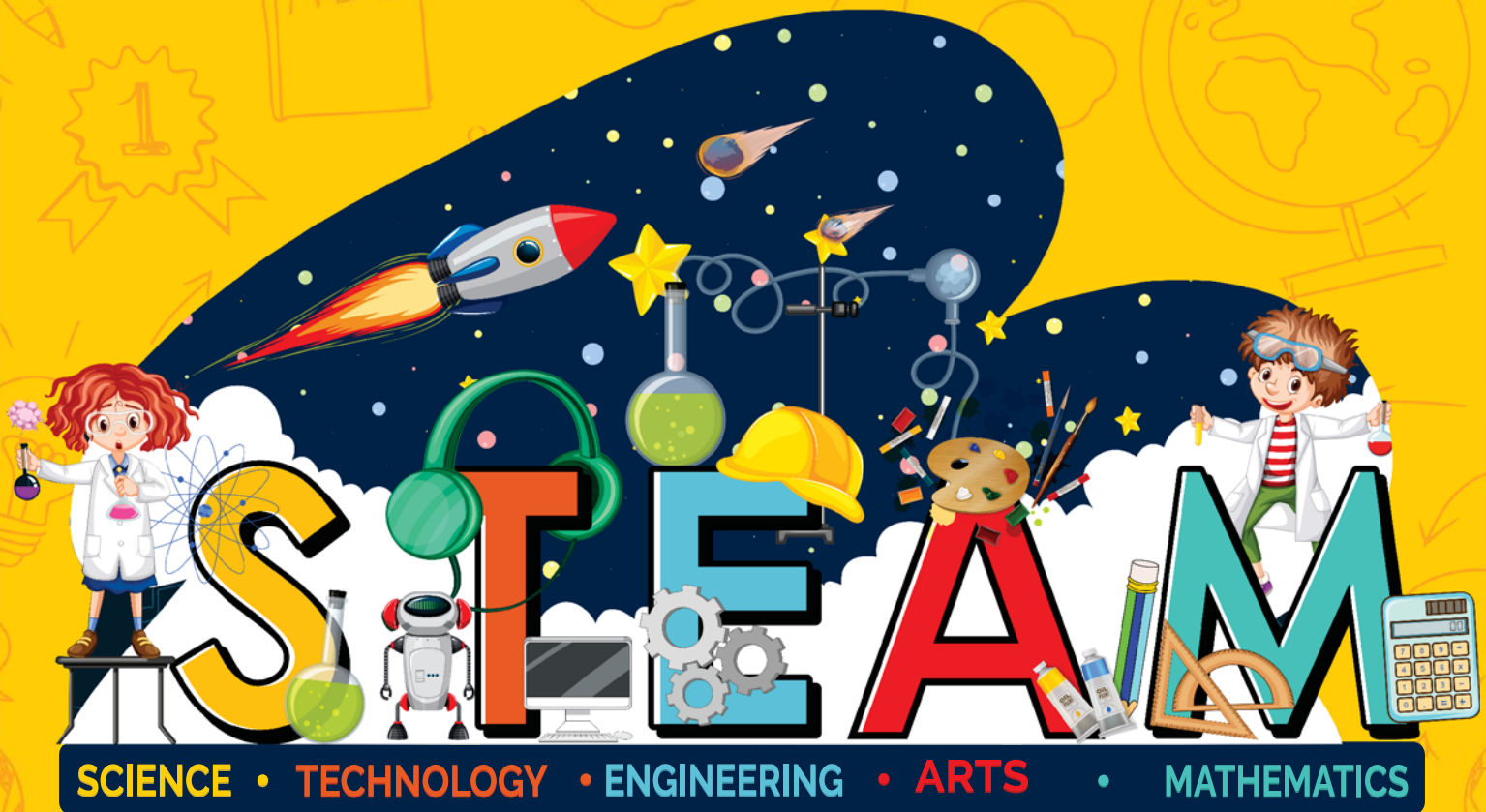


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**USA STEAM
Certified**

**Build Games
and Apps**

**Drone
Engineering**

**Microbit
courses**

**Applied
Science**

Logic Math

Snap Circuits

Robotics



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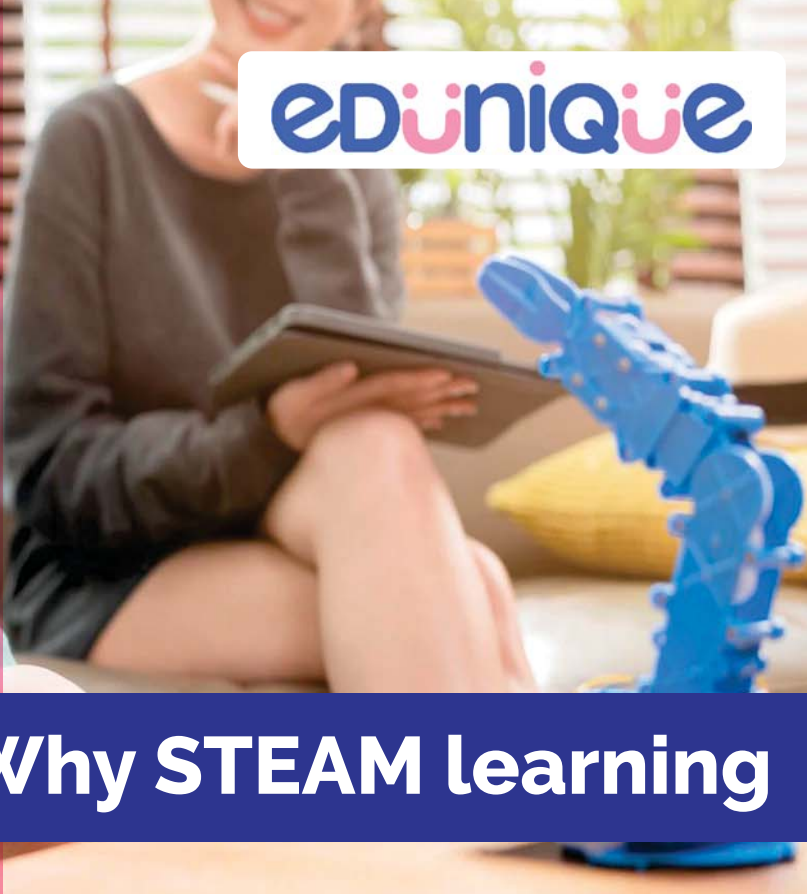
STEAM Learning

"Science, Technology, Engineering, Arts and Mathematics (STEAM) is at the heart of the technological revolution that is changing the way we live and work. We believe that integrating STEAM into the education sector leads to the development of curiosity, inquisitiveness, critical thinking, problem solving, imagination, questioning and exploration skills among students. CSR responsibility helps to lead to innovation, designing and creating, testing and modifying solutions to complex problems.



A photograph of a man and a young boy smiling together. The boy is wearing glasses and holding a blue object.

Why STEAM learning

A photograph of a woman sitting on a couch, holding a tablet. A blue robotic arm is visible in the foreground.

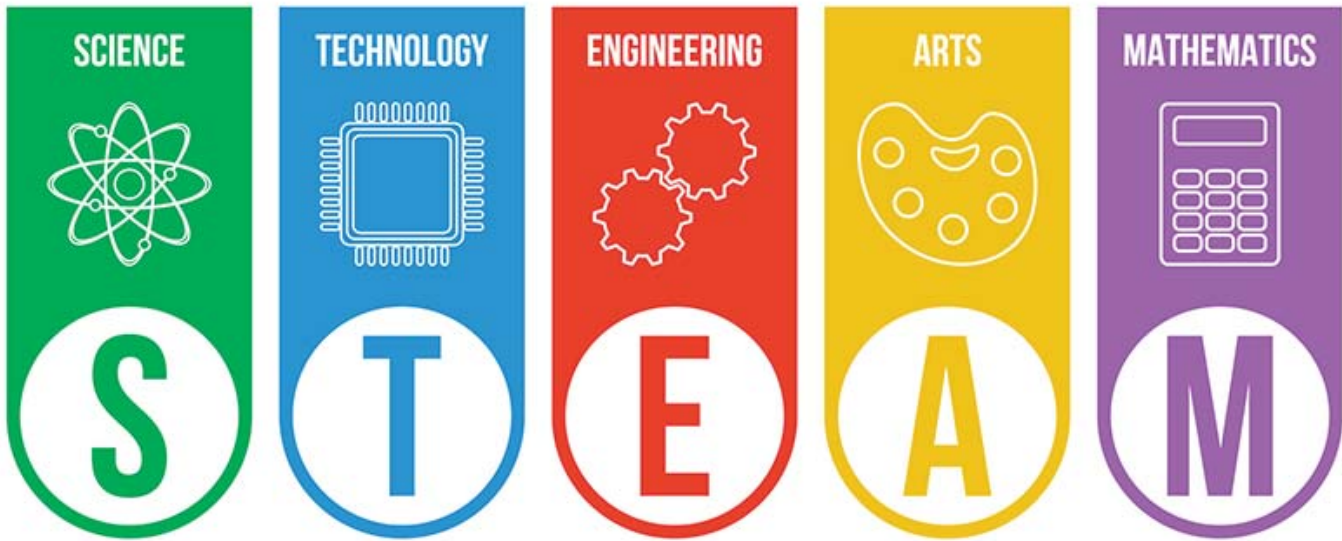
Worldwide acceptance of STEAM teachings is growing at a very rapid pace. STEAM stands for learning science, technology, engineering, arts and mathematics. The goal of STEAM learning is to replace the traditional impractical approach with a more realistic and practical approach to equip children with the skills and knowledge necessary to obtain and explore lucrative opportunities in higher education and beyond.

A graphic of a tree where the branches are formed by colorful lines (red, yellow, blue) and the leaves are various educational icons like a graduation cap, a laptop, a microscope, a globe, a lightbulb, a gear, and a target.

The importance of STEAM learning

In today's and future education and employment sectors and in every business stream, a student is expected to have basic knowledge of mathematics and science.





EDUCATION

Here's how STEAM education is so important to young students.



Science is everywhere and all around us. Technology is growing at a rocket speed and is becoming an indispensable part of our lives. Engineering is not only used to design simple roads and bridges, but also to address the challenges of a changing global weather and to implement environmentally friendly changes in homes. Mathematics is an integral part of every job we do, every activity we do in life.



Edunique exposes students to STEAM learning and provides opportunities to explore concepts related to their interests. We ensure our students develop a passion for STEAM learning and pursue careers in STEAM fields.

STEAM learning is vital even for non-SteAM jobs



OUR FOCUS

A) Expertise

We pose a fantastic breadth and depth of knowledge, breaking down barriers, to undertake multidisciplinary approach. We thereby help in solving society's / students, most pressing problems.

=We focus on our ultimate aim of becoming a force for positive change. able to use their strength to explore their interests.

B) Life skills

We better understand how children learn and accordingly we take simple and affective steps to promote engaged learning.

Strengthening the critical life cycles in children is our primary goal. We prepare them for life problems to arrive at a logical solution. We don't just tell our students to choose the life skills, but we foster them to ingrain those skills and implement it in their daily lives.





E) Creativity and Innovation

Innovating and having a creative bend allows our children to better understand concepts. We strongly believe that if a child utilises the creative experimental method of teaching, we are sure to develop thinkers who are able to use their strength to explore their interests.

D) Fun learning

In our University, we like to keep our activities simple but effective. We understand, as a parent you want your kids to learn, but it is very difficult to keep the child engaged and more interested in the activities. Enhancing alternate modes of learning through Play, Art and Creativity, is our basic and primary motive.

C) Quality

We act as a watchdog in the overall development of a child. Our faculties, mentors and scientific methodology test with the help of frequent assessment through test series mentoring plans and the curriculum with content from across the world and our customised program helps students in coping with the learning needs.



DIY Kits

ACTIVITY BASED PROGRAM FOR COGNITIVE DEVELOPMENT AND EXPERIENTIAL EDUCATION

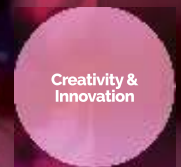
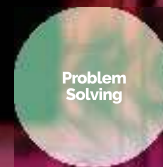
- DIY school chemistry workshop kit
- DIY motorised solar system model kit
- Motorised mars rover
- Motorised model
- 3D paper model
- 3D paper model
- Solar energy conversion model
- Horizontal levitation kit
- DIY magnetic car model
- DIY periscope kit
- Air propelled car
- DIY electronic circuit making kit
- Generation of electricity
- DIY lenses and optics kit
- DIY moon rover kit motorised
- Solar powered vehicle
- Paper kaleidoscope kit
- DIY star illuminated box
- DIY fun robotics kit
- DIY electrical conductivity testing robot
- Secret agent's lens kit
- Motion an Physics of moving objects
- Electrochemistry kit
- Eclipses, full moon, new moon etc

Learning coding and technology

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#	Technologies	Basic (7-9 years)	Advanced (10-12 years)	Masters (13-19 years)
1	3D Modelling	Basic (Paint 3D/Tinkercad)	Advanced (Fusion 360)	Master (Blender)
2	3D Animation	Basic (Scratch)	Advance (Fusion 360)	Master (Blender)
3	Augmented Reality/ Virtual Reality	AR/VR (Enablar)	AR/VR (Enablar)	AR/VR (Unity)
4	Drone	Drone Simulation (Eduvance)	Drones (Eduvance)	Drones (Eduvance)
5	AI	AI: Basics	AI: How humans and Machine Learn and Classification	AI: Regression and Image recognition
6	Programming Coding	Basic (Blockly)	Advance (C++)	Master (Python)
7	Mobile App Development	Basic (MIT)	Advance (MIT)	Advance (Android Studio)
8	Website Development	Basic	Advance (HTML / CSS)	Master (HTML/CSS/SQL)
9	Game Designing	Block Based Game Development	Advance Game Development	Advance (Unity)
10	Robotics	Robotics - Manual	Line Follower Robot (HWD)	Pick & Drop Robotic Arm (HWD)

Learning coding is not only about understanding the programming being used, but also developing important computational thinking skills, which are useful for problem-solving across many disciplinary areas. In this course, students will learn basic programming skills by creating interactive animations, which is a block-based visual programming language for anyone new to coding.