

 THE  
INVENTORS



  
**AQUI  
BRINCA-SE  
A SÉRIO!**

  
EXTRACURRICULAR ACTIVITIES

**PRE SCHOOL**



**2016**

Company foundation year

**+15000**

**0**

Students per week in  
extracurricular activities

**+320**

Schools in Portugal and  
the United Kingdom

**Elected one of the best EdTech startups in Europe**



[www.impactedtech.eu/impact-edtech/remote-schooling/](http://www.impactedtech.eu/impact-edtech/remote-schooling/)



# PRE SCHOOL

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This is the right time to awaken in children, in a playful way, skills in the areas of STEAM - Science, Technology, Engineering, Arts and Math.



Research has shown that providing meaningful hands-on **STEAM** experiences for early childhood and elementary age children positively impacts their perceptions and dispositions towards **STEAM**.

**(Bagiati et al. 2010; Bybee and fuchs, 2006, De Jarnette, 2012)**

European Journal of STEAM Education, "Implementing STEAM in the Early Childhood Classroom", Nancy K. DeJarnette, University of Bridgeport





## METHODOLOGY

Our project-based methodology focused on STEAM areas aims to develop in children areas such as physical-motor expression and social and emotional skills.



# SKILL DEVELOPMENT



Creativity



Teamwork and cooperation



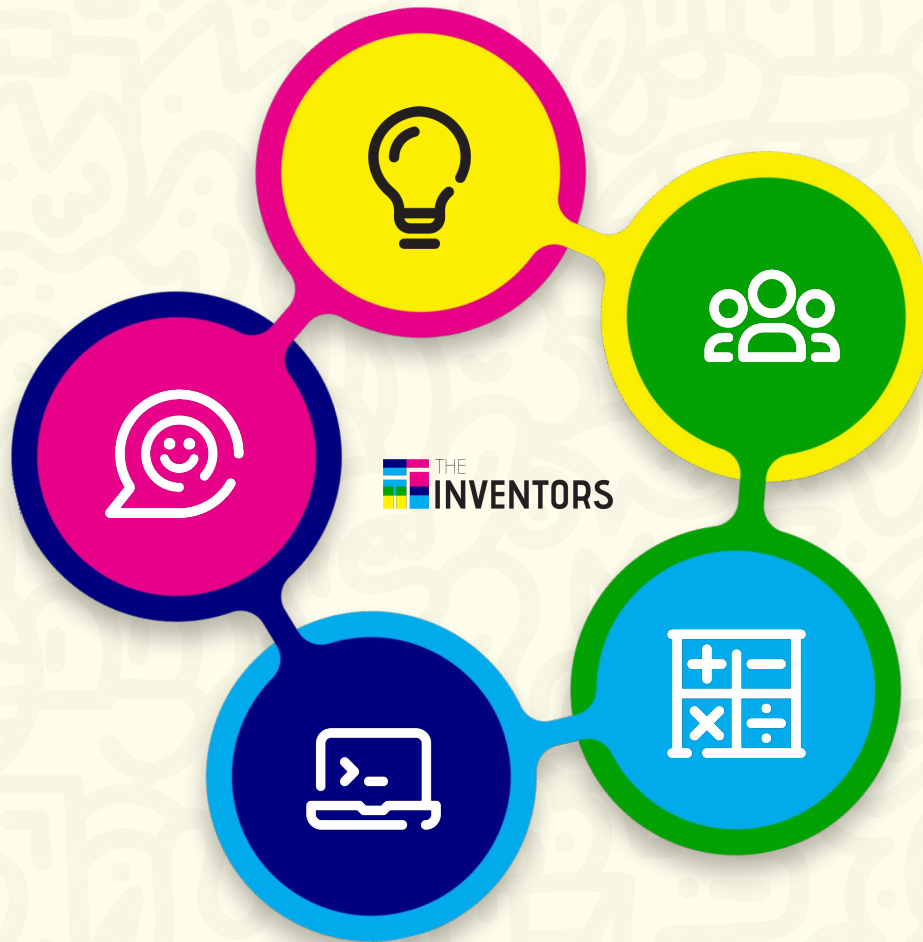
Mathematical Thinking



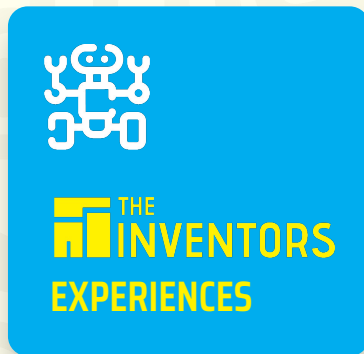
Computational Thinking and Programming



Problem Solving and Communication



# METHODOLOGY



**PHYSICAL AND  
MOTOR SKILLS  
DEVELOPMENT**

**INTRODUCTION  
TO STEAM**

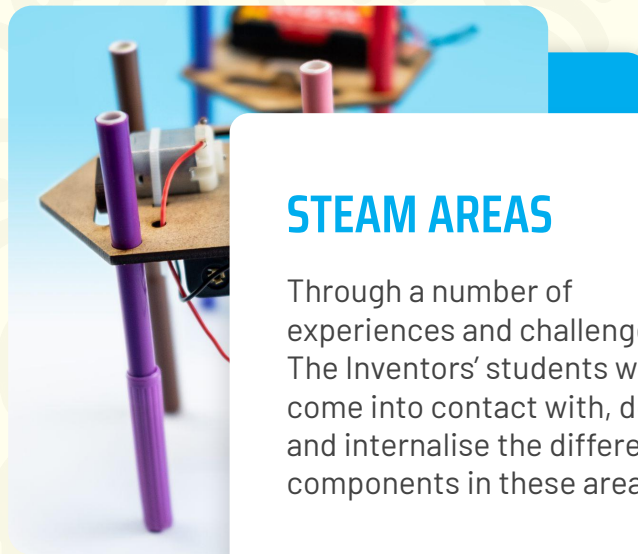
**SKILLS  
DEVELOPMENT**

# AREAS EXPLORED



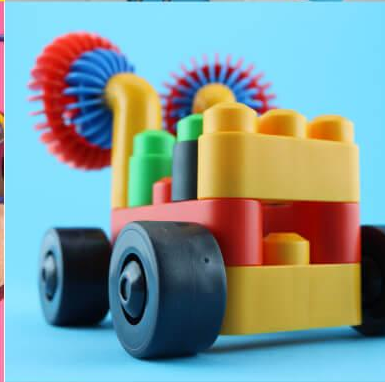
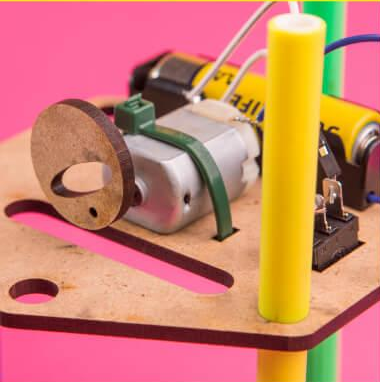
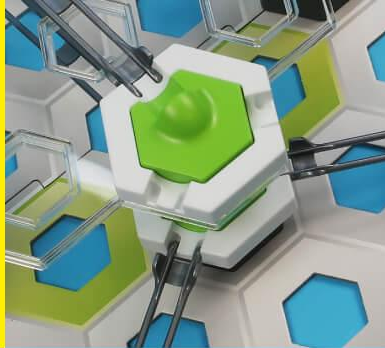
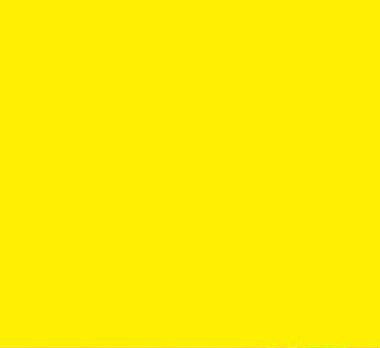
## PHYSICAL AND MOTOR SKILLS

The control of movement such as fine motor skills, is fundamental to the development of children.



## STEAM AREAS

Through a number of experiences and challenges, The Inventors' students will come into contact with, develop and internalise the different components in these areas





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INVENTORS**

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# WHAT IS SAID ABOUT US






... remarkable educational space for children and young people, allowing them to understand the reality that surrounds them by using all their senses.

**António Valente**

Coordinator of Curricular Enrichment Activities, Sports Facilities and Teacher Training

**Colégio São João de Brito**



I have a 3 year old daughter, and when I think about her future, I don't wish for her to become a doctor or an engineer. I aspire her to create something, invent something, to be useful. The Inventors is a weapon against the obsolete and mechanical school system that teaches them to think, to invent, to create, to be citizens and individuals with opinions and ideas.

**Cristina Viana**

Principal

**Jardim Escola João de Deus de Odivelas**



The Inventors is a typical complementary school activity that best implements quality teaching and broadens horizons, arouses curiosity and has created interaction and creativity skills.

**António Sarmento**

Principal

**Colégio dos Cedros**

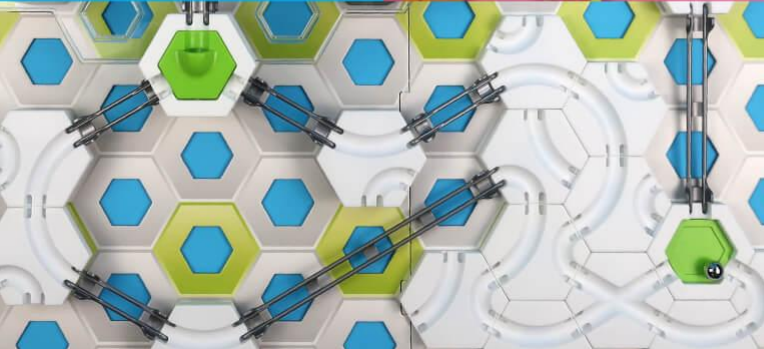
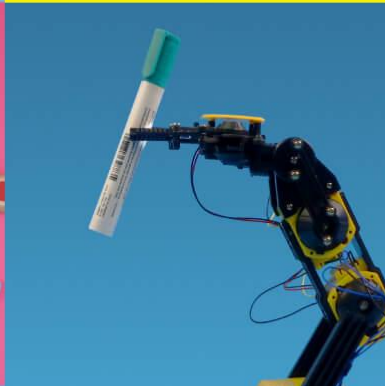


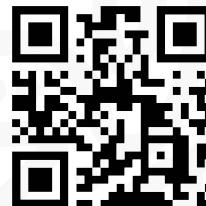
In the times we're living in, it's vital to provide our pupils with skills that go far beyond the subjects themselves! (...) We need a better world where each of us can become an Inventor!

**Nelson Moreira**

Educational Director

**Colégio Paulo VI**





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**Maker Toolbox, Lda**

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**THANK YOU**



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