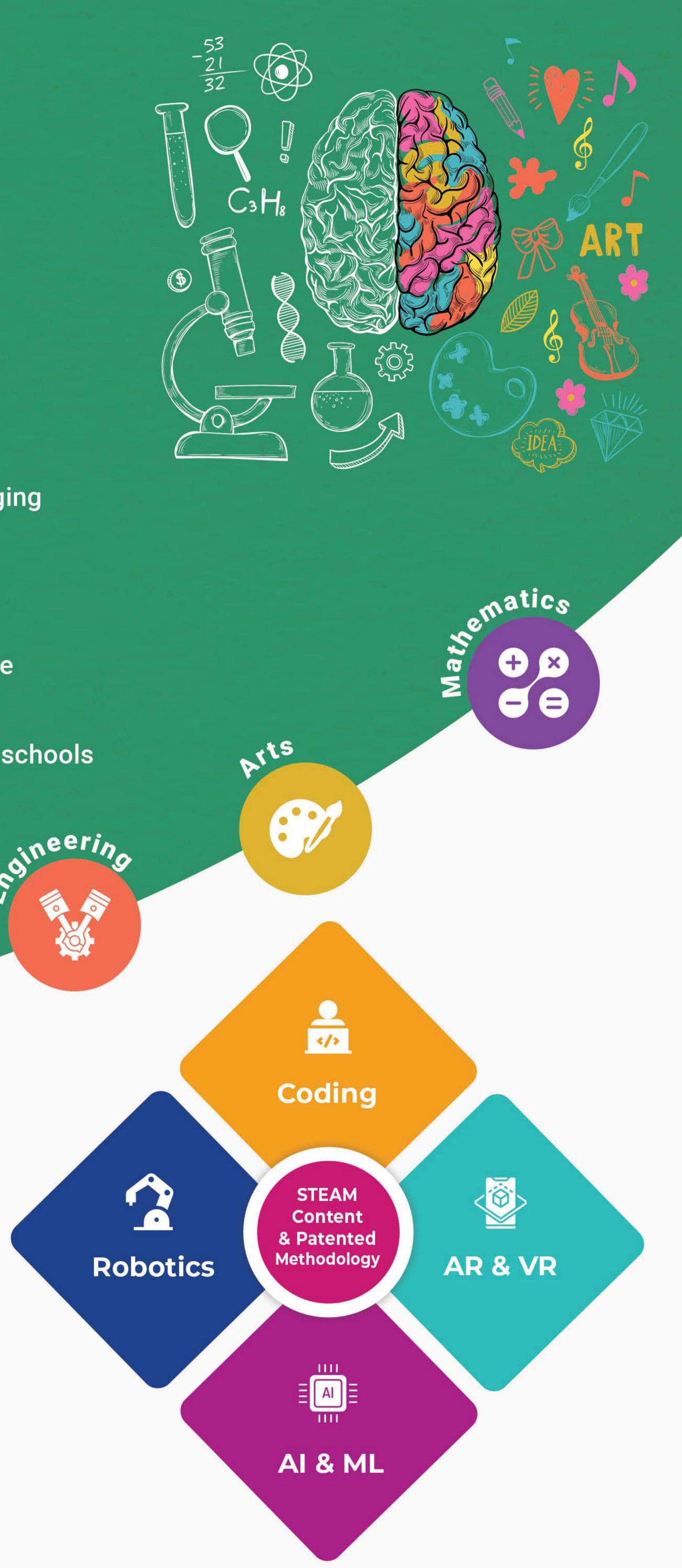
- Preparing students for rapidly changing technological world.
- Empowering kids to become Creative Thinkers & Problem Solvers.

Innovation & 21st Century Skills.

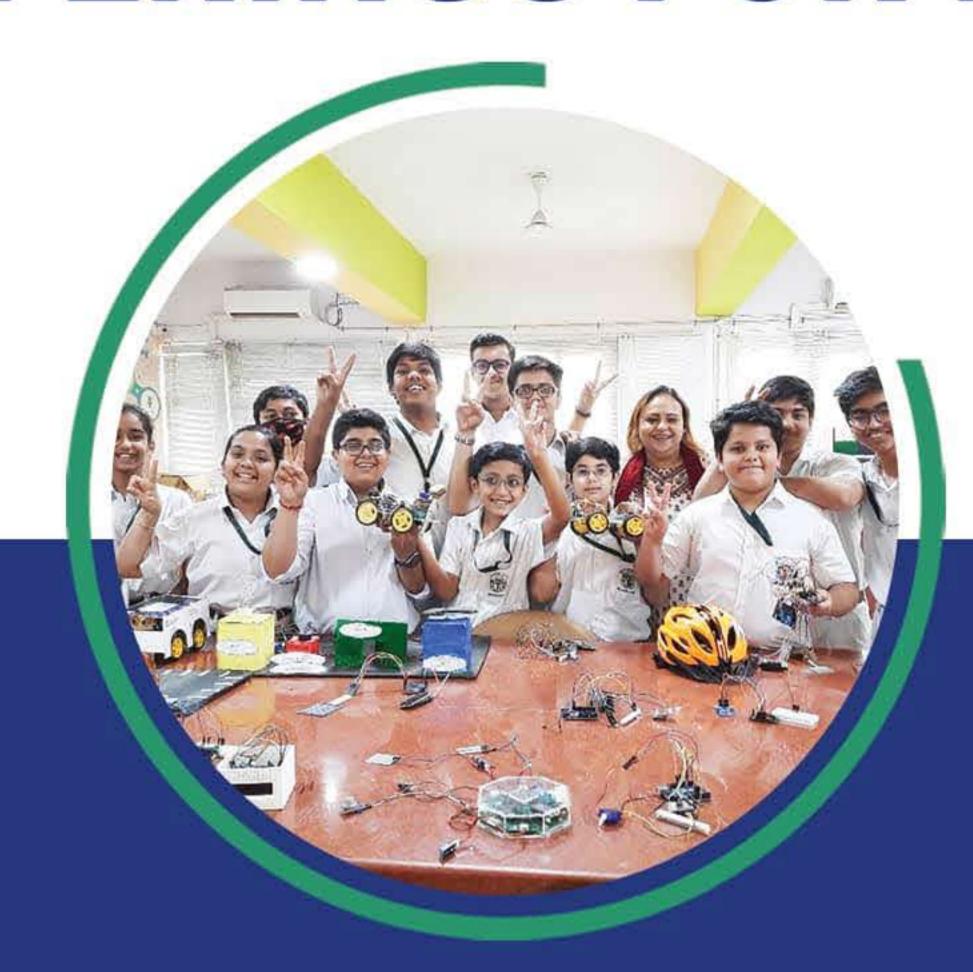
Integrated End-To-End Solution for schools aligned with NEP 2020.

science Lechnology

HOW WE
DOIT



OUR OFFERINGS FOR K-12 SCHOOLS



STEAM & ROBOTICS

STEAM and Robotics is an educational program that aims to prepare students for the 21st century workforce by equipping them with the skills necessary to solve complex problems and innovate in a rapidly changing world. Robotics allows students to learn STEM concepts through hands-on activities. They learn how to program, design, and make their own robotics projects/models. STEAM-Robotics typically focuses on project-based learning, where students work in teams to design and build solutions of real-world challenges.



AUGMENTED REALITY & VIRTUAL REALITY

AR/VR provides a smart learning environment that brings students to the center of the learning environment. AR/VR based immersive and experiential learning has the potential to create a deeper level of engagement with target topics, in a distraction free environment. Moreover, it empowers teachers to better understand a student's connection with the material being taught, to identify possible gaps in knowledge and to attend to those issues in a timely manner. This would make the experience much more relevant and meaningful, for both students and teachers.



CODING & ARTIFICIAL INTELLIGENCE

Coding and AI is a fun and engaging way to introduce young learners to the world of technology and programming. Kids start with block-based coding that use visual, colorful blocks to represent code. Through coding, kids have the ability to create their own interactive games, stories, animations. AI needs to become part of the school curriculum as basic technology literacy. Through hands-on activities and projects, students can gain a practical understanding of AI and explore its potential for creating innovative and real-life projects.



ATAL TINKERING LAB

ATL is a dedicated innovation and experimentation space within Indian schools, established as part of the Atal Innovation Mission (AIM) by NITI Aayog, Govt. of India. ATL aim to inspire and nurture innovation, problem-solving abilities, and technological interest among students. STEMROBO is leading edtech company to setup more than 2000+ ATLs nationwide. Our objective is aligned with this program to create an environment of innovation, creativity amongst Indian students.

OUR OFFERINGS FOR EDUCATORS & PARTNERS



EDUCATORS TRAINING PROGRAM

Our online Teachers Training Program offers educators the chance to upskill and elevate their careers through transformative education. We provide professional development courses specifically designed for teachers, ensuring they stay at the forefront of 21st century teaching and learning. As part of our commitment to empowering educators, we offer specialized training for schools through our Educators Training Program.



CORPORATE SOCIAL RESPONSIBILITY (CSR)

Our program is designed to offer relevant education to underprivileged children, engaging them in subjects where they can discover their true potential through new learning methodologies, including fun-filled, interactive, and DIY activities. We're committed to providing equal opportunities ensuring no child is left behind because of their location or financial status. Be a part of our CSR partnerships to contribute to the educational evolution of every child, regardless of their background, and help prepare India for the new technological world.



FRANCHISE/PARTNERS/ACTIVITY CENTER

Embark on a transformative journey in the world of education technology by joining hands with STEMROBO, a globally acclaimed leader in STEM education. Our franchise opportunity empowers aspiring entrepreneur to establish a thriving edtech business. With a proven track record of success, & 50+ partners working across the globe, STEMROBO offers comprehensive package that includes innovative curriculum, and experiential learning kits with expert guidance.



WORKSHOPS/WEBINARS

STEMROBO conducts webinars and workshops aimed at introducing new advancements in K-12 education. Our goal is to provide support for advanced-level projects and innovations. Through these sessions, we strive to keep educators and students updated of the latest developments in the field, fostering a dynamic learning environment that encourages creativity and exploration. Join us in these interactive webinars as we delve into cutting-edge educational techniques, empowering the K-12 community to embrace and excel in the ever-evolving educational landscape.

OUR METHODOLOGIES

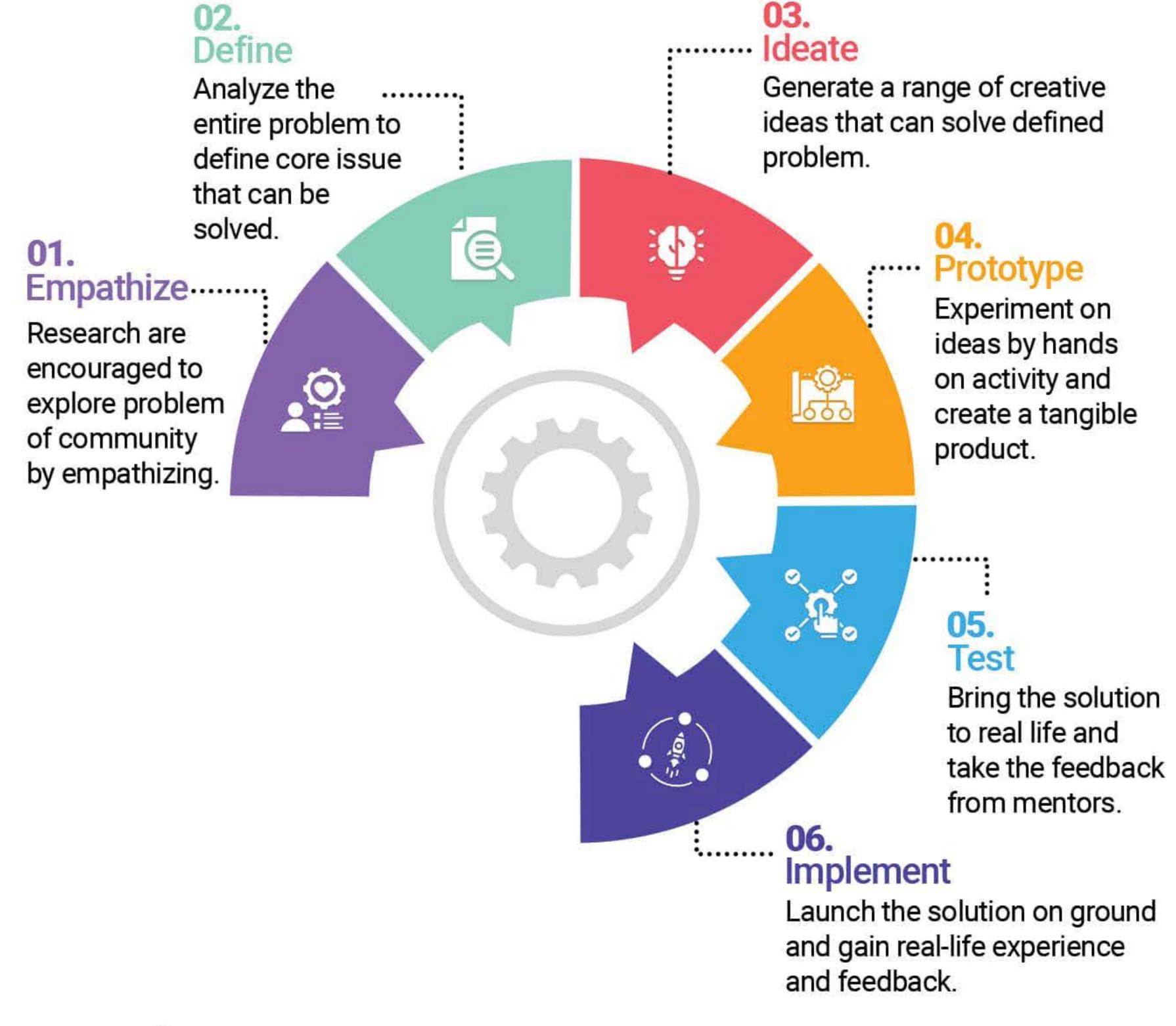
CIC Methodology and Design Thinking Approach serve as the foundational framework of all our STEMROBO programs and curriculums.



The proprietary CIC (Consumer Innovator Creator) methodology is meticulously designed to guide students through a progressive journey, commencing as consumers and advancing into innovators and ultimately creators. Students embark on their journey by engaging as consumers, working with various DIY Kits and coding platforms to perform activities crafted around real-world scenarios. This Activity-based Learning (ABL) assist students in ideation and growth as innovators, encouraging them to think outside the box. Ultimately, students transform into creators, gaining the capability to innovate and drive change in the world by addressing real-life problems aligned with UNSDGs through Project-based Learning (PBL).

Design Thinking Approach

We foster real-world problem solvers through 'Design Thinking' integrated into STEAM education. Our curriculum encourages hands-on projects where students identify issues, empathize, brainstorm, prototype, and iterate solutions. This nurtures process creativity, empathy, critical thinking, and problem-solving skills, promoting collaboration and innovation. Students apply STEAM knowledge to solve genuine challenges, preparing for prioritize roles. We impactful interdisciplinary learning, project-based tasks, and a supportive, diverse environment.



OUR SOFTWARE PLATFORMS

Al Connect

World's first unified AI & ML Coding Platform.

- Easy and User Friendly Interface
- Diverse Python Activities
- Block-Based Python Programming
- Seamless Integration with Python IDLE
- Block to Text Conversion
- Graphical Python Activities
- Textual to Block-Based Programming
- Al and ML Based 200+ Interactive Activities

Al Connect | Tinker Orbit Coding

Arduino Source Code

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Password

Al Connect | User Deshaces

Artificial Intelligence Based Coding Platform

Projects

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void loop()

while (true) {

pinMode(0. DUTPUT):

VARIABLES

INPUT

LIGHTS

SENSORS

OUTPUT

LOGIC

LOOPS MATH

TIME

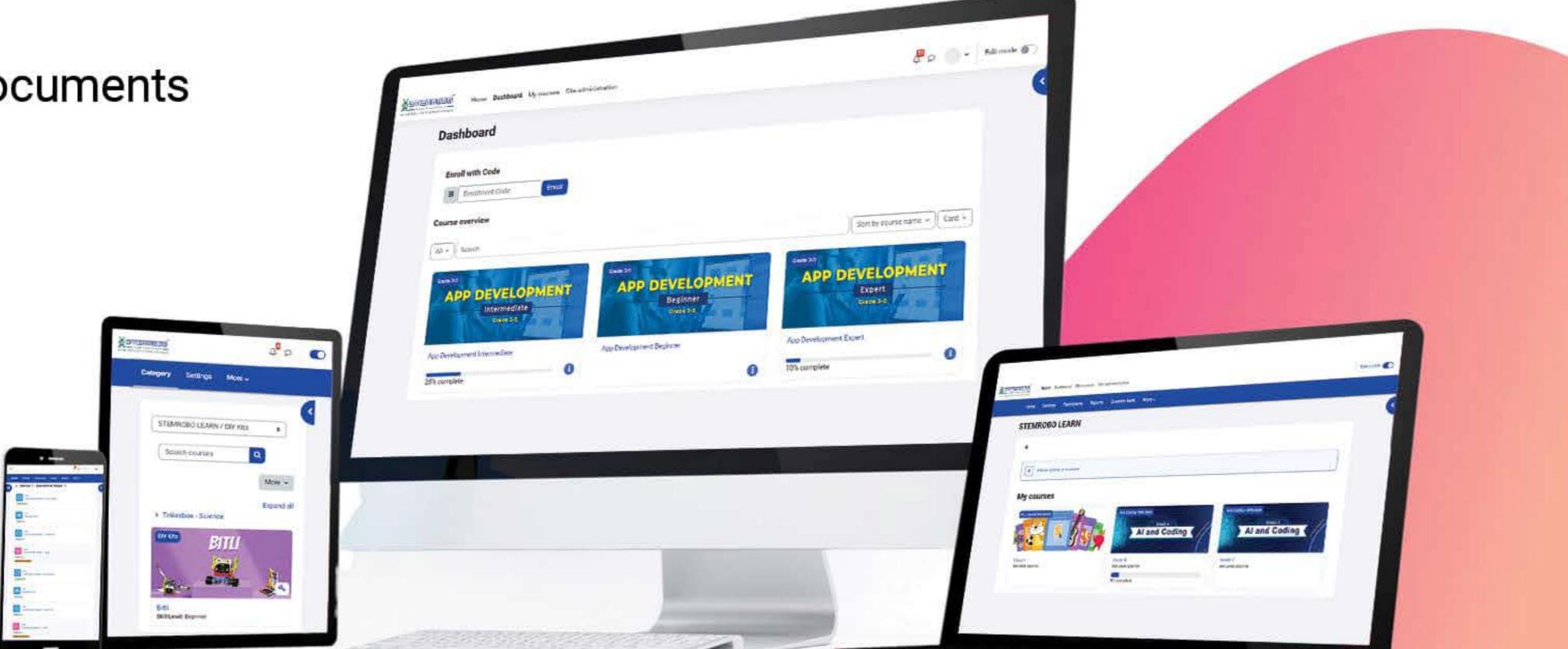
FUNCTIONS

STEMROBO LEARN / LMS

Discover the world's first Learning Management System (LMS) dedicated to STEM education. Our revolutionary LMS is designed to work seamlessly both Web and through a Mobile App, providing students with 24×7 access to interactive content. Students can engage in online live sessions, attempt quizzes and assignments, while teachers can effortlessly teach, conduct exams, and monitor students' progress. With our cutting-edge LMS, management can accurately measure the impact of the program.

On STEMROBO Learn Platform, access our online courses to guide you in the exploration of STEAM.

- Certification for Students & Teachers on completion of course
- (24/7) 24 x 7 Access to Platform
- Live Session feature
- Access to Interactive Videos and Documents
- Quarterly Progress Reports
- Compatible with PC/Mobile
- Assessment at Regular Intervals



OUR IN-HOUSE DIY KITS



Tinker Orbits

- Robotics and IoT 2-in-1 Kit which teaches electronics, Al and IoT.
- Color-coded input and output plug and play modules.
- Programmable kit that encourages creative projects.

Tinker Orbits Project Based Learning

- 13+ easy to assemble multifunctional models.
- Engaging projects around IoT and sensors.
- Develop the creative mindset in students.







BitLi

- Engages K-12 students in hands-on Robotics, and Al/ML projects.
- Block-based coding, curriculum-aligned, Project-based learning.
- Block-based assembly and programmable kit develops problem solving skills.

STEMBOT

- Empowers students with AI and ML concepts via hands-on experiments.
- Easy to program, in-built with multiple sensors and actuators.
- Easy to program via GUI based Block Coding for multiple AI projects.





STEAM Paper Circuit

- Teaches the basics of electronics with art and creativity.
- Encourages the exploration of electronics concepts among primary students.
- Safe, user friendly kit for crafting wonderful ideas around electronics.

OUR IN-HOUSE DIY KITS



Tinker 'N' Design

- Augmented Reality enabled 3D pen based prototyping kit.
- Ideal for primary students for 3D visualization.
- · Ideal for training 2D to 3D modeling in math concepts.

Mechatron

- Mechanical Construction kit suitable for children aged 6+.
- Teaches application of concepts like force, friction, gear, motor, etc.
- 150+ parts, 20+ robotics projects, easy to assemble with guided manual.



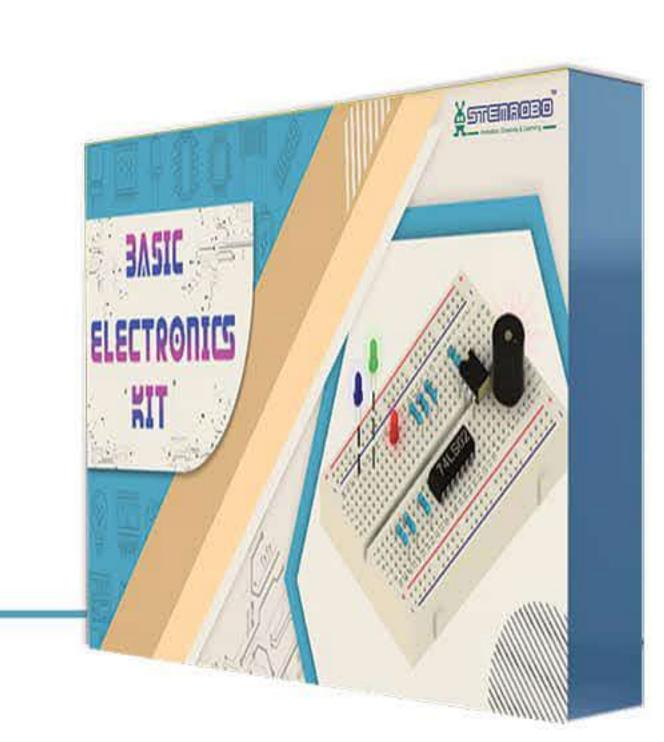


Arduino Robotics Kit

- Prototyping kit suitable for exploration of electronics and programming.
- Encourages students for DIY projects and product development.
- Robust, reusable institutional kit supported by gamified coding platform.

Basic Electronics Kit

- 50+ fun filled circuit combinations with reusable electronics components.
- STEM expert-curated content for fun and practical learning of electronics circuits.
- Enables solderless circuits, simulation and realtime prototyping.





Smart Circuit

- Boundless creativity through 60+ DIY electronics projects.
- Specially designed magnetic modules for making learning fun.
- Easy-to-follow instruction manual for activity and project-based learning.

OUR IN-HOUSE DIY KITS



Pick & Place Tank

- Durable design with built-in gripper for hands-on learning.
- Used for pick & place activities and multiple competitions like Robo War.
- Visualize industrial automation through wireless programming.

Arctic 3D Printer

- Enjoy hands-on learning with our DIY IoT ready Arctic 3D Printer.
- Unleash your creativity & imagination with enormous design possibilities.
- Transform student projects with professional 3D printed prototypes.





Drone

- Easy to code, modular, open source drone for young learners.
- With DIY, experience the fun of building and learning the drone technology.
- Program your drone using GUI based IDE with sample projects.

Fun Linker

- Enhances creativity for young learners with 240+ sticks & building blocks.
- Promotes hand-eye coordination, imagination, and logical thinking skills.
- Endless creative combinations teach spatial thinking & stimulate basic building techniques.





Humanoid

- Pre-built commands for movement, dance, and storytelling.
- Easily programmable via remote control.
- A versatile educational humanoid robot.

WHY STEMBOBO P

First Company to Provide End-To-End Implementation Support for the K-12 Schools & Students. Intuitive Methodologies

Content delivery using intuitive methodologies to maximize student's grasp over concepts.





In-house R&D Team

Designs, develops and upgrades the innovative DIY kits and platforms.

200+ Engineers

Strong team of Innovation engineers and educators for on ground implementation support present across the country.



Domain Expert

Engineers for conducting webinars, workshops and providing support for advanced - level projects and innovations.

STEMROBO Learn

24x7 LMS support present with graded progressive curriculum for self paced learning to meet the need of every student.



PAN India Presence

More than 3000+ schools are associated with us across India.

Experiential Learning

Aim to nurture computational thinking with creative hands-on activities.



Feedback Oriented

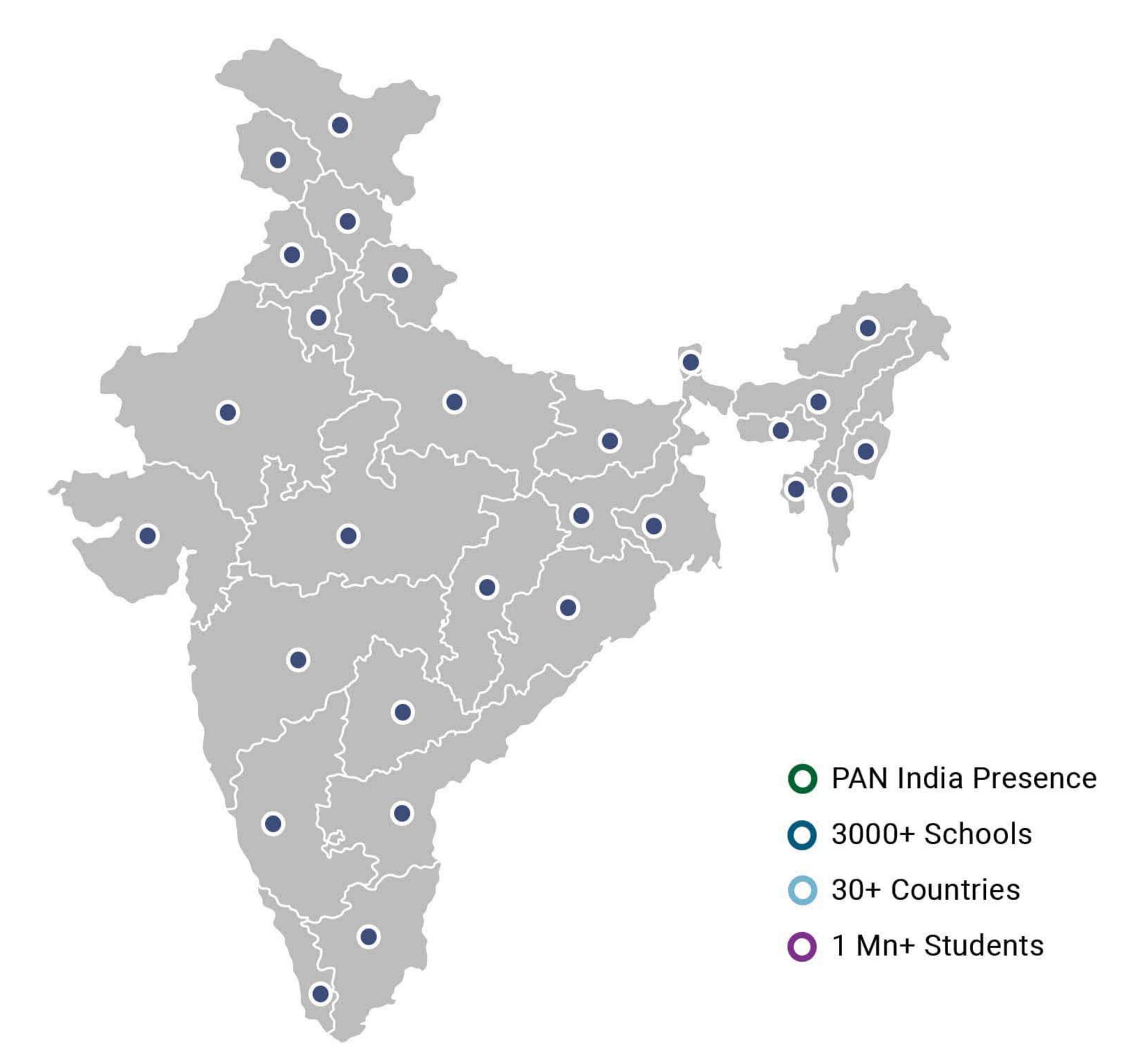
Our programs, curriculum and execution evolve with time and customer feedback.

Quality Tested

Deliver quality in lab equipment and services that is unmatchable.



Nationwide Presence



Global Presence



Our Associated Schools





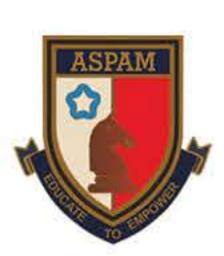












































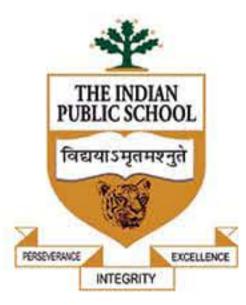
























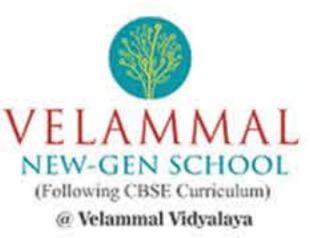




















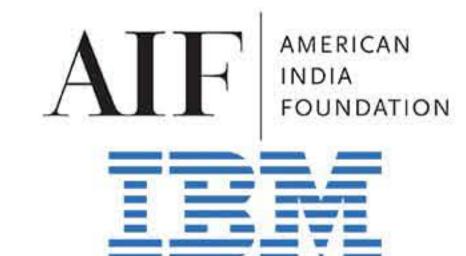
& many more...

Strategic Alliances & CSR Partnerships





























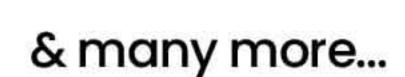












HEAR FROM OUR ASSOCIATED SCHOOLS

TESTIMONIALS



MRS. GEETA GANGWANI

----- Principal -----

Bal Bharti Public School, Rohini

We have collaborated with STEMROBO to provide tinkering and innovation platforms to our students. Al Program has been running successfully in the school and students have been greatly benefitted by the best in class services provided by STEMROBO.





MRS. JYOTI ARORA

Principal

Mount Abu Public School, Delhi

STEMROBO team of experts have provided us with excellent technical support and their trainers assigned to our school were dedicated, energetic and committed. We would definitely recommend the team to other schools.





MRS. SWARNIMA LUTHRA

Principal ———

ASN Sr. Sec. School, Delhi

STEMROBO has an innovative, enthusiastic team that delivers what they promise by inculcating the same mindset in our students. I highly recommend them to everyone looking for STEM Education in their schools.



MRS. ROOMA PATHAK

----- Principal -----

M.M. Public School, Delhi

The dedication and expertise of Innovation Engineers from STEMROBO can be seen in their work as they never hesitate to walk the extra mile to deliver on their promise.





DR. RICHA VERMA

– Headmistress –

KIIT World School, Delhi

In the 4 years duration of our association with STEMROBO, we really want to appreciate their services and products. We want this association to be a long one.



MR. KAUSTUBH OMAR

— Convener ———

ISSTF & Vibha Brahamavart

Thank you STEMROBO for joining and supporting us. Best wishes to your company, I believe your company will achieve more and more. You are the real meaning of STEM education.

HEAR FROM OUR ASSOCIATED SCHOOLS

TESTIMONIA LS



SWAMI VIDYAMRITANANDA

----- Principal -----

Ramakrishna Mission Vidyalaya, Tripura

STEMROBO training triggers inquisitiveness among students to innovate and solve real world problems. We highly recommend their services.





MR. RAJEEV SHRIVASTAVA

Coordinator ———

Sarasvati Vidya Mandir, Rambagh

STEMROBO is taking initiatives to help the kids to be innovative. Every effort is being done by this young energetic and enthusiastic team for the welfare of the young generation. They have provided excellent services to their beneficiaries.





MRS. MINAKSHI KUSHWAHA

Principal ———

Birla Vidya Niketan, Delhi

I highly admire the cooperation and program organizational skills of STEMROBO. They are doing a wonderful job.

 $\star\star\star\star\star$



MR. ARUN GUPTA

----- Principal -----

Doaba Public School, Hoshiarpur

"STEMROBO" Highly qualified team, we have got excellent service from the company. I am impressed with their teaching methodology to students & Teachers. I highly recommend to those schools who are looking for STEM Education or to introduce new technologies.



MR. DANISH

Coordinator

Ryan International School, Gujarat

STEMROBO is a highly motivated and enthusiastic brand. You can never make a mistake having business with them. A big thanks to team STEMROBO to setup the Innovation Lab In our school.



KUNAL SHARMA

----- Student -----

Innovation Lab has helped a lot in polishing my skills and giving me a platform to showcase my talent. All mentors were very helpful and supportive. I am thankful to them for helping me so much.

OUR GORE TEAM



ANURAG GUPTA
CEO & Founder

RAJEEV TIWARI
CFO & Founder



Anoop Gautam Chief Business Officer



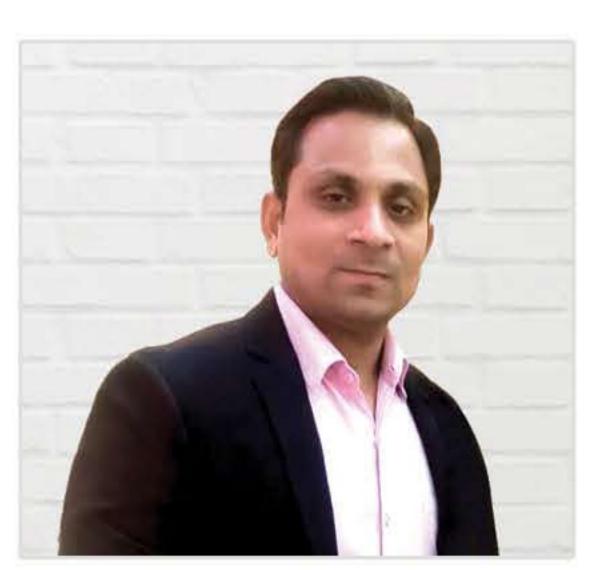
Abhinav Gupta Chief Operating Officer



Saket Saurabh IT-Director



Divyajyoti Mishra Subject Matter Expert



Sandeep Gupta School Partnerships



Atul Mishra
Operations and Execution



Kriti Sharma School Partnerships



Abdul Rashid
Accounts and Finance



Anwar Warsi Human Resources



Avinash Mahato Product Development



Shivaang Sangal Corporate Partnerships



Rohit Kathuria Partnerships & Alliances



Suwan Kumar Ram Partnerships & Alliances



Akshit Jain
Curriculum and Methodology



Shweta Gupta
Operations and Execution



Jayesh Upadhyay
Operations and Execution



Mohit Vyas
Operations and Execution



Nikesh Sharma
Operations and Execution



Vivek Kumar
Operations and Execution



Shubham Rana
Operations and Execution



Nitin Sharma
Operations and Execution



Ashish Gupta
Operations and Execution



Sourav Sarkar
Operations and Execution



Subhash Kumar
Operations and Execution



Sarvesh Naik
Operations and Execution



Sourab K Shetty School Partnerships



Amarpreet Singh School Partnerships



RahulDev Sana School Partnerships



Akanksha Chaturvedi School Partnerships



Nidhi Yadav School Partnerships



Rajat Gupta School Partnerships



Salil Dalela School Partnerships



Supan Paul School Partnerships



Sagar Sharma School Partnerships



Alka Kumari School Partnerships



Dharmendra Kumar School Partnerships



Ankit Kumar School Partnerships



Srishti Sehgal School Partnerships



Saurabh Kumar Software Development



Malay Joshi Innovation & Design



Akanksha Rajput Product Innovation



Roopali Bhragudev LMS Support



Vipul Gupta
Procurement and Inventory



Abhay Prasad 3D Printer Team



Neha Jaiswal B2C - Tinker Coders



Shubham Gupta
Operations and Execution



Apoorv Maheshwari B2C - Tinker Coders



Aala Subhani B2C - Tinker Coders



Divya Tewari Branding & Marketing



Sugandha Saxena Creative Designer



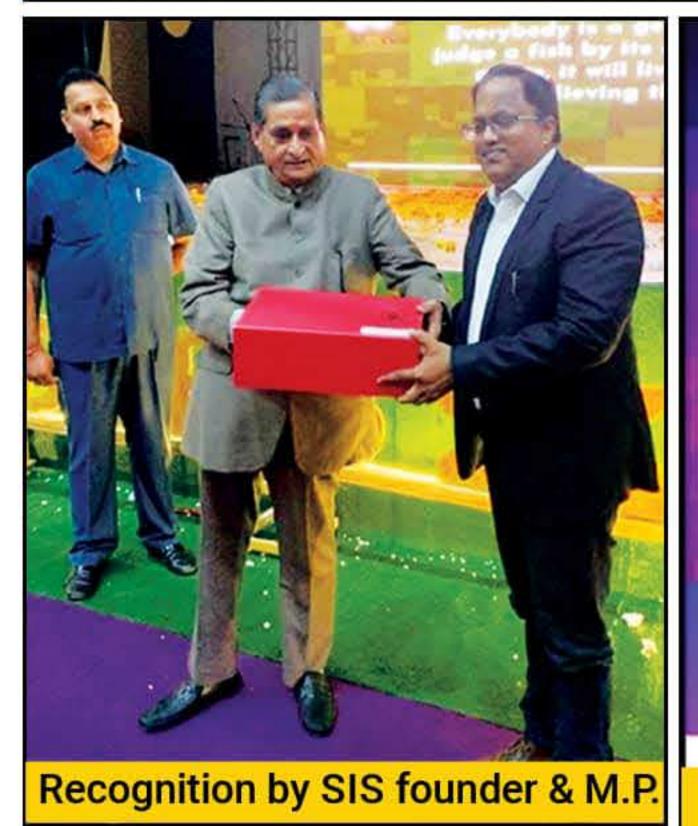
Shah Nawaz Warsi Video Editor

EWENTS











Featured in "STARTUP NATION" on CNBC Awaaz













invited to #IIT Kanpur as a

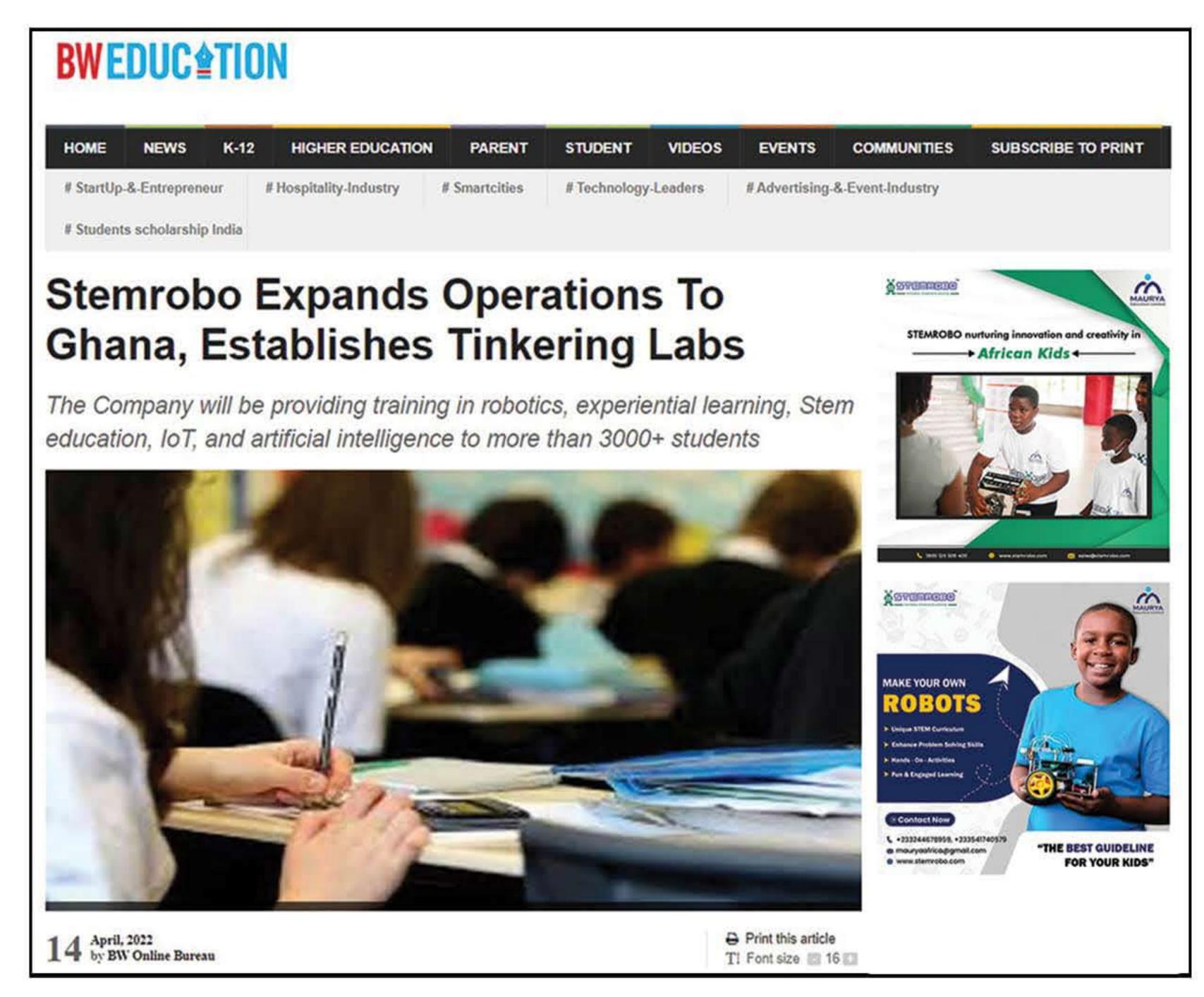
guest speaker on #Robotics

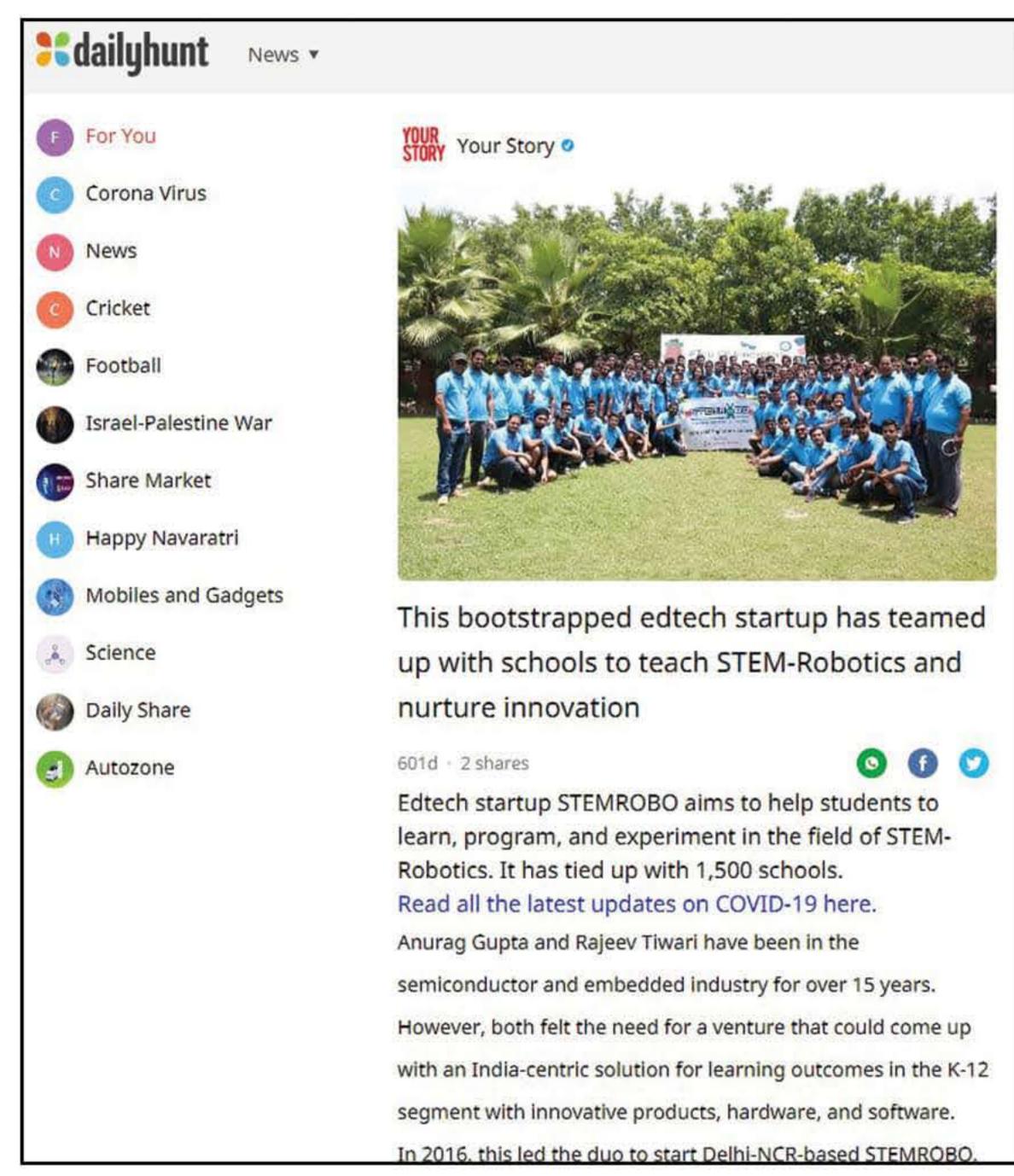
and #Al!

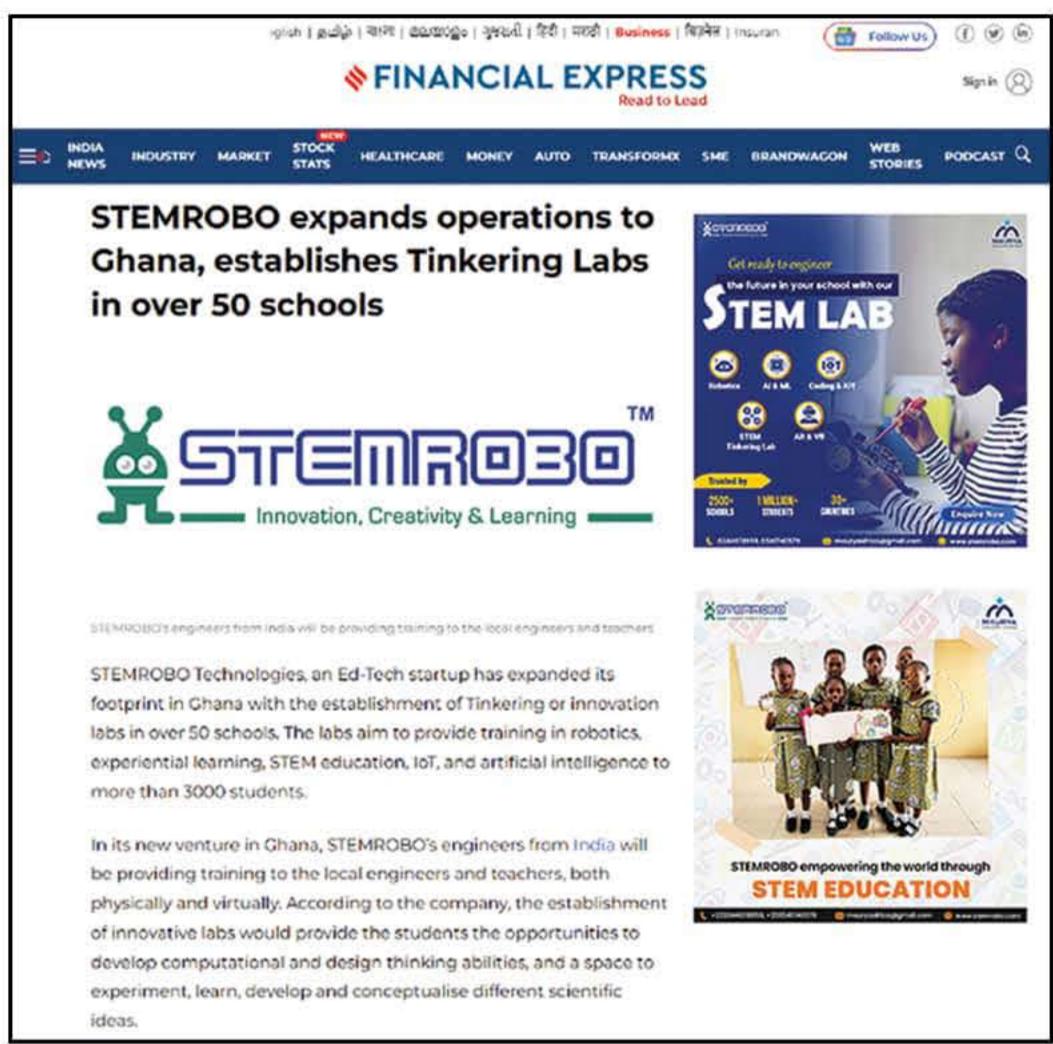




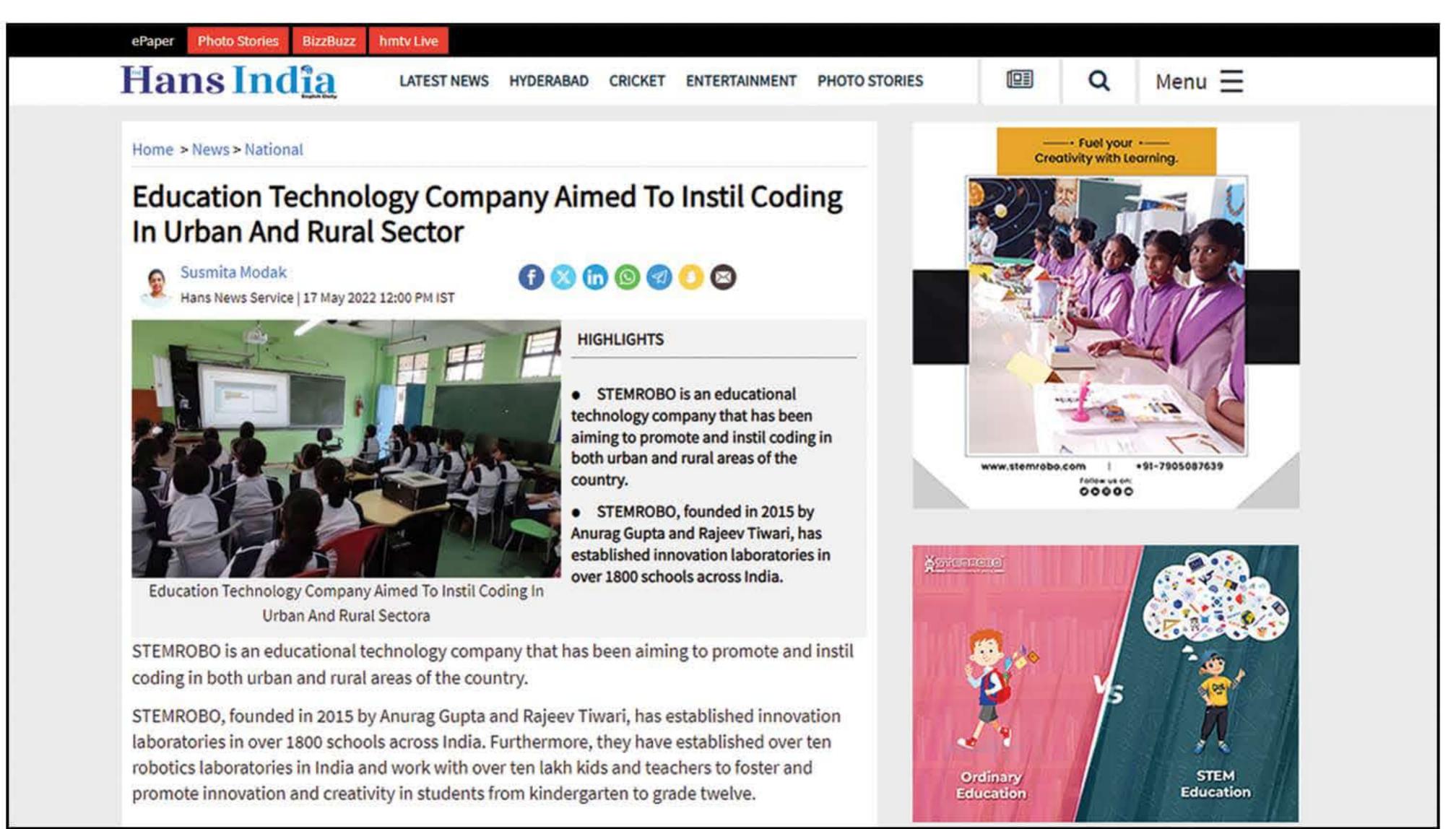
MEDIA GOVERAGE













STEMROBO IN ACTION



"TALENT WINS GAMES, BUT TEAMWORK AND INTELLIGENCE WIN CHAMPIONSHIPS"



Recognition & Media Coverage









































DUR REGIONAL OF FICES

- O Bengaluru
- Colkata
- Madurai
- Gwalior
- Mumbai
- Beed
- Raipur
- Chittoor
- Guwahati

