## marketplace

### for STEM programs

Through the unparalelled STEM experience provided by top industry experts, students master the development of functional end products for solving global challenges, all while still in middle and high school.





NGSS & ISTE standards learning units: 2-20h full projects: 50-120h

#### **Materials**

scope & sequence teacher guides courseware handouts templates assessments

#### **Mentoring** & support

teacher training in-action coaching industry experts mentoring class management

oday, over 25 000 students and teachers from 600 schools in Europe, , South America, Middle East and Asia are using Stemi products and rning solutions.



# Foundations of Artificial Intelligence



#### STORYTELLING

Students get immersed in the learning content through the illustrated story where they, together with the Al companion, solve the world's problems and challenges.

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#### VIDEO GAMES

Our teaching methods are useful and fun. Using the Scratch editor, even the youngest students get to develop a fully functional video game using Al Computer Vision.

#### THE NEWEST TECH

As we update curricula on monthly basis, depending on the emerging technologies, content analitics & the feedback data, our students get to play with the latest tech available.



#### PROMPTING IS THE NEW GOOGLING

With the power and impactful emerging technologies such as ChatGPT, Bing or Bard, our task is to make sure students learn how to use it in a responsible and ethically acceptable way — in a safe classroom evnvironment.



#### AI STUDY BUDDY

Trained under the supervision of our educators and tailored to the specific needs, we created a fully customizable Large Language Models (LLM) solution. Designed to assist students in their learning journey, it adapts to individual learning styles, ensuring an engaging and effective study experience.



To keep the learning spirits

yup, we make sure to create a
plenty of fun, interactive and
gamified elements throughou
the learning content.

