

# STEAMify your Classroom

Educaid Conference  
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STEAM



EdukoMondo

STEAMCUBE

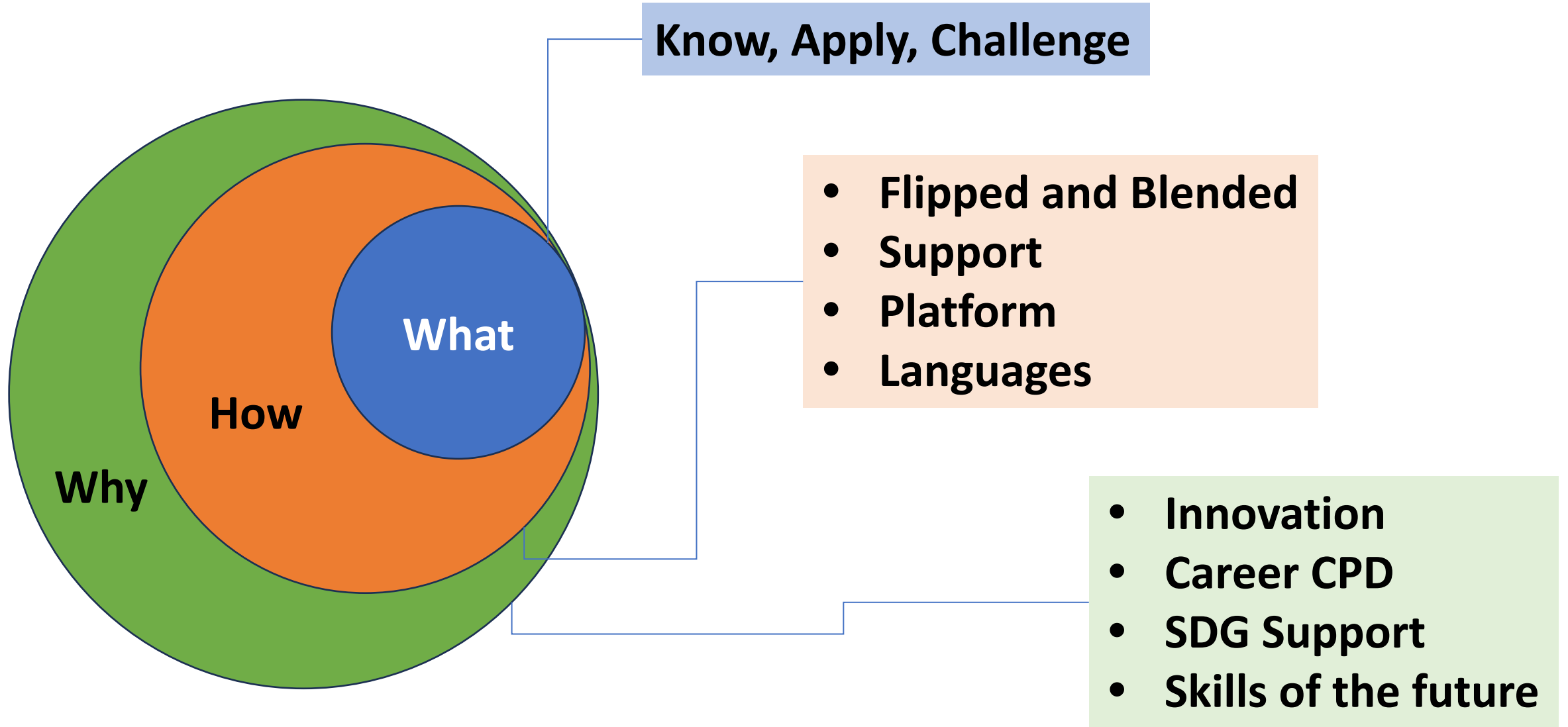


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## Introduction

- **STEAM explained**
- **STEAM to bridge the digital divide**
- **The mighty microcontroller**
- **Target Audience**

**STEAMCUBE**



## Key Take Aways

- **60% completion rate.**
  - *Between 5% and an estimated max of 20% as industry average (research by MIT, Princeton and Harvard in 2020).*
- **Peer support is crucial for learning and motivation**
- **Key role of the facilitators**
- **Flipped and Blended approach requires some “get used to”**
- **Platform**
- **Price**



# Contacts and Links

## EdukoMondo

- [peter.Stremus@edukomondo.org](mailto:peter.Stremus@edukomondo.org)
- [www.edukomondo.org](http://www.edukomondo.org)
- [www.youtube.com/@edukomondo](https://www.youtube.com/@edukomondo)

## STEAMcube

- [Joji.jacob@steamcube.in](mailto:Joji.jacob@steamcube.in)
- [www.steamcube.in](http://www.steamcube.in)
- [www.youtube.com/@steamcubeglobal](https://www.youtube.com/@steamcubeglobal)

