



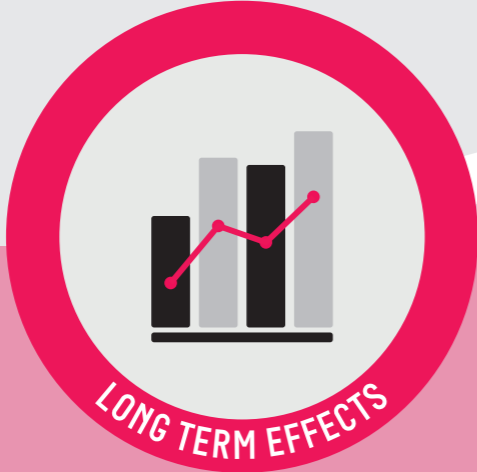
IMPACT ON DEVELOPMENT OF CHILDREN



NECESSITY FOR BUSINESS AND INDUSTRY

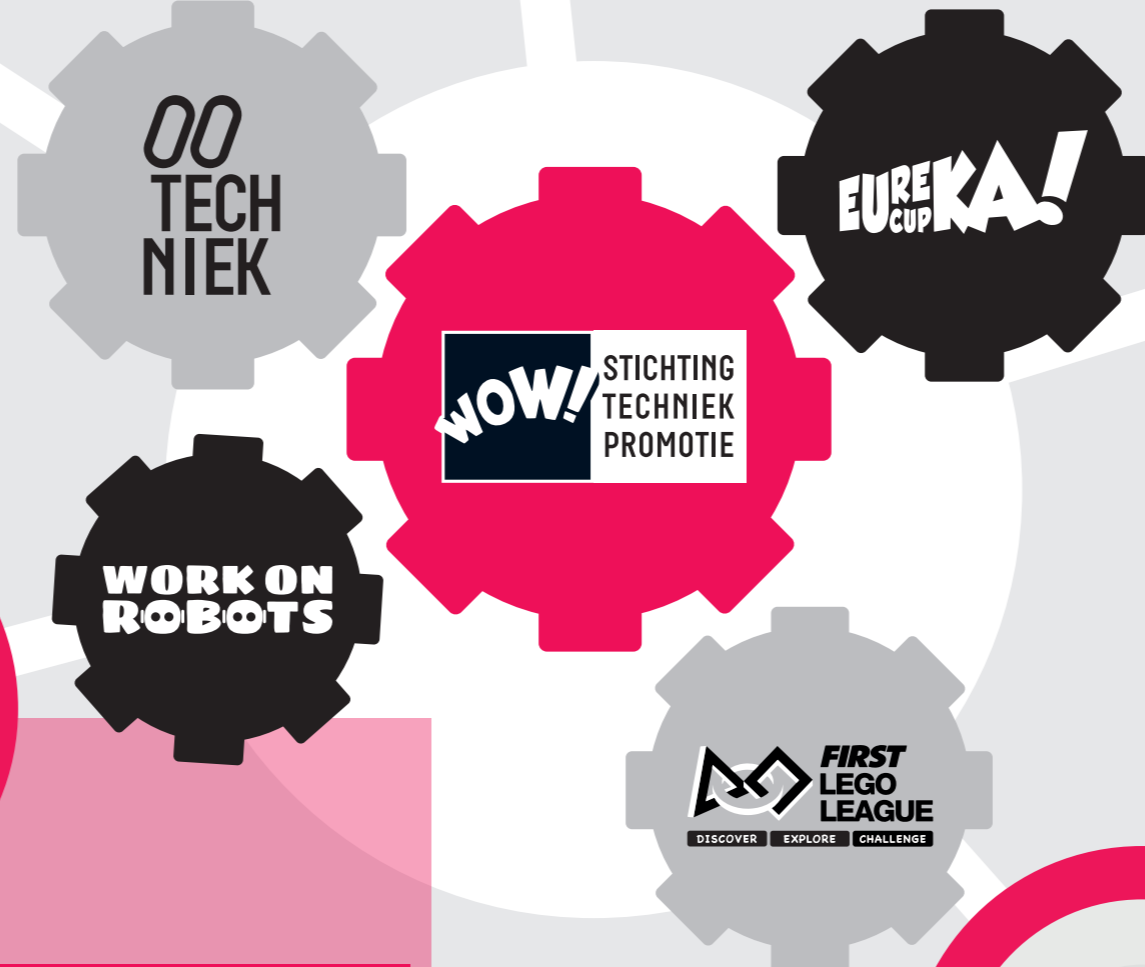
- Students should get a feeling for technology in the widest sense as early as possible
- Broad orientation at an early age, stimulating curiosity and interest
- Demonstrate relevance of science for professional practice
- Teachers improve awareness of the relationship between education and professional practice
- Businesses may participate in various programs
- Our expertise in technology promotion is available for businesses

- Programs focused on working with the whole class
- This guarantees diversity and inclusion
- Broad orientation on technology and relevance of science
- Skills development: working in a team, presenting, communicating effectively, creative and critical thinking and conflict resolution
- Competition helps children deal with stress and get the best out of themselves
- Children are engaged in research and science



LONG TERM EFFECTS

- Programs have proven themselves for 15+ years and are improved every year
- Teachers adapt their curriculum to these programs
- Students can count on our programs every year in their school career
- Project duration of 10 weeks (especially with annual return) has a lasting impact on student development
- Our national programs are increasingly becoming a regular part of the curriculum of primary and secondary schools
- Starting early (before 8 years old) means better long-term results



POSITION IN THE NETHERLANDS

- Largest (inter)national programs with the biggest reach
- Continual STEM education from 4 to 18 years
- All programs have a wide curricular fit, not just robotics but also a wide range of other technologies
- Unique mix of projects and events with a strong emphasis on 21st century skills that have a very positive effect on the development of children
- Blend well with various national programs



PROGRAMS AND REACH

Essential for teachers	Fits in curriculum
Continual STEM education	National programs
Easy to connect to other initiatives	
Project duration: on average 10 weeks, 2 to 3 hours per week	
REACH	
OO Techniek	4 - 13 years 55.000 > 630 schools
Eureka!Cup	12 - 16 years 20.000 > 120 schools
FLL	4 - 15 years 35.000 > 500 schools
Work on Robots	16 - 18 years First edition 2021