# STEAM

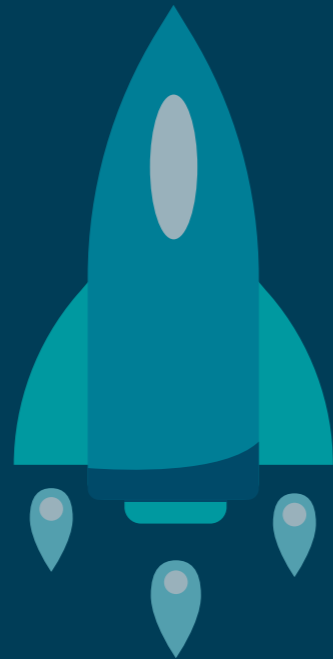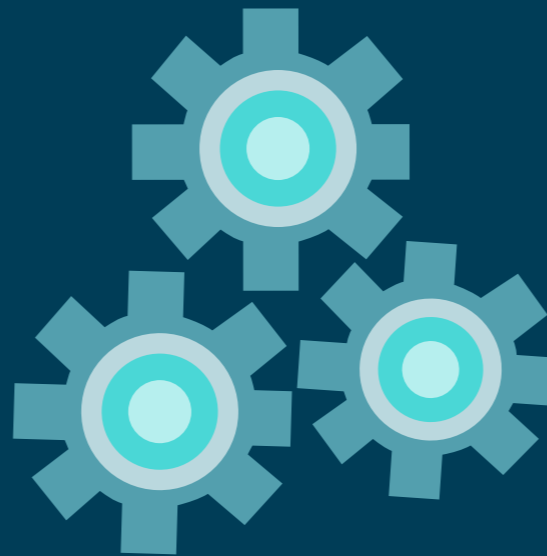**SCIENCE**   **TECHNOLOGY**   **ENGINEERING**   **ARTS**   **MATHEMATICS**

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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
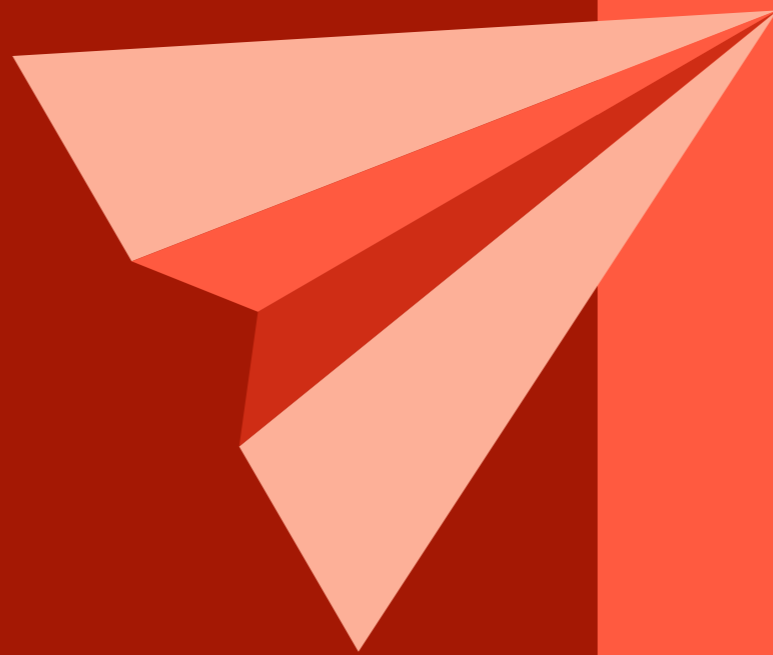
## INFLUENCERS

**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**

# BENEFITS OF STEAM EDUCATION
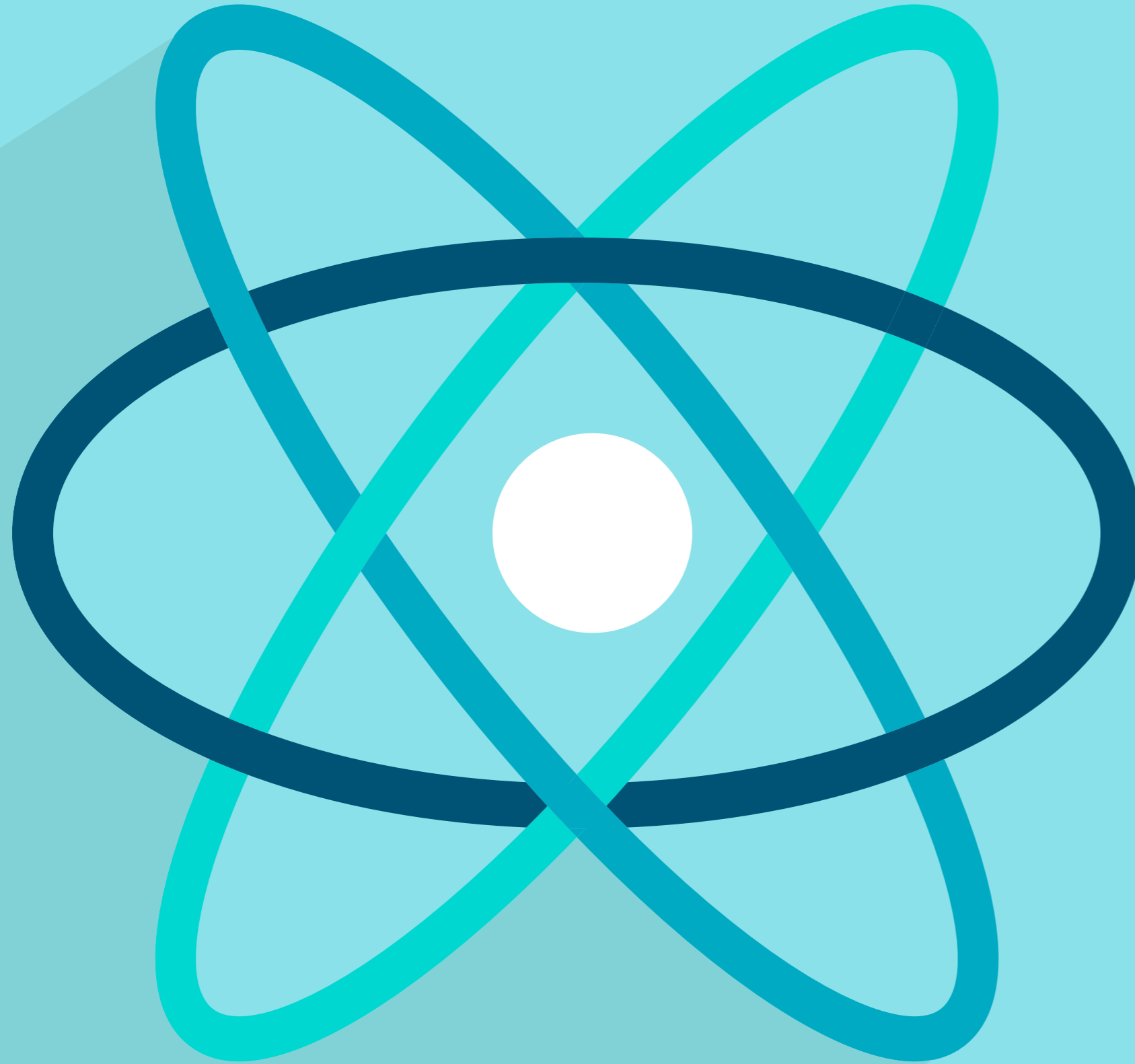
# 3D PRINTING + FABRICATION

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.

## 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):

**Plus**
$4,495.00

**Pro**
$5,999.00

**glowforge®**

**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.**

**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 FLOW** 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):

**Start+ Essential Pen Set**
$49.99

**Start+ Eco-Plastic Filament**
$11.99

**FLOW Essentials Pen Set**
$79.99

**FLOW Essentials Pen Set**
$79.99

**CHEF Pen Set**
$99.99

**CHEF Pen Refills**
$14.99

# 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):

**F1 Ultra Laser Engraver**
$3,999.00

**P2S 55W CO2 Laser Engraver**
$4,299.00

**M1 Ultra 20W Premium Craft Machine**
$1,899.99

# 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.**

**MAYKU**

**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):

**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, and cardstock.

## PRICE (SRP):

**Joy Xtra Smart Cutting Machine**
$199.00

**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.**

**Unleash students' inner designers with AOSEED, a kid-friendly 3D printer to fuel young minds with hands-on learning and fun. With the X-maker, students can design, customize, and print their own toys, fostering creativity and turning playtime into creation time.**

## AGES: 4+

**X-Maker JOY** Elementary School
**X-Maker** Middle School

## STEAM BENEFITS:

- Over 1500+ original designer models to help inspire students, ensuring fresh inspiration and endless customization.
- Plug-and-play compatibility with a kid-friendly app, creating a seamless, safe, and easy experience for teachers and students.
- Learning center with gameplay, courses, instructions, and manuals to take beginner basics to advanced techniques.

## PRICE (SRP):

| Joy | X-Maker |
|---|---|
| $219.00 | $369.00 |

# AGES:  K+

Elementary School

## STEAM BENEFITS:

- Students are given an opportunity to let their imagination shine using 3D technology to bring ideas to life.
- Courses include curriculum & LMS Access, Equipment Kits, and Student Connection Materials.
- Hands-on learning experience to teach students 3D printing tools, software, and Tinkercad.

## PRICE (SRP):

**Equipment Bundle & Tech Support Grades K-2**
$1,995.00

**Equipment Bundle & Tech Support Grades 3-12**
$1,995.00



**NextWaveSTEM is a turn-key STEM solution that engages, excites, and inspires students through hands-on STEM experiences using emerging technologies. Equip students with 3D printing courses that span initial introductions with young students to advance engineering and design skills.**

# 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.
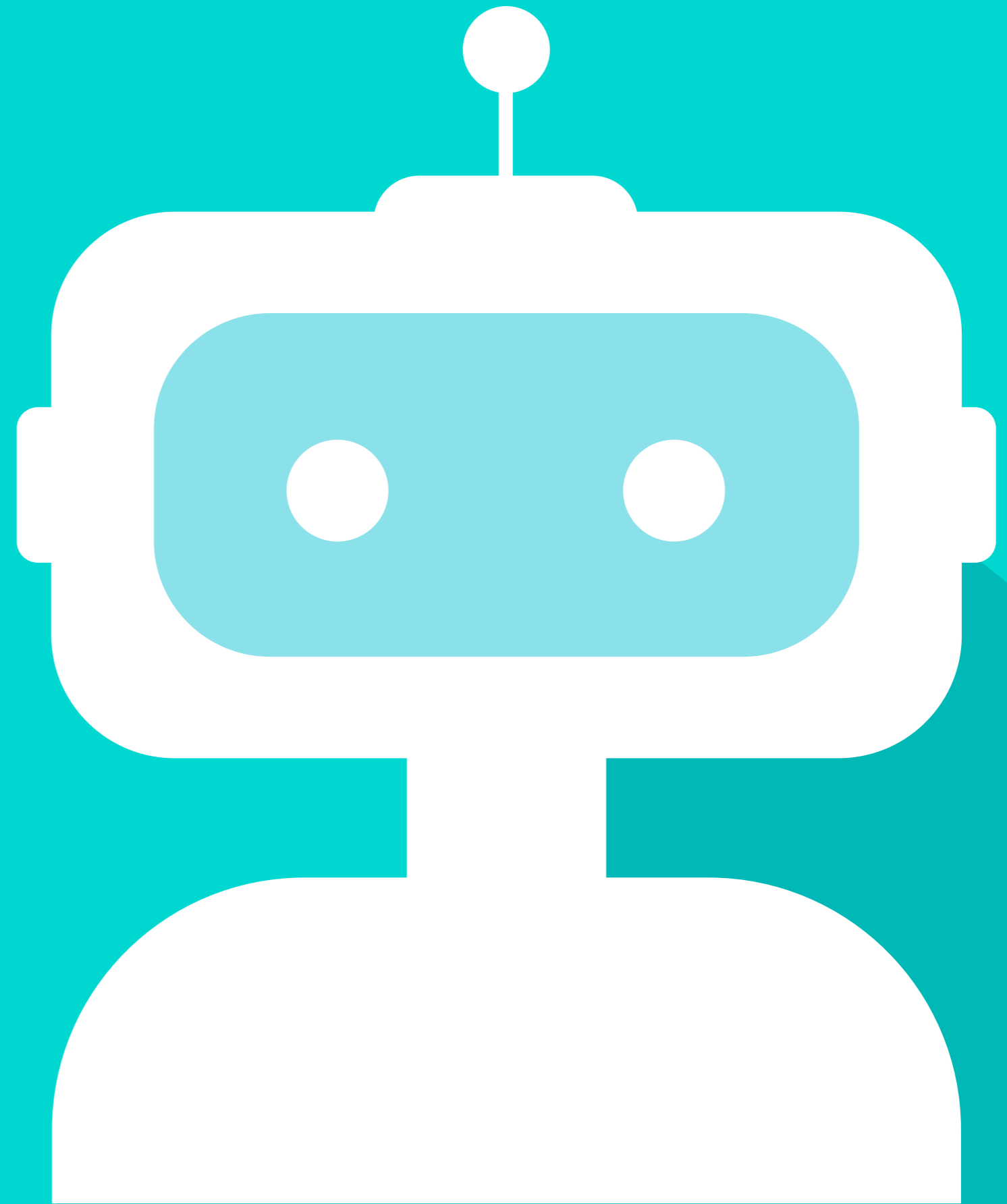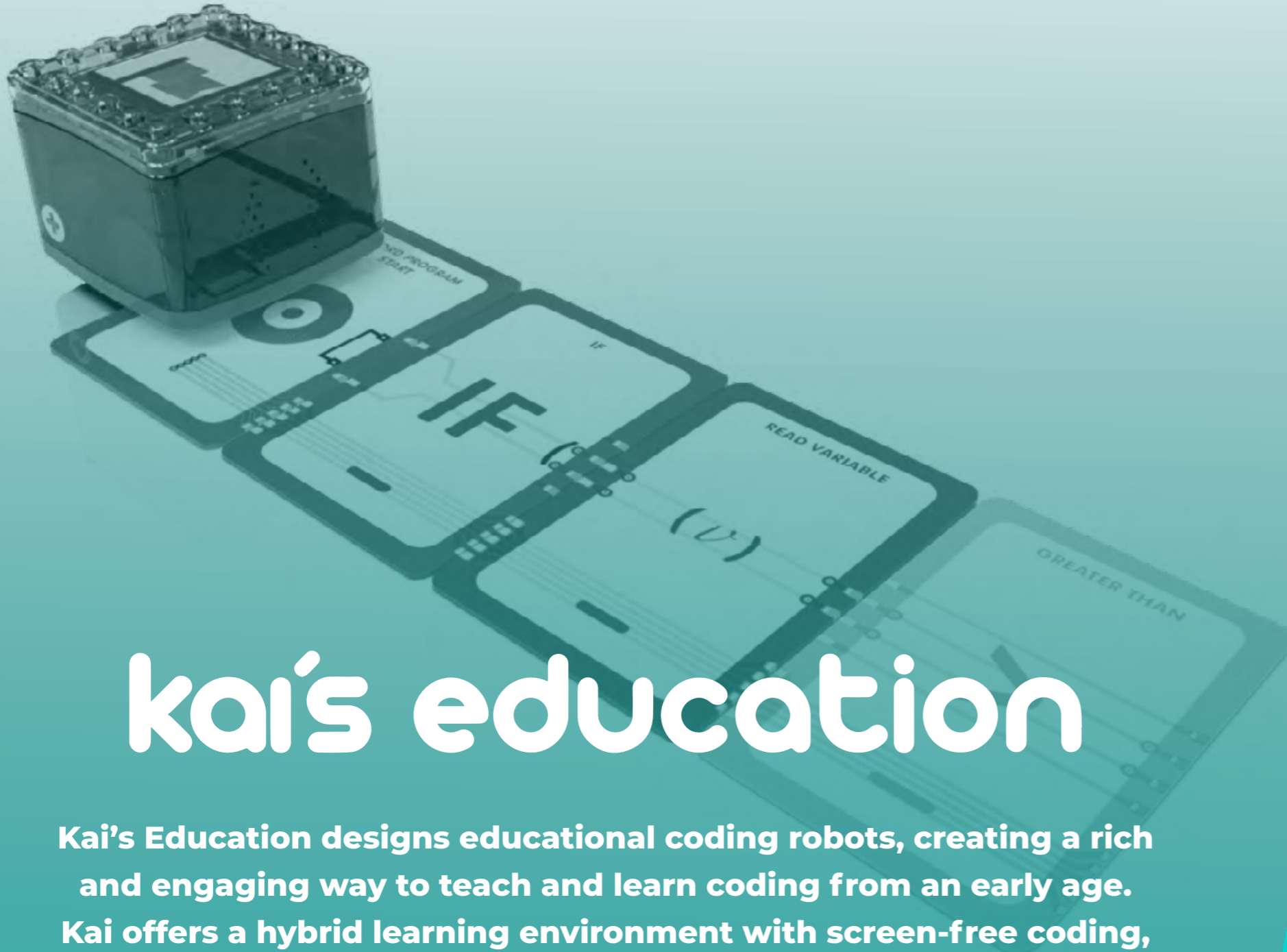
# kai's education

**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 programming, 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 Intro Pack**
$190.00

**Kai's Clan Start Pack (4)**
$995.00

## 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**          **RoboMaster EP Core**
$669.00                     $899.99
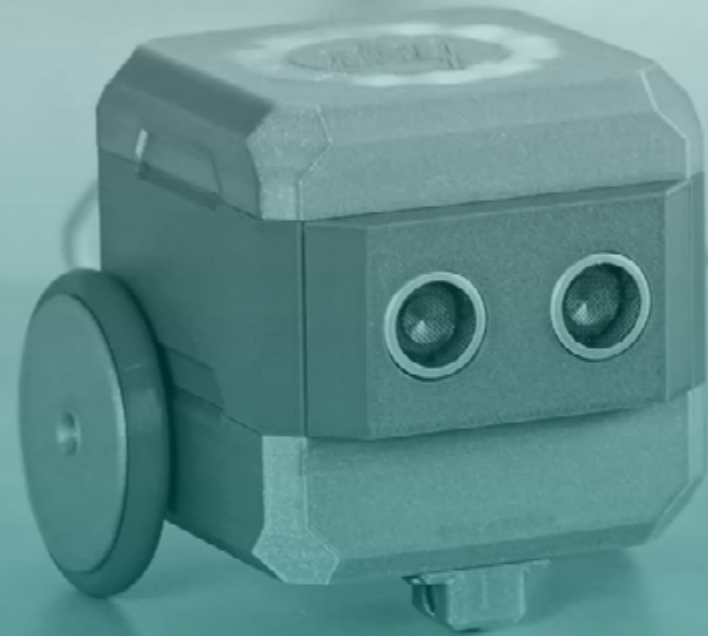
**DJI makes drones for aerial photography and videography. They also manufacture the RoboMaster to take learning to the next level and enhance coding and programming skills.**

# AGES: 8+

Middle School

## STEAM BENEFITS:

- Teacher-developed STEAM resources with lesson plans, activities, and programs.
- 3 programming modes that adapt with learning, going from a controller app to block-based programing to Python or C++.
- Boost functionality and expand learning with additional accessories to adapt Otto to its surroundings.

## PRICE (SRP):

**Otto Interactive Builder Kit**
$39.90

**Otto Starter Creator Kit**
$129.95

**Otto Emote Builder Kit**
$74.90

**Otto Starter Builder Kit**
$149.95

## Robots

**Otto is the first modular robot with simple coding. Take students through 3D printing, building, and programming to build and understand the basics of electronics, engineering, and coding.**

## AGES: 4+

Elementary School

## STEAM BENEFITS:

- Fast and easy way to build robots with a bunch of smaller robots, growing more challenging and complex as students grow.
- Free standards-aligned lesson plans, printable activity cards, online professional development, and more.
- Designed to help students build problem-solving and cognitive skills with hands-on and screenless learning.

## PRICE (SRP):
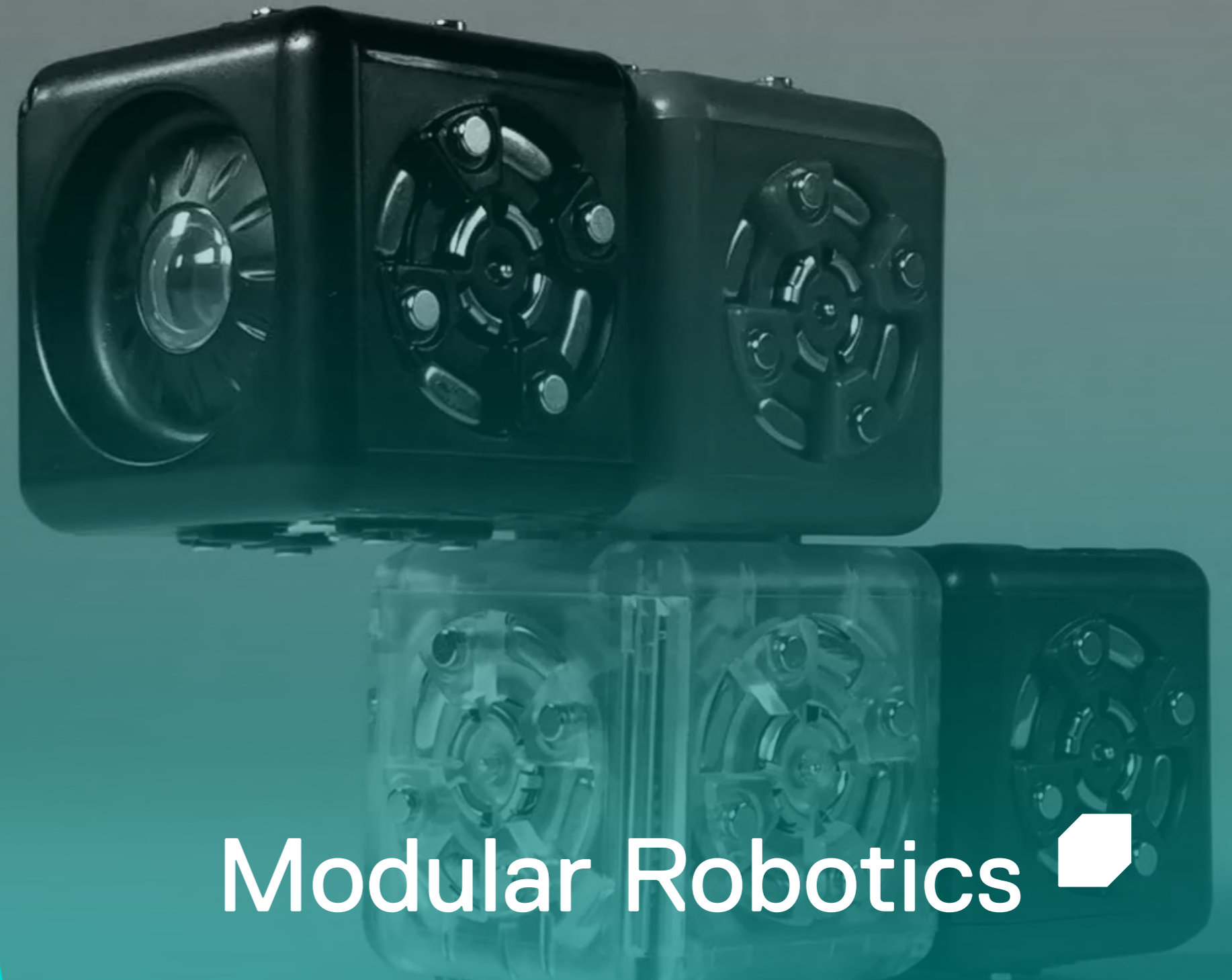
**Bluetooth Hat**
$43.00

**Clever Constructors Pack**
$2,899.00

**Motivated Makers Pack**
$2,029.00

**Intrepid Inventors Pack**
$5,779.00

# Modular Robotics

**With Modular Robotics, combine 17 unique kinds of Cubelets in different ways to create countless robot constructions to teach important skills like engineering, collaboration, computational thinking, and more.**

## 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** | **Codey Rocky** |
|---|---|
| $89.99 | $129.99 |
| **Ranger** | **Ultimate 2.0** |
| $169.99 | $399.99 |

# 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: **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):

**Magician Robot Arm**
$1,690.00



**Dobot is the leading manufacturer of collaborative robots that are user-friendly with great preformance. 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 | Dash Wonder Pack |
|---|---|
| $179.99 | $269.99 |

# AGES: 9+

Middle & High School

## STEAM BENEFITS:

- Complete Computer Science curriculum to teach real-world Python coding skills.
- Step-by-step guided lessons in CodeSpace to learn the fundamentals of coding.
- Perfect introduction to Python, starting with basic concepts such as sensors, displays, LEDs, and more.

## PRICE (SRP):

**CodeX with Python Kit**
$199.00

**CodeBot with Python Kit**
$199.00

**Mission Pack: Lift-Off! Peripherals Kit**
$199.00

**CodeAIR Fly with Python Kit**
$299.00

# FIRIA LABS

**Firia Labs creates innovative Robotics and STEAM-based kits integrated with educational software and curricula. Firia Labs was born out of the passion and commitment to ensure that all students have access to real world computer programming learning opportunities.**

# 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

# 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:  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 Edison strives to make electronics, engineering, robotics, and programming accessible to as many people as possible. The Edison Robot also has Lego® compatibility.**

# iRobot™ 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+

Elementary & Middle School

## 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):

**Root Robot**
$249.99

**Root rt1 Classroom Pack**
$1,499.00

# 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+

Elementary & Middle School

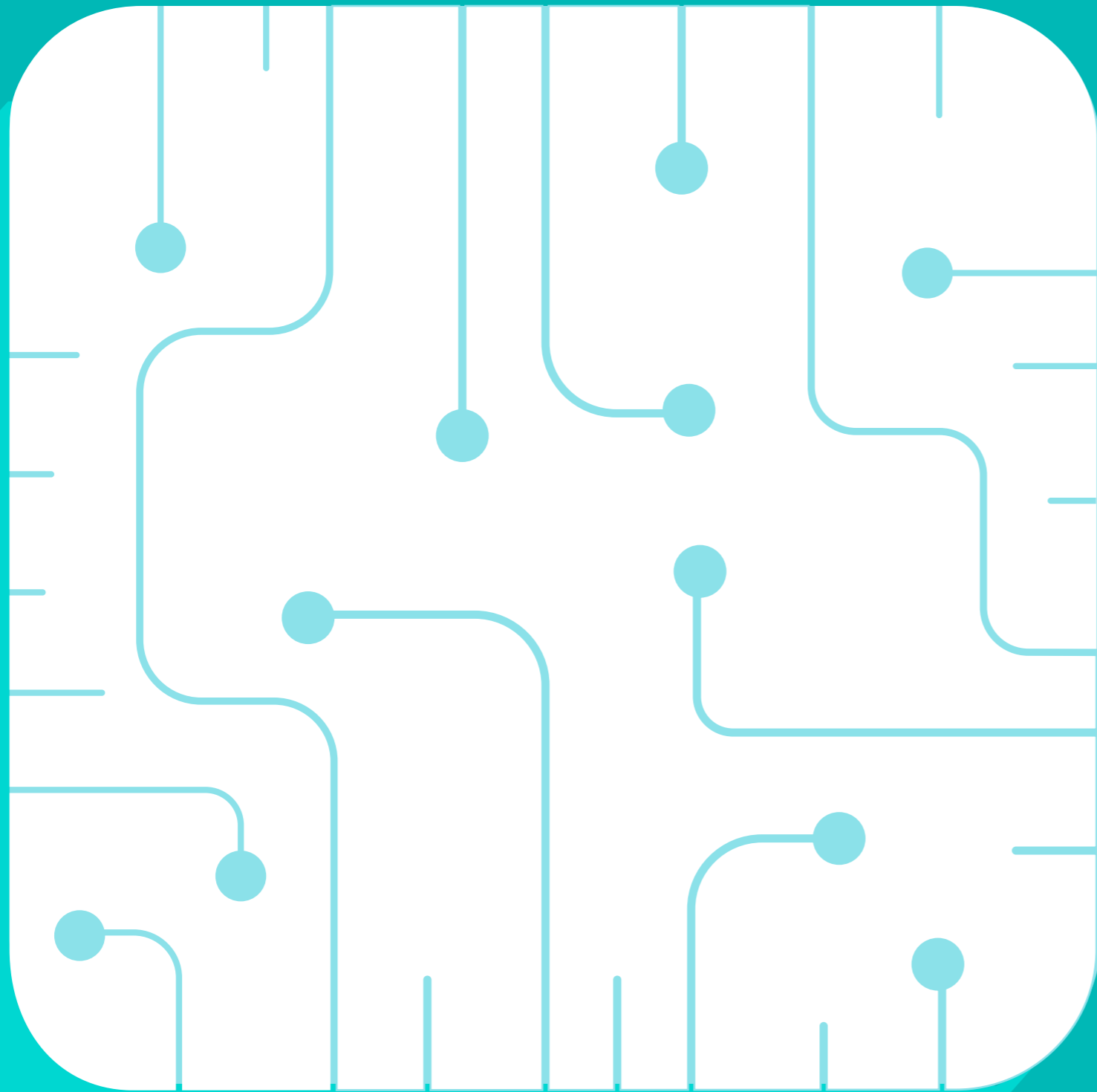## STEAM BENEFITS:

- 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):

**Root rt0 Coding Robot**
$129.99

**Root rt1 Coding Robot Classroom Pack**
$1,499.00

**Root rt1 Coding Robot**
$249.99

## AGES: 4+

Elementary School

## STEAM BENEFITS:

- Fast and easy way to build robots with a bunch of smaller robots, growing more challenging and complex as students grow.

- Free Cubelets apps help change how any Cubelet behaves with data logger, personality swap, blocky coding, and C coding to become more challenging.

- Free standards-aligned lesson plans, printable activity cards, online professional development, and more.

## PRICE (SRP):
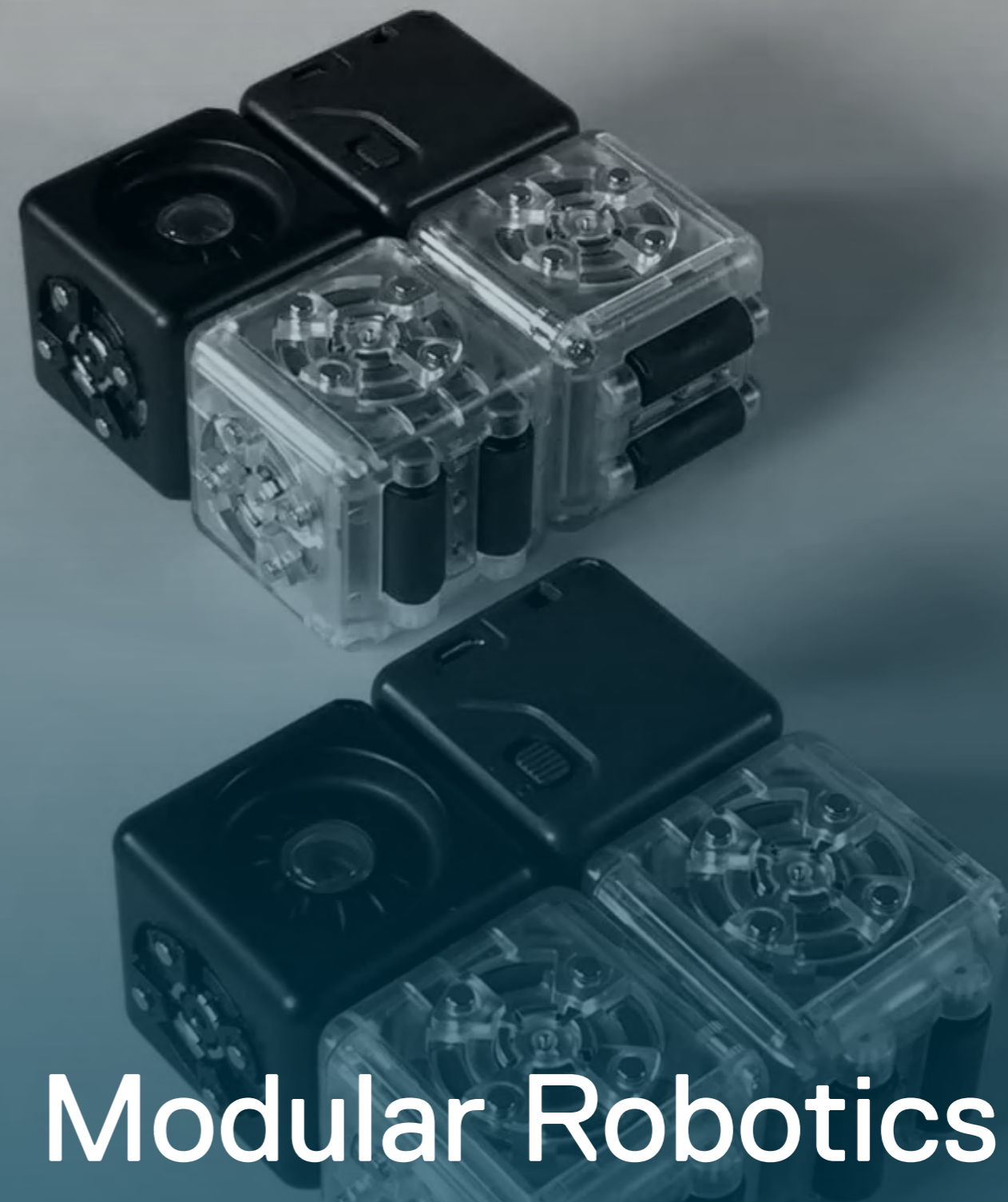
**Bluetooth Hat**
$43.00

**Clever Constructors Pack**
$2,899.00

**Motivated Makers Pack**
$2,029.00

**Intrepid Inventors Pack**
$5,779.00

# Modular Robotics

**Expand Modular Robotics Cubelets® with a Bluetooth Hat to teach young students progressive coding by learning data values, swapping personalities, and coding new behaviors.**

# hp Robots

**Otto is the first modular robot with simple coding and equipped educational tools to help develop students' STEAM skills in 4 simple steps.**

## AGES: 8+

Middle School

## STEAM BENEFITS:

- Teacher-developed STEAM resources with lesson plans, activities, and curriculum.
- 3 programming modes that adapt with learners from a controller app to block-based programing to Python or C++.
- Helps students to learn problem-solving skills, design skills, engineering skills, and programming skills.

## PRICE (SRP):

**Otto Starter Creator Kit**

$129.95

**Otto Starter Builder Kit**

$149.95

THE DOUGLAS STEWART CO

## AGES: 8+

Middle & High School

## STEAM BENEFITS:

- Progressive coding from Blockly to Raspberry Pi.
- Standards-aligned resources with lesson plans, assessments, hand-outs, and more.
- Engaging self-guided missions and tutorials with multiple ways to extend the Piper experience.

## PRICE (SRP):

**Make Walker**
$69.00

**Make Base Station**
$99.00

**Make Rover**
$69.00

**Computer Kit V4B**
$399.00

# PIPER

**Piper blends physical building with virtual play to inspire the inventors of tomorrow. Students learn coding, engineering, and computational thinking while developing skills to be confident and solve problems with technology.**

# 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.**

## 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

## AGES: 3+

Pre-school

## 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):

**Cubetto Direction Blocks**
$29.90

**Cubetto Wooden Robot**
$229.00

**Cubetto Logic Blocks**
$29.90

# 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 that helps children take their first steps into the world of coding.**

THE DOUGLAS STEWART Co

# 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, Blocky, 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 engaged.

## PRICE (SRP):

**KaiBot Intro Pack**
$155.50

**KaiBot Class 10 Pack**
$1,738.24

**KaiBot Class 5 Pack**
$1,070.84

## AGES: **3+**

**Coding Set: Elementary+**
**Tale-Bot Pro: Pre-school**
**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**          **Coding Set**
$89.90                                      $169.90

**VinciBot**
$99.90

# matata studio
## from matatalab

**Matata Studio 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.**

## AGES: 5+

Kindergarten+

## STEAM BENEFITS:

- These LEGO® compatible and easily expandable educational robots are clean, safe, reusable, 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

**HamiltonBuhl 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: 9+

Middle & High School

## STEAM BENEFITS:

- Complete Computer Science curriculum to teach real-world Python coding skills.
- Empowers learners with professional debugging tools.
- Features engaging projects that inspire mastery in both physical and virtual environments.

## PRICE (SRP):

**CodeX with Python Kit**
$199.00

**CodeBot with Python Kit**
$199.00

**Mission Pack: Lift-Off! Peripherals Kit**
$199.00

**CodeAIR Fly with Python Kit**
$299.00

# FIRIA LABS

Firia Labs makes robotics and STEAM-based kits with educational software and tools that teach Python coding. They are focused on providing products, training, and curriculum for educators and students of computer science.

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**NextWaveSTEM**

**NextWaveSTEM is a turn-key STEM solution that engages, excites, and inspires students through hands-on STEM experiences using emerging technologies. With NextWaveSTEM coding curriculum, students can build and program robots with various tasks and challenges.**

## AGES: K+

Elementary School

## STEAM BENEFITS:

- Students are introduced to robots, learning how to complete algorithms, how to give and follow directions, read maps, and how to apply them to real-world scenarios.

- All-In-One STEM curriculum, equipment, and professional development make it easy to excite and inspire students through hands-on STEM experiences.

- Students can play around and discover functions and activities around robotics, learning that it's not only about programming, but also designing, construction, and operation.
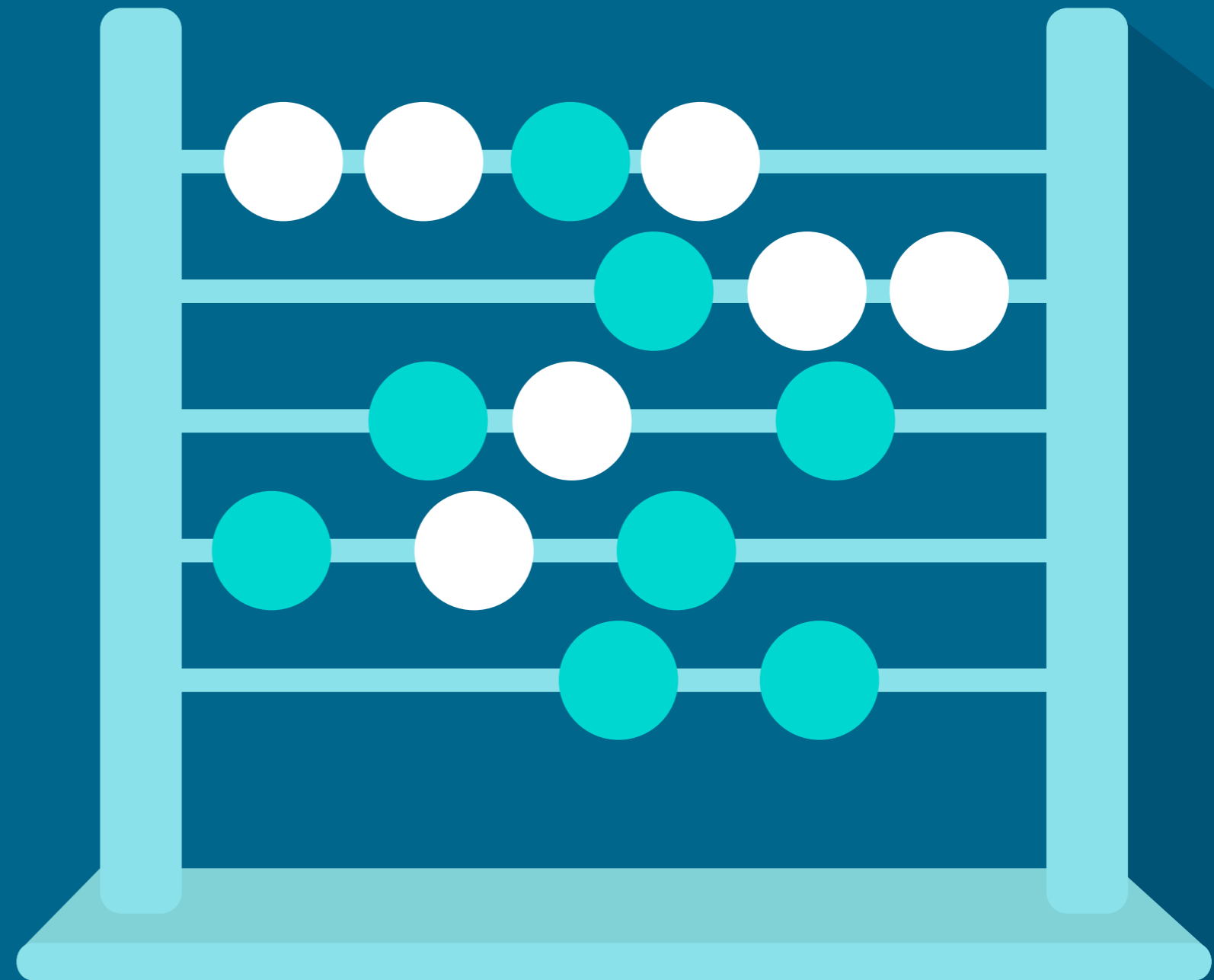
## PRICE (SRP):

**Equipment Bundle & Tech Support | Grades K-2 Code and Go Robot**
$1,995.00

# 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.

# AGES: 8+

Middle & High School

## STEAM BENEFITS:

- Progressive coding from Blockly to Raspberry Pi.
- Standards-aligned resources with lesson plans, assessments, hand-outs, and more.
- Engaging self-guided missions and tutorials with multiple ways to extend the Piper experience.

## PRICE (SRP):

**Make Rover**
$69.00

**Computer Kit V4B**
$399.00

**Make Base Station**
$99.00

# PIPER

Explore hands-on learning with Piper's blend of physical building and virtual storytelling to inspire the next generation of innovators. With detailed blueprints, students have everything they need to construct computers to robots.

## 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):

**mBot-S Explorer Kits**
$89.00

**mBot Ranger Robot Kit**
$169.99

**mBot2**
$149.99

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

**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 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-model learning.

## PRICE (SRP):

**Classic EDU**
$49.95

**Backpack Bundle**
$44.45

**Code-a-Key Backpack**
$24.95

**Classroom Invention Literacy Kit**
$699.95

**Get Up + Go! Booster Kit**
$19.95

**Craft + Code Booster Kit**
$19.95



Makey Makey®

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

THE DOUGLAS STEWART CO

**makedo**®

**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):

| **STARTER** | **DISCOVER** |
|---|---|
| $9.00 | $45.00 |
| **EXPLORE** | **INVENT** |
| $22.50 | $170.00 |

THE DOUGLAS STEWART Co

## AGES: 4+

Elementary School

## STEAM BENEFITS:

- Fast and easy way to build robots with a bunch of smaller robots, growing more challenging and complex as students grow.

- Combines 17 unique kinds of Cubelets in different ways to create countless robot constructions without the need for a computer.

- Free standards-aligned lesson plans, printable activity cards, online professional development, and more.

## PRICE (SRP):

**Motivated Makers Pack**
$2,029.00

**Intrepid Inventors Pack**
$5,779.00

**Clever Constructors Pack**
$2,899.00
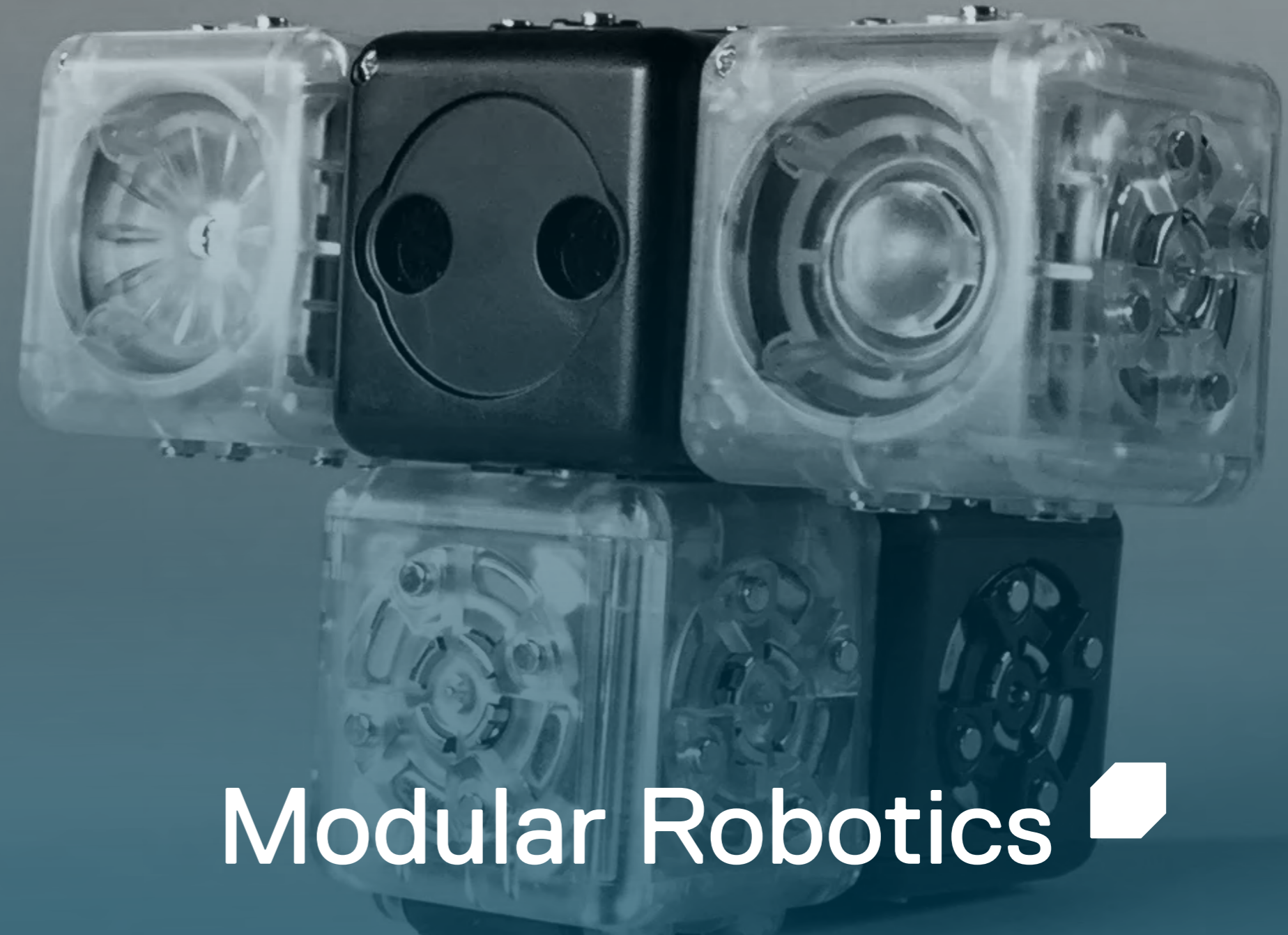
# Modular Robotics

**Modular Robotics Cubelets® are pre-programmed magnetic blocks that snap together to make an endless variety of robot constructions to teach young learners collaboration, engineering, design, and computational thinking skills.**

**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):

**Plugo STEM Wiz Pack**
$109.99

## 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):

**Basic Tool Set**
$26.99

**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.**

**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):

**Project Pack 1**
$139.00

**Mars Project Pack**
$168.00

**Project Pack 2**
$139.00

**Education Project Pack**
$286.00

**Python Project Pack**
$155.00

## 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 skills, productivity, innovation, and more.

## PRICE (SRP):

**Stop Motion Studio Education Edition**
$195.95

**Medium Classroom Bundle**
$1,690.00

**Small Classroom Bundle**
$1,390.00

**Large Classroom Bundle**
$2,199.00
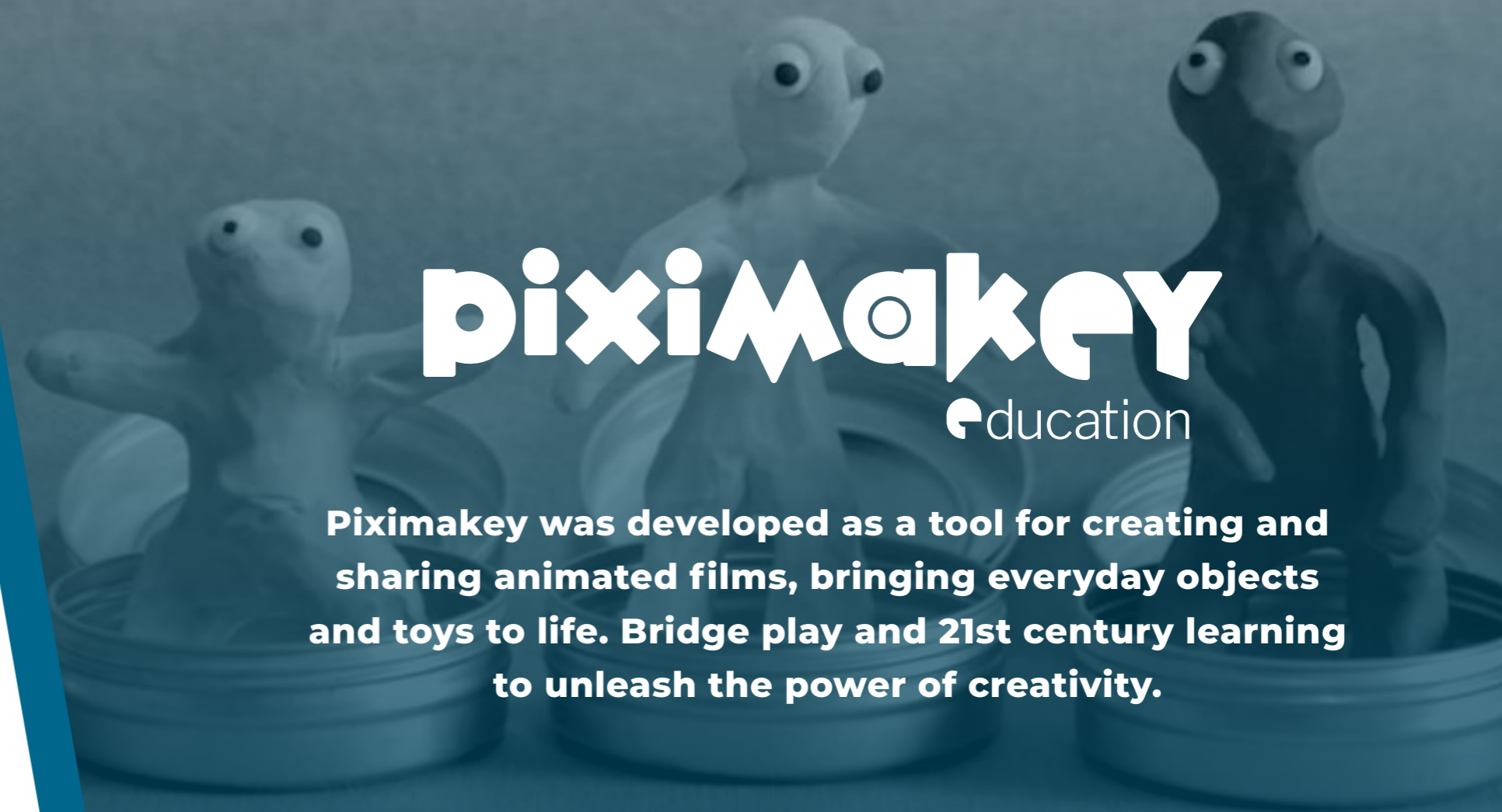


**Piximakey was developed as a tool for creating and sharing animated films, bringing everyday objects and toys to life. Bridge play and 21st century learning to unleash the power of creativity.**

## AGES:  6+

**3Doodler Start+**  Elementary & Middle
**3Doodler FLOW**  High School

## STEAM BENEFITS:

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

## PRICE (SRP):

**Start+ Essential Pen Set**
$49.99

**FLOW Essentials Pen Set**
$79.99

**Start+ Eco-Plastic Filament**
$11.99

**FLOW Filament Refills**
$19.99

**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 FLOW pen.**

# AGES: 4+

Elementary School

## STEAM BENEFITS:

- Enables students to learn science, spatial, and tactile skills.
- Helps foster soft skills like creative thinking, patience, and persistence.
- Encourages experimentation, enabling kids to turn abstract concepts and creative ideas into tangible reality.

## PRICE (SRP):

**Clixo Tiny and Mighty Pack - 9Pk**
$14.99

**Clixo Wheel Creator Pack - 72Pk**
$99.99

**Clixo Rainbow Pack - 42Pk**
$49.99

**Clixo Classroom Pack - 100Pk**
$149.99



# CLIXO

Clixo is a modern magnetic play experience that combines the magic of origami, the ease of classic building blocks, and the power of magnets. Students can fold and click flexible 2D shapes into 3D objects, empowers kids to discover their creative confidence as they play and explore.

THE DOUGLAS STEWART Co

**NextWaveSTEM is a turn-key STEM solution that engages, excites, and inspires students through hands-on STEM experiences using emerging technologies. Engage, excite, and inspire students through hands-on science and STEM courses.**

## AGES: 3+

Elementary School

## STEAM BENEFITS:

- Comprehensive lesson plans, activity guides, and additional resources to support effective teaching and learning.

- Training sessions for educators to deliver the courses content effectively and facilitate student learning.

- Emphasis on interactive and engaging activities to foster a love for learning and exploration in STEM fields.

## PRICE (SRP):

**Equipment Bundle & Tech Support | Grades 3-5 | Solar and Renewable Energy**
$1,495.00

**Equipment Bundle & Tech Support | Grades 9-12 | Hydroponics - Agriculture Science**
$1,995.00

**Equipment Bundle & Tech Support | Grades K-2 | Innovation - STEM Classics**
$1,995.00

**Equipment Bundle & Tech Support | Grades K-2 | Hydroponics**
$2,495.00
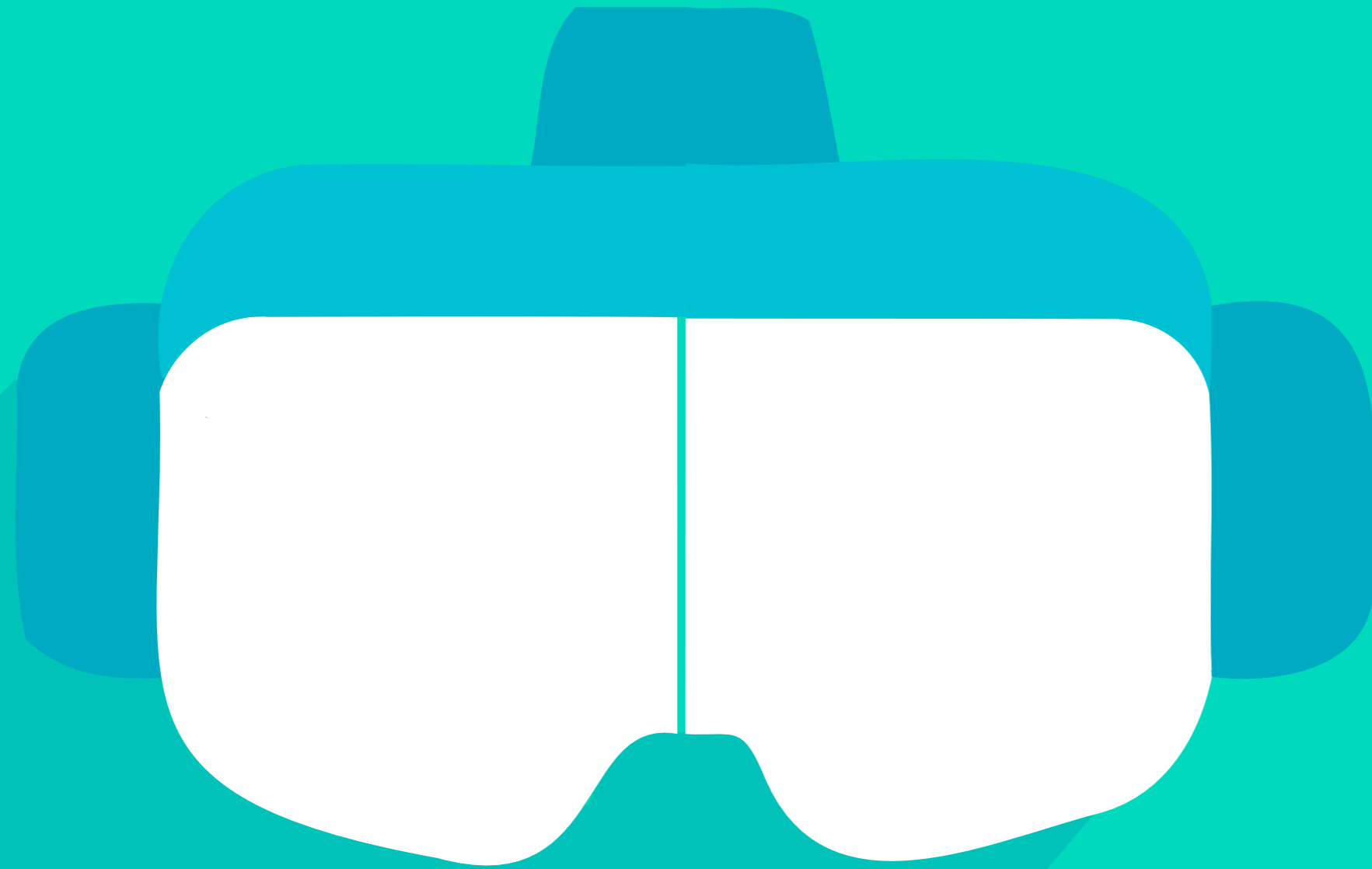
# VR / AR / XR / MR

*(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):

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

**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° 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**
$5,990+



RobotLAB

**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.**

# PlayShifu

**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, and Art with hands-on activities like real-time feedback.
- Develop soft skills like critical thinking, communication, and problem solving.

## PRICE (SRP):

| Orboot | Plugo | Starter Pack |
|--------|-------|--------------|
| $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, Tinkercad, and much more.

## PRICE (SRP):

**Kai's Clan Start Pack (4)**
$995.00

**AR-VR Adventure Mats**
$495.00-$595.00



# 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®

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):

**Tovertafel 2 Interactive Projector System**
$10,200.00

**Tovertafel 2 Complete**
$12,799.00

# 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):

**STEM VR and High Tech Kit
for Social Emotional Learning (SEL)**
$1,855.29



**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.**

# 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.

**CERTIFICATE**

# 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 provide ways to weave computational thinking and creative problem solving into your everyday instructional practices.

## PRICE (SRP):

| 1 hour online virtual training session | 1 day onsite training (includes travel) |
|---|---|
| $500.00 | $5,000.00 |

## w·onder workshop

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

# P I P E R

**Piper blends hands-on building with virtual play to teach 21st century skills and digital confidence. With Piper's 1 hour of live, online professional development, teachers will have a customized experience with Piper Make products.**

## AGES: ALL

Teachers, & Professionals

## STEAM BENEFITS:

- An expert trainer will do a pre-interview to better understand PD needs to customize the experience to each teacher.
- Learn in more depth about the Piper Make product line and Computer Kit to become a master's in teaching hands-on coding to students.
- Become an expert in Piper's coding app to easily teach students drag-and-drop coding, and eventually Raspberry Pi.

## PRICE (SRP):

**1 Hour Professional Development**
$449.00

# AGES: ALL

Teachers & Professionals

## STEAM BENEFITS:

- With or without previous coding experience, teachers can learn real-world Python coding skills to pass on in classrooms.
- Get a walk-through of Firia Labs' classroom-friendly CodeSpace platform with step-by-step instructions, projects, and tutorials.
- Gain experience with software debugging tools and techniques used by industry leaders to help students learn direct career skills.
- 

## PRICE (SRP):

| 2HR (virtual) | 4HR (virtual) | 6HR (virtual) |
| --- | --- | --- |
| $800.00 | $1,400.00 | $2,000.00 |

# FIRIA LABS

**Firia Labs aims to create real-world learning experiences for students through project based physical hardware and software lessons. Learn to teach coding like a pro with Firia Labs virtual PD sessions that are jam-packed with information and tools teachers can apply right away in the classroom.**

THE DOUGLAS STEWART CO

## NextWaveSTEM

**NextWaveSTEM is a turn-key STEM solution that engages, excites, and inspires students through hands-on STEM experiences using emerging technologies. Their PD courses provide a comprehensive grasp of the NWS Curriculum, STEM class equipment and programs, and effective instructional strategies ensuring that content is delivered with quality in the classroom.**

## AGES:  ALL

Teachers, & Professionals

## STEAM BENEFITS:

- Teachers build essential knowledge and skills for how to effectively deploy and use the curriculum associated with NextWaveSTEM courses.
- Participating instructors will gain practical skills for specific performance tasks in the curriculum and troubleshoot software issues.
- Build knowledge in AI, 3D printing, robotics, drones, science, and other STEM subjects for a collaborative learning environment.

## PRICE (SRP):

**Self-Paced PD and Live Virtual Support**
$1,495.00

**Professional Development Half-Day On-Site**
$4,995.00
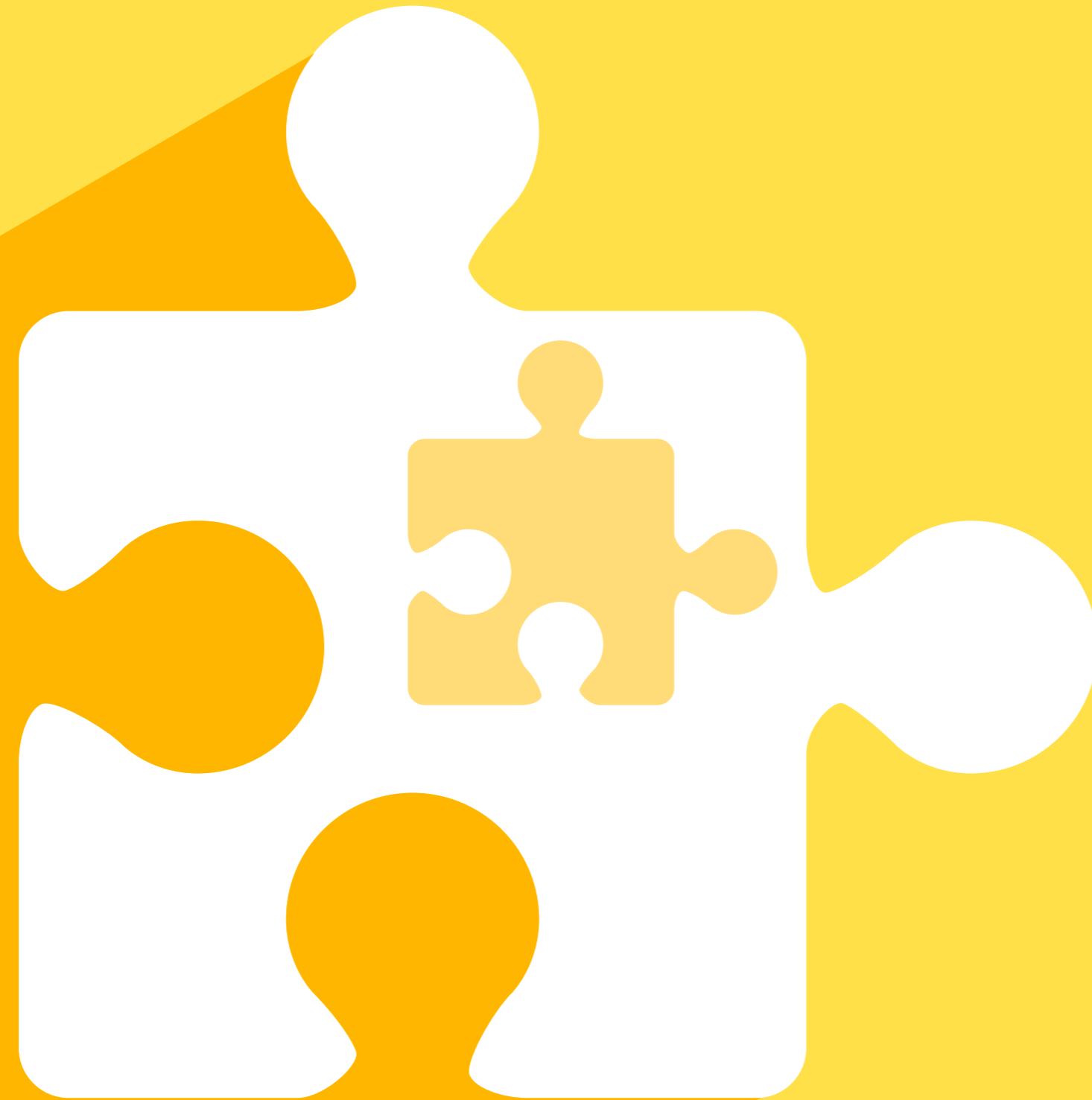
# CURRICULUM

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.

# AGES: 4+

Elementary 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 cublelets.

## PRICE (SRP):

**Cubelets Lesson Plan Bundle: Launchpad Edition**

| | |
|---|---|
| Pre K - K   $199.99 | Grade 7 - 12   $199.99 |
| Grades 1 - 3   $199.99 | Grade K - 12   $640.00 |
| Grade 4 - 6   $199.99 | |

# Modular Robotics

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

# 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):

**Curriculum Packs**
$395.00 - $9,925.00

# AGES: K+

Elementary School

## STEAM BENEFITS:

- K-5 grade courses: 3D printing, Innovation, STEM Classics, Hydroponics, Artificial Intelligence, Drones, Robotics, Game-design, Solar Power and Renewable Energy.

- 6-8 grade courses: Game-design, Hydroponics, Artificial Intelligence, Entrepreneurship, Designing Smart Automation, 3D Development Using Tinkercad, Drones, and Robotics.

- 9-12 grade courses: Hydroponics , Entrepreneurship & Innovation, Creation & Evaluation of Cybersecurity, Advanced Machine Learning & Artificial Intelligence, 3D Technology for the Real World, and Drone Pilot Certification Course.

## PRICE (SRP):

**Full Access | Grades K-2**
$10,000.00

**Full Access | Grades 3-5**
$10,000.00

**Full Access | Grades 6-8**
$10,000.00

**Full Access | Grades 9-12**
$10,000.00

NextWaveSTEM

**NextWaveSTEM is a turn-key STEM solution that engages, excites, and inspires students through hands-on STEM experiences using emerging technologies. NextWaveSTEM full access courses include complete access to curriculum and self-paced Professional Development.**
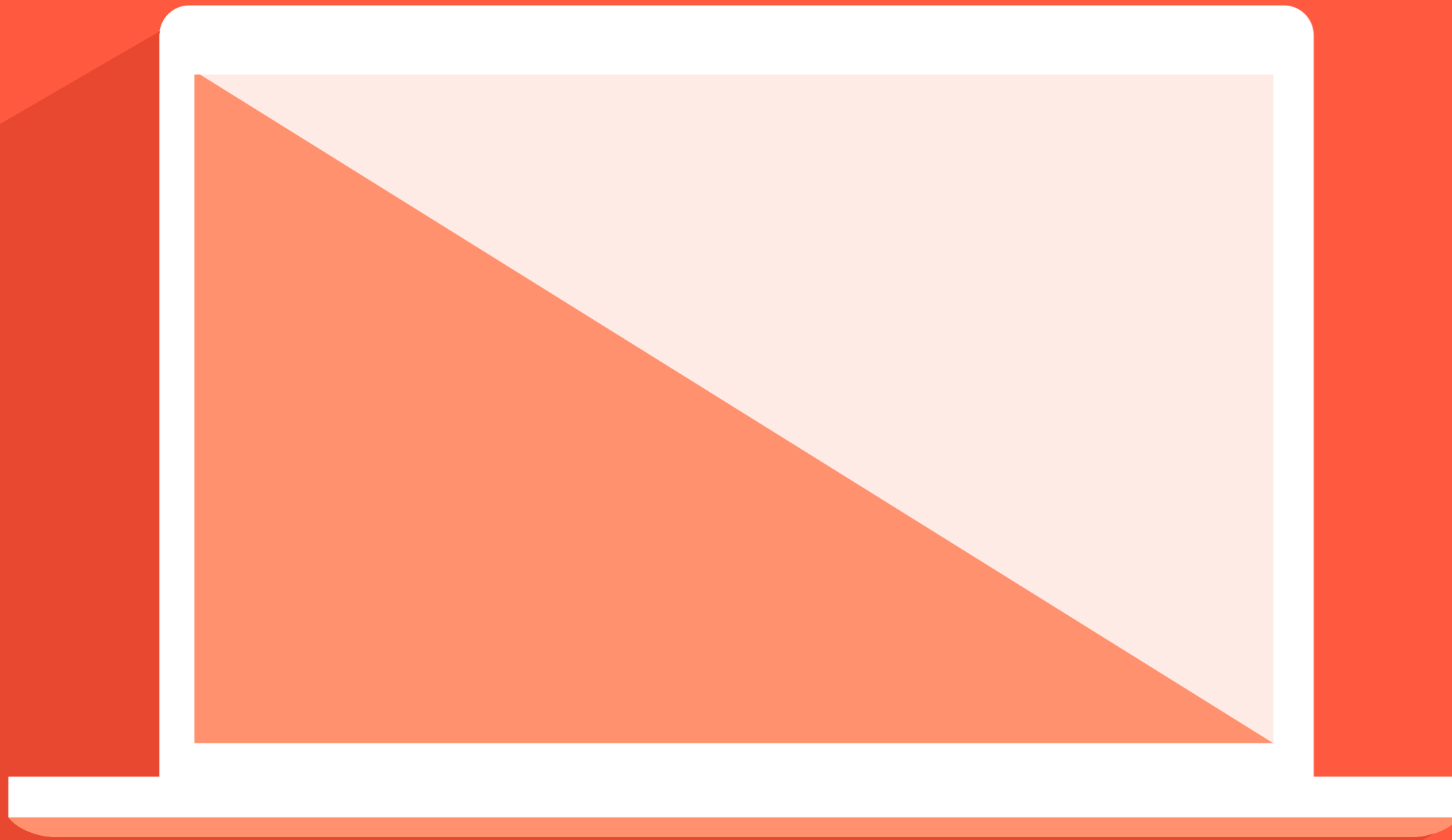
# DEVICES

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, Small EDU**
$39.95

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

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

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

**Cintiq 22 Medium 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, Wi-Fi credentials, and entry errors.
- Cost savings where commercial white glove enrollment services are replaced.

## PRICE (SRP):

| **Chrome** | **Multi-Domain** |
|---|---|
| $1,499.00 | $1,999.00 |

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

# 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):

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

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

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

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

# ANDREA
## COMMUNICATIONS

**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:

- 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):

**AE-35 On-Ear Headphones**
$10.95

**AE-36 On-Ear Headphones with Boom Mic**
$13.95

**AE-55 Headset**
$15.95

**AVID**®

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

## 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):

**Wireless Mini Mouse**
$14.99

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

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

# ADESSO®

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

## AGES: All

K-12, Teachers, & Professionals

## STEAM BENEFITS:

- Has durable DropTech technology, making products Tumbleproof, Goofproof, and KidProof.
- Transparent backs for scanning with a quick installation process.
- Works in most charging carts and is great for take-home device programs.

## PRICE (SRP):

**Kids Friendly Shockproof Handle Stand iPad Case**
$35.99

**ShockProof Hardshell Chromebook Case**
$49.99

**Hinge Protection LightRugged MacBook Case & Keyboard Cover**
$39.99

**ShockProof Hardshell Microsoft Surface Laptop**
$49.99

# Tech Protect us

**TechProtectus is a design expert of premium protective cases and accessories for iPads, Chromebooks, MacBooks, laptops, and tablets. Whether a student, educator, or professional, TechProtectus provides robust protection, sleek designs, and functionality that aligns with every need.**

# 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):

**TW50 LITE Headphone**
$11.99

**TW210 DURO Headset**
$31.99

**TW200 DURO Headphone**
$22.99

**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: **13+**

Middle School

## STEAM BENEFITS:

- Peek-proof covers allow for accelerated typing mastery to easily achieve curriculum goals and develop muscle memory.
- Aids typing programs by covering only letters, numbers, and punctuation keys, eliminating student cheating.
- Covers are puncture- and tear-resistant, able to withstand classroom needs, and easily cleaned.

## PRICE (SRP):

**Standard PC**
$10.99

**UltraSlim**
$11.80

**UniFit**
$10.99

**SpeedSkin is the creator of Chromebook and PC keyboard covers that require students to concentrate on touch-typing, improving keyboard memorization, speed and accuracy.**

**FARADAY O**

D E F E N S E

**Faraday Defense makes a wide range of device protection products that offer radio frequency shielding, data security, and electromagnetic pulse protection (EMP). These products are specifically engineered to mitigate the impact of signal-producing devices on health and security.**

## AGES:  All

Students & Professionals

## STEAM BENEFITS:

- Creates a safe and secure learning environment with device integrity and prevention.
- Military-grade durability that is heavy-duty and water-resistant to withstand any classroom activity.
- Multiple bag sizes to be able to be used across different devices of any size.

## PRICE (SRP):

**Faraday Defense NX3 Phone Bag**
$19.99

**Faraday Defense JACKET Phone Bag**
$29.99

**Faraday Defense PhonX3 Phone Bag**
$23.99

**Faraday Defense JACKET Pro Phone Bag**
$44.99

# 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):

**V4K**
$99.00

**VZ-R**
$239.00

**VOCAL**
$249

**TOTEM 180**
$289.00

**TOTEM 120**
$199.00

**TOTEM 360**
$699.00

# 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):

**MakerSpace Carts**
$1,837.38



# 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.

THE DOUGLAS STEWART CO

## 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 a great solution to promote social distancing in common areas.

## PRICE (SRP):

### InVision Active Learning Pod System

| Pedestal Riser | Table | Center Pedestal |
|---|---|---|
| $952.00 | $1,066.00 | $1,444.00 |

### BLENDER Furniture

| Hexagon Ottoman | Trapezoid Ottoman | Wave Soft Seating G2 |
|---|---|---|
| $1,818.00 | $1,844.00 | $2,220.00 |

# SPECTRUM
## INDUSTRIES INC. ™

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

# 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

**HamiltonBuhl 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™
## BY POWER TECHNOLOGIES

**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):

**AC-Lite**
$1,592.00

**AC-SLIM**
$2,584.00

**AC-PLUS T**
$1,980.00

**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):

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

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

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

**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 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: All

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 a 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.**

**Thinc products offers flexible storage solutions for phone-free teaching, securing classrooms with the ability to customize set-ups. Pair lockers with a powerful voice amplifier to let every teacher be heard inside and outside the classroom.**

## AGES: All

Students & Teachers

## STEAM BENEFITS:

- Reduces distractions and improves student focus and performance.
- Innovative phone lock box features unlimited swipe card or FOB access, held by teachers or admin staff, for easy and controlled retrieval of phones.
- Whether in a small group in the classroom or the playground, the Voice Amplifier can be used for a broad range of teaching environments.

## PRICE (SRP):

**Thinc Products Wireless Voice Amplifier**
$129.00

**Thinc Products LockBoxx 20 Bay Tablet Charging Locker**
$899.00

**Thinc Products LockBoxx 40 Bay Phone Locker**
$699.00

# 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.
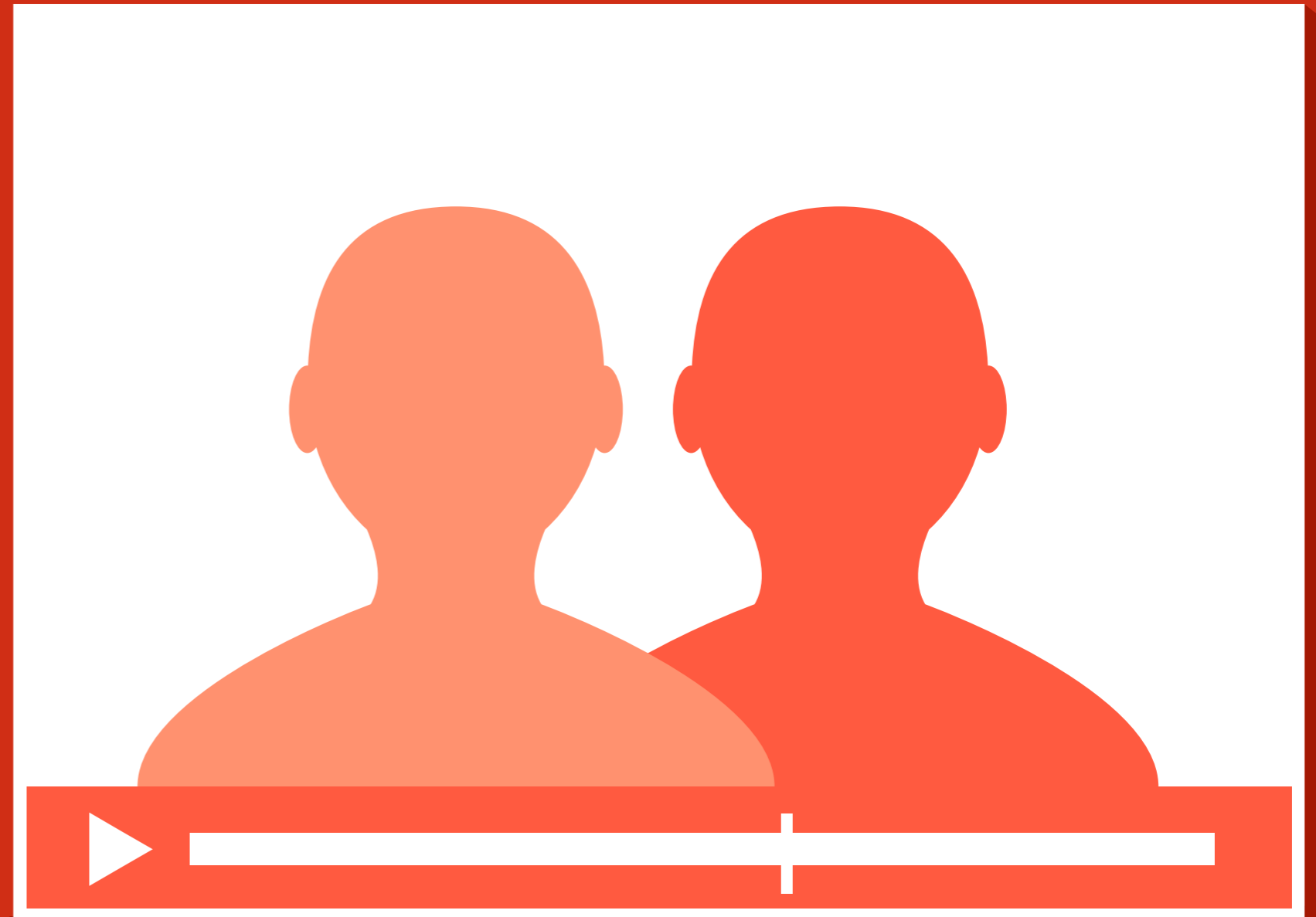
**wacom**®

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:

- Boosts creativity and imagination with digitally drawing, painting, editing images, taking notes, or collaborating.
- 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**
$39.95

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

**Cintiq 22 Medium Creative Pen Display**
$1,299.95

**Cintiq Pro 24**
$2,199.95

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

# 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 opportunities to learn digital citizenship, and offers students experience with producing.

## PRICE (SRP):

**Production Media Production Studio Kits**
$578.79 - $2,015.35

**Media Production Content Creation Tool Kits**
$1,225.12 - $1,399.95

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

**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):

**Coaches Bundles for iPad**
$188.93 - $197.96

## AGES:  All

Students & Teachers

## STEAM BENEFITS:

- Automatically tracks an educator wearing a Marker in real time 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):

**Floor Stand**
$99.00

**CX1 Bundle**
$699.00

# Swivl

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.

# 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):

**Stop Motion Studio Education Edition**
$195.95

**Medium Classroom Bundle**
$1,690.00

**Small Classroom Bundle**
$1,390.00

**Large Classroom Bundle**
$2,199.00

# AGES: 3+

Elementary School

## STEAM BENEFITS:

- Makes playing an instrument fun, accessible, and promotes musical development in disabled children and adults.
- Designed to allow non-specialist teachers to deliver inclusive, easy-to-follow music activities and lessons.
- Designed to ignite inspiration for young learners and build confidence for teachers with plug-and-play projects and tutorials.

## PRICE (SRP):

**Perform Pack**
$129.00

**CMPSR Music Creator Tool Kit**
$329.00

**CMPSR Music Creator Tool Kit with Perform Pack**
$429.00

## DIGIT MUSIC

**Digit Music has forward-thinking hardware, software, and sounds for the modern music maker. The CMPSR is suitable for children of all ages, creating a complete music-making solution for the whole classroom.**

**3D PRINTING + FABRICATION**

**CODING + COMPUTER SCIENCE**

**VR / AR / XR / MR**

**DEVICES**

**CREATIVITY + CONTENT CREATION**

**PROFESSIONAL DEVELOPMENT**

**ROBOTICS + AI**

**COLLABORATION**

**MAKERSPACES + MAKER KITS**

**CURRICULUM**

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