



Making STEM easy in schools

Prosthetic Hand STEM Kit for Schools

For Year 5 through 12

Amaze Students with Award Winning Technology



NOW AVAILABLE IN AUSTRALIA

The BrainCo STEM Kit provides a fully customizable learning experience for students of all ages. Based on the same technology used in an award-winning real prosthetic, the kit is an excellent entry point for students to learn about robotics, prosthetics, coding, and all aspects of STEM.

The kit is supported by curriculum guides, worksheets and PowerPoint slide decks making it extremely easy and supportive for teachers to introduce this as part of their curriculum for schools.

The BrainCo STEM kit is a multi-grade compatible STEM solution. It brings project-based learning to in-school and after-school environments.

Kit features:

- Fully developed curriculum, slides & lesson guides for 27 lessons
- Reusable technology linked to award winning prosthetic
- Easy to scale programming
- Activities

To get started, contact mpr@accuteque.com

STEM Kit Curriculum

The BrainCo STEM Kit curricula brings together modular curriculum units designed to be compatible in multiple different learning environments. Example environments include full semester STEM classes, modules within a Robotics, Biotechnology and Engineering Design class or a free learning environment such as a Maker Space or Afterschool STEM club.

The intent of utilising the full curriculum of the BrainCo STEM Kit is to build investigative, inquisitive, and confident attitudes to pair with definitive technical and content knowledge. Students and educators then are given an open challenge in which they must use the frameworks and content knowledge they have learned as a starting point for a capstone project.

Unit	Modules	Content
Project Guided Assembly	4 modules of 50 minute lessons	Instruction guided assembly to the hardware with delineated learning goals.
Engineering Design	6 modules of 50 minute lessons plus Open Design Project	Guide through the engineering design process with an open design project.
Biotech and Biomedical Industry Exploration	8 modules of 50 minute lessons plus Open Build Project	Exploration of Biotechnology and Biomedical Engineering through the lens of a prosthetic with a prosthetic design challenge.
Life and Physical Sciences	4 modules of 50 minute lessons	Activities aligned to practical science classes relating to energy, motion and the body.
Introduction to Programming	5 modules of 50 minute lessons	Includes two block-based programming activities created for open programming projects connected to the STEM Kit

Use Cases

One Day Quick Session: Half to Full day STEM session lasting 4-6 hours suitable for small and large student groups in open and closed ended learning environments.

One to Two Week Modules: Multi week sessions that are integrated into existing in school class sessions or routine schedule afterschool learning environments.

Multi Class Crossovers: Multi week sessions that cross between different groups of learners in different subjects.

For more
information visit
theavrlab.com