

A large, light blue circular graphic containing a 3D perspective view of a grid of rectangular blocks, resembling a data center or server rack. A white circle with a black outline is positioned at the top right of this graphic.

# ROBOTECH

Where,  
Learning  
&  
Innovation  
Converge

# OUR JOURNEY

2014

STEM ACADEMY & CAMPS

2015

Collaboration with Schools to Conduct Teacher Training

2016

- Launched STEM Books
- Sponsored First Lego League
- Playbotic Competition

2017

- Franchise Model
- Audio-Video STEM Olympiad (K3-K8)

2018

- Drone Workshop for Enterprenurs
- Certified STEM Educator Program
- My STEM Time

2019

- College Learning Program
- Drone
- 3D Technology
- Embedded Technology Workshops

2020

- Our STEMbox
- Build-a-Thon  
A platform for build, code and innovate

2020

- Digital Learning Program
- Live Assessment

2022-23

- Launched LMS & CMS Ed.tech Solution for school

# ABOUT COMPANY

In a rapidly evolving world driven by technology and human interactions, a fundamental grasp of Information & Communication Technology has become imperative to bridge generational gaps. To meet the demand for talent in this digital era, an innovative educational system must serve as a catalyst for development. Enter "[Robotech](#)," a pioneering organization dedicated to nurturing young minds and cultivating a skilled workforce equipped with high-tech knowledge. Established in [2014 by Nishant Jain](#), an alumnus of Texas University and a passionate advocate for [STEAM education](#).



Our primary objective is to empower learners to explore diverse technologies through [Project-Based Learning, transforming traditional classroom education into 21<sup>st</sup> Century Skills-based learning experiences](#). We offer a comprehensive range of educational solutions, providing students with hands-on exposure to technology and preparing them for the ever-changing world.

*Over the years, we have diversified our portfolio to encompass various educational solutions designed to engage children with "Hands-on Technology" and equip them for the dynamic challenges of the modern world.*

## **Vision:**

*Our vision is to forge 21<sup>st</sup> Century Human Capital by reshaping the landscape of employable talent and entrepreneurship through the application of "Hands-on Technology" and Collaborative*

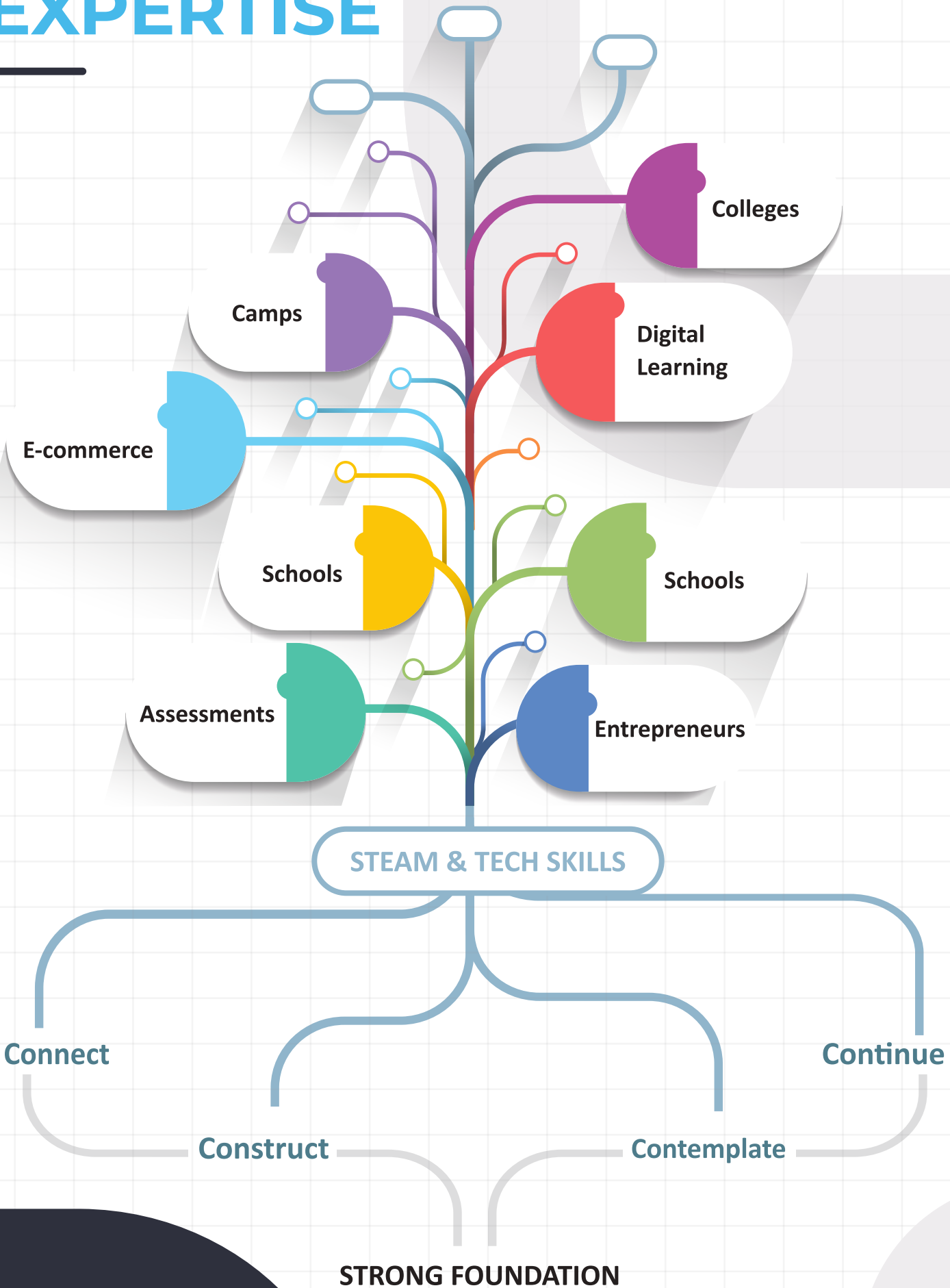


## **Mission:**

*To create a platform that offers unparalleled nurturing for the new generation, focusing on Industrial Revolution 4.0-based skills. Many of our initiatives, including "Build, Code, and Develop," "Exploring Automation," and "Advanced Prototyping Machine," integrate technology education to cultivate skills within the classroom and foster holistic personal development.*

Our comprehensive approach also provides [360-degree enrichment](#) for individuals seeking to bolster their knowledge in areas such as AI, Big Data, Cybersecurity, IoT, Drones, 3D technology, Advanced Microcontrollers, Robotics, Programming languages, and more.

# OUR EXPERTISE



# CHALLENGES

01

• Inadequate availability of skilled technical trainers/teachers

02

• Absence of standardized content for technical courses

03

• Underutilization of recommended hardware/  
lack of awareness of proper hardware required for  
a STEM/Tech lab

04

• Complexity in comprehending technical concepts

05

• Utilization of disparate syllabi in schools, which may  
not align with the available equipment

06

• Disparity in theory and practical knowledge

07

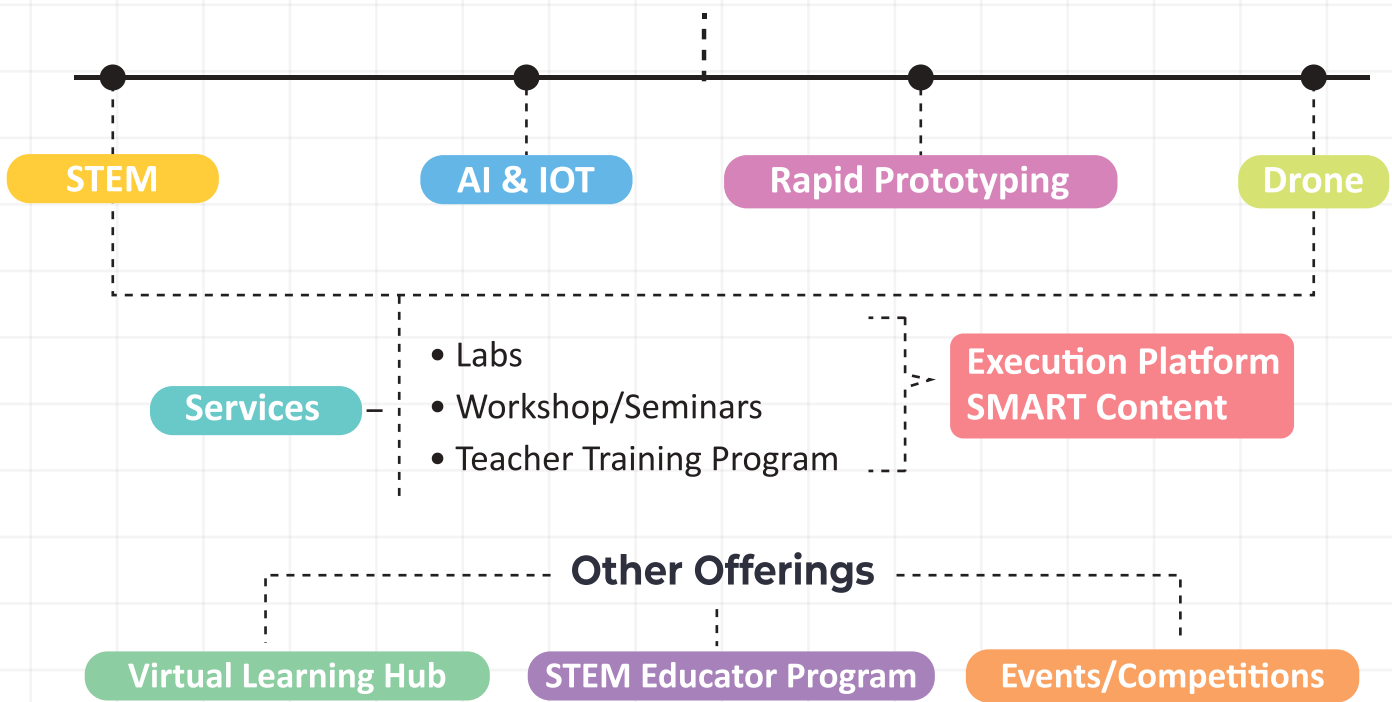
• Limited digital/coding literacy, with learning predominantly reliant on  
paper-based materials

08

• Insufficient emphasis on fostering entrepreneurial or employment tech  
skills in classroom teaching

# OUR OFFERINGS

## HYBRID LEARNING BASED PRODUCTS

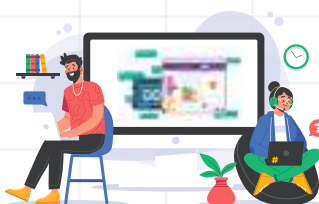


## ABOUT HYBRID/BLENDED LEARNING PLATFORM:

To ensure the successful implementation of "SMART Classes," we have developed and provided educational content utilizing a "Hybrid/Blended Teaching-Learning Approach." This approach enables educators in our schools to confidently deliver classes and involve students in practical learning experiences



Hardware Kits



Theory + Instructions



SMART Content

Hybrid/Blended Learning Methodology

*By implementing this in school we aimed to bring advantages to both students and teachers, as it transforms the traditional pedagogical environment that seamlessly blends digital educational philosophy with in-person instruction*

# SERVICES

In line with NEP and STEM principles, we aim to establish innovative labs. Our mission is to provide cutting-edge, hybrid learning courses, equipping students with coding skills and hands-on resources, enabling them to explore [Rapid Prototyping, STEM, AI, IoT, and Drone tech](#).

These labs offer hands-on learning, reinforcing key concepts and preparing students for tech and innovation careers.

Labs	Grade	Learning outcome	Content
STEM	Nur -K12	Guarantee a 70% solidification of fundamental Science and Mathematics principles with the aid of conventional STEM kits.	<ul style="list-style-type: none"><li>• Grade wise Activity books</li><li>• Teaching Aid- Lesson Plan, TLP, Educational Videos</li><li>• Assessments</li></ul>
AI & IoT	3 <sup>rd</sup> -12 <sup>th</sup>	Involve students in coding and constructing "Real-Time Hands-On" projects employing a variety of controllers and sensors using the C++ and Python coding platforms.	<ul style="list-style-type: none"><li>• SMART Audio-Video Content</li><li>• Teacher Guide</li></ul>
Drone	3 <sup>rd</sup> -12 <sup>th</sup>	Enhance comprehension of aerodynamics by permitting students to assemble and disassemble drones and program them using C++ coding.	<ul style="list-style-type: none"><li>• SMART Audio-Video Content</li><li>• Teacher Guide</li></ul>
Rapid-Prototyping	3 <sup>rd</sup> -12 <sup>th</sup>	Cultivate a Design Thinking mindset by enabling students to explore Tinker-CAD and Fusion 360 software.	<ul style="list-style-type: none"><li>• SMART Audio-Video Content</li><li>• Teacher Guide</li></ul>

**BOOTH ARE AVAILABLE**

# PRODUCT LIST

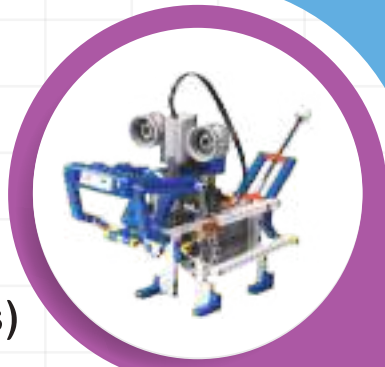
## Qobo

(Pre Primary Coding)



## STEM Classroom kit

(Practical Science & Maths)



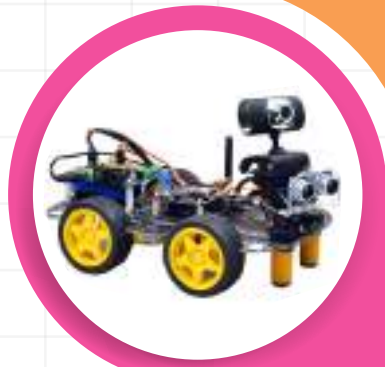
## Force Speed & Distance

(Concept based)



## Alpha

(Arduino & IOT Kit)



## KIDO

(Junior Robotics)



## Q-Scout with Sensors

(Primary Robotics)



## Drone



## Early Simple Machine



**Aero  
Space Kit**



**Arduino  
based  
Ifunbot**



**Whalebot  
(Robotics)**



**Snap Circuit  
(Electronics)**



**3D Printer  
(Rapid Prototyping)**



**EV6  
(Senior Robotics)**

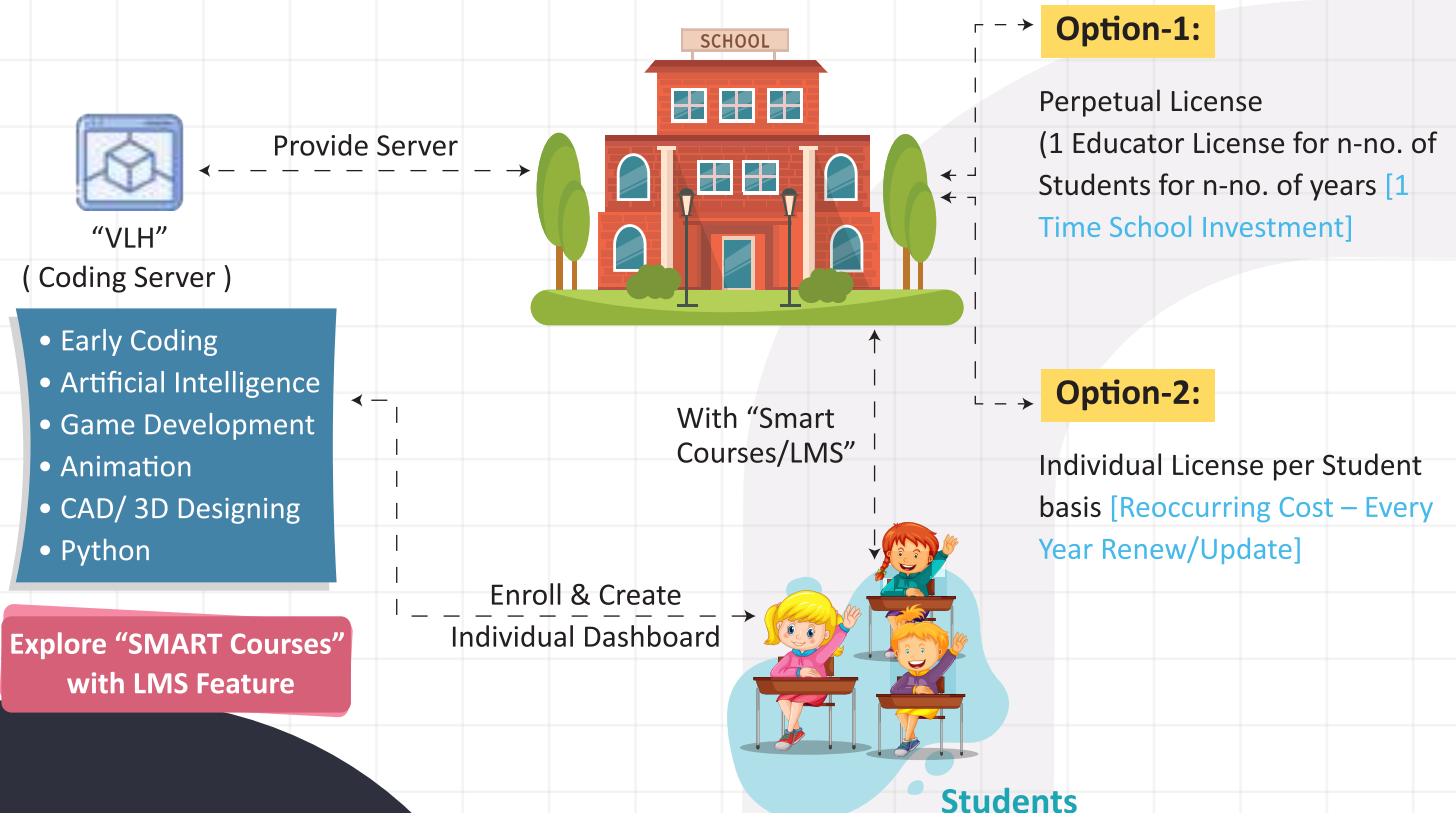


# "ENRICHING MINDS, SUPPLEMENTING CONCEPTS VIA STUDENTS' WORKSHOP & TEACHER'S TRAINING"

Dedicated to fostering a dynamic learning environment we also conduct workshop and teacher training programs for students and teachers respectively.

Program	Workshop for Students	Teachers Training
Duration	2-3 days	1 week
Learning Outcomes	Encompass a spectrum of exciting domains such as Rapid Prototyping, STEM, AI, IoT, and Drone technology, solidifying core concepts	Equips educators with the pedagogical tools and technological skills needed to effectively facilitate STEM and TECH-based labs. Align your teaching methods with the latest educational approaches and empower the next generation with cutting-edge knowledge.

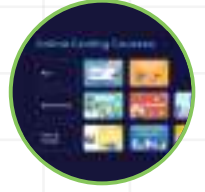
## VIRTUAL LEARNING HUB: "UNLOCKING THE CODING FRONTIER"



# BENEFITS:

1

- Age wise Road map for courses



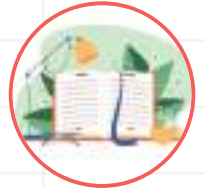
2

- Course wise SMART Sessions (LMS based)



3

- Availability of Lesson Plan & Teacher Guidance Book & Student books



4

- Complete IT support for smooth operation



5

- Provide Teacher Training



# STEM EDUCATOR PROGRAM

Our [STEM Educator Program](#) covers all aspects of '21<sup>st</sup> Century Teaching,' providing substantial benefits to both educators and students.

This initiative is designed to empower educators with the capabilities to seamlessly integrate cutting-edge technology into the standard CBSE/NCERT Syllabus. It fosters a profound understanding of STEAM education and equips educators to effectively address critical issues and competencies relevant to teaching STEAM subjects."

## OUR EDUCATOR PROGRAM CATERS TO A WIDE RANGE OF TEACHING PROFESSIONALS:



CS- STEAM (for all teachers)

## SPECIALISED COURSES



Electronics & Drone



Rapid Prototyping



AI and IoT course

This well-rounded program aims to cultivate highly proficient tech trainers capable of serving in Government Innovation labs or facilitating the implementation of NEP guidelines in schools."

## FUELLING INNOVATION AND CREATIVITY IN SCHOOLS: STEM AND ROBOTICS COMPETITION

We conduct various "Event & Competitions" for school which provide an exciting opportunity for students to collaborate, problem-solve, and apply their knowledge to real-world scenarios.

With a focus on building, programming, and controlling robots, our competition not only enhances STEM proficiency but also encourages students to develop a passion for innovation.

### Glimpses of our competitions



Playbotics

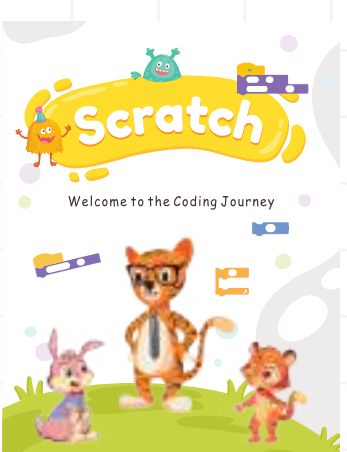
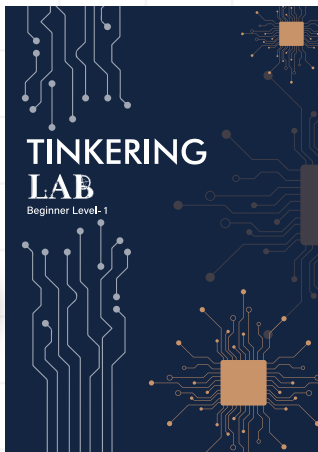
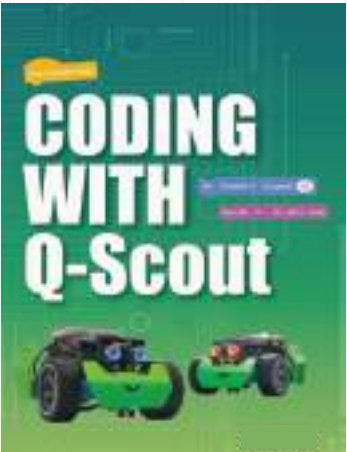


Game-A-Thon



Robotics & Drone Spardha

# ROBOTECH BOOKS



# SOCIETAL ASPECTS

## KEEPING THIS POINT ON HIGH PRIORITY

Skills and Knowledge are driving forces of economic growth and social development for any Country

Our Foundation LAB helps students grasp the different facets of a technology-driven society while also inspiring them to better their academic performance by creating connections between School, Student & Society through an innovation-based STEAM learning methodology.



### Students

- Nourishing students with the 21<sup>st</sup> Century skills
- Tinkering grade-wise concepts through Learning-by-doing Methodology
- Students are encouraged to try out new techniques in the lab, which helps to foster a constructive classroom culture
- Providing whole year curriculum planned sessions with complete supporting aids
- Learnings increase passion and interest in these skills in the future
- STEAM offers a rewarding career with a 25% hike

### Schools

- Early Exposure of learners through standard STEAM & Coding products
- Relate digital technologies with Real-Time Applications and make learners understand how they work
- Reinforce learner's taught concepts by enabling them to Develop Real project
- Reinforcing the textbook concepts of the students by providing better Scientific & Mathematics conceptual clearances

### Events/Competitions

- Bringing new expertise in globally used technologies
- Creating more favorable surroundings for innovation
- Leveraging the technology to solve social problems
- Empower to develop new employment opportunities
- Improving the quality and standard of the social output
- Giving opportunity to students to stay globally competitive

# "EMBRACING TOMORROW, CRAFTING FUTURES"

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Leveraging the technology to solve social problems through Real-Time Project Development in Classroom

01



Improving the quality and standard of the social output by providing the learners with a handful of skills

02



Empowering girl children by empowering them with STEAM & Tech Skills

03



Bringing new expertise (Coder, Website, AI, or IoT) in globally used technologies

04



Empowered learners with Industrial skills thereby reducing Industrial Training Cost

05

**ROBOTECH**

Where Learning,  
& Innovation Converge

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