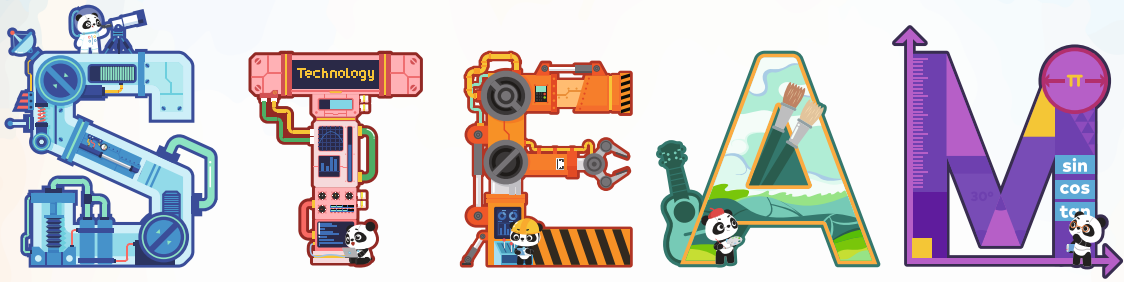
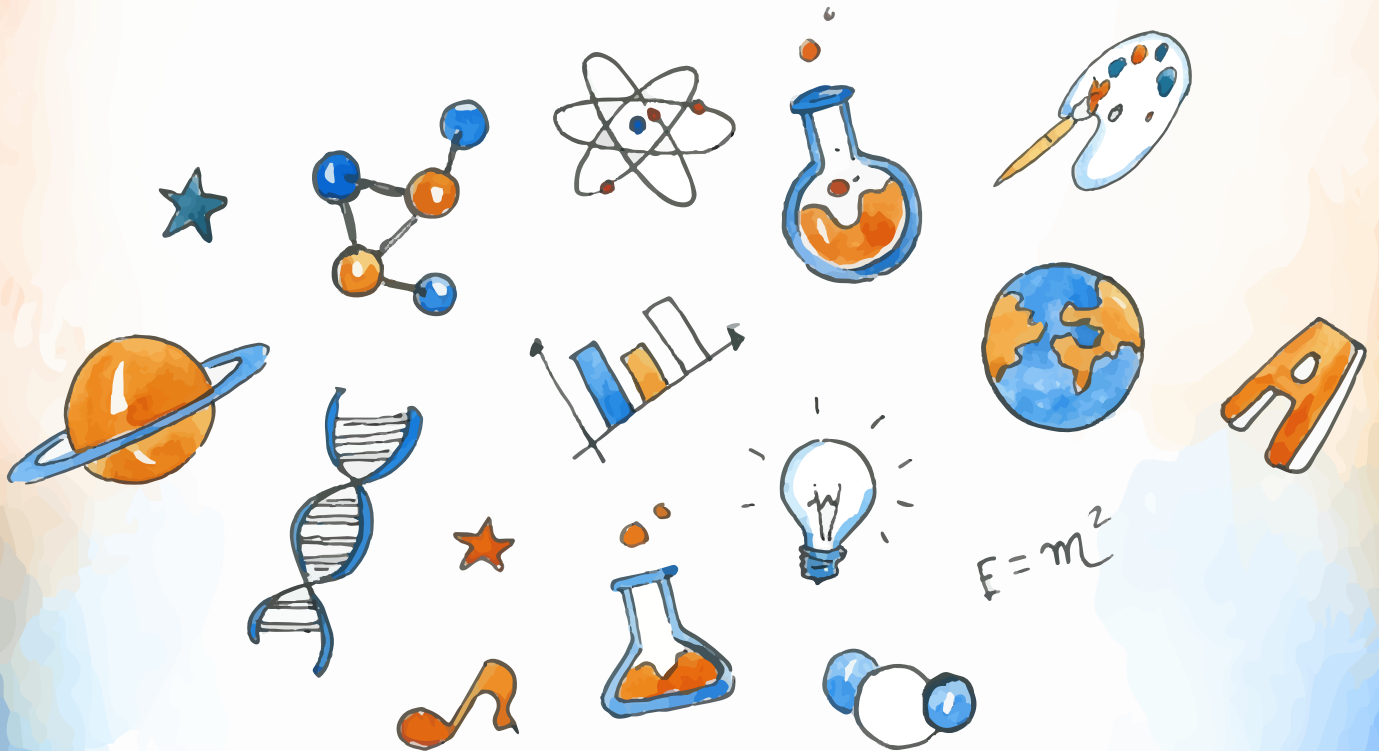


MAKEBOT
LEARN TO BUILD ROBOTS



JOURNAL



For Foundation Programme

STEAM Science | Technology
Engineering | Art
Education Mathematics

Preface

STEAM is an educational approach to learning that uses Science, Technology, Engineering, Arts and Mathematics as access points for guiding student inquiry, dialogue, and critical thinking.

STEAM education provides experiential learning for children. It gives an exposure towards project-based learning, hands-on experience to learn various fundamental motor skills and helps the child to develop analytical skills required for problem solving. This method of education creates a differential - bringing multiple subjects together and letting the child drive his own journey through a guided curriculum. STEAM students have shown good results, learning existing concepts of science & maths, improved language skills, ability to understand and solve complex problems.

To Students:

The benefits of learning through STEAM are immense. It exposes you to hands on learning, prepares you to the upcoming technological innovations, enhances your creativity and gives you a greater understanding of concepts.

The STEAM JOURNAL encompasses the attributes of STEAM through curiosity building and fostering a love for learning. It is a compilation of the wonderful and exciting experiences you have while learning collaboration, critical thinking and problem solving through Robotics.

Makebot Robotics provide a complete STEAM solution as an educational approach with its various age specific programmes.

To Parents:

As parents, hand holding your child in this journey of experiential learning gives you an exposure and platform to learn, support, innovate and give feedback for betterment.

Wish you a wonderful and memorable STEAM learning experience!

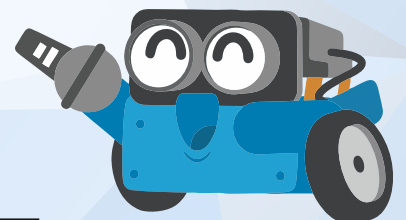
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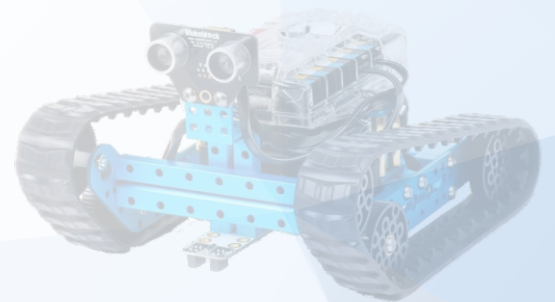
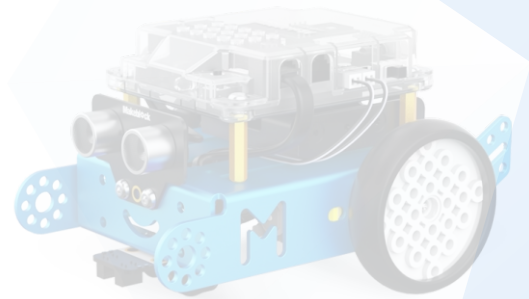
Parent's Signature

Students's Signature

Date: __/__/__

A Shining Star





Expressions & Reflections

Project:

Today I learnt about:

1) Sensors Used _____

2) Examples around me _____

3) S ☐ Science _____
T ☐ Technology _____
E ☐ Engineering _____
A ☐ Arts _____
M ☐ Mathematics _____

