RobomaX
A Robotic & AI Research Lab
Creating Inventors through Innovative Learning...

STEAM EDUCATION

School Innovation Program

A One-Stop Solution for STEM Curriculum and NEP Implementation

STEAM | ROBOTICS | CODING | AI | ML | GAME DEVELOPMENT | 3D DESIGNING | ANDROID APP DEVELOPMENT | IOT

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WHO WE ARE?

PTC-Robomax provides the education program which is meticulously designed for each grade and religiously follows Bloom's Taxonomy and PBL approach integrated with a 3C learning structure-Creativity, Capacity, and Curiosity. We believe the early exposure to STEAM learning and education is critically important to prepare children for the competitiveness and dynamism of the 21st century.

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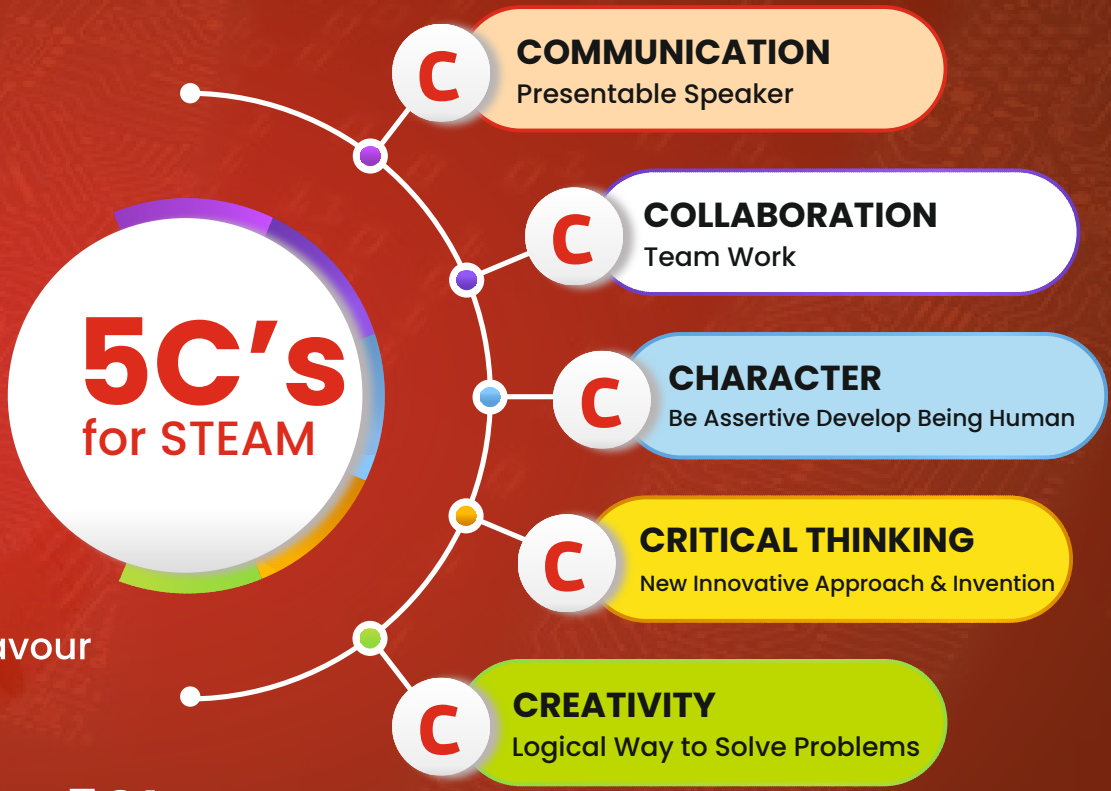
Why Steam Learning Is Important?

STEAM exposes the kids to hands-on Math, Science, Engineering, Design Thinking and Computer Programming, at a young age. PTC-Robomax endeavour to inspire kids to improve their logical, abstract and analytical thinking and skills and helping them to build **5C's**



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HOLISTIC BENEFITS FOR STUDENTS

Logical Thinker

Designing and programming to solve missions provides students with a fun way to build competencies around computer programming and Robotics, while exercising their logical and analytical reasoning skills.

Quick Learner

STEAM learning fosters quick learning by it's practical and pragmatic approach of teaching real life challenging situations.

Concentration

STEAM-based Educational games can induce thinking abilities, thus ensuring the kids are engaged with the task. Head scratcher questions as well as logic puzzles for kids with answers can also help induce engagement, thus increasing focus levels.

Problem Solver

Teach students how to think critically and how to solve real-life problems — skill that can be used throughout life to help them get through tough times and take advantage of opportunities whenever they appear.

Effective Communicator

Establish communication skills by the activities like critiquing art, presenting research, collaborating with peers for group projects, and hence results in brainstorming.

Mindset

Develop mindset and help the kids to be like a scientist or researcher.

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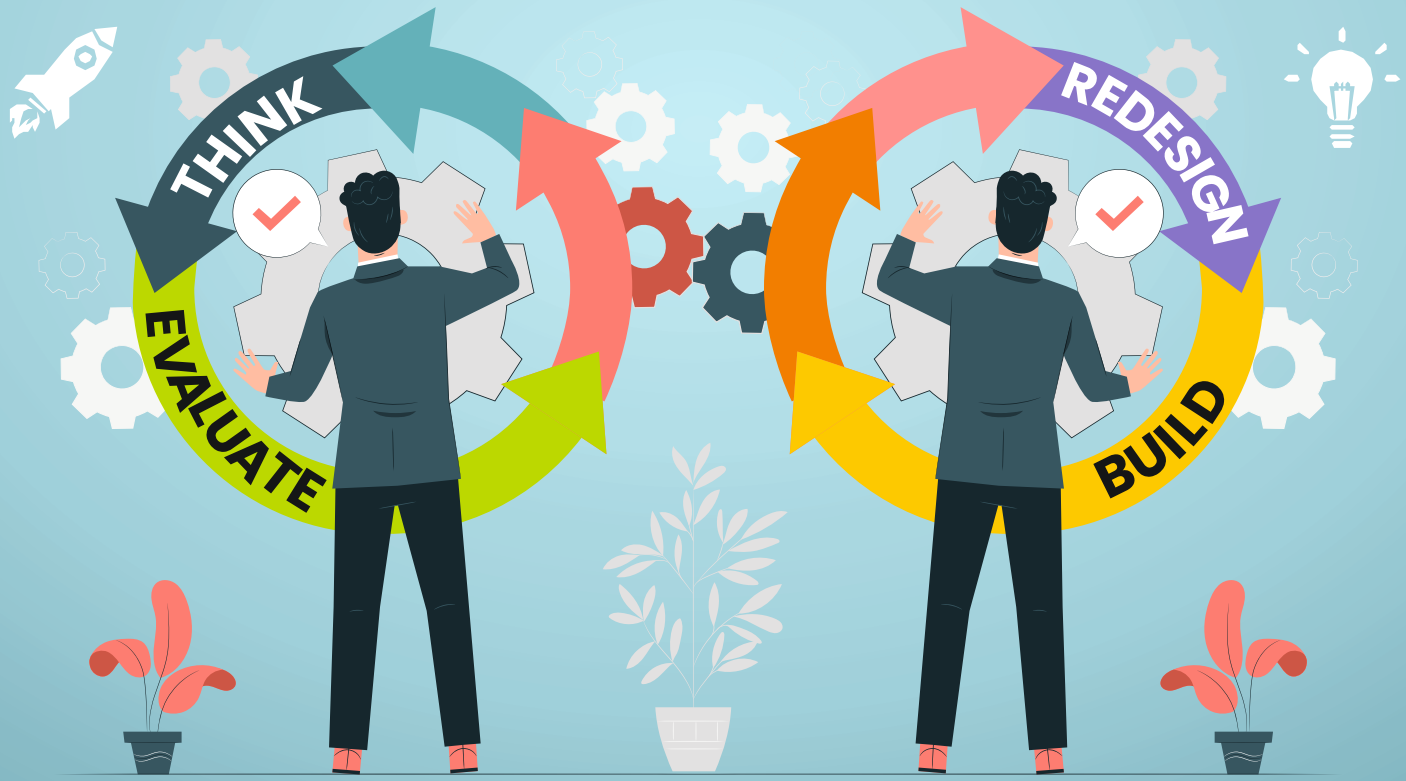
OUR METHOD IS UNIQUE

We believe that learning happens best through self-discovery and exploration. In our programs, students are encouraged not only to build but make modifications or re-design.

During this crucial time, there is a explosion of brain activities as students must imagine how a re-designed model works and what process they should come up with to complete the re-design.



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OUR LEARNING LADDER

Our program is planned into bit by bit 3Cs Learning for kids, so that when they arrive at secondary school, they are all around educated, very much aware, and fit for settling on better decisions for a future ahead.

3C's - Stages of Learning

CREATIVITY

Creativity allows kids to create, design, assemble and operate Robots which teaches them to deal with open-ended problem statements, where they can use their creativity to innovate and create technology solutions for problems around them which boost up their structural and algorithmic thinking.

CAPACITY

Capacity allows children to be capable of anticipating and avoid problems by the simulation and making them future-ready by coding for AI and publishing Android Mobile Apps. Makes kid's mind-set to be like a scientist or researcher, required for the next generation.

CURIOSITY

Curiosity grabs the students' attention by kicking off with how interest and curiosity can be developed. By designing their own animations, stories and fun games kids take charge of their learning, Kids will be always doubting to discover the perfect solution for a problem, Encourages kids to think outside the box.

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Revolutionary Curriculum

that develops the skills and knowledge required to excel in the real world.

Our curriculum is a skill-based learning program that introduces concepts through outcome based learning which Focus on programming essentials with a wide range of Technology. Curricula is **Never Ending & Customizable.**

Dynamic and state of art

Research has shown the importance of the arts in appealing to a broader and diverse group of learners, and STEAM promotes organic problem-solving of real and complex problems.

Activity Based Learning

Various activities encourage social skills and teamwork, while teaching science, technology, engineering, art, math and literacy concepts.

Well Researched

Developed by Parents, Academician, IITians, Teachers and Leading Innovators to enable a mindset of 'Innovation, Creativity, and Entrepreneurship'.

Flexible Structure

Which allows teachers to adapt to the needs of each unique group of students while allowing children to progress and explore at their own pace.

Research Based Approach

Its based on proven research; that children's' best learning experiences come from actively designing, creating, interacting and inventing.

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BENEFITS TO LEARNERS

As technology becomes increasingly more important in today's world, it is extremely important not only to learn how to use technology, but also to understand how to create it.

- ☑ Students' Dashboard
- ☑ Lifetime Content Access
- ☑ Workshops, Exhibitions and PTMs
- ☑ Tools and Resources
- ☑ Assessments and Challenges
- ☑ Capstone Projects
- ☑ Program Monitoring and Mentoring
- ☑ Skill Certification

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OUR INNOVATION PROGRAMS

As part of the program we provide STEAM, Robotics and AI equipments an expert Instructor who would conduct the program. The outcome of this program has proved to be very effective for imparting child's thinking and application to theoretical learning. Our Programs are designed to grow with our students we call it Ladder.

Annual STEAM Ladder© Proprietary curriculum

Grade Wise Programs throughout the year K-9 The learner will be getting the taste and flavor of all the STEAM modules throughout the year. The curriculum includes Game Designing, Coding, App Development, Robots, AI, ML, 3D Designing and is blended with all the STEAM outcomes.

Technology Wise Ladder© Proprietary curriculum

This Program is independent of Grade and Level. Any one start with any Programs with respect to Technology. The learner will gain the mastery and the expertise of a particular Technology. We cover all latest cutting-edge technologies and platforms like Blockly, Scratch, PictoBlox, MIT App Inventor, TinkerCAD, Arduino to name a few.

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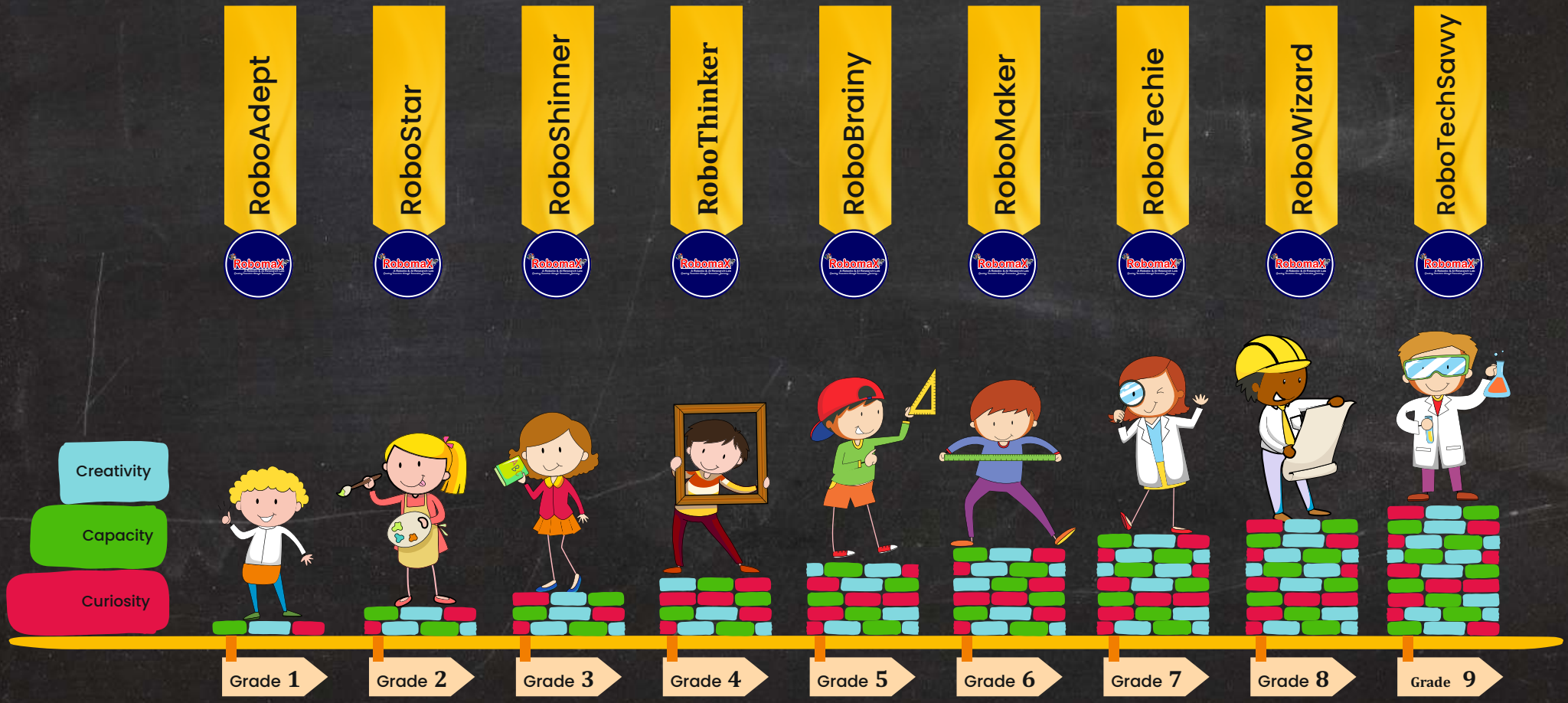
ANNUAL STEAM LADDER

3C's – STAGES OF LEARNING



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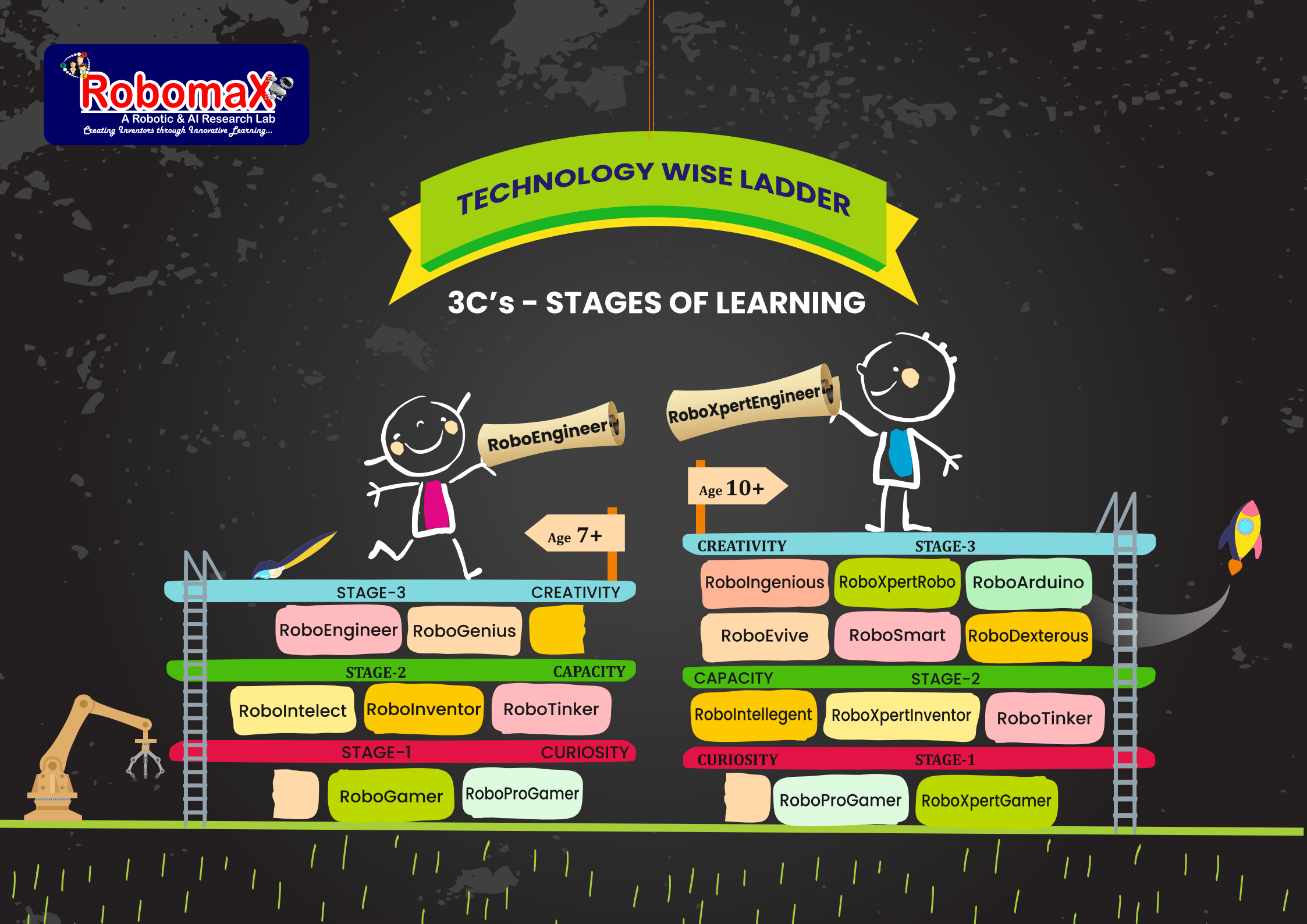
TECHNOLOGY WISE LADDER

3C's - STAGES OF LEARNING



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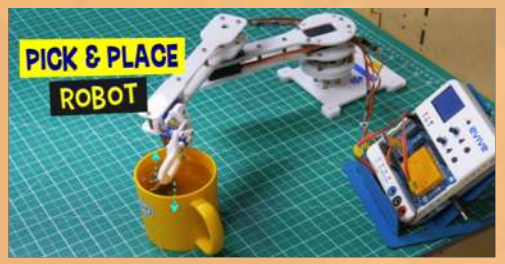
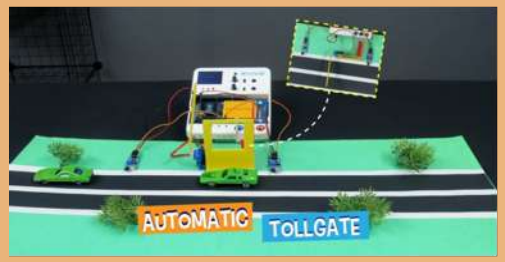
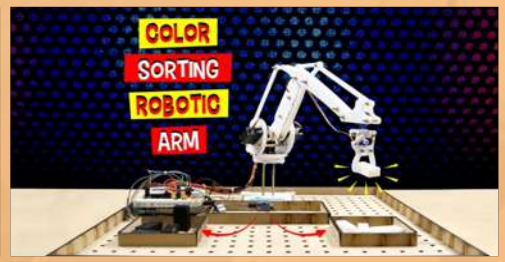
PROJECTS BY OUR STUDENTS







... and many more.

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12+ YEARS EXPERIENCE OF EDUCATIONAL SERVICES

An ISO 9001 : 2008 certified company

9 States

450+ Schools

4,75,000+ Students

43 Cities

16,000+ Teachers

11,00000+ Parents

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OUR RENOWNED CLIENTS

Scholars Rosary Group of Schools	Model Group of Schools	Pathania Public School	Sanskaram Group of Schools
R.K. Memorial Sr. Sec. School	G.D. Goenka Public School	H.D. Group of Schools	Om Public School
R.E.D. Group of Schools	Budha International Public School	South Point Group of Schools	A.V.R. Public School

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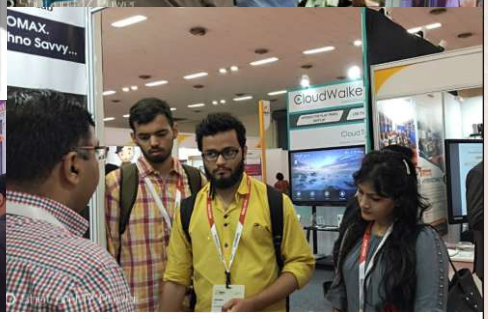
Robomax in News/Media & Exhibitions

छात्रों ने जानी रोबोटिक तकनीक

लाखनमाजरा (ब्यूरो)। रोहतक रोड स्थित द आर्यन पब्लिक स्कूल के छात्रों ने रोबोटिक तकनीक के बारे में जाना। स्कूल संचालिका सुनीता अहलावत ने बताया कि विद्यार्थी पढ़ाई के साथ साथ तकनीकी ज्ञान अर्जित कर रहे हैं। जिससे उनकी बुद्धि का विकास होगा। उन्होंने बताया कि स्कूल का मुख्य उद्देश्य बच्चों को उनकी मेहनत लगन को देखते हुए प्रोत्साहित करना है।



बाबा बंदा बहादुर स्कूल में रोबोटिक्स पर वर्कशॉप

रोहतक। शहर के जींद रोड स्थित बाबा बंदा बहादुर पब्लिक स्कूल में शनिवार को पहले सेशन का परीक्षा परिणाम घोषित किया गया। इस अवसर पर मिड-ब्रेन एक्टिवेशन प्रोग्राम एवं रोबोटिक्स वर्कशाप का आयोजन किया गया। यह प्रोग्राम जापान की टेक्नोलॉजी पर आधारित है। जिसमें विद्यार्थियों की स्मरण शक्ति, एकाग्रता, व्यवहार, कल्पना शक्ति, एवं ग्रहण करने की शक्ति का तेजी से विकास होता है। वहीं रोबोटिक्स वर्कशाप में बच्चों एवं अभिभावकों को मानव रोबोट, कार रोबोट, एवं मोबाइल फोन से चलने वाले उपकरणों की तकनीक से अवगत कराया। इस अवसर पर प्राचार्या रोजी आहूजा ने तकनीकी शोध की महत्तवता के विषय में बताया।

बाबा बंदा बहादुर स्कूल में बच्चों को रोबोटिक्स की जानकारी देते अध्यापक। - अमर उजाला

युवा पीढ़ी तकनीकी के क्षेत्र में आगे बढ़ने के लिए सक्षम : तनवी

रोहतक. विद्यार्थियों को जानकारी देते इंजीनियर।

रोहतक | पठानिया स्कूल में दो दिवसीय कला व रोबोटिक्स कार्यशाला लगाई गई। यह कार्यशाला 7 से 8 अगस्त तक चली। सुबह आठ बजे स्कूल प्रधानाचार्या तनवी पठानिया ने कार्यशाला का शुभारंभ किया। उन्होंने बताया कि इस तरह के प्रयोग करने से आज की युवा पीढी तकनीकी क्षेत्र

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A Venture of

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