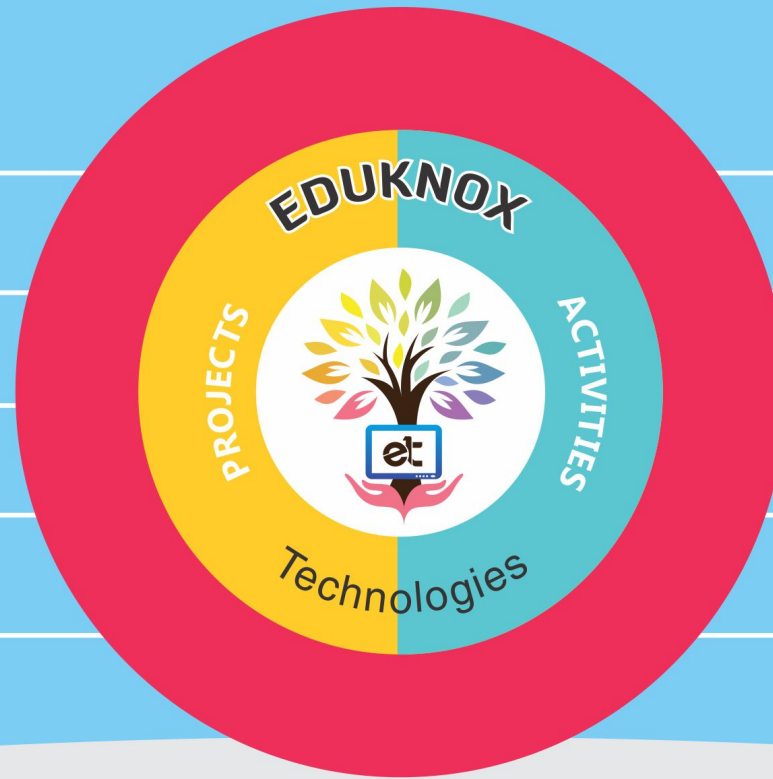


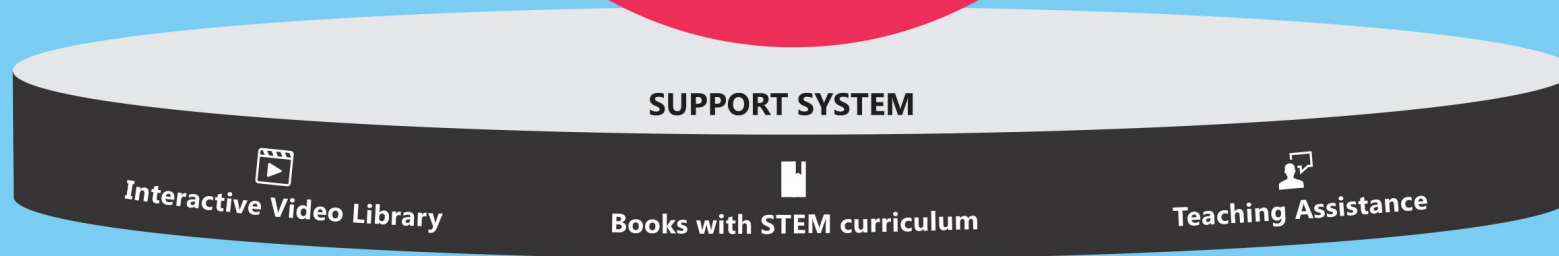
## TAKE AWAY FOR PROJECTS

- 1 STEM Knowledge through Robotics
- 2 Analytical & Logical skills through Programming
- 3 Creativity & innovative blend of thinking through Building mechanisms
- 4 Planning Execution & Reporting skills through Project Management exercises
- 5 Interpersonal & Team coordination skills through execution of projects in groups
- 6 Communication & Presentation skills through ROBOX Learning



## TAKE AWAY FOR ACTIVITIES

- 1 Activities mapped to School Curriculum ( VI – X )
- 2 Enhances interest towards science, math & programming skills
- 3 Increases curiosity & scientific Temper among students
- 4 Strong Platform to excel in academics & career
- 5 Inspires the student minds towards application oriented learning
- 6 Strengthens research & problem solving skills



### Robox for Students

- Build Robots of your own design
- Learn Programming through 3D Video game like simulator
- Generates interest in Science, Mathematics & Programming Subjects
- Makes student an enthusiast & imaginative learner

### Robox for Parents

- Engages student with School (Grade VI – X) subjects with lot more fun
- Helps the students to identify their interests & strengths
- Inspires the student to effectively utilize free time
- Motivates students to acquire research mindset

### Robox for Teachers

- Practically explain the concepts to students
- Plan wide variety of activities for team work
- Ideas for Project work
- Conduct summer camps or Workshops with ROBOX
- Design your own activities & teach students