

EdTech Products to Boost Educational Outcomes

Products Plus | September 2024



WonderEars™ Early Learning Headset

Enhanced audio for improved comprehension, literacy, and engagement

- KidCom™ built-in microphone ensures young voices can be heard
- Designed to limit volume to 85dB, providing a safer listening experience
- Secure and cozy fit for ages 4-9
- Available with 3.5mm or USB-C connections



AVIGA™ Gaming Headset

Built for gamers, perfect for esports teams.

- Lightweight design and plush cushioning provide comfort for long gaming sessions
- Noise-canceling microphone with swivel to mute function for clear communication
- Balanced audio for both gaming and listening to music
- Available with 3.5mm or USB-A connections
- Commitment to enhancing communication and collaboration in scholastic and competitive esports

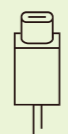
Whether empowering students in their learning journey or enhancing skills in programs like esports, AVID's award-winning headsets deliver high-quality sound and comfort. Built for durability and compliant with safety standards, AVID headsets are compatible with various platforms and devices, making them ideal for classrooms and school programs.



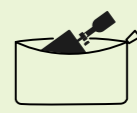
Connecting Teachers and Students Together

Bring collaboration and learning to a larger audience with IPEVO, an innovative communication solution for every classroom scenario. With a wireless audio system, and multiple conference and document cameras available, capture both audio and video with perfect quality to bring to learners everywhere.


IPEVO PRODUCTS FEATURE



Plug and Play



Portability



AI Noise Reduction



P2V ULTRA

- Winner of the Best of Show 2024 in the AV Technology and Tech & Learning categories at InfoComm24.
- Super macro focus for precision: Capture fine textures and details as close as 0.39in / 1cm.
- 13MP CMOS sensor and 4K Resolution.
- Versatile camera usage: Easily switch between handheld and document camera modes for various applications.
- One-click snapshot.
- Built-in microphone with AI noise reduction technology.



V4K PRO 120

- 120° wide angle lens with tabloid size capture range.
- 4K resolution, a built-in LED light, advanced SONY CMOS sensor, and swift autofocus.
- Built-in microphone with AI noise reduction technology.
- Plug-and-play via USB: Compatible with Mac, Windows, and Chromebooks. Seamlessly integrate it with all conferencing software such as Zoom, Google Meet, Skype, and Teams.



VOCAL HUB

- 2-way AI noise reduction: To filter out the noise in your classroom, as well as background noise on the other end of the conference call.
- Bluetooth® range up to 49ft, flexible deployment.
- Synchronized multi-device audio: Able to connect up to 6 IPEVO VOCALS and play synchronously through VOCAL HUB so that remote voices remain clear for an immersive remote collaboration experience.
- Easy setup & broad compatibility.

HOW TO ENGAGE YOUNG LEARNERS IN STEAM EDUCATION

STEAM learning is designed to provide children with learning opportunities that combine fun hands-on activities with experiences that aid in their fundamental development. These technologies allow children to understand how tools help accomplish tasks and adapt. This balance of education and play naturally encourages young minds to ask questions, try new things, engage with their peers, and explore the world around them.

BENEFITS OF EARLY STEAM EDUCATION

- Establishes curiosity and love for learning
- Builds confidence and self esteem
- Develops critical thinking skills
- Improves communication and collaboration skills
- Supports cognitive development

At Douglas Stewart, we understand the importance and strength that STEAM learning is to young students. That's why we partner with STEAM education experts that can engage students and give young learners the tools they need to succeed. Here are only a handful of our vendors that aide in children's STEAM learning:

Resource:
<https://www.cmosc.org/6-benefits-of-steam-learning-for-toddlers/>

KAI'S EDUCATION

Kai's Education leverages the power of hybrid robots to create a comprehensive learning platform that integrates Computer Science, Artificial Intelligence, Virtual Reality, and Internet of Things. Combining these cutting-edge technologies, Kai's Education offers an all-in-one solution that engages and empowers students in immersive and interactive educational experience.



KaiBot
Grades K-8



Kai's Clan
Grades 5-12

3DODDLER

3Doodler is the world's first 3D printing pen. It can be used to create art, build models, enhance tactile learning, and so much more. From creating and drawing 2D and 3D objects to cross-curricular lesson plans, 3Doodler is the perfect "out of the box" resource for makerspaces, STEM/STEAM labs, and enrichment programs.



Start+
Ages 6-13



FLOW
Ages 14+

PRIMO TOYS

Primo is an educational toy company best known for creating Cubetto. Cubetto is the friendly wooden robot that will teach children the basics of computer programming through adventure and hands on play without the need for a screen. Young students will learn how to start coding regardless of reading and writing skill.



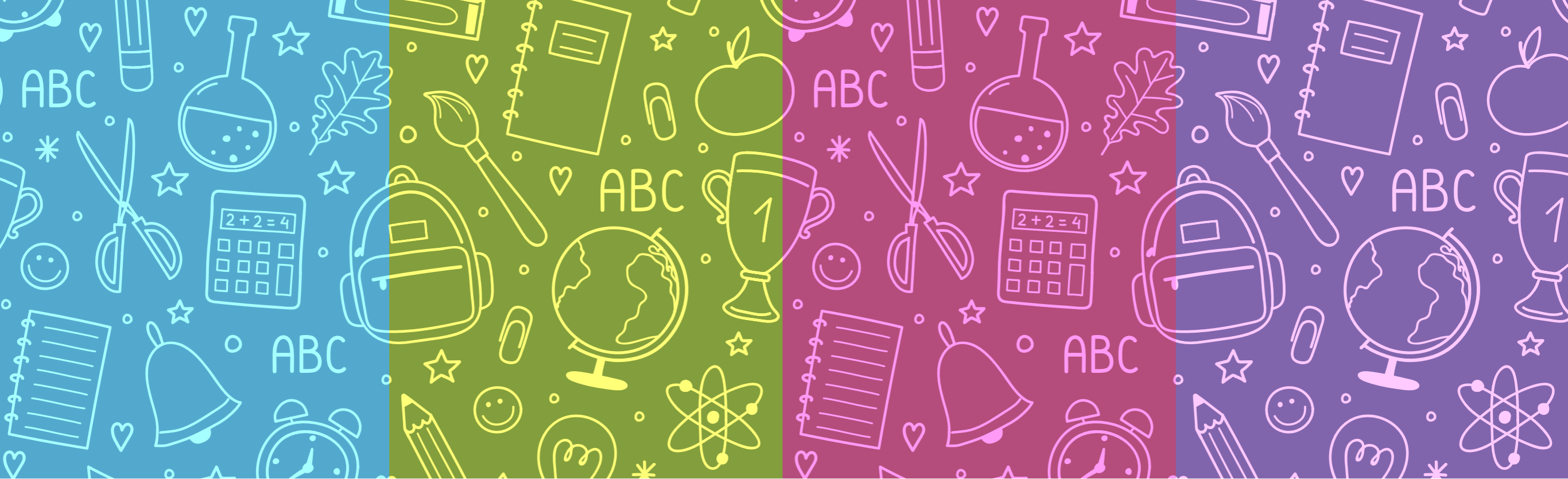
Cubetto
Ages 3+

PLAYSHIFU

Shifu creates an innovative and immersive learning experience during playtime by bringing board games and mobile devices together through Augmented Reality. With PlayShifu, young learners will build vocabulary, grammar, and math through STEAM puzzles and hands-on play.



Plugo
Ages 4-10



VAR RESOURCES YOU SHOULD CHECK OUT

The Douglas Stewart Company is committed to helping resellers be more equipped to make sales. We have a variety of resources available on dstewart.com for resellers to utilize. Check out the following resources we currently provide!

NEW

Standards Alignments

For the 2024-2025 school year, Texas has revised their TA-TEKS to encompass a broader spectrum of topics within computer science, coding, and robotics. The Texas computer science standards are designed to encourage multidisciplinary learning and advancement within STEM. These new coding state requirements require State Testing for grades 4 and up. Download our Standards-Alignment Guide to see which robotic and coding vendor that Douglas Stewart partners with align with these new standards.



NEW

Product Sell Sheets

The Douglas Stewart Company offers its resellers sales sheets, in the form of one-pagers, that help resellers make informed purchasing decisions based on the educational value our vendors' products have to offer. These one-pagers highlight the what, where, who, why, and how of our vendors' products, equipping resellers with sales positioning tips, and helps find educational tools that are needed in the classroom. Download our Product Sell Sheets to use during sales pitches to enhance product value.



UPDATED

Deal Registration

The Douglas Stewart Company offers its resellers an advantage when it comes to winning business deals. Protect your pipeline and earn extra margin with our simplified deal registration process. Download our Deal Registration Program Guide for a comprehensive overview on available vendor programs.

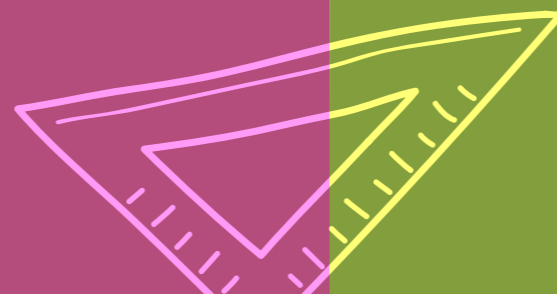


UPDATED

STEAM Resource Guide

Our newly updated STEAM Resource Guide was created to help sales teams consult and browse EDU products Douglas Stewart offers for classrooms, labs, and makerspaces by core STEAM categories.

With 10 different STEAM categories, and over 50 vendors, find the perfect fit to round out a STEAM classroom, or find alternative products for robotics, artificial intelligence, collaboration, and more. Updated every quarter, Douglas Stewart's STEAM Resource Guide keeps resellers in the know of popular EdTech leaders and new products we have to offers.



LEVEL UP YOUR ESPORTS GAMEPLAY

With Spectrum's innovative line of gaming furniture, equip students with the tools to take school's Esports programs to the next level. Engineered to enhance gameplay, engagement, and performance, 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



NEW! UniFit: The One-Size-Fits-All Typing Cover for Chromebooks



With SpeedSkin's new UniFit, fit all classroom Chromebooks with peek-proof keyboard covers to enhance and accelerate typing mastery while keeping students' eyes off their fingers.

UniFit Features:

- **Peek-Proof**—With its horizontal grooves and form-fitted keys, the UniFit perfectly covers all Chromebook keyboard letters, numbers, and punctuation keys, preventing students from peaking during lessons
- **Durable**—UniFit covers are puncture and tear-resistant, made from 100% polyurethane, and hand washable, perfect for enduring classroom usage
- **Bright Cover & Design**—The bright orange design makes it easy for teachers to see that all students have covers on their keyboards and classroom visibility
- **Accomplish Goals**—Within a standard curriculum time frame, teach students instructional typing proficiency like keyboard memorization, speed, and accuracy for standardized testing






PIPER

Hands-on STEAM Learning


Inspire the inventors of tomorrow through virtual and hands-on play. With Piper's blend of physical building and virtual storytelling, students will learn about coding and engineering, expand computational thinking skills, and solve real-world problems using STEAM skills.

Ages 8-14



Piper Computer Kit V4B

The ultimate D.I.Y computer where students can build a real computer start to finish while learning how to code with the Raspberry Pi Edition of Minecraft. Perfect for individuals or in a small group, students can dive into Piper StoryMode for virtual storytelling and engaging gamified learning experiences.



Piper Make Base Station

Using blueprints, wood, and brass hardware, students can build the Piper Make Base Station, the base kit for all Piper Make Products. With a Raspberry Pi microcontroller and Piper's coding platform, students can go through self-guided tutorials to learn computational thinking skills, basic circuitry, and so much more.



Piper Make Game Controller

Engage gaming enthusiasts with the Game Controller addition to the Piper Make Base Station. Students play through educational content in Minecraft Education Edition, learning how to code through storylines and creating their own games.



w:onder
workshop

Inspire with Dash, Teach with Wonder

Bring coding to life in the real world and in a vibrant, 3D virtual reality with Dash. Through hands on play, teach students coding with robotic adventures that makes creative problem-solving concrete and tangible.



Make Wonder Platform

Hundreds of hours of content: Pre-built lessons plans, standard-aligned activities, puzzles, challenges, tracking, and more.

Robots & VR

A mix of both hardware and software to bring robotic learning into the classroom, perfect for a 1:1 student experience.



Transition from Block-Based to JavaScript

No coding experience is required to start, helping students understand coding basics before transitioning to Blockly Pro activities to utilize text-based programming.

Added Accessories

Expand Dash's abilities with three additional accessories. Enable Dash to draw, carry, and toss to create endless possibilities and more engaging games and activities.

