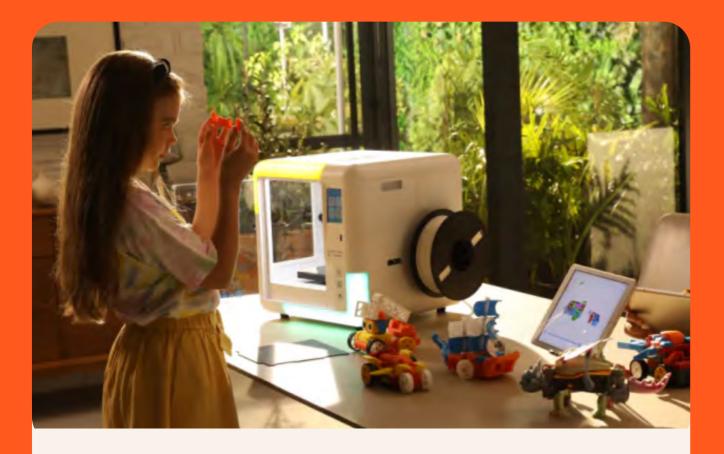
EDUCATION PRODUCTS TO MAKE A DIFFERENCE IN THE NEW YEAR

Products Plus | Winter 2024







Play to Create 15+ interactive 3D design games



Precision Printing Effortlessly command every detail



Kid-Friendly & Versatile App Intuitive, easy-to-use app across multiple devices



Toy Customizer Tool Customize models with a simple mini program

AOSEED

3D PRINTING MADE SIMPLE FOR KIDS

Empowering Kids to Design, Print, and Play.

The X-Maker and X-Maker Joy are safe and easy-to-use 3D printers for kids, with minimal setup and a library of readyto-print models. Ideal for introducing children ages 4-12 to the world of 3D printing, AOSEED makes 3D printing fun and accessible for young learners to explore their imagination and develop hands-on skills with their own toy creations.

AOSEED Learning Hub

AOSEED offers fundamentals of 3D modeling tutorials, creative projects, and safety guides, all designed to make learning fun and engaging.



Let Student Creativity FLOW



Versatile Flow supports both PLA and ABS 1.75mm filaments



Reduce Screentime

A hands-on, screen-free way to bring ideas to life



Plug-and-Play Compatibility

User-friendly design with no software or hardware set-up

Easy as 1-2-3D

With the new 3Doodler Flow, students can let their imaginations flow freely and bring their ideas to life with the push of a button. For the first time, you can use spools of 1.75mm filament you already have on hand in a 3Doodler 3D pen. Use the Flow independently or alongside your 3D printer to prototype, design, personalize, and learn in a whole new dimension.



Perfect for Ages 14+

Promotes independent and collaborative learning, creative thought and problem solving, self-expression, and focus

Curriculum & Guides

Hundreds of hours of available curriculum and an interactive activity guide with tips & tricks

cricut.

Powerful "Design & Make" Platform for Schools





Venture Educator Makerspace School Bundle



Maker 3 Educator Bundle

These bundles are perfect for:

K-12 Classrooms

- Create inspiring learning
 <u>spaces and lessons</u>
- Promote creative expression and hands-on learning
- Support STEAM education

Media Centers & Makerspaces

- Create accurate patterns and precise cuts
- Cut a wide range of materials
- Promote design instruction and collaboration

Club Sponsors & Coaches

- Promote school spirit
- Create personalized awards and certificates
- Showcase student-created designs and themes

Fundraising & PTO Supporters

- Personalized faculty and staff gifts
- Show appreciation for donors, volunteers, and alumni
- Create fundraising items

Robot Education

Using Robots to Empower Learning

From early learning to higher education, iRobot's Root® coding robots use creative, real-world problems to make learning to code magical while exploring the fundamentals of robotics. Designed to grow with students, Root uses hands-on experiences to encourage student engagement and gives teachers back classroom time with curated STEAM content.

iRobot Coding App

Pair Root® robots with coding app through Bluetooth to watch projects come to life.

Seamlessly Switch Coding Learning Levels

An auto-level converter instantly translates code across 3 different Learning Levels to help students adapt.

Learning Library

Hundreds of hours of STEAM standards aligned curriculum, free activities, and premium content.

Taking Code to the Next Level

Bring coding to life though art, lights, music, and hands-on activities.

Expand Root's Potential

Additional accessories and attachments available to expand Root's learning capabilities.

FALL WEBINAR SERIES RECAP

EdTech Leaders' Insights: How to Engage Students

Missed our fall webinar series or want to share them with educational customers?



Introduction and Updates from Makey Makey



Essential Maker Technology in Education: Cricut for Schools



Emerging Considerations for Esports Environments with Spectrum

HOW TO MINIMIZE TEACHER BURNOUT

Burnout occurs because of sustained stress that never subsides. This is due to prolonged periods of intensity and excessive demands on energy, strength, and resources. Avoiding burnout, especially as a teacher, is crucial for maintaining your well-being and providing the best education to your students.

More and more teachers are experiencing fatigue, mental exhaustion, and even apathy for their work. That's why it's more important than ever to develop healthy habits — inside and outside the classroom. Exhaustion, job detachment, and reduced performance are only a few signs of having burnout. There's no definitive answer to avoid burnout, only how to minimize its effects. Understanding the signs of burnout and taking proactive measures can help decrease pressure on teachers.

Here are a few ways to minimize burnout throughout the school year:

CONT

TIME MANAGEMENT

Time management can come in many forms. From managing workloads and prioritizing tasks to lesson planning and personal activities, there's a lot for teachers to juggle. Implementing a structured schedule can significantly enhance productivity and prevent burnout. Embrace tools like calendars, to-do lists, and time-tracking apps to stay organized. These tools can help manage time and energy. Be sure to not overcommit and be realistic with what you can accomplish. Teachers can also save time with educational STEAM products that have built in standard curriculum.

PRACTICE SELF-CARE

Everyone should prioritize self-care, especially teachers. This means setting aside dedicated time for activities that promote physical, mental, and emotional health. Engaging in regular exercise, getting enough restful sleep, and maintaining a balanced diet are foundational. Taking time for your own hobbies and interests helps reduce stress and tension you hold throughout the day. Make sure to prioritize breaks throughout the day as well.

TALK TO COLLEAGUES

No one understands your frustrations and challenges better than your colleagues. Communicating with your peers is one of the best ways you can prevent burnout because they can offer the best support. Peer support can come in many different forms – from talking through stressful situations, to helping set up something in the classroom, having someone to listen to you can help relieve tension and have a clear mind.

RESOURCES:

educationsupport.org.uk

pointloma.edu pce.sandiego.ed

SAY NO SOMETIMES

It is okay to say you can't do something, whether it's due to limited time, or an already huge to-do list. Sometimes you just have to say "sorry, I can't do that". Learning to say no can have a bit of a learning curve at first, but you and others need to respect your time and workload that you're already carrying throughout the year. Consider the impact having another task added to your to-do list and respond accordingly, making sure you consider your time and wellbeing first.

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TEACH STUDENTS INVENTION LITERACY

INVENTION KIT FOR THE 21ST CENTURY

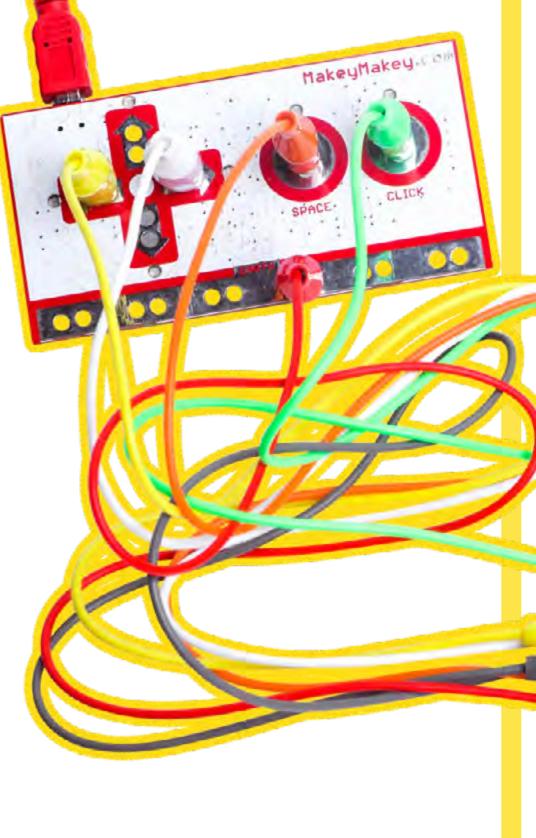
Makey Makey[®] is designed to establish limitless possibilities for creative learning through hands-on exploration. Perfect for makerspaces and classrooms, Makey Makey teaches students how to turn objects like bananas into touch pads and computer keys, combining the world of everyday objects with the digital.

As an award-winning STEAM learning tool, Makey Makey helps educators teach Coding, Computer Science, Collaborative Problem Solving, Invention Literacy, Design Thinking, and more.

- No coding experience or software installation required
- Engages a diversity of learning styles
- Constantly updated FREE activities, lesson plans, and curriculum
- Easy and quick set-up with activity guides
- Perfect for ages 8 and up

collaboration

- Works for individual students or group





Tale-Bot Pro

- Age-appropriate for 3+, preschoolers
- Teaches commands, sequences, loops, and other basic coding concepts through buttons
- Smart interactive technology with voice command
- 10 cross-curricular interactive maps available
- Multiple accessories for new abilities

Coding Set

- Entry level hands-on coding perfect for ages 5+
- Screenless and words free coding with simple directional symbols
- Coding made easy and fun through game-based learning
- Cross-curricular compatibility to promote literacy, math, science, and engineering
- 3 challenge booklets for easy to advance coding

MT3 Digital Microscope

- Recommended for ages 11-14, in middle school
- Helps students learn the structure and function of cells
- 3 objective lenses to easily switch magnification
- Optical total magnification: 40X, 100X, 400X
- Comes with USB-C and HDTV cables to connect to computers or TVs
- High definition photos and videos
- 7-inch large foldable screen for all-round observation

matata studio



Innovative STEAM Solutions for Young Learners

MatataStudio provides STEAM education solutions for children of all ages with technological tools that meet the cognitive development level of students. Command and learn coding at a young age in a screen-free environment while telling stories through interactive maps, or engage and explore science in the early stages of biological research.



LEVEL UP YOUR ESPORTS GAMEPLAY

With Spectrum's innovative line of gaming furniture, equip students with the tools to take schools' Esports programs to the next level. Engineered to enhance gameplay, engagement, and preformance, Spectrum provides students the edge to sustain hours of play and evolve their game.

Esports furniture benefits:

- Customize Esports spaces with advanced color and designs
- Design collaborative or independent gaming spaces
- Provides comfort and support while maintaining cable management
- Enhances and improves performance and gameplay experience
- World class cable management
- Custom branding options for teams



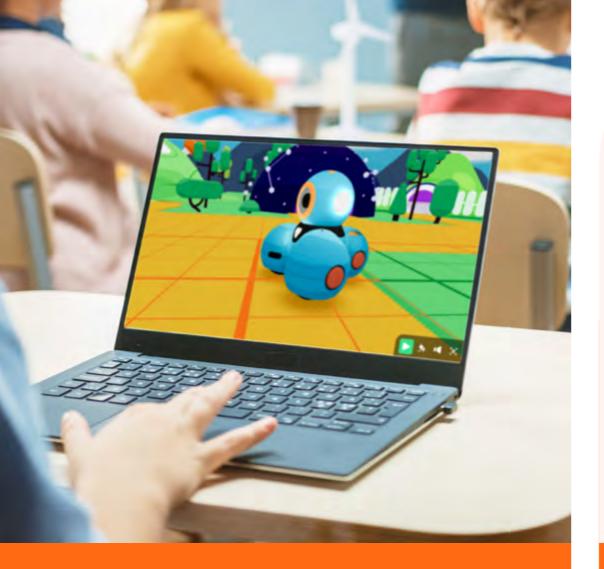
Genova 2.0 Gaming Chair



Console Gaming Hub



GG Gaming Desk



workshop

Make Wonder: A Comprehensive Teaching Solution

Teacher Dashboard

Easily assign lesson plans, track student progress, and receive alerts to help classroom efficiency

Curriculum & Lessons

Hundreds of hours of crosscurricular lesson plans, pre-built curriculum, and step-by-step instructions for grades K-8

Transition from Block-Based Coding to JavaScript

No coding experience required. Students learn coding basics before transitioning to textbased programming

Virtual Dash Robot

Utilize virtual reality for a 1:1 personalized student learning experience

Get access to standards-aligned curriculum for grades K-8 in coding and robotics. The Make Wonder platform includes everything teachers need to deliver challenging coding lessons like a pro, even if it's their first time. With ready-made lessons and guided challenges, take students on a journey through coding levels while the detailed teacher dashboard lets educators track daily progress and receive alerts if a student needs extra support.