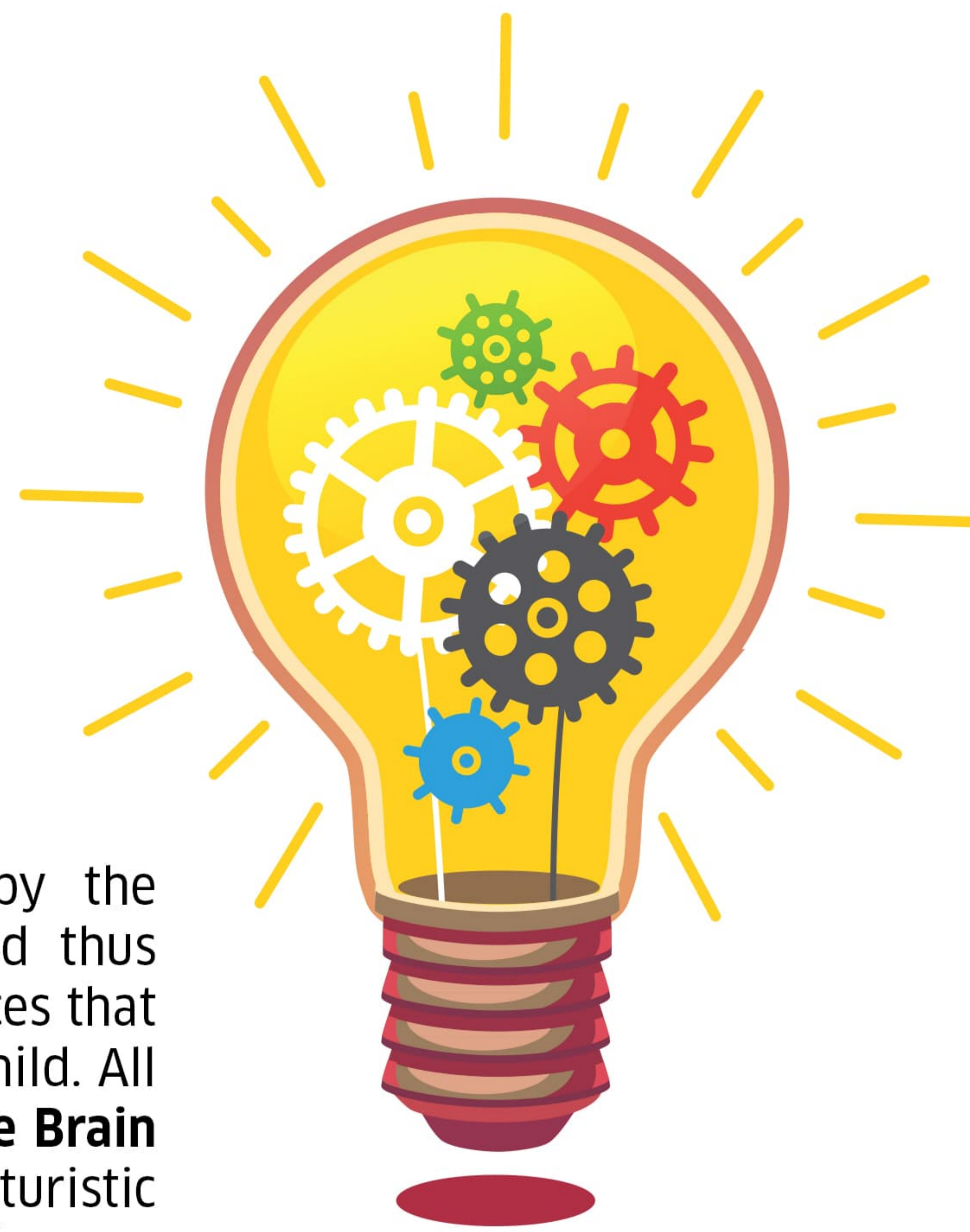


OUR PHILOSOPHY

Education is not the learning of facts, but the training of the mind to think

At **NASCA**, we are absolutely thrilled by the amazing powers of the Human mind and thus adopt many innovative instructional practices that help challenge the mental prowess of the child. All our training modules adhere to the “**Whole Brain Teaching**” methodology. One of the most futuristic teaching styles, here learning is imparted the way the brain is wired.

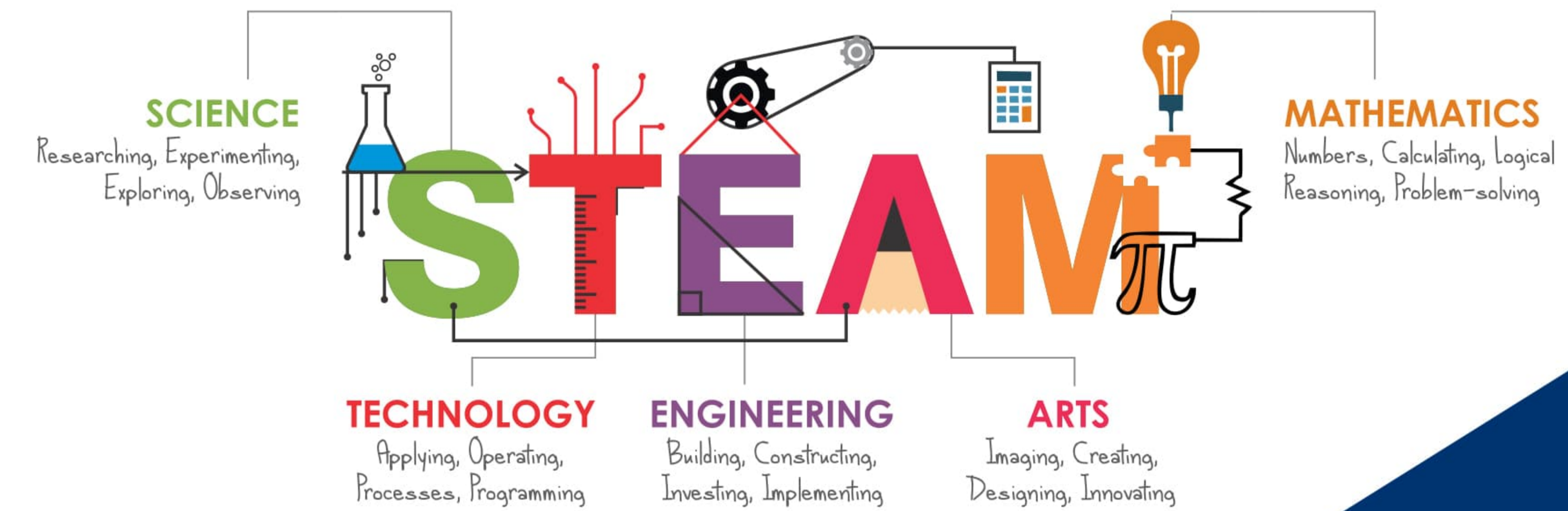


ABOUT NASCA

Paving way for practical and activity-based learning, NASCA has been making every attempt to unleash a child's imagination and contribute to his/her holistic development. Championing the concept of “**Learning by Doing**”, the group offers a comprehensive range of pedagogical approaches that integrate seamlessly with the school curriculum in the field of **STEAM (Science, Technology, Engineering, Art & Math)** under its brand '**ROBOWIZARDS**'. The core purpose of this initiative is to achieve an innovative problem solving aptitude in the youth of today and make complex subjects like Mathematics and Science relevant and engaging.

WHAT IS STEAM?

It is the integration of **Science, Technology, Engineering, Arts and Mathematics**, and their associated practices to create a student-centered learning environment in which students investigate and engineer solutions to problems, and construct evidence-based explanations of real-world phenomena.



WHY STEAM?

STEAM Education helps a child in connecting the dots between fundamental concepts that they learn in theory with their practical application in the real world. Under the able guidance of a professional faculty, students are encouraged to build projects which incorporate these ideas.

Traditionally Maths, Science & Technology are taught as separate subjects in schools. STEAM however aims to integrate all these subjects and underscore the interrelationship of these fields by putting them at the forefront of Education.

ROBOWIZARDS STEAM FIELDS

ROBOTICS

CODING & PROGRAMMING

3D PRINTING & DOODLING

AR / VR / MR

SCIENCE EXPERIMENTS

ROBOWIZARDS

The Robowizards Module draws strong inferences from the **STEAM methodology**. Its curriculum comprises of more than 360 projects from Jr. Kg to Grade 12. We incorporate '**State-Of-The-Art**' educational Kits and an expert panel of faculty members to ensure the learning process is qualitative and experiential for all the children. The syllabus and modules are **integrated with the school curriculum** so that its customized and students are able to connect with what they are learning in class with respect to their grades / levels. One of the most differentiating factors of Robowizards educational program is its **focus on fundamentals, concepts and techniques in the teaching process**.

ROBOTICS

It helps children explore objects in the world around them. Children deepen their understanding of how forces affect motion and explore concepts of energy. Robotics is an exciting way to bring science, technology, engineering and mathematics to life in the classroom.



CODING & PROGRAMMING

Coding drives innovation. From self-driving cars to robot-assisted surgery to social media, computer science is revolutionizing every aspect of our lives.

Coding allows kids to be creative. They can create projects that do really amazing things.

Learning to program supports learning in other areas, like math, reading and science.



SCIENCE

Physical Science will help students to understand various concepts of Mechanics (Motion, Force, Momentum), Electricity & Magnetism (Electricity, Magnetism and Electromagnetism), Heat & Energy (Thermodynamics), Light & Vision (Light, Optics, Mirrors, Reflection, Prism, Lenses, Sound Waves)

Earth and Space Sciences will include activities and projects on concepts of Geology (Rocks and Minerals, Atmosphere and the Weather), Astronomy (Study of Space) and many more.

Life Sciences help students explore the study of living organisms and life processes. Here, we will be focusing on Biology, Botany and Zoology.



AR & VR

AR & VR will play a big role in training the students and introducing them to difficult concepts that are more easily explained through immersive experiences.

DOODLING

3D Doodling allows children to literally draw in the air - whether freestyle 3D sketching or tracing shapes from templates to make larger structures and objects.

TEACHING METHODOLOGY

All the Sessions conducted using the "Learning by Doing" methodology

Training sessions executed by a highly specialized team of RoboWizards Professionals

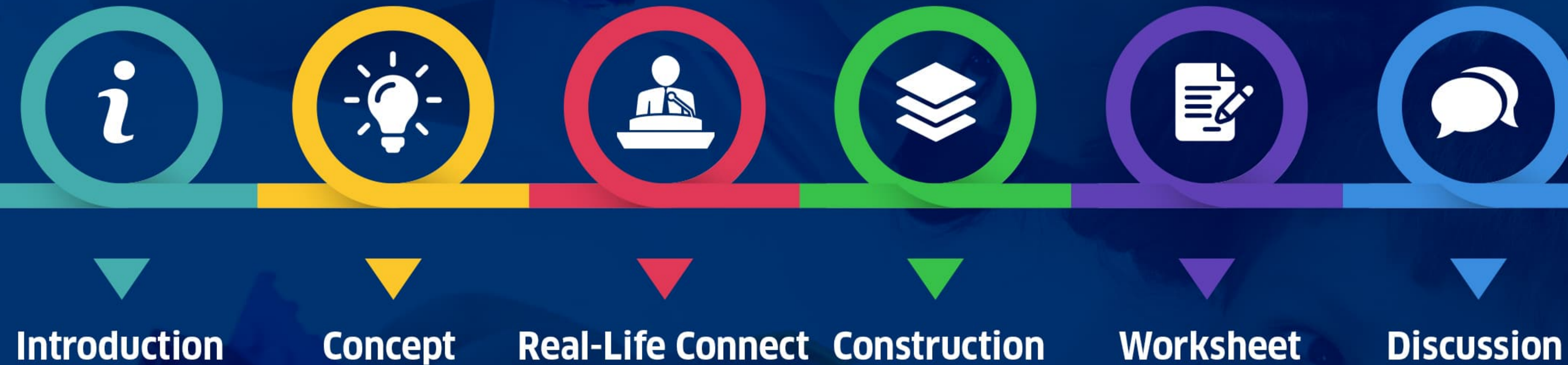
World's Best LEGO Kits and Science Kits & instruments used to conduct various experiments at RoboWizards

Students get "Certificates of Appreciation" on completing each level

Detailed Worksheets, Handbooks, Report Cards and LEGO Kits for regular practice

Trainings imparted for International Competitions

PROCESS MAP



GRADE MAPPING

GRADE	JR. KG	SR. KG	GRADE 1	GRADE 2	GRADE 3	GRADE 4	GRADE 5	GRADE 6	GRADE 7	GRADE 8	GRADE 9	GRADE 10
ROBOTICS	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
CODING & PROGRAMMING				✓	✓	✓	✓	✓	✓	✓	✓	✓
3D PRINTING						✓	✓	✓	✓	✓	✓	✓
SCIENCE EXPERIMENTS & PROJECTS	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓

EDUCATION MODULES

CURRICULUM INTEGRATION MODULE

This module integrates with the school annual calendar and is available across all grades and levels. Classes take place during school hours and within school premises. Post successful completion of this module, a certificate of appreciation & level is provided to all students.

VOLUNTARY PARTICIPATION MODULE

This module offers students the flexibility to voluntarily choose the STEAM program as one of their optional subjects. This module can be delivered in either 'In school' or 'After School' format.

COMPETITION TRAINING

Robowizards undertakes specialised training of select students for various domestic and International Robotic competitions.

STEAM LABS

RoboWizards offer technical consultancy to schools interested in setting up a STEAM Labs at their premises.



ROBOWIZARDS Team
at
World Robotic Olympiad 2016
(Rank Holders for Regional & National Championship)



Aarav Parikh, Aarin & Rutej Talati
(SVKM J. V Parekh International School students)
(WRO Training exclusively undertaken by Robowizards team)

NASCA LLP
ROBOWIZARDS EDUCATION

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