



in collaboration with

Kiztopia[®]

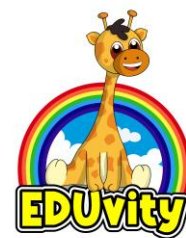
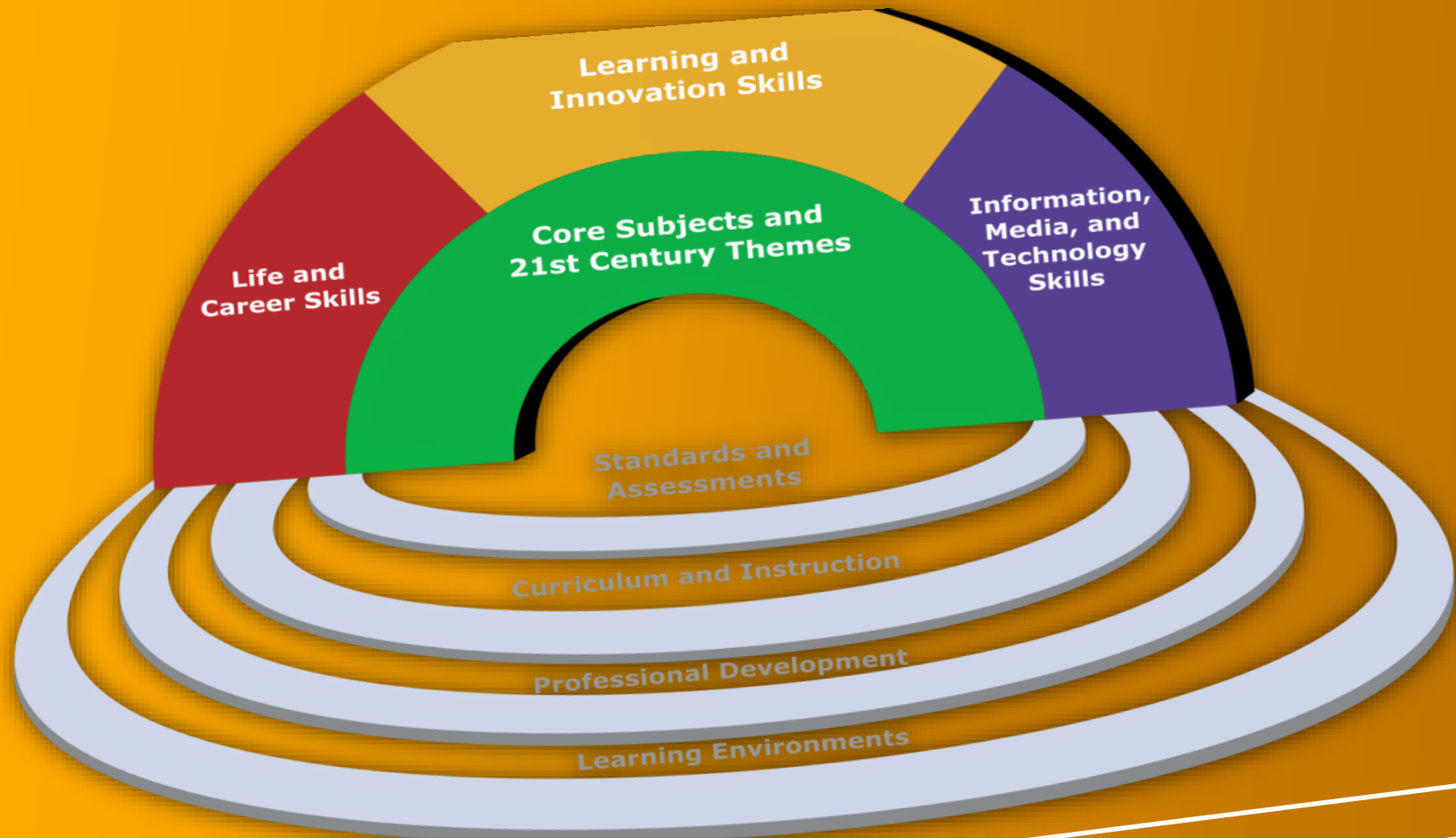
What is
EDUvity Box?

S.T.E.A.M.
Learning in-a-box

Our Educational Blueprint



A facilitation for children to learn based on their natural learning styles, customizable for all types of learners/ programmes and it is FUNctional!



Development Framework

EDUvity's development framework is desired to create creative thinkers (problem solvers), action takers (doers, creator), optimists (positive mindsets), strong minds (firm and confidence, positive characters) and quality leaders



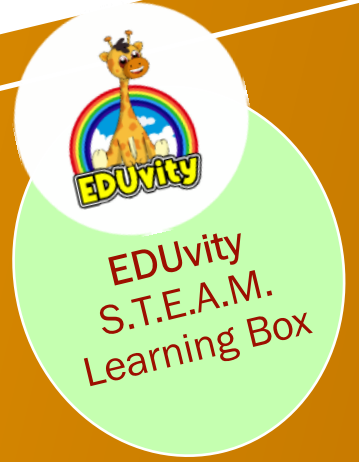
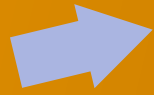
VAK:
Visual,
Auditory,
Kinesthetics



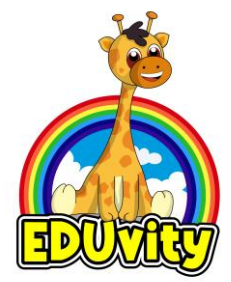
S.T.E.A.M.:
A framework of learning with an integration of Science, Technology, Engineering, Arts and Mathematics, a simple way of understanding and applying the learning outcomes that resembles real life.



Cognitive Development: How children think, explore and process thoughts. It is the development of knowledge, skills, problem solving, critical thinking and dispositions, which help children to think, process and understand the world around them. Brain development is part of cognitive development.



- Via methods, including
- ✓ Sensory processing
 - ✓ Accelerated learning (Facilitated learning)
 - ✓ Play to learn & Teach to learn
 - ✓ Experiential learning (Learn by doing)
 - ✓ Whole brain development





Why S.T.E.A.M.?

S.T.E.A.M. instead of S.T.E.M.:

Most of us are familiar with STEM: Science, Technology, Engineering and Mathematics, an important learning approach in the 21st Century.



An additional element of A (the Arts), comes from all rounded arts which doesn't mean to just add fine arts in the learning content. But it comes from music, social arts, fine arts, performances and etc in the whole learning approach. Arts trigger the abilities of questions, exploration, processing, creation and expression - which lead to the passion of learning.



EDUvity's Titles

**4 SERIES with 3 TOPICS each
Over 12 months**

- **Habitat** - Colours, Life Cycle, Sound
- **Environment** - Weather, Pollution and Galaxy
- **Eco system** - Human body, Plant and Food science
- **Engineering** - Architecture, Force, Magnet and Energy

*Each topic will include one animal or insect

*Topics may change according to the feedback from users without prior notice



What's in the BOX

VAK, STEAM,
Cognitive
Development

Station
[A]
Kick
Starter

Story about an animal
associated with the
box theme

Learning
Passport

There will be one Kiztopia
Character to play "Host" in
every box to guide the
child through every station
Guess which box I'll be in ...

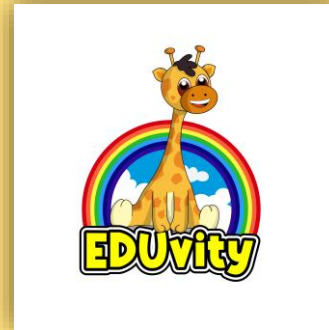
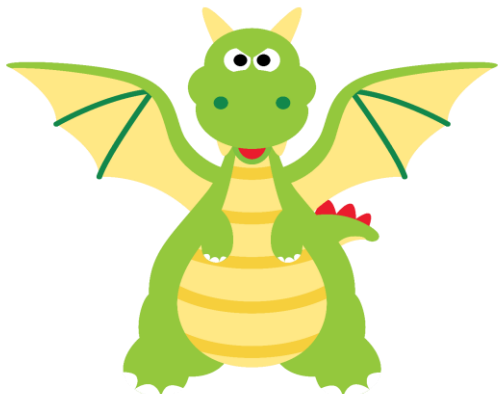
Station
[B]
Creative
Station

Simple &
creative
activities

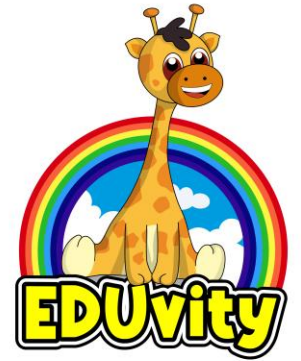
Station
[C]
Explorer
Station

Fun Experiments

To jot down
observations,
debriefs and
notes



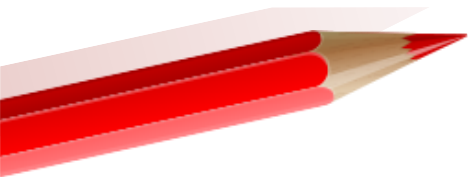
EDUvity's Channels



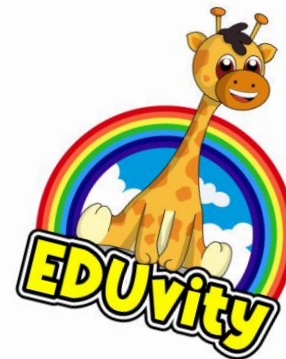
EDUvity
Box

EDUvity
Workshops

EDUvity
Learning
Programme



EDUvity, Touch the
World with STEAM!



Thank You!

Contact us now for
more information!

