



THE
INVENTORS



**THIS IS
SERIOUS
FUN!**



EXTRACURRICULAR ACTIVITIES

1st and 2nd CYCLES

2016

Company foundation year

+5000

Pupils per week in Extracurricular Activities

+200

Schools in Portugal and the United Kingdom

Elected one of the best EdTech startups in Europe



www.impacttedtech.eu/impact-edtech/remote-schooling/

ANTICIPATING TOMORROW



NEW CHALLENGES

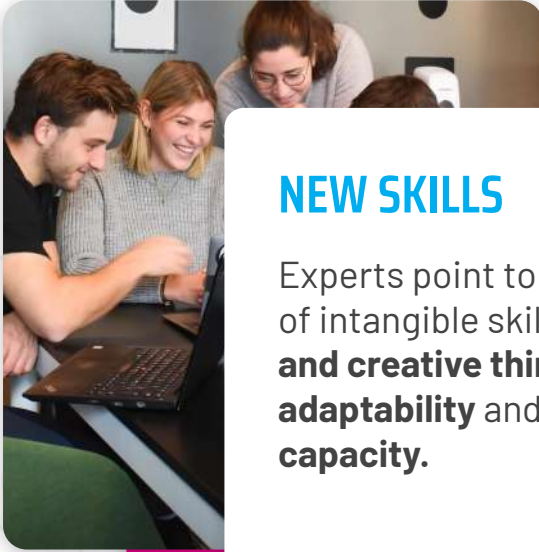
The children of today will be faced with challenges like the **colonisation of Mars**, the impacts of **global warming** and the development of **Artificial Intelligence**.



NEW AREAS

Is it estimated that **65%** of the children starting school today will work in areas that have not yet been created.

ANTICIPATING TOMORROW



NEW SKILLS

Experts point to the importance of intangible skills such as **critical and creative thinking**, **adaptability** and **lifelong learning capacity**.



The Inventors activities inspire and prepare new generations for the **challenges of the future.**



PREPARING THE FUTURE

Main goals of the activities in The Inventors:



**DEVELOPING
SELF-CONFIDENCE
AND TEAMWORK**



**STIMULATING PASSION
AND CURIOSITY FOR THE
TOPICS COVERED**



**PROMOTING CONTACT
WITH DIFFERENT
PROJECTS AND TOOLS**



WE CREATE EDUCATIONAL EXPERIENCES THAT STIMULATE PUPILS TO BE INVENTORS AND USE ANY TOOL OR TECHNOLOGY IN THEIR DAILY LIFE.

WHAT WE DO IN SCHOOLS



EXTRACURRICULAR ACTIVITIES

Preschool / 1st and 2nd Cycles



CURRICULAR ACTIVITIES

1st and 2nd Cycles

WHAT WE DO OUTSIDE SCHOOLS



WORKSHOPS



HOLIDAY CAMPS



EDUCATIONAL PROJECTS



LEARNING THEORIES

Our activities are based on a set of learning theories that are aimed at motivating the pupils for the areas we cover.



**INTERDISCIPLINARY
LEARNING**



**REAL CONTEXTS
AND MOTIVATION**



ACTIVE LEARNING



**GROWTH
MENTALITY**








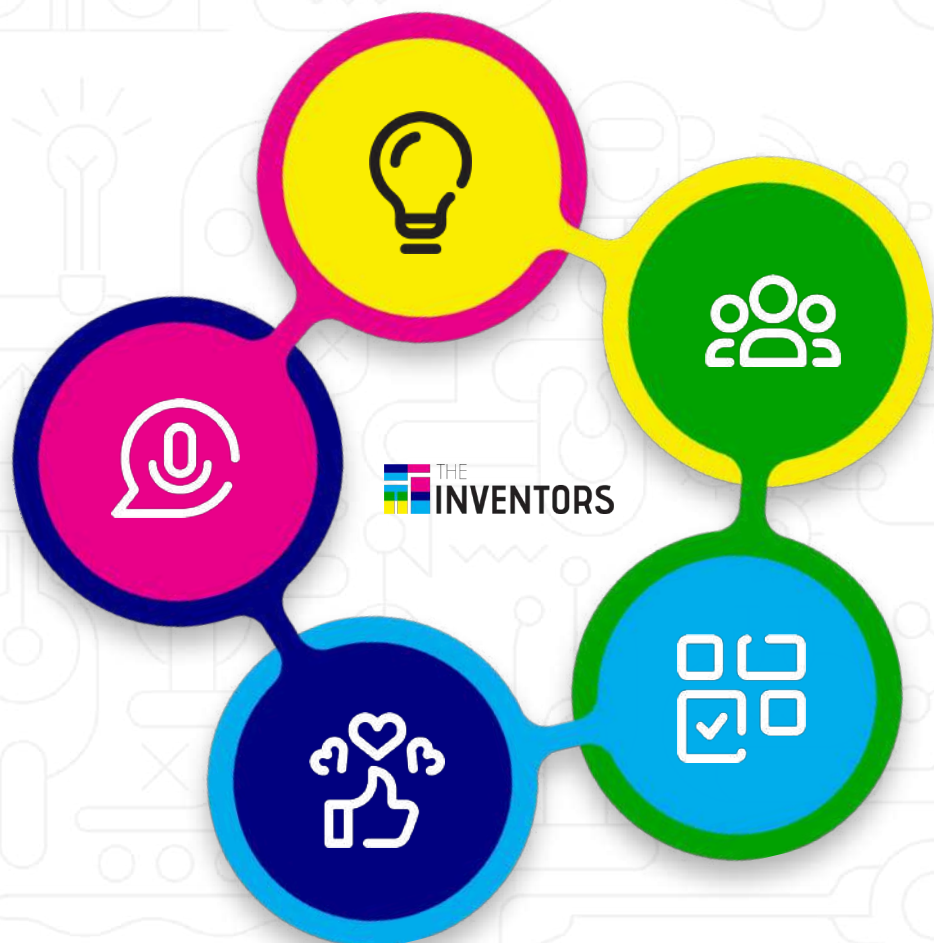
**DIVERSITY OF
THE DYNAMICS
USED**



TRIAL AND ERROR

SKILLS DEVELOPMENT

-  Critical and Creative Thinking
-  Teamwork, Autonomy and Learning to Learn
-  Logical thinking and Problem solving
-  Passion, Dedication, Curiosity and Confidence
-  Written and Oral Communication



OUR METHODOLOGY

Our project-based methodology motivates children to learn and take an interest in topics that seem complex and intangible to them.

Creative and Technological Hands-On Projects





EDUCATIONAL FORMULA

The Inventors experiences, both creative and technological, develop skills such as creativity, resilience, motivation, curiosity, teamwork and problem solving

MECHANICS

ANIMATION

TECHNOLOGY

ROBOTICS

DESIGN

PROGRAMMING

PHYSICS

OPTICS

MUSIC

STORYTELLING

ART

ENGINEERING

CONSTANT ASSESSMENT OF OUR ACTIVITIES

1

Feedback
and continuous
assessment by
Monitors per class

2

Feedback
and activities
assessment by
the Pupils

3

Semi-annual
feedback by school
principals

**CONTINUOUS MONITORING
OF THE ACTIVITIES IN THE
INVENTORS**

ASSESSMENT OF RESULTS



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