

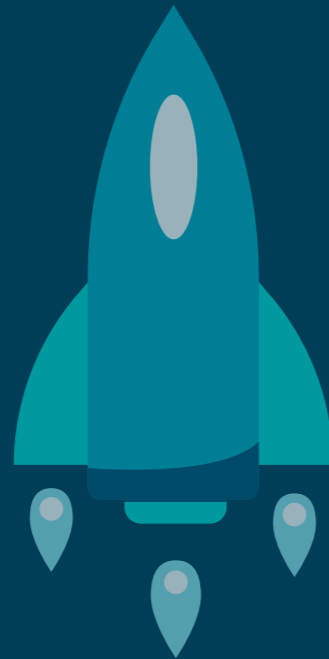
# S

SCIENCE



# T

TECHNOLOGY



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MATHEMATICS



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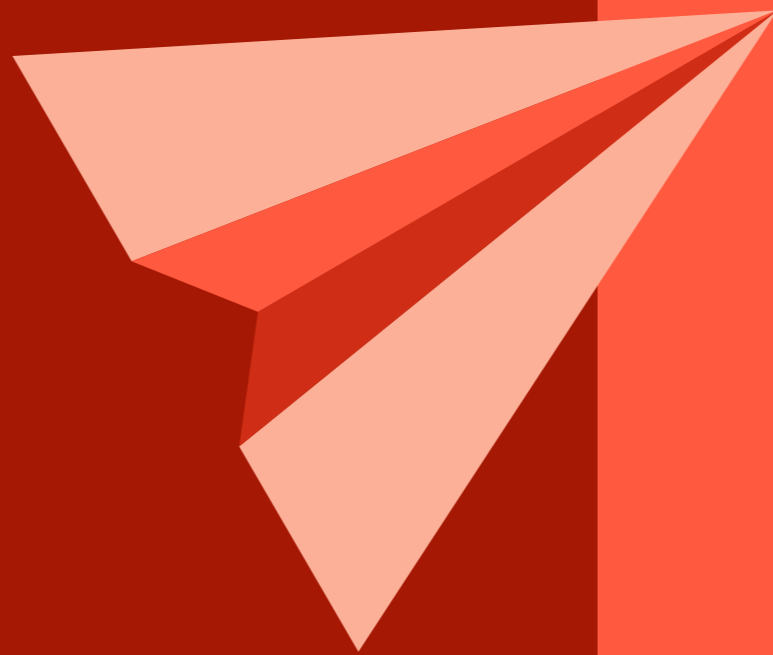
# WHAT IS STEAM LEARNING?

STEAM learning is an educational framework that aims to spark an interest and a lifelong love of the arts and sciences specifically focusing on hands-on study in the fields of Science, Technology, Engineering, the Arts and Math. Teaching these relevant, in-demand skills prepares students to become innovators in an ever-evolving world.

STEAM also empowers teachers to employ project-based learning that addresses each of the five disciplines and fosters an inclusive learning environment in which all students are able to engage and contribute.

The STEAM framework teaches students how to think critically, problem solve and use creativity. It develops confidence and improves students' communication skills. STEAM learning prepares students to work in fields that are poised for growth and the skills students gain from a STEAM education can be translated into almost any career.

# STEAM TARGETS



## INFLUENCERS

**Department of  
STEAM Coordinators**

**Department of  
STEAM Specialists**

**Educators**

## DECISION MAKERS

**Superintendents**

**Principals**

**School Boards**

**Curriculum &  
Instruction Directors /  
Academic Officers**

**Technology Officers  
& Directors / CTOs / CIOs**



**01 Critical Thinking**

**02 Cognitive Thinking**

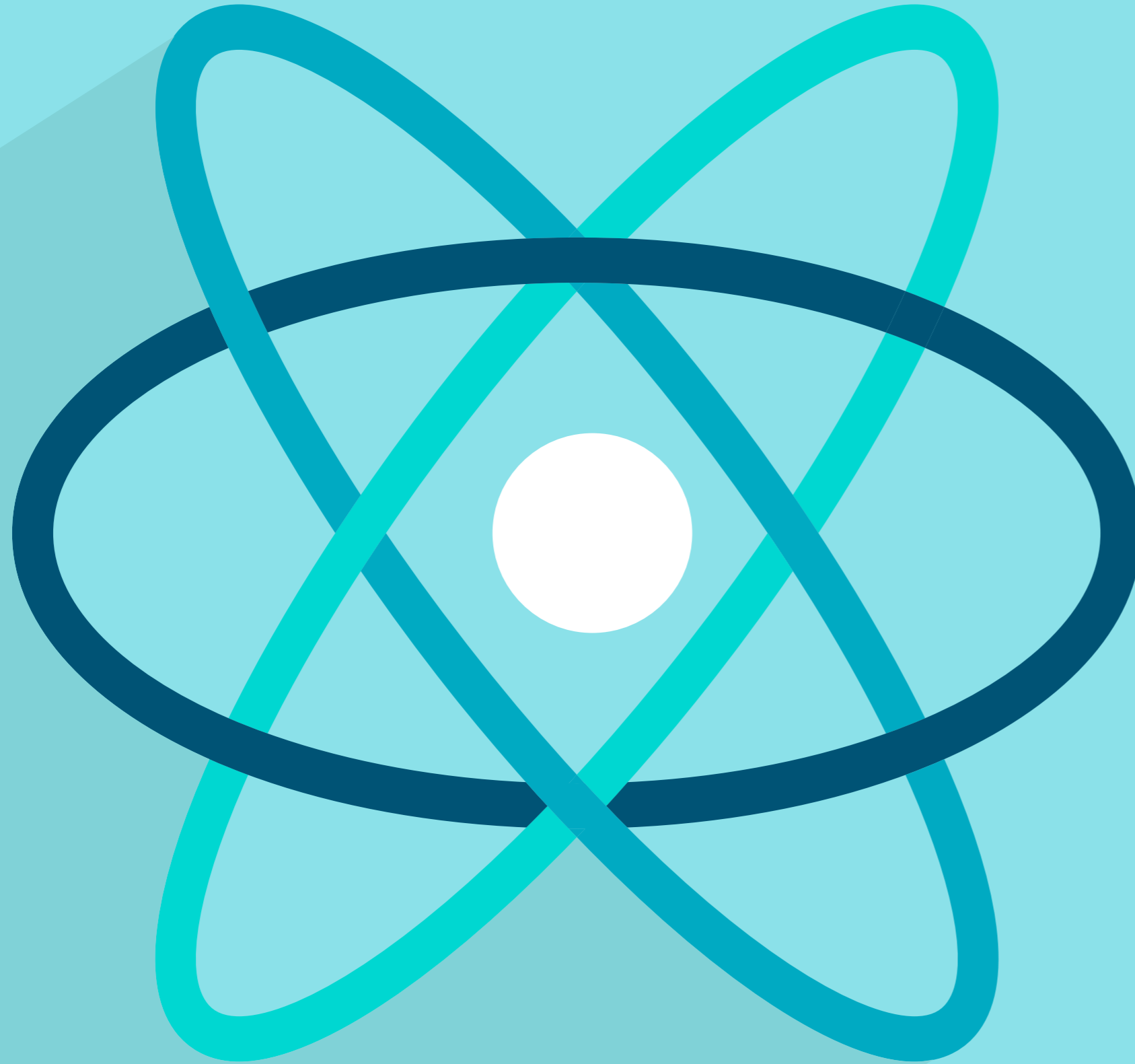
**03 Communication Skills**

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**05 Student Engagement**

**06 Student Collaboration**

# **BENEFITS OF STEAM EDUCATION**



## 3D PRINTING + FABRICATION

A revolutionary technology that can be used to create physical objects from digital designs, allowing students to explore their creativity and produce tangible results. This technology offers unique advantages for teachers, such as increased engagement in the classroom and improved student learning outcomes.



**3Doodler is the world's first 3D printing pen. It is an early introduction to 3D printing, with simple and uncomplicated technology and lesson plan breakdowns to cultivate engineering and creativity.**

## **AGES: 6+**

**3Doodler Start+** Elementary & Middle

**3Doodler Create+** High School

## **STEAM BENEFITS:**

- Establishes a foundation between imagination and engineering.
- Helps students discover their own ability to make things.
- Free lesson plans covering a variety of STEAM topics.

## **PRICE (SRP):**

**3Doodler Start+**

\$49.99-\$59.99

**3Doodler Create+**

\$79.99-\$1,999.00



## AGES: 14+

High School

## STEAM BENEFITS:

- Fosters Science, Technology, Engineering, Art, and Math multidisciplinary thinking.
- Exercise design fundamentals with 3D objects.
- Lesson plan designs for multiple ages by educators.

## PRICE (SRP):

**Glowforge Plus**  
\$4,995.00

**Glowforge Pro**  
\$6,995.00



**Glowforge 3D laser printers and engravers are an eco-friendly STEAM solution that brings computer-aided creativity to students. Perfect for bringing to life anything students can imagine with a wide variety of materials for their creations.**





# FLASHFORGEUSA

Flashforge printers provide excellent reliability and quality for beginners to experienced makers. The easy-to-use interface and Fused Filament Fabrication system allow students to work with a wide range of materials.

## AGES: 14+

High School

## STEAM BENEFITS:

- Promotes student engagement with interactive learning.
- Improves logical thinking, creativity, problem-solving, and much more.
- Stimulates the creative process and fosters critical thinking.

## PRICE (SRP):

**Artemis 3D Printer**

\$499.00

**Guider 2S V2 3D Printer**

\$1,249.00

**Creator 3 Pro**

\$2,499.00



## AGES: 14+

High School

## STEAM BENEFITS:

- Helps students discover their own ability to make things.
- Empowers student creativity, coding, and engineering.
- Professional lessons, various tutorials, and interesting projects.

## PRICE (SRP):

**M1 Desktop Laser & Blade  
Cutting Machine**  
**\$1,299.00**



# xTOOL

**xTool is the world's first desktop hybrid laser and blade cutting machine that integrates laser engraving, laser cutting, and blade cutting into one. It allows students and educators access to a super-wide range of materials.**



**The FormBox, a 3D forming machine from Mayku, turns classrooms into a creative powerhouse, giving students a hands-on STEAM learning experience.**

## **AGES: 8+**

Middle & High School

## **STEAM BENEFITS:**

- Mayku Teach – teaching resources for grade school.
- Helps students explore basic design and manufacturing principles.
- Encourages student collaboration.

## **PRICE (SRP):**

**Mayku FormBox Vacuum Former**  
\$699.00



## AGES: 12+

Middle & High School

## STEAM BENEFITS:

- Create designs from scratch or pick from thousands of predesigns with no design experience required.
- Free, easy-to-learn Design Space app to discover endless possibilities.
- Works with 50+ materials, including popular materials like vinyl, iron-on & cardstock.

## PRICE (SRP):

**Cricut Joy Xtra Smart Cutting Machine**

\$199.00

**Cricut Maker 3**

\$429.00



cricut®

**Cricut is where creativity comes to life. Explore a range of smart cutting machines, and accessories designed for home crafters. Work with an easy-to-use app to help you design and personalize almost anything — custom cards, unique apparel, everyday items, and so much more.**



# CREALITY

**Creality is a high-tech manufacturer that specializes in the development and design of 3D printing equipment. These reliable printers are distinguished by its ease of use, solid construction, and impressive precision.**

## **AGES: 11+**

Middle & High School

## **STEAM BENEFITS:**

- Elevates precision and detail in prototyping while enhancing efficiency and reducing cost.
- Promotes 3D printing and fosters hands-on, innovative thinking abilities.
- Delivers intricate customization with less time and effort while bringing creativity to life swiftly.

## **PRICE (SRP):**

**Creality Ender-3 Neo**  
**\$219.00**

**Creality Ender-3 S1 Pro**  
**\$479.00**

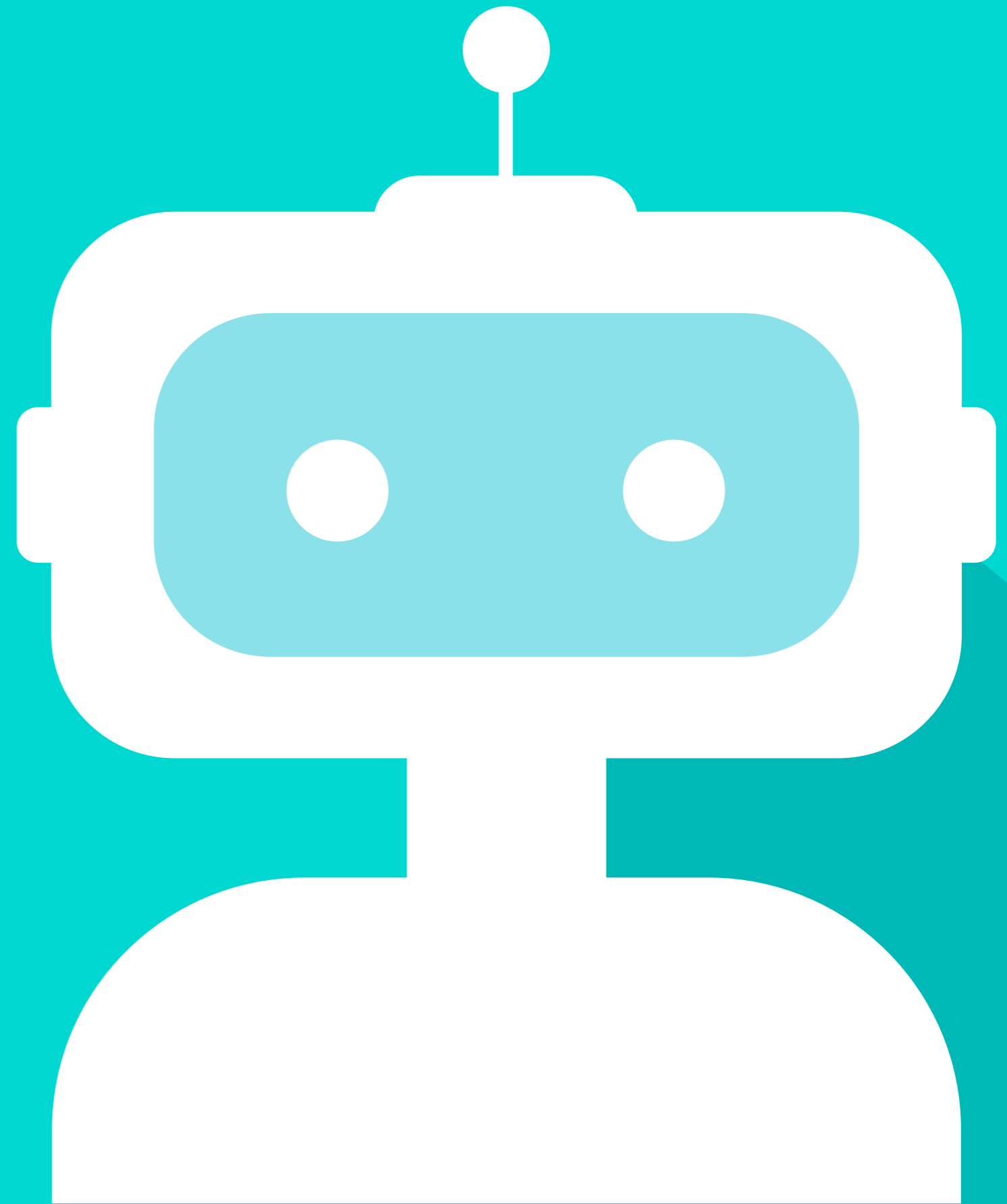
**Creality K1**  
**\$499.00**



## **ROBOTICS + AI**

*(artificial intelligence)*

Provides a multi-sensory and experiential learning experience, that can also help students understand how technology can be used to solve real-world problems.





# iRobot<sup>TM</sup> Education

**Educational robots, resources, and programming to provide educators and students support for STEAM learning. iRobot promotes developmentally-appropriate growth by using music, colors, art and kinesthetic learning.**

## **AGES: 6+**

**Root Robot** Elementary & Middle, 6+  
**Create 3** High School, 16+

## **STEAM BENEFITS:**

- Free iRobot Coding platform with 3 easy learning levels for all skill levels.
- Promotes creativity, problem-solving, persistence, and teamwork.
- Develops directional awareness, pattern recognition, sequencing, and algorithmic thinking.

## **PRICE (SRP):**

<b>Root Robot</b>	<b>Create 3</b>
\$249.99	\$374.99



## AGES: 11+

**RoboMaster EP Core** Middle School, 11+

**Boost Combo** High School, 14+

## STEAM BENEFITS:

- AI and programming projects for students of all ages and experience levels.
- Included interactive curriculum to learn how to code while applying math and physics.
- Education and entertainment engage students and encourage collaboration.

## PRICE (SRP):

**DJI Mini 3 Pro**  
\$669.00

**RoboMaster EP Core**  
\$899.99



**DJI makes drones for aerial photography and videography. They also manufacture the RoboMaster to take learning to the next level and enhance coding and programming skills.**





# makeblock

**Makeblock is a global leading STEAM education solution provider. They make robots and kits to engage students in coding while driving STEAM learning.**

## **AGES: 6+**

**Codey Rocky** Elementary School, 6+

**mBot-s** Middle School, 8+

**Ranger** Middle School, 12+

**Ultimate 2.0** High School, 15+

## **STEAM BENEFITS:**

- Empowers teachers with a continuum of solutions to make computer science and STEAM education engaging and accessible to all.
- Entry-level coding class to learn block-based and python programming.
- Interactive technology that inspires imagination in creative programming scenarios.

## **PRICE (SRP):**

**mBot-s**

\$89.99

**Ranger**

\$189.99

**Codey Rocky**

\$129.99

**Ultimate 2.0**

\$399.99

## AGES: 14+

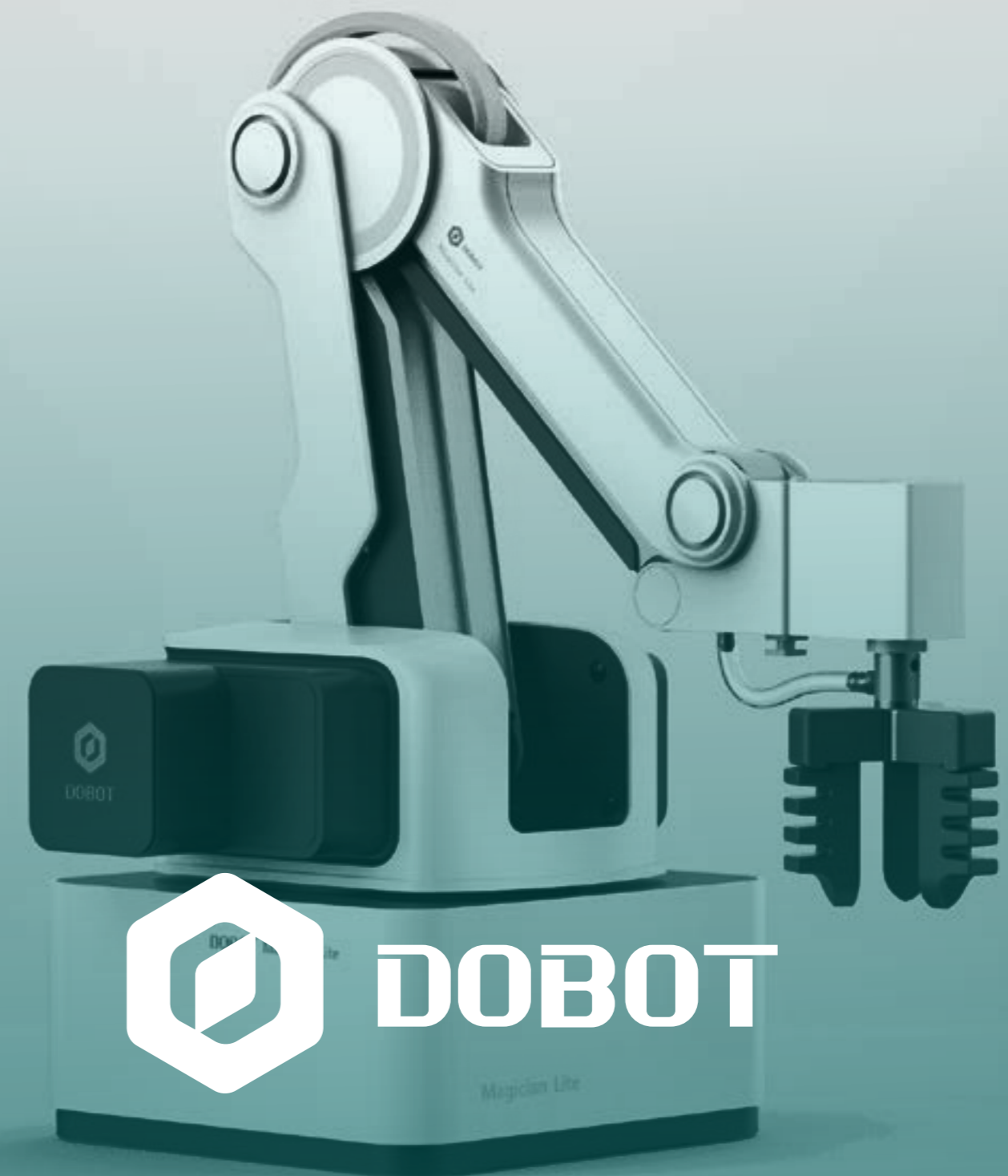
Middle & High School

## STEAM BENEFITS:

- Uses building and playing to learn how AI and robots work, introducing students to how robotics can be.
- Increases student involvement with graphical programming that allows block programming to easily enable AI functionalities.
- Includes experiment manuals with robotic curriculum that supports project-based learning.

## PRICE (SRP):

**DOBOT Magician Lite**  
\$990.00



**Dobot is the leading manufacturer of collaborative robots that are user friendly with great performance. Students can interact with the Magician Lite using software, hardware, and expansion interfaces to maximize their creative freedom.**





# wonder workshop

**Designed for learning and fun, Wonder Workshop uses apps and robots to encourage hands-on play and make problem-solving tangible. With Dash Robot, students have the tools they need to build coding and tactical skills.**

## **AGES: 6+**

Elementary School & Above

## **STEAM BENEFITS:**

- Coding and robotics content and curriculum for classrooms, teachers, and homeschool.
- Virtual coding becomes tangible learning experiences in real time.
- Supports self-guided exploration of programming languages, robotic capabilities, and meaningful projects.

## **PRICE (SRP):**

**Dash Robot**

\$179.99



## AGES: K-14+

Elementary School & Above

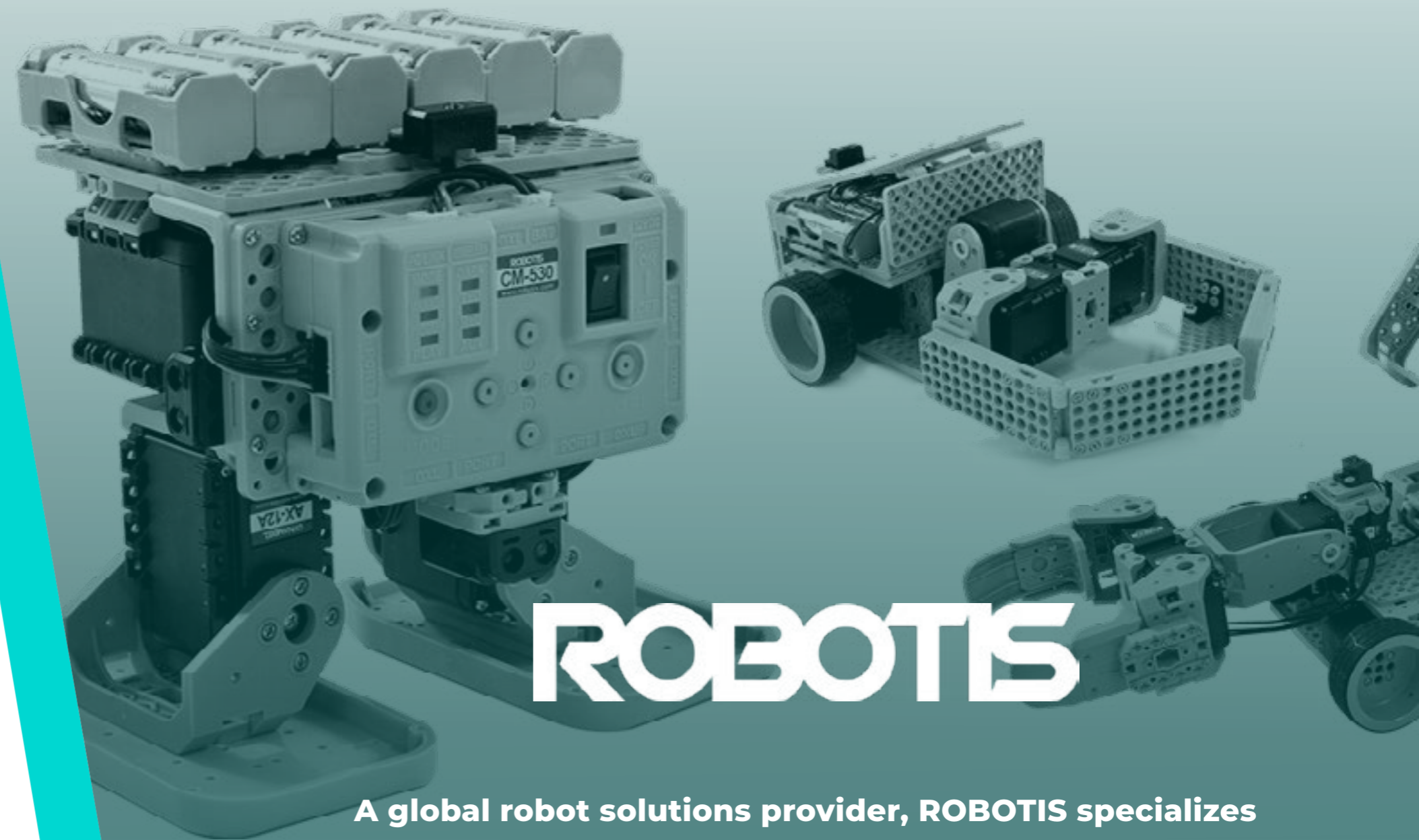
## STEAM BENEFITS:

- DIY robotic kits for education, robot competitions, and entertainment.
- Inspires creative minds to build new figures and designs that move.
- Offers bundle packages to fit all levels of students' classroom environments.

## PRICE (SRP):

**Robotics Kits**

\$48.90-\$2,399.90



# ROBOTIS

**A global robot solutions provider, ROBOTIS specializes in the manufacture of robotic hardware and full robot platforms in all fields of study and industry, as well as educational robotics kits for all ages and skill levels.**



# SoftBank Robotics

**SoftBank Robotics are the leading robot integrators creating value in robotics globally and robotic solutions. Nao is an autonomous, programmable humanoid robot for all ages.**

## **AGES: K-14+**

Elementary School & Above

## **STEAM BENEFITS:**

- A programmable, personal teaching assistant helps teachers bring lessons to life, offer extra support, and keep students engaged.
- Conduct interactive experiments, collect data, and help researchers test new theories and find new answers.
- Hands-on projects that encourage participation, collaboration, and creative problem-solving.

## **PRICE (SRP):**

**NAO**  
\$12,990.00



## AGES: 5+

Elementary School

## STEAM BENEFITS:

- Interactive learning targeting engineering, math, programming, and general science concepts and skills.
- Software applications to make programming fun and easy to learn.
- Cultivates imagination and innovativeness without expensive tools and excessive investment.

## PRICE (SRP):

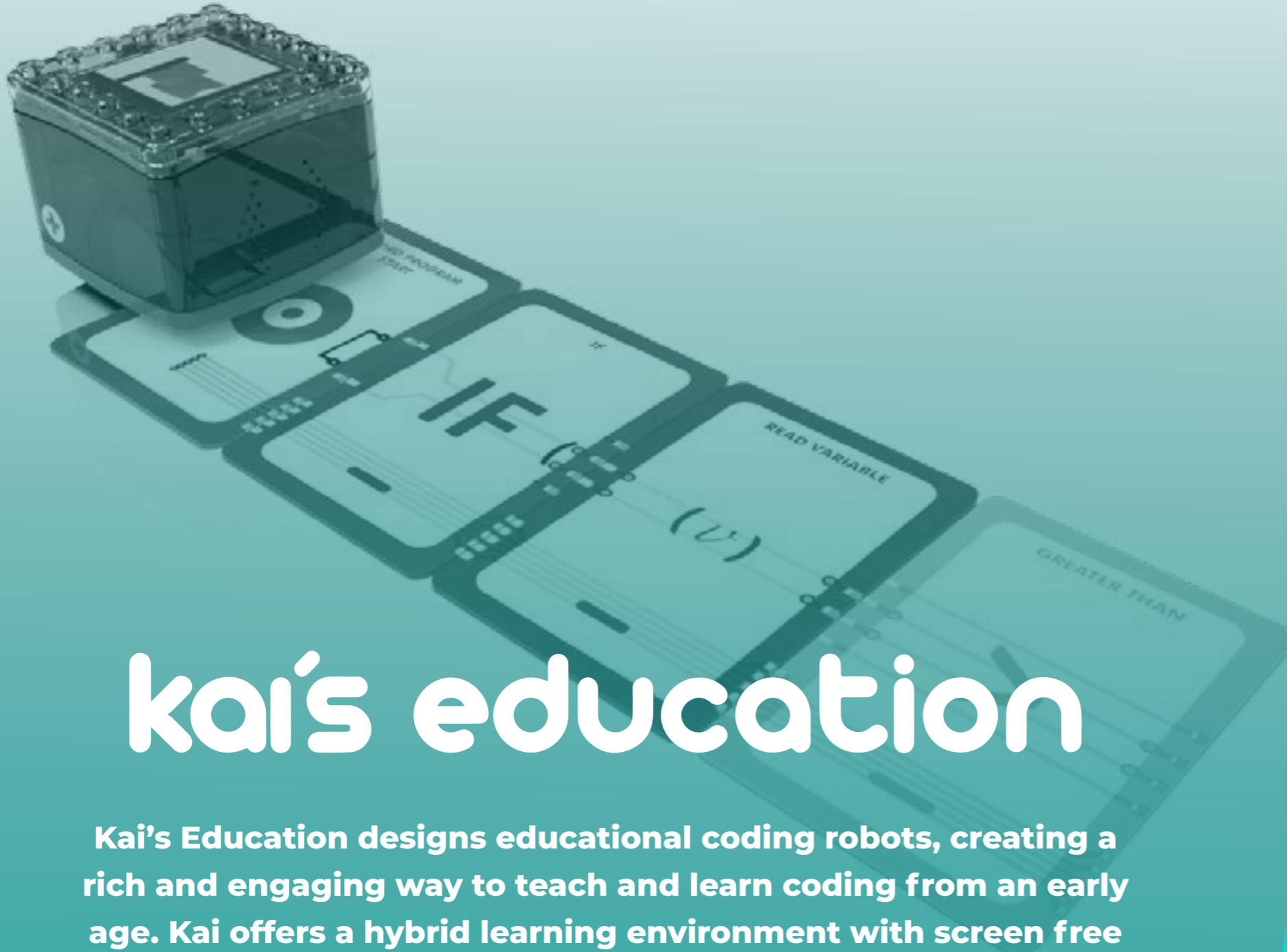
**Edison Robot Expansion Construction Kit**  
\$41.01

**Edison Educational Robot Kit**  
\$76.91



**HamiltonBuhl**

**HamiltonBuhl Edison strives to make electronics, engineering, robotics, and programming accessible to as many people as possible. The Edison Robot also has Lego compatibly.**



# kai's education

**Kai's Education designs educational coding robots, creating a rich and engaging way to teach and learn coding from an early age. Kai offers a hybrid learning environment with screen free coding, virtual, or both for interactive play.**

## **AGES: K-5+**

**KaiBot Hybrid Robot** Pre-school

**Kai's Clan Start Pack** Elementary School

## **STEAM BENEFITS:**

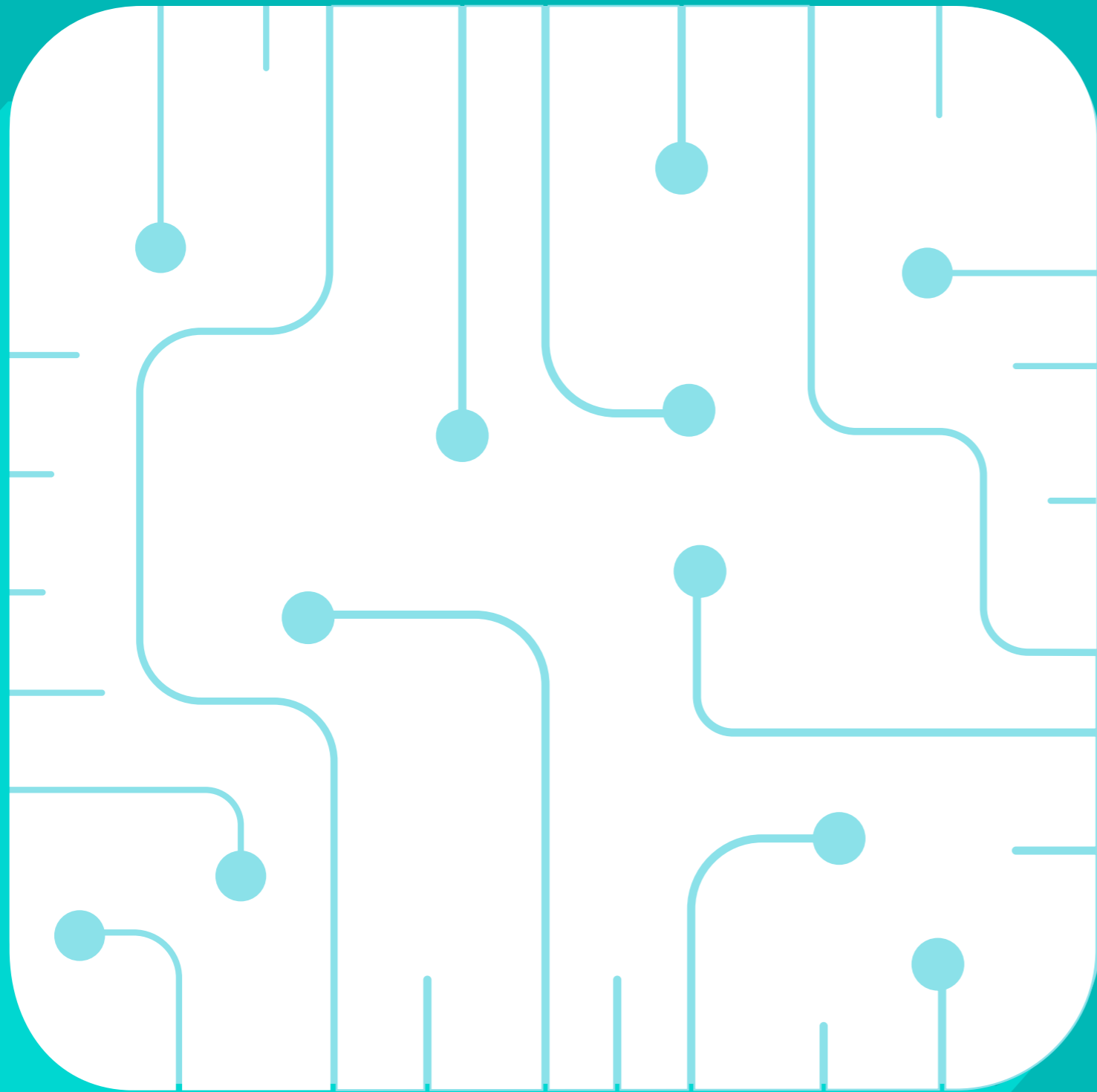
- Lesson plans structured around real-world problem-solving on different physical and AR/VR mats.
- Collaborative coding where students work together and engage.
- Effective learning for the classroom, online, or homeschooling environments.

## **PRICE (SRP):**

**KaiBot Hybrid Robot**

**\$97.50**





## **CODING + COMPUTER SCIENCE**

This area of study teaches students the process of writing out steps for a computer to follow to achieve a goal or perform a task. Coding makes it possible to create computer software, games, apps and websites while teaching digital literacy, problem solving, and computational thinking.



# **iRobot**™ Education

**Increase student engagement and relate coding to the real world with iRobot. iRobot helps promote developmental growth and coding by using music, colors, art, and kinetic learning.**

## **AGES: 6+**

**Root Robots** Elementary & Middle, 6+

**Create 3** High School, 14+

## **STEAM BENEFITS:**

- Help establish cross-curricular connections across subjects by promoting the use of visual, auditory, and kinesthetic learning.
- Free app including guided tutorials, ready-to-go coding projects, seasonal activities and more.
- 3 learning levels for any skill level—graphical coding, hybrid coding, and full-text coding.

## **PRICE (SRP):**

**iRobot Root rt0  
Coding Robot**

\$129.99

**iRobot Create 3  
Educational Robot**

\$374.99

**iRobot Root rt1  
Coding Robot**

\$249.99

**iRobot Root rt1  
Coding Robot  
Classroom Pack**

\$1,499.00



## AGES: 5 - 14

Elementary & Middle School

## STEAM BENEFITS:

- Free apps available with challenges and an open-ended learning platform that makes tech knowledge engaging and accessible.
- Blocky coding introduces fundamentals of computer science and advanced coding concepts through playful missions and puzzles.
- Supports self-guided exploration of programming languages, robotic capabilities, and meaningful projects.

## PRICE (SRP):

**Dash Robot**

\$179.99



w:onder  
workshop

**Wonder Workshop uses apps and robots to help children learn coding through hands-on play and guided challenges. Using Dash Robot, children can learn coding concepts like sequencing, events, loops, algorithms, operations, and variables in real time.**





**RobotLAB is leading the Educational Robotics market with an innovative approach that makes Robotics and VR truly useful in the hands of educators. RobotLAB Coding Lab is an all-in-one classroom solution to combine STEAM into an integrated learning approach.**

## **AGES: 5+**

Elementary School & Above

## **STEAM BENEFITS:**

- +150 lesson plans covering: Coding, Science, Math, ELA, Social Studies and Arts.
- Designed to turn generic STEAM concepts into real-life learning experiences with hands-on activities.
- Promotes collaboration and exploratory learning.

## **PRICE (SRP):**

**RobotLAB K - 5  
Coding Lab**  
\$17,290.00

**RobotLAB 6 - 8  
Coding Lab**  
\$17,290.00

**RobotLAB 9 - 12  
Coding Lab**  
\$17,290.00



## AGES: 3+

Pre-K

## STEAM BENEFITS:

- Designed to help children play collaboratively, irrespective of reading ability or language.
- 2 years of cross-curricular lessons plans available designed to align with standards.
- Let's you teach coding without screens, increasing engagement, and enhancing learning.

## PRICE (SRP):

**Primo Toys Cubetto  
Direction Blocks**

\$29.90

**Primo Toys Cubetto  
Logic Blocks**

\$29.90

**Primo Toys Cubetto  
Wooden Robot**

\$229.00

# PRIMO

**Teach young children the basics of computer programming through adventure and hands-on play. Cubetto is a screenless, friendly, and ready-to-play robot to help children's first steps into the world of coding.**



# kai's education

**The KaiBot is the worlds first hybrid coding robot for kids, designed to create a rich and engaging learning environment. KaiBot combines unplugged coding with coding cards for young learners to acquire coding skills.**

## **AGES: 3+**

Pre-school & Above

## **STEAM BENEFITS:**

- Allows students to learn basics in progression through coding cards, included lessons and activities.
- Hybrid mode by using coding cards, Blockly or Python to solve challenges and watch both physical and virtual KaiBot act out code instructions.
- Create, build, and design new challenges and mazes to keep students engage.

## **PRICE (SRP):**

**KaiBot Hybrid Robot K - 8 (pre-school+)**  
\$97.50

## AGES: 3+

Coding Set: Elementary+

Tale-Bot Pro: Pre-K

VinciBot: Middle School+

## STEAM BENEFITS:

- Easy-to-use coding blocks designed for kids to express their creativity and turn their coding commands into fun tangible learning experiences.
- Perfect for teaching commands, sequences, and loops—making learning an engaging experience.
- Encourages learning by doing, letting children be imaginative while developing computational, design, and engineering thinking. increasing engagement, and enhancing learning.

## PRICE (SRP):

**Tale-Bot Pro Robot**  
**\$89.90**

**Coding Set**  
**\$169.90**

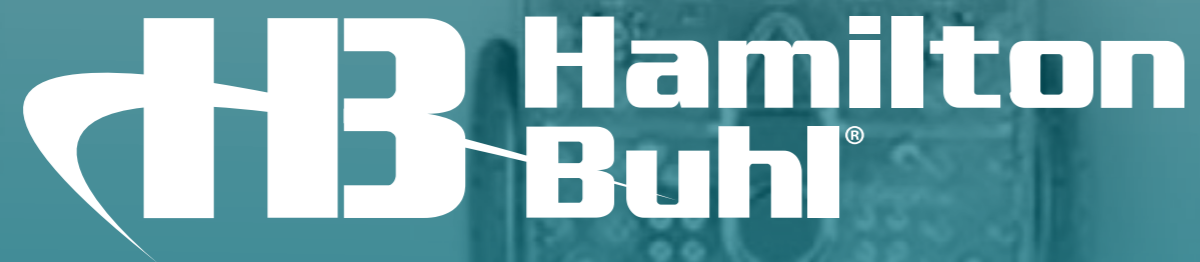
**VinciBot**  
**\$99.90**



# matatalab

**Matatalab produces high quality, affordable STEM products to aid children's education. With Matatalab coding robots, kids can create simple programs with tangible coding blocks to control robots and complete various challenges.**





**Hamilton Buhl is a leader in the design and manufacturing of electronics and presentation equipment for education. Edison is a robust educational robot designed to bring coding to life for students.**

## **AGES: 5+**

Kindergarten+

## **STEAM BENEFITS:**

- These LEGO® compatible and easily expandable educational robots are clean, safe, reusable, expandable, and robust, providing students an opportunity to experiment and grow their knowledge.
- Progressive coding learning from visual to text based.
- Helps students explore their imagination, cultivate their innovativeness, and have fun without expensive tools and excessive investment.

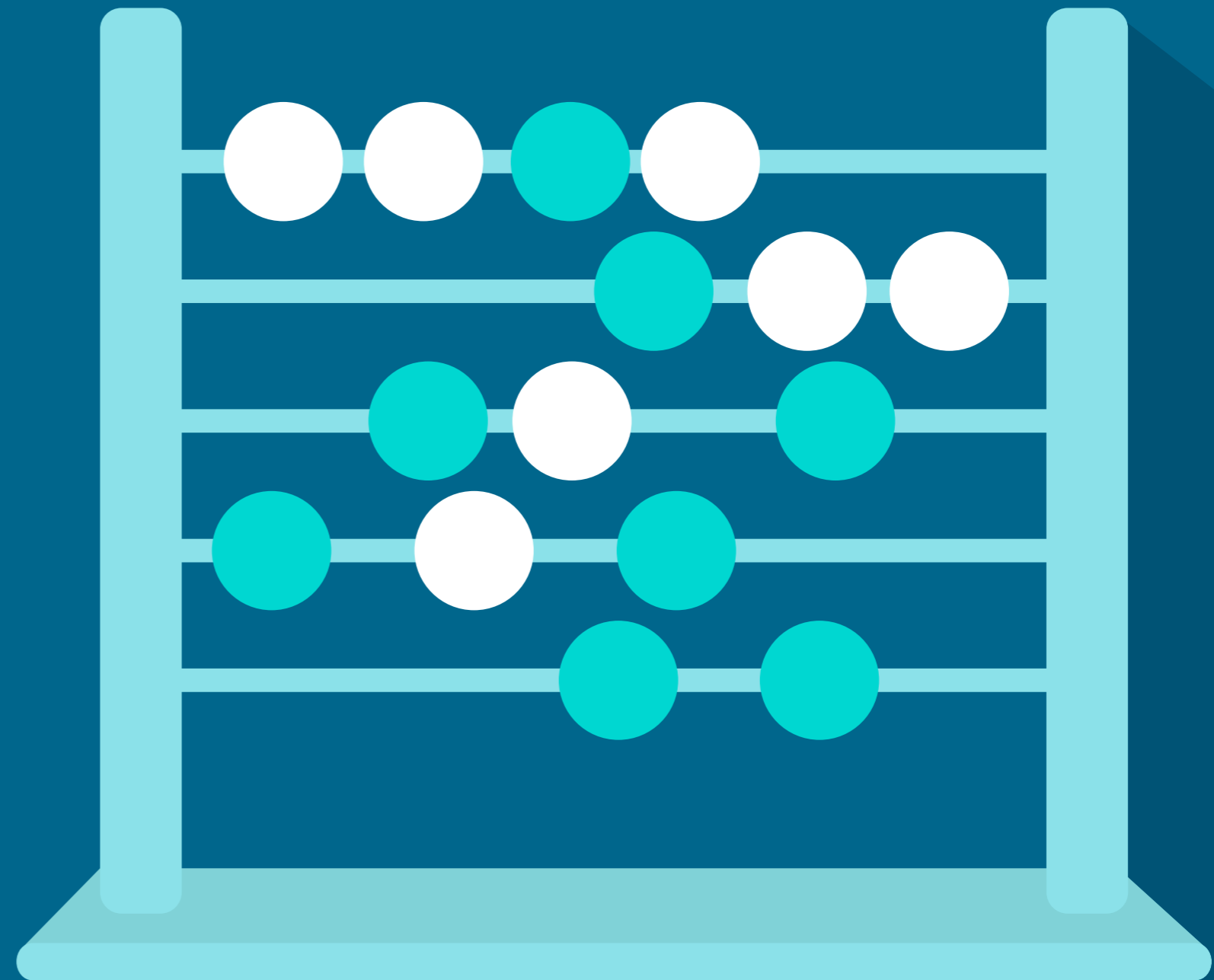
## **PRICE (SRP):**

**Edison Educational Robot Kit**  
\$76.91

**Edison Educational Robot Kit (in bulk)**  
2pk: \$153.83  
3pk: \$230.75  
10pk: \$769.21  
20pk: \$1,538.44

# MAKERSPACES + MAKER KITS

A makerspace is a collaborative workspace that uses both high-tech and no-tech tools for students to create, build, learn, explore, share, problem solve, and develop skills by guided learning-through-play activities.







# makeblock

Makeblock is a global leading STEAM education solution provider. They make robots and kits to engage students in coding while driving STEAM learning.

## AGES: 8+

Middle & High School

## STEAM BENEFITS:

- Learn robotics, electronics, and programming in an engaging way while cultivating collaboration, creativity, and problem-solving skills.
- Step-by-step learning modules from block-based coding to python coding.
- Makeblock Education provides STEAM training for educators.

## PRICE (SRP):

**MakeBlock mBot-S Explorer Kits**  
\$89.00

**MakeBlock mBot2**  
\$149.99

**MakeBlock mBot Ranger Robot Kit**  
\$189.99

**MakeBlock Ultimate 2.0 – 10-in-1 Robot Kit**  
\$399.99



## AGES: 8+

Middle School

## STEAM BENEFITS:

- Free classes and resources for teachers.
- Cultivates coding skills and imagination with hands-on play.
- Collaborative learning that fosters teamwork, problem solving, and multi modal learning.

## PRICE (SRP):

**Makey Makey  
Classic EDU**

\$49.95

**Makey Makey  
Backpack Bundle**

\$44.45

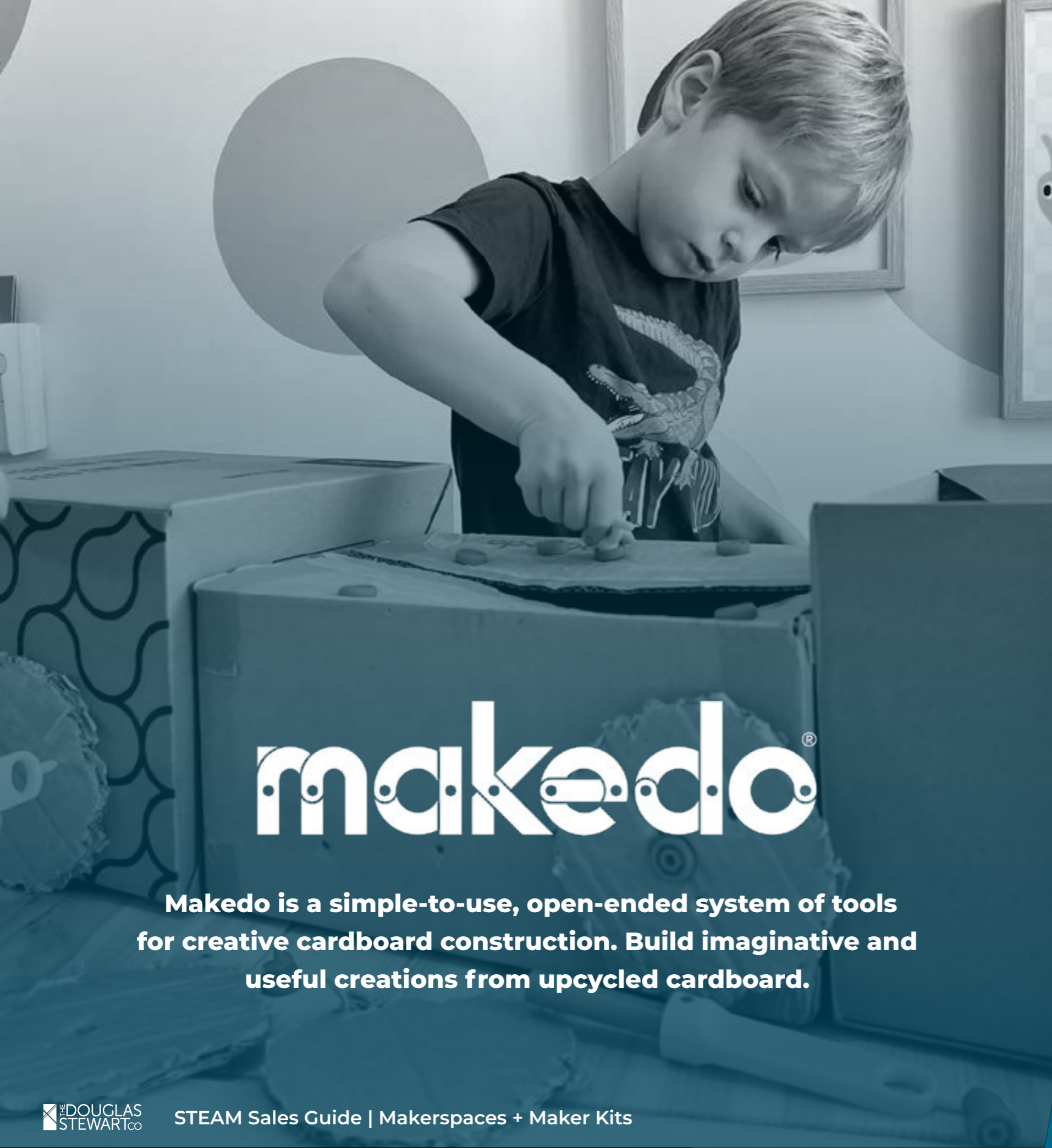
**Makey Makey  
Classroom Invention  
Literacy Kit**

\$699.95



**Makey Makey is an invention kit for the 21st century. Craft your own controllers with everyday materials and learn to code through games.**





**makedo**<sup>®</sup>

**Makedo is a simple-to-use, open-ended system of tools for creative cardboard construction. Build imaginative and useful creations from upcycled cardboard.**

**AGES: 5+**

Elementary School

**STEAM BENEFITS:**

- Students learn problem-solving through imaginative play and collaboration.
- Keep students engaged and foster communication skills.
- Builds 21st century thinking skills through immersive play.

**PRICE (SRP):**

<b>Makedo STARTER</b> \$9.00	<b>Makedo DISCOVER</b> \$45.00
<b>Makedo EXPLORE</b> \$22.50	<b>Makedo INVENT</b> \$170.00



## AGES: 8+

Middle School

## STEAM BENEFITS:

- Helps teach important problem-solving skills like collaboration, engineering, design, and computational thinking.
- Free standards-aligned lesson plans and activities.
- Free app that helps you craft with code and do more with cubelets.

## PRICE (SRP):

### Cubelets Lesson Plan Bundle: Launchpad Edition

Pre K - K \$199.99

Grades 1 - 3 \$199.99

Grade 4 - 6 \$199.99

Grade 7 - 12 \$199.99

Grade K - 12 \$640.00

# Modular Robotics

**Modular Robotics makes robot construction kits made of modular magnetic blocks that can be assembled to create small self-powered robots.**





**Shifu creates an innovative and immersive learning experience during playtime by bringing board games and mobile devices together through Augmented Reality.**

**AGES: 4 - 10**

Elementary School

**STEAM BENEFITS:**

- Teaching essential skills such as math, English, building, and art.
- Develop soft skills like critical thinking, communication, and Problem solving.
- Engage students with hands-on play and solve STEAM puzzles.

**PRICE (SRP):**

**Shifu Plugo STEM Wiz Pack**

**\$109.99**

## AGES: 8+

Middle School

## STEAM BENEFITS:

- Builds creativity by coming up with new designs and ideas.
- Free app with 3D animated instruction manuals and other creations.
- Engages students with hands on play and introduces them to the world of coding.

## PRICE (SRP):

**Robotis Play 300  
Dinos 8+**  
\$48.90

**Robotis Play 700  
Ollobot 8+**  
\$119.90

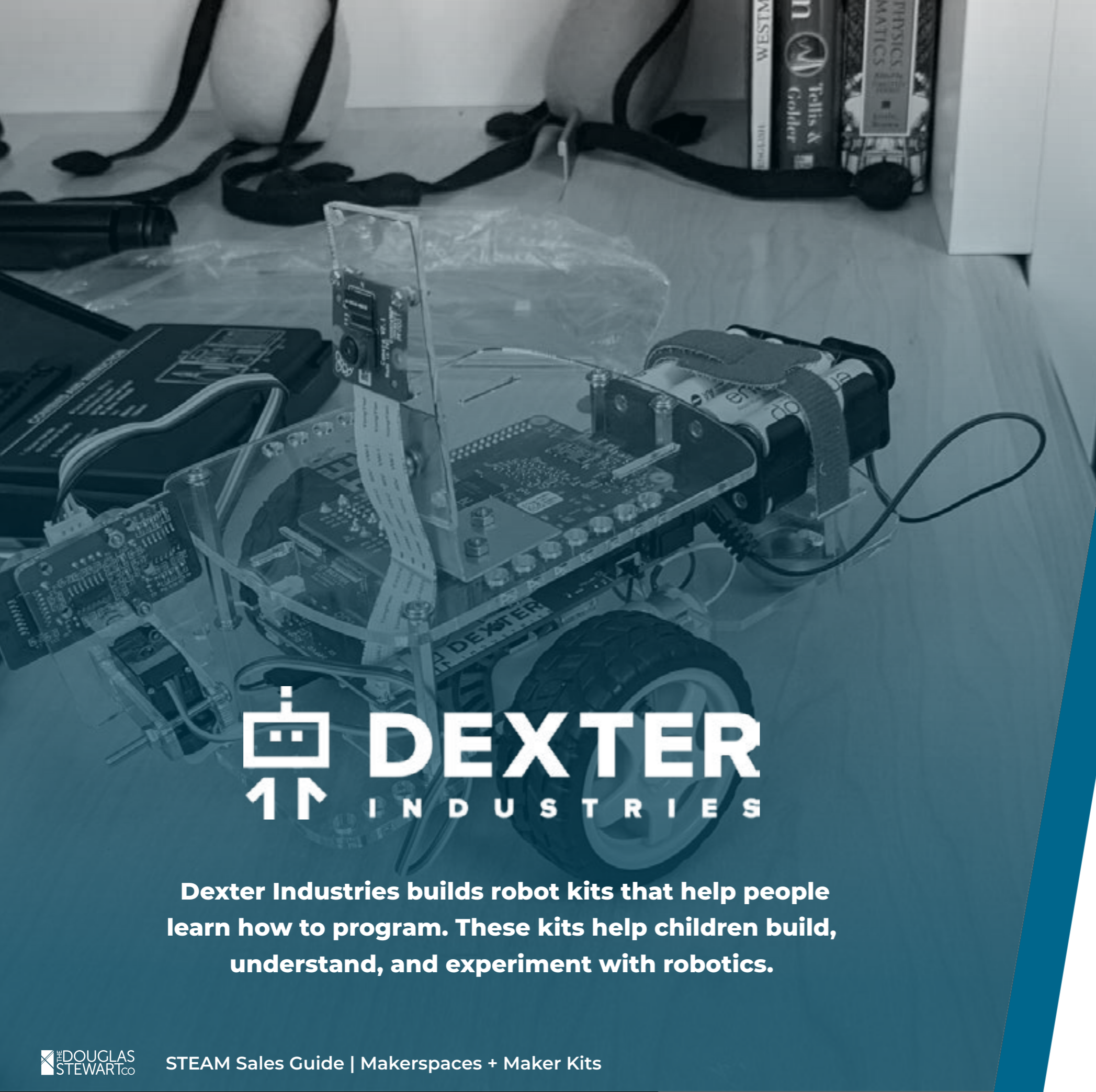
**Robotis Play 600  
Pets 6+**  
\$54.90



# ROBOTIS

**Robotis produces educational robotics kits for all ages and skill levels. Build a range of pets, robots, and dinosaurs with programmable kits to introduce STEAM concepts to children.**





**Dexter Industries builds robot kits that help people learn how to program. These kits help children build, understand, and experiment with robotics.**

## **AGES: 14+**

High School

## **STEAM BENEFITS:**

- Free projects, lesson plans, and curriculum available on website.
- Hands-on kits that help students connect, program, and control sensors to build their own smart devices.
- Keeps students engaged while learning to code.

## **PRICE (SRP):**

**Dexter Industries Project Pack 1**

\$139.00

**Dexter Industries Project Pack 2**

\$139.00

**Dexter Industries Python Project Pack**

\$155.00

**Dexter Industries Mars Project Pack**

\$168.00

**Dexter Industries Education Project Pack**

\$286.00



## AGES: 4 - 12

Elementary & Middle School

## STEAM BENEFITS:

- Free Piximakey app as your digital toolkit.
- Combines physical and digital experience to involve students and improve imagination skills.
- Develops learning, literacy, and life skills such as collaboration, critical thinking, social, productivity, innovation, and more.

## PRICE (SRP):

**Piximakey Stop Motion Studio Education Edition**  
\$195.95



**piximakey**  
education

**Piximakey was developed as a tool for creating and sharing animated films, bringing everyday objects and toys to life. Bridge play and 21st century learning to unleash the power of creativity.**





# 3Doodler

**3Doodler is the world's first 3D printing pen. From articulated hands to working rollercoasters, students can create STEAM-innovation inside the classroom with the 3Doodler Start or Create+ Pens.**

## **AGES: 8+**

Middle School

## **STEAM BENEFITS:**

- Encourages creativity and innovation through hands-on experiences.
- Brings STEAM ideas & concepts to life.
- No complicated software or hardware learning curve.

## **PRICE (SRP):**

**3Doodler Create STEM Kit**

**\$12.99**

## AGES: 12+

Middle & High School

## STEAM BENEFITS:

- Equipped to handle most DIY projects precisely and expertly, from vinyl for decals to iron-on decor projects, to cardstock masterpieces.
- Free, easy-to-use app with hundreds of premade designs for any learning level.
- Promotes student engagement and creativity with hands on activities.

## PRICE (SRP):

**Cricut Basic Tool Set**

\$26.99

**Cricut EasyPress 3**

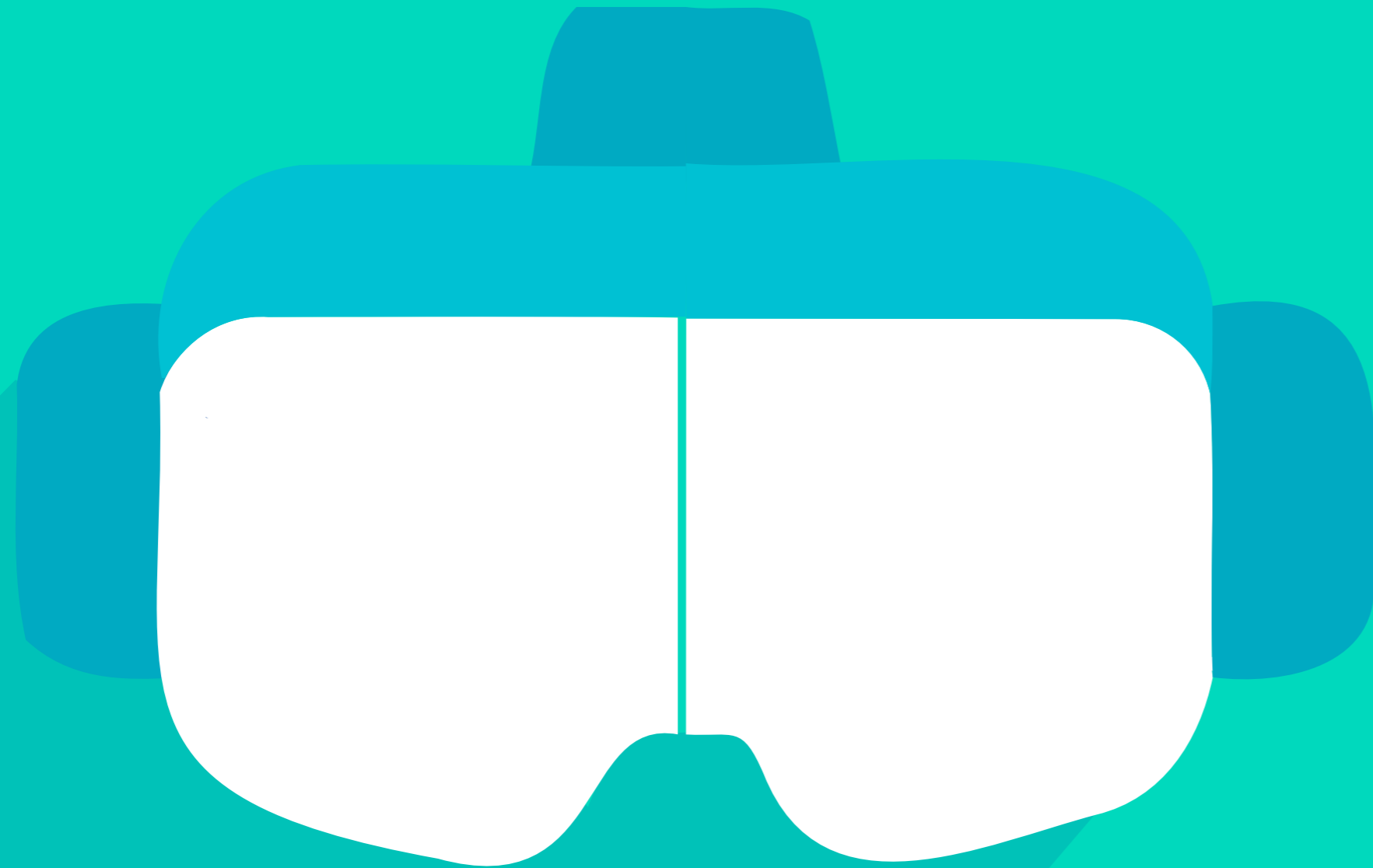
\$199.00



cricut®

**Cricut makes smart cutting machines that work with an easy-to-use app, an ever-growing collection of materials, and crafting essentials to help you design and personalize almost anything — custom cards, unique apparel, everyday items, and so much more.**





## **VR / AR / XR / MR**

*(virtual reality / augmented reality /  
extended reality / mixed reality)*

Creates a non-linear learning environment that offers better engagement, endless creativity, and an immersive connection to the curriculum.



# CURISCOPE

Inspiring curious kids to develop a love for science, Curiscope uses Augmented Reality to experience the world in ways never seen before. Using real life objects, such as posters and t-shirts, Curiscope immerses students in an engaging and accessible way.

**AGES: 8+**

Middle School

## STEAM BENEFITS:

- Experience science curriculum in a 3D learning environment.
- Full immersive 360 videos.
- Using their free app (iOS and Android) along with their interactive products, students can learn about the human body and solar system in an immersive and friendly way.

## PRICE (SRP):

**Curiscope Multiverse  
Interactive Poster**  
\$24.95-\$44.95

**Curiscope T-Shirt**  
\$29.95-\$31.95



## AGES: 13+

Middle & High School

## STEAM BENEFITS:

- High quality, curated, and tailored content included, with additional teacher resources to aid in professional development.
- 360-degree photos and high-definition resolution to bring reality to students.
- Classroom management through personalized playlists, offline teaching, and progress tracking.

## PRICE (SRP):

**Expeditions VR Kits**  
\$6,300+



**RobotLAB is the largest award-winning leading robotics integrator, manufacturing robotics and virtual reality products for K-12 education. Bring your classroom to life with the Expedition VR Kit, transporting students to learn all around the world.**





Inspire children with interactive learning toys that builds on fundamental skills. Playshifu makes AR-based STEAM toys and educational games for children.

## AGES: 5+

Elementary School

## STEAM BENEFITS:

- Engage students of all ages in complex STEAM concepts
- Teaching essential skills such as critical thinking, Math, Science, & Art with hands-on activities like real-time feedback.
- Develop soft skills like critical thinking, communication, and problem solving.

## PRICE (SRP):

<b>Orboot</b>	<b>Plugo</b>	<b>Starter Pack</b>
\$54.99	\$59.99	\$280.00



## AGES: 5+

**Kai's Clan Start Pack** Elementary School  
**AR-VR Adventure Mats** Middle School

## STEAM BENEFITS:

- Free setup and professional development training with Kai-certified teachers.
- Student engagement and collaboration comes together to solve real-world coding problems.
- Preparing children for the future through AR, VR, MineCraft, Tinkercard, and much more.

## PRICE (SRP):

**Kai's Clan Start Pack**  
\$495.00

**AR-VR Adventure Mats**  
\$995.00

# kai's education

**Kai's Clan is where student learning and engagement become one. A collaborative coding environment encompassing an all-in-one platform of robotics, Artificial Reality, Virtual Reality, and the Internet of Things (IoT).**



# tover<sup>®</sup>

The Tovertafel is an award-winning serious games system for dementia and intellectual disability care that stimulates people with a cognitive challenge in physical activity and social interaction. Whether it's stimulating social-emotional learning or increasing alertness and focus, play is the ultimate solution for children with special needs.

## AGES: 5+

Preschool & above

## STEAM BENEFITS:

- The Tovertafel helps teachers in special education promote an inclusive classroom in which everyone can participate.
- Promotes social-emotional learning in a safe environment while stimulating executive skills.
- The colorful, interactive projections keep children engaged, so professionals can take the time to practice new types of behavior in a safe setting.

## PRICE (SRP):

**Tover Tovertafel 2 Interactive  
Projector System**

\$10,200.00



## AGES: 14+

High School

## STEAM BENEFITS:

- Free downloadable lesson plans included.
- Game-building platform promoting imagination, history, and creation while developing present-day skills.
- Promotes student collaboration inside class or with students from other countries.

## PRICE (SRP):

**HamiltonBuhl STEM VR and High Tech Kit for Social Emotional Learning (SEL)**

\$1,855.29



**HB Hamilton  
Buhl®**

**HamiltonBuhl is a leader in the design and manufacture of electronics and presentation equipment for education. Through their Social Emotional Learning, students can acquire and apply the knowledge, skills, and attitudes to develop healthy identities, manage emotions and make responsible and caring decisions.**





UTS is a global leader in crafting interactive devices with the purpose of creating a learning environment where children can learn how to deal with different problems, and develop their skills, while making teaching easier and more of a creative place. iSandBOX is an interactive, augmented reality sandbox that engages children in fun, hands-on learning experiences through 3D visualization and sand play.

## AGES: 3+

Elementary School

## STEAM BENEFITS:

- Allows players to play and learn in a universe that they build and shape with their own hands, studying topography and geography.
- Helps improve motor development, vision perception, teamwork, communication skills, tactile sense, and memory.
- Encourages creativity and imagination through a wide range of interactive modes.

## PRICE (SRP):

**Magic Wall**  
\$7,600.00

**Floorium Interactive Floor**  
\$8,500.00

**Interactive Sandbox**  
\$8,500.00



# PROFESSIONAL DEVELOPMENT

Professional development (PD) provides a way for educators to deepen or expand their skills and knowledge of a certain subject, allowing teachers to grow as educators.





# kai's education

**Kai's Education believes in continuous learning, developing, and cultivating skills for everyone. Teachers play a crucial role in shaping the path for children, meaning their own growth and learning are just as important.**

## **AGES: All**

Teachers & Professionals

## **STEAM BENEFITS:**

- Discover methods how to get the most out of Kai's Clan for teaching science, technology, engineering, and math (STEM).
- At the end of the course, you will be rewarded with a digital certificate that recognizes you as a fully-fledged Kai's Clan guru.
- Covers basics and controls of coding and robotics.

## **PRICE (SRP):**

Free with purchase



## AGES: All

Teachers & Professionals

## STEAM BENEFITS:

- Provides a broader understanding of how coding and robotics fit into everyday teaching.
- 15-hour professional learning online course that fits syllabus criteria needs.
- Free Webinars, blog posts, and extra videos for ways to weave computational thinking and creative problem solving into your everyday instructional practices.

## PRICE (SRP):

**Wonder Workshop PD Bundle:  
Intro to Coding and Robotics with Dash & Dot**  
\$380.00

A black and white photograph of a smiling teacher in a classroom. She is holding a laptop and looking towards the camera. Several students in the foreground have their hands raised, indicating an interactive learning environment. The background shows a whiteboard and a window with trees outside.

wonder  
workshop

**Helping children learn how to code through robotics, Wonder Workshop boost STEAM skills with interactive challenges. The latest professional learning resource is designed to help teachers master the ever-changing world of technology alongside students.**





**RobotLAB works with schools to support the integration of technology into teaching and learning. The NAO humanoid robot is the ideal platform for teaching Science, Technology, Engineering, and Math concepts at all levels.**

## **AGES: All**

Teachers & Professionals

## **STEAM BENEFITS:**

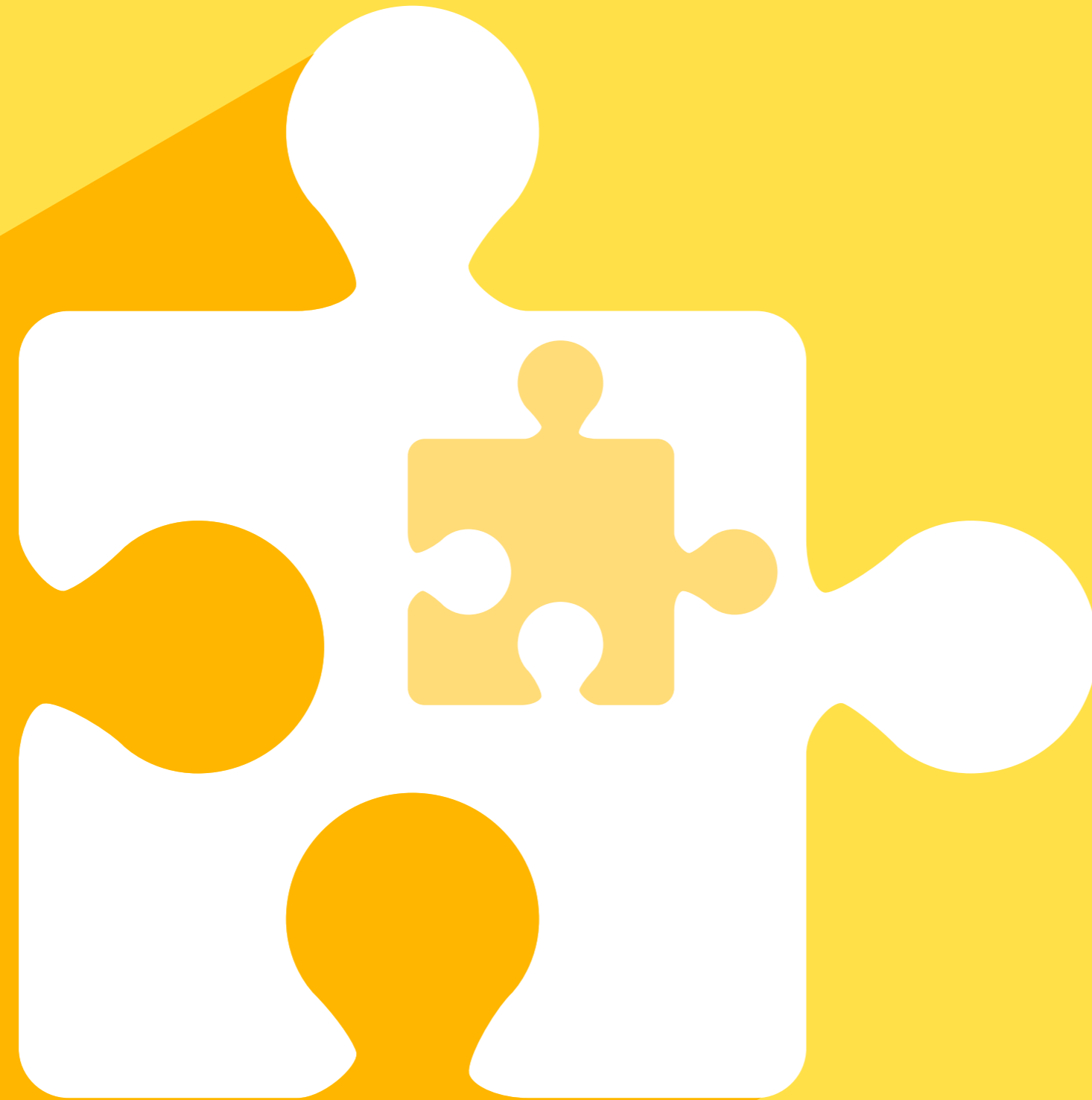
- Projects or lab-based approach for teaching core subjects: English, Math, Robotics, and Computer Science.
- Improvements in achievements and learning effectiveness.
- Foster student teamwork, project management, problem-solving, and engagement.

## **PRICE (SRP):**

**2-Day Professional Development  
for the NAO Robot**

**\$2,900.00**





## **CURRICULUM**

STEAM curriculum includes the lessons and assessments for the core areas of science, technology, engineering, arts, and math. This instruction enables educators to foster students' proficiency in the content and build their applied learning skills.



# wonder workshop

**Wonder Workshop are award-winning robot creators with age-appropriate apps to encourage hands-on play and learning to make creative problem-solving concrete and tangible.**

## **AGES: K - 5**

Elementary School

## **STEAM BENEFITS:**

- Children learn coding concepts like sequencing, events, loops, algorithms, operations, and variables through self-directed play and guided challenges.
- Access to a Virtual Dash robot that is programmable onscreen, accounts in the programming app, in-app coding lessons, and tons of assignable and trackable activities.
- Bundles include accessory parts to open more curriculum and lesson plans, bringing more engagement and games to students.

## **PRICE (SRP):**

**Wonder Workshop Curriculum Packs**

\$395.00 - \$9,925.00



## AGES: 5 - 10

Elementary & Middle School

## STEAM BENEFITS:

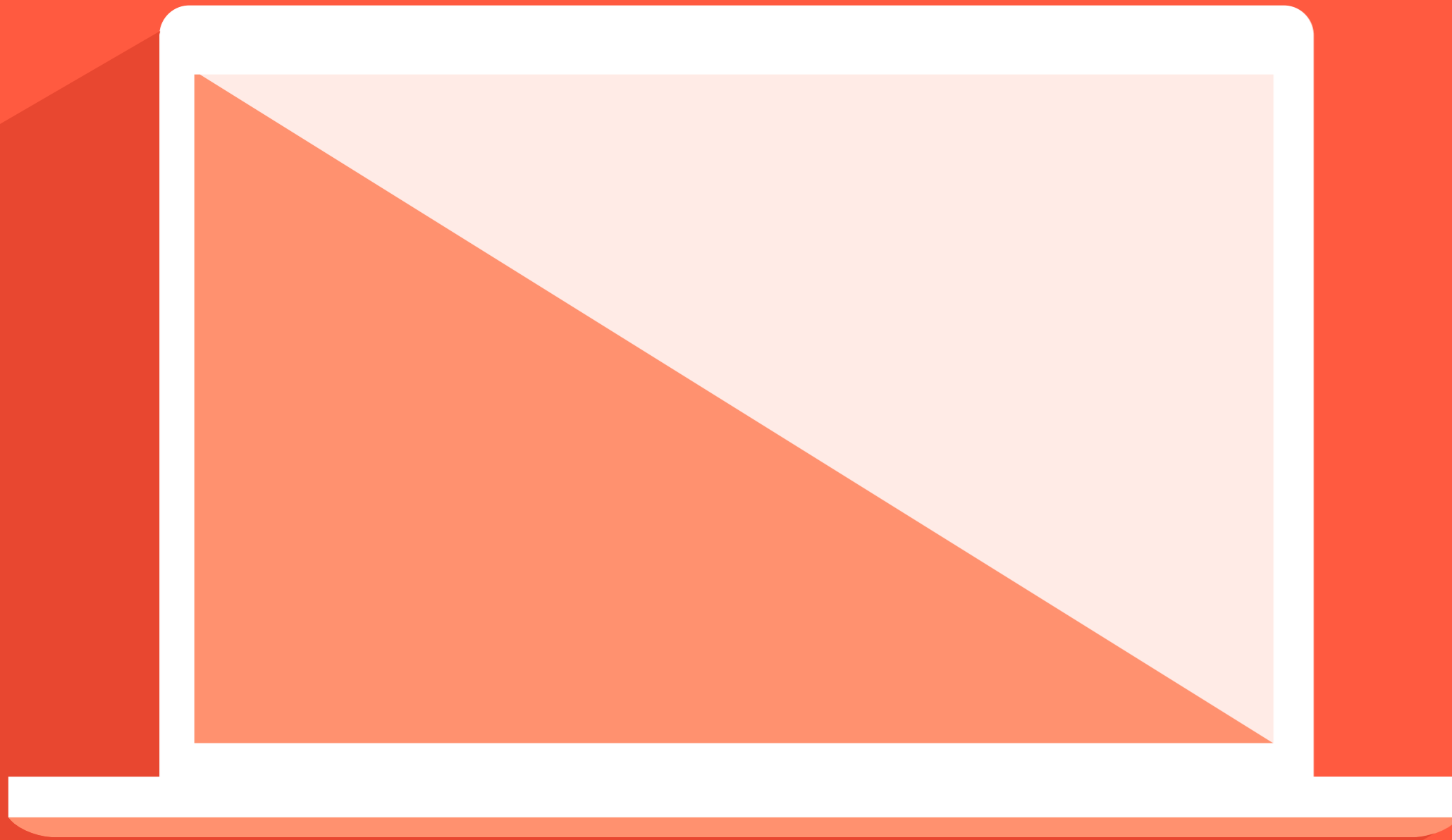
- Pre-planned curriculum with over 190 resources ready to use that are aligned to FlashForge 3D printers.
- Free FlashPrint Slicing Software to help students learn how to use Flashpoint to prepare their own models.
- Lesson plans created by teachers for teachers, aligned with standards.

## PRICE (SRP):

**FlashForge 3D Printing Curriculum**  
\$239.00



Flashforge introduces reliability and quality to 3D printing for beginners to experts. Learnbylayers is a curriculum for teachers who are looking to start 3D printing with their students.



## DEVICES

Technology, such as computers and laptops, create high-quality learning experiences that foster students' innovation, creativity, communication, and collaboration.





# wacom®

**Wacom makes the world a more creative place with tools for artists and students. Wacom offers an experience designed to enhance every creative breakthrough with pens and tablets.**

## **AGES: K-12+**

Students & Teachers

## **STEAM BENEFITS:**

- Encourages students to explore, experiment, and express their creativity.
- Train students on the tools that today's studios, agencies and creative professionals rely on.
- Replaces traditional classroom whiteboards for real-time annotating, grading, and teaching.

## **PRICE (SRP):**

**Wacom One by Wacom, Small EDU**  
\$49.95

**Cintiq Pro 24 EDU**  
\$2,199.95

**Intuos Pro Pen & Touch Tablet**  
\$379.95

**Cintiq Pro 24 Touch**  
\$2,699.95

**Cintiq 22 Creative Pen Display EDU**  
\$1,299.95

## AGES: All

Professionals

## STEAM BENEFITS:

- Provides mass automation for Chromebook enrollment, configuration, and other processes.
- Eliminates manual entry of settings, account details, and Wi-Fi credentials and entry errors.
- Cost savings where commercial white glove enrollment services are replaced.

## PRICE (SRP):

**Go-Box Chrome**  
\$1,499.00

**Go-Box Multi-Domain**  
\$1,999.00



**Go-Box Chrome is the best and easiest solution for automating enrollment and configuration processes on large quantities of Chromebooks.**





**Andrea Communications is a leading developer and supplier of headsets, headphones, microphones, USB adapters, and wireless products, providing students with unbeatable clarity and performance.**

## **AGES: K-12**

Elementary School & Above

## **STEAM BENEFITS:**

- Easy to wear and clean with adjustable headbands for comfort and fit.
- Delivers crystal clear audio to keep students focused and engaged.
- Used for a variety of learning such as classroom learning, computer labs, speech training software, and more.

## **PRICE (SRP):**

**Andrea EDU-175 On-Ear Stereo Headphones**  
\$14.95

**Andrea EDU-255M On-Ear Stereo Mobile Headset**  
\$19.95

**Andrea EDU-455 USB Over-Ear (Circumaural) Stereo Headset**  
\$44.95

**Andrea WNC-2100 On-Ear Noise Canceling Wireless Bluetooth Mono Headset**  
\$99.95

## AGES: K - 12

Elementary School & Above

## STEAM BENEFITS:

- Ambient noise cancellation and quality audio translate directly to increased attention, greater focus, and engagement.
- Mindful, innovative, and accessible solutions that facilitate learning and growth for everyone.
- Provides opportunities for all to have essential tools they need for their learning journey.

## PRICE (SRP):

**Avid Products AE-35  
On-Ear Headphones**

\$10.95

**Avid Products AE-36  
On-Ear Headphones  
with Boom Mic**

\$13.95

**Avid Products AE-55  
Headset**

\$15.95



# AVID<sup>®</sup>

**Innovative audio solutions for every step of the learning journey. AVID product solutions are designed with the life-long learner in mind.**





# ADESSO®

Adesso designs and manufactures computer peripherals and mobile accessories, including keyboards, mice, webcams, headsets, speakers, and more.

## AGES: K-12

Elementary School & Above

## STEAM BENEFITS:

- Provides Esports essentials for students and gamers to be immersed in their experience while training in today's professional environment.
- Connects and expands collaboration in classrooms by bringing reliable sound, picture, comfort, and style.
- Easy-to-use, budget-friendly solutions to fit into all classroom needs.

## PRICE (SRP):

**Adesso Wireless Mini Mouse**  
\$14.99

**Adesso Antimicrobial Wireless Desktop Keyboard & Mouse**  
\$29.99

**Adesso 1080P HD USB Webcam with Built-in Microphone**  
\$49.99

## AGES: 4+

Elementary School & Above

## STEAM BENEFITS:

- Removes the intimidation of playing a new instrument, making it easy for anyone to create songs and focuses on the fun sides of music expression.
- Artiphon Connect App features multiple upgrades, including a colorful visualizer, hundreds of new sounds, and the ability to create your own instruments.
- Promotes creativity and imagination in children of all ages.

## PRICE (SRP):

**Orba 2**  
\$149.99

**Chorda Portable**  
\$249.99



# ARTIPHON

**Artiphon is a consumer electronics company designing adaptive instruments to empower musical creativity. Play any instrument, style, and sound with a single device that connects directly to a smartphone, tablet, or computer.**





**TWT Audio is a developer of high-quality, value-driven headphones and headsets. They are a budget-friendly audio solution created by educators for education and Esports.**

## **AGES: K-12**

Elementary School & Above

## **STEAM BENEFITS:**

- Designed by educators, headphones are built with durability, comfort, and outstanding sound quality.
- Built for safe long listening sessions, headsets reduce listening fatigue so students can focus with lasting comfort and minimal distractions.
- Headsets and headphones for a variety of uses including listening to or creating music, animation voiceovers, collaborative audio projects and more.

## **PRICE (SRP):**

**TWT Audio TW50 LITE Headphone**

\$11.99

**TWT Audio TW210 DURO Headset**

\$31.99

**TWT Audio TW200 DURO Headphone**

\$22.99

## AGES: 14+

High School & Above

## STEAM BENEFITS:

- Take notes like a regular pen and paper, and directly have them appear on the Neo Studio app.
- Make edits or color changes to organize and personalize individual's work, while making it easy to search through notes.
- Optimizes time and convenience of students and teachers in the classroom and can be shared quickly with just one touch.

## PRICE (SRP):

**Smart Class Kit**

\$99.00

**Smartpen M1+**

\$129.00

**Smartpen N2**

\$149.00



# NEO SMARTPEN

NeoLAB technology can digitize any surface. Their devices allow writings to be digitized with various interactions, providing a solution that allows students to focus and study effectively.



# COLLABORATION

*(collaboration furniture / software /  
organizational storage)*

Collaborative solutions allow students to work together towards a common goal and help each other learn concepts through peer-to-peer interaction.





# IPEVO

**IPEVO is a document camera company that designs simple, affordable, and powerful teaching tools that bring back precious time and resources to the classroom.**

## **AGES: All**

Students & Teachers

## **STEAM BENEFITS:**

- Enhances interactivity and collaboration in all learning environments.
- Use as an assistive teach tool for students with emotional/learning disabilities, sensory issues, low-vision, or students with ADHD.
- Display materials for group learning with auto-focus and zoom functions.

## **PRICE (SRP):**

**IPEVO V4K**

\$99.00

**IPEVO VOCAL**

\$169.00

**IPEVO TOTEM 120**

\$199.00

**IPEVO VZ-R**

\$239.00

**IPEVO TOTEM 180**

\$249.00

**IPEVO TOTEM 360**

\$599.00



## AGES: All

Students & Teachers

## STEAM BENEFITS:

- Supports small group learning when a resource hub is needed away from main learning space.
- Promotes peer-to-peer learning, helping to maximize student progress.
- Boost subject-based learning by storing resources in the trays underneath the workspace.

## PRICE (SRP):

**Gratnells MakerSpace Carts**

\$1,702.22



*Gratnells*

**Gratnells is the world's leading customizable cart and tray storage solutions for heavy educational use. Gratnells trays are perfect for storing STEAM items, makerspace items, games, classroom, library supplies, and more.**



# **SPECTRUM**

## **INDUSTRIES INC.**



**Spectrum Industries is the premier manufacturer of furnishing products designing furniture for esports arenas, social-distanced active learning, and classrooms.**

## **AGES: ALL**

Students & Teachers

## **STEAM BENEFITS:**

- Creates endless, comfortable, and inspiring spaces to maximize engagement.
- Customizable durable teaching spaces to promote student collaboration and interactive communication.
- Perfect for individual study or group discussion, and great solution to promote social distancing in common areas.

## **PRICE (SRP):**

### **Spectrum InVision Active Learning Pod System**

<b>Pedestal Riser</b>	<b>Table</b>	<b>Center Pedestal</b>
\$932.00	\$1,044.00	\$1,414.00

### **Spectrum BLENDER Furniture**

<b>Hexagon Ottoman</b>	<b>Trapezoid Ottoman</b>	<b>Wave Soft Seating G2</b>
\$1,616.00	\$1,640.00	\$1,976.00



## AGES: 5+

Elementary School & Above

## STEAM BENEFITS:

- Durable and sleek headphones are versatile and compatible with a wide variety of technologies.
- Personalize listening levels while increasing collaboration and communication with students.
- Locking carrying case to protect headphones and keep ready to use.

## PRICE (SRP):

**AudioMVP Bluetooth®-  
CD-FM Listening Center,  
6 Station**

**\$397.38**

**6 Person CD-MP3  
Listening Center with  
Deluxe Headphones**

**\$410.31**



**HB Hamilton  
Buhl®**

**Hamilton Buhl is a leader in the design and manufacturing of electronics and presentation equipment for education and industry-producing products that help achieve higher performance learning.**



**Anywhere Cart produces world-class secure charging carts and cabinets for Chromebooks, iPads, Kindle & Surface Pro Tablets, Laptops, and more devices for schools, keeping them ready to perform.**

## **AGES: All**

Students & Teachers

## **STEAM BENEFITS:**

- Designed to charge, secure, and transport Chromebooks, laptops, or tablets.
- Integrated cable management for organization, less mess, and easy set-up.
- Provides versatile, configurable, and durable designs by professionals.

## **PRICE (SRP):**

**Anywhere Cart AC-Lite**  
\$1,545.00

**Anywhere Cart AC-PLUS T**  
\$1,922.00

**Anywhere Cart AC-SLIM**  
\$2,318.00

**Anywhere Cart AC-LOCKER-24-RFID**  
\$4,029.00



## AGES: All

Students & Teachers

## STEAM BENEFITS:

- Fixed-focus feature to project real-time images of 3D objects, magazines, books, documents, and more.
- Software suite allows the user to control many features including video format, image and document file format, capture area, and even scanning of single or multiple pages and images.
- Connects teachers to students to help focus, engagement, and collaboration.

## PRICE (SRP):

**Adesso 4K Ultra HD  
Manual Focus Webcam**  
\$89.99

**Adesso 5 Megapixel  
Fixed-Focus Document  
Camera**  
\$149.99

**Adesso 8 Megapixel  
Fixed-Focus Document  
Camera**  
\$199.99

# ADESSO®

Adesso designs and manufactures computer peripherals and mobile accessories, including keyboards, webcams, headsets, and more for the classroom. Track and record documents and lessons with ease.



# PowerGistics

■ ■ ■ ■

PowerGistics designs and manufactures a range of highly innovative solutions devised to save valuable classroom space. PowerGistics storage and charging Towers are student-centered to save time, space, and money while effortlessly protecting teaching time.

## AGES: All

Students & Teachers

## STEAM BENEFITS:

- Perfect for 1:1 classrooms, student managed to give time back to teachers.
- Small vertical footprint to give space back to the classroom.
- Maintenance free cable management, providing quick device return and retrieval.

## PRICE (SRP):

**TABLETOWER8 USB**  
\$649.99

**Flex20 USB**  
\$1,947.99

**TABLETOWER8 USB  
LOCKING**  
\$799.99



## AGES:

Teachers + Professionals

## STEAM BENEFITS:

- Creates an agile classroom, where in-class and remote students are afforded the same access to quality audio, video, and content sharing.
- Eliminates wasted classroom time while improving student engagement.
- KLIK's screen sharing feature allows students to view and capture the shared content on their own device.

## PRICE (SRP):

**KLIKLink  
Video Sender  
(HDMI or USB-C)**  
\$249.00

**KLIKBoks HUB  
Wireless**  
\$999.00

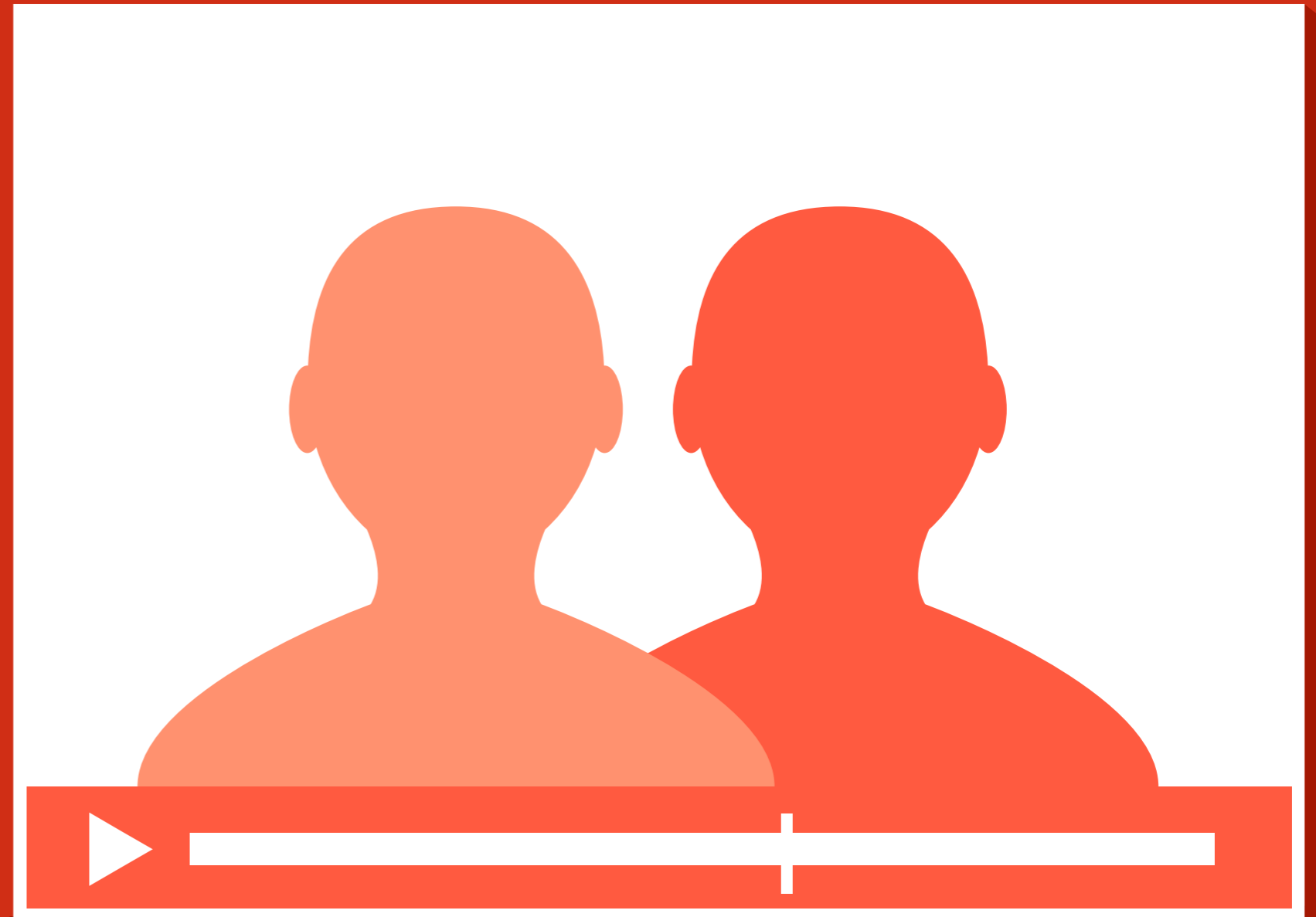


# KLIK

**KLIK is the hybrid collaboration platform that combines video conferencing, wireless screen sharing, live streaming and much more. KLIKBoks HUB brings a breakthrough suite of capabilities to any classroom, meeting room or any space where people meet to teach, learn, and collaborate.**

# CREATIVITY + CONTENT CREATION

Conceptualizing ideals helps learning become more engaging, relevant, and authentic. Students can learn how to create visual and audio aspects while learning how to edit.







# Wacom®

Wacom is the global leader in the pen display and tablet market, providing interactive pen displays, pen tablets, styli, and apps to equip and inspire students to make the world a more creative place.

## AGES: 13+

Middle & High School

## STEAM BENEFITS:

- Invites creativity and imagination by having limitless opportunity in digitally drawing, painting, edit images, take notes, or collaborating.
- All models come with bonus downloadable software, training, and access to ongoing fun and inspiring content.
- Helps both students and teachers adapt to their learning environment whether it is interactive teaching, classroom collaboration, or online tutoring.

## PRICE (SRP):

**Wacom One by Wacom**  
\$49.95

**Wacom Intuos Pro Pen & Touch Tablet**  
\$379.95

**Wacom Cintiq 22 Creative Pen Display**  
\$1,299.95

**Wacom Cintiq Pro 24**  
\$2,199.95

**Wacom Cintiq Pro 24 Touch**  
\$2,699.95

## AGES: 13+

Middle & High School

## STEAM BENEFITS:

- Easy to use and setup with no additional hardware.
- Record instructional videos while moving freely around that can be used later by students or for remote learning.
- Inspires student collaboration and creativity by making footage more interesting and dynamic.

## PRICE (SRP):

**Jigabot EX  
Extended Life**  
\$995.00

**Jigabot Bundles**  
\$1,083.95 - \$1,318.00



# JIGABOT®

With the Jigabot EX, capture and stream teachers or classes with an auto-tracking camera robot by using any device's camera to precisely follow a moving subject hands-free.





# piximakey

education

Get started with stop motion animation and join the play revolution. Piximakey turns tablets or smartphones into a movie set, featuring different stands, backdrops, and modeling clay.

## AGES: 3+

Elementary School

## STEAM BENEFITS:

- Engages students in both the physical and digital world while having limitless creativity in stop motion animation.
- The free Piximakey app is a digital toolkit, which combines images, motion, and sound. Everything is designed in cooperation with educators, and teachers.
- No matter the subject, animation can be used as a tool for communication, creativity, and cooperation.

## PRICE (SRP):

**Piximakey Stop Motion Studio Education Edition**

\$195.95



## AGES: 13+

Middle & High School

## STEAM BENEFITS:

- Provides the versatility, functionality, and unrivaled durability you need to produce high-quality, professional studio results.
- Giving students the opportunity to create digital material for classroom use helps students achieve a higher sense of empowerment, ownership, and purpose.
- Helps build valuable skills, increases opportunity to learn digital citizenship, and gain experience producing.

## PRICE (SRP):

**Production Media Production Studio Kits**

\$578.79 - \$2,015.35

**HamiltonBuhl Media Production Content Creation Tool Kits**

\$1,225.12 - \$1,399.95



**HB Hamilton  
Buhl®**

HamiltonBuhl is a leader in the design and manufacturing of electronics and presentation equipment for education. HamiltonBuhl media kits produces high quality podcasts and videos for work or school.





# iographer

The iOgrapher was invented to empower users to create better video with their iPhones and iPads. By adding microphones, lenses, lighting, and tripods, users have the power to create professional looking video content for education and much more.

**AGES: 13+**

Middle & High School

## **STEAM BENEFITS:**

- Enables students and creators by allowing them to create cinema-quality video with their iPhones and iPads.
- Inspires collaboration and creativity within students.
- Empowers hands on learning and creation by cultivating ideas through videos.

## **PRICE (SRP):**

**iOgrapher Coaches Bundles for iPad**

**\$188.93 - \$197.96**

## AGES:

Teachers + Professionals

## STEAM BENEFITS:

- Automatically tracks an educator in real time wearing a Marker as they walk around the classroom.
- Compact and compatible with most mobile devices, capturing high quality video and audio.
- Floor stand helps find unobstructed space in the room for smooth operation.

## PRICE (SRP):

**Swivl Cloud  
Pro Subscription**  
\$70.35

**Swivl CX1 Bundle**  
\$699.00

**Swivl Floor Stand**  
\$99.00



**Swivl builds audio and video coaching tools to help administrators move faster by communicating better. Their tools also help teachers provide students with engaging, low-prep ways to practice authentic speaking and listening skills.**



**3D PRINTING  
+ FABRICATION**

**MAKERSPACES  
+ MAKER KITS**

**PROFESSIONAL  
DEVELOPMENT**

**COLLABORATION**

**CURRICULUM**

**ROBOTICS + AI**

**DEVICES**

**CREATIVITY +  
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**VR / AR /  
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