

KIDDIENGINEER™

CODING AND ROBOTICS

Be a creator rather than just a consumer

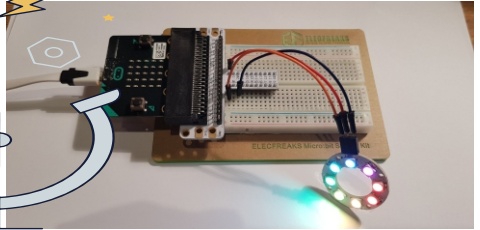
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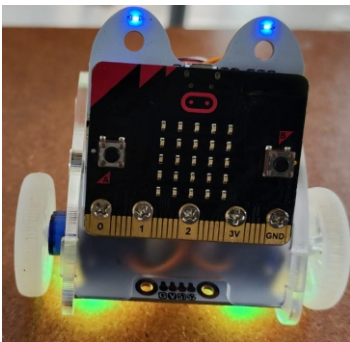
ROBOTICS



CODING



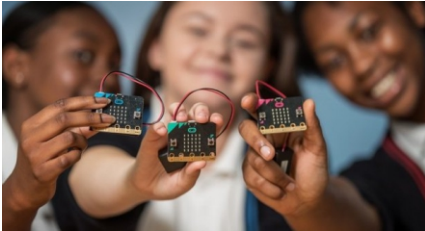
ENGINEERING



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Kiddiengineer is a program that introduces learners to the fundamental concepts behind coding, robotics, engineering and technology. Our program is based around STREAM which are the 6 pillars of Science, Technology, Robotics, Engineering, Arts and Mathematics.



Kiddiengineer differentiates itself from other coding and robotics clubs by giving ownership of the hardware, kits and educational toys to the learner enabling them to keep learning at home after class.



Each child will take home their own hardware with each module. Your child receives a micro:bit (micro controller) in their first coding module to keep, this is then used in every module thereafter. They then get an electronics kit for robotics, a ring:bit car for robotics to keep so they can further their learning and play at home. And many more kits and accessories to create and learn from, in the other modules.

Each module runs over a term, they learn 3 or 4 different aspects of STREAM a year, depending on the school they attend.

Kiddiengineer costs R1,600.00 per module.

For more information pertaining to your specific school's dates and times, please go to the registration link, select your school to see the details.

REGISTER HERE:

<http://bit.do/kidreg2023>

(or scan this QR Code with your smart phones camera for the registration form)

