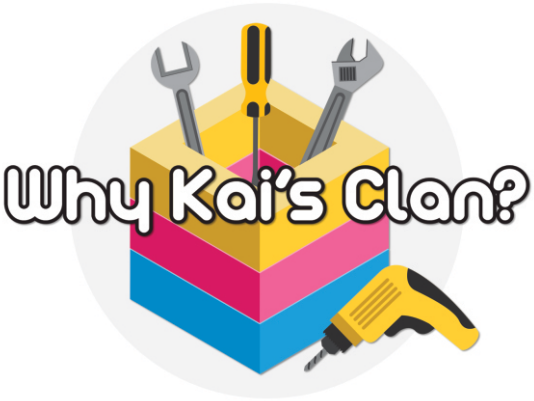



## Kai's TOP 5

1. **Collaborative Multiplayer Coding**
   Students program their robots over the cloud together.
2. **Coding with a Purpose**
   Solve real world problems.
3. **Create Robot avatars with Minecraft**
   Inspire Creativity & design 3D environments with Minecraft or Tinkercad.
4. **35+ Cross curricular lesson plans**
   aligned to NZ Curriculum - for both teachers and students.
5. **Augmented Reality + VR**
   See your code come to life.

## Student outcomes

**Understand computational thinking**
Learn algorithm thinking, simple de-bugging, logical thinking & problem-solving.

**Design & develop digital outcomes**
Stimulate a creative mindset, investigate specialised digital technologies and apply appropriate skills to improve the quality of a specific outcome.

**Relevance learning in a fun**
and creative environment, through their own designs and project implementation.

## Kai's differentiation

**S** - Scientific testing through the use of sensors, data collection and data visualisation.

**T** - Technologies using augmented and virtual reality, AI on a collaborative coding platform.

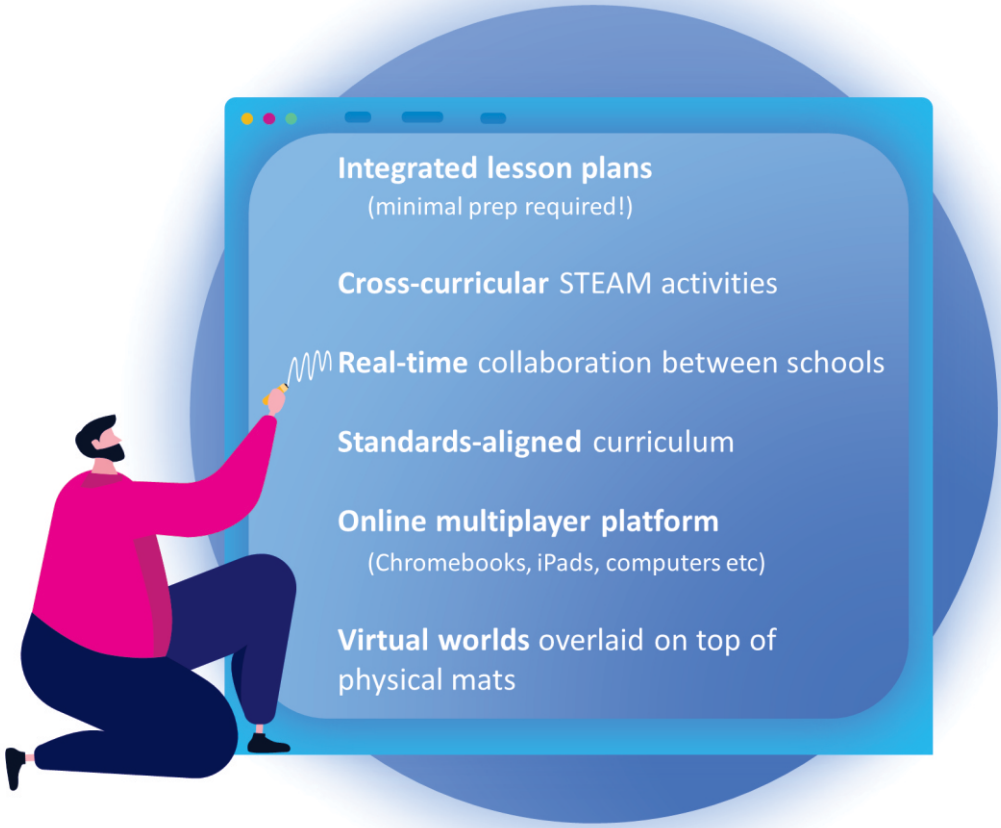
**E**- Engineering, the intersection between science and technology, bridging coding/robotics to science to deliver real world solutions.

**A** - Arts, designing their own robot avatars with Tinkercad and Minecraft and ability to re-create their own terrain environments.

**M** - Maths in using co-ordinates, including graphing in Excel or Google Sheets and coding logic and variable blocks.

## The only all-in-one STEAM Toolbox

# EDUCATOR BENEFITS




**An all-in-one STEAM toolbox**

# Competitive Analysis

| | Coordinates | Minecraft & Tinkercad | AR VR | Sensors + Data | Construct | Cloud |
|---|---|---|---|---|---|---|
| Sphero | | | | ✓ | | |
| Littlebits | | | | ✓ | ✓ | |
| Class VR | | | ✓ | | | ✓ |
| Ozobot | | | | ✓ | | |
| Lego | | | | ✓ | ✓ | |
| Makeblock | | | | ✓ | ✓ | |
| **Kai's Clan** | ✓ | ✓ | ✓ | ✓ | | ✓ |

kai's <clan>