

R-STEAM Education System

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FAMILY SITE

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STEAM

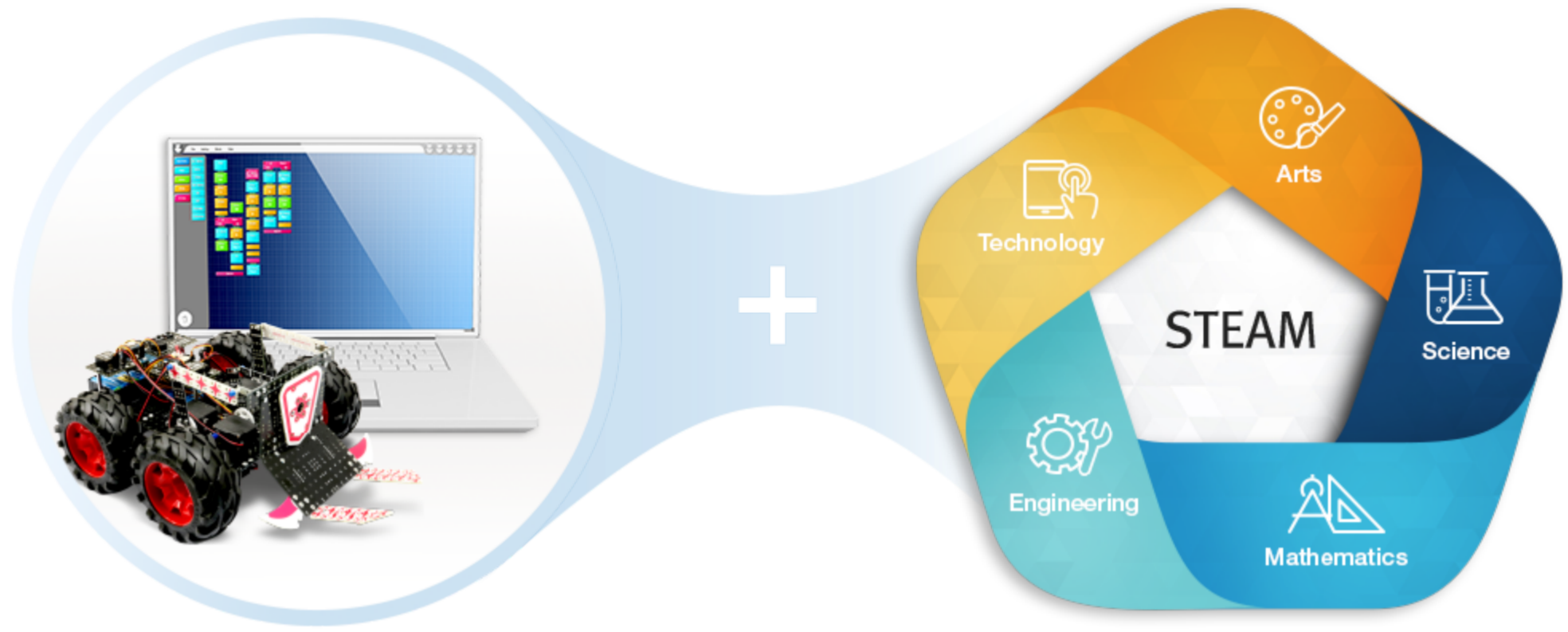
Refers to education that creatively implements, experiments, improves and continuously advances the educational model required to foster 21 century's future talents by integrating traditional subjects such as science, technology, engineering and mathematics as well as liberal arts such as language and art into a framework.



R-STEAM refers to robot utilized STEAM education. Interfacing a sensor board or robot to the program, simulation and animation, it converts the learning environment for mathematics, physics, music, language, IT, robotic engineering, etc. interactively to realize interesting and creative education.

R-STEAM

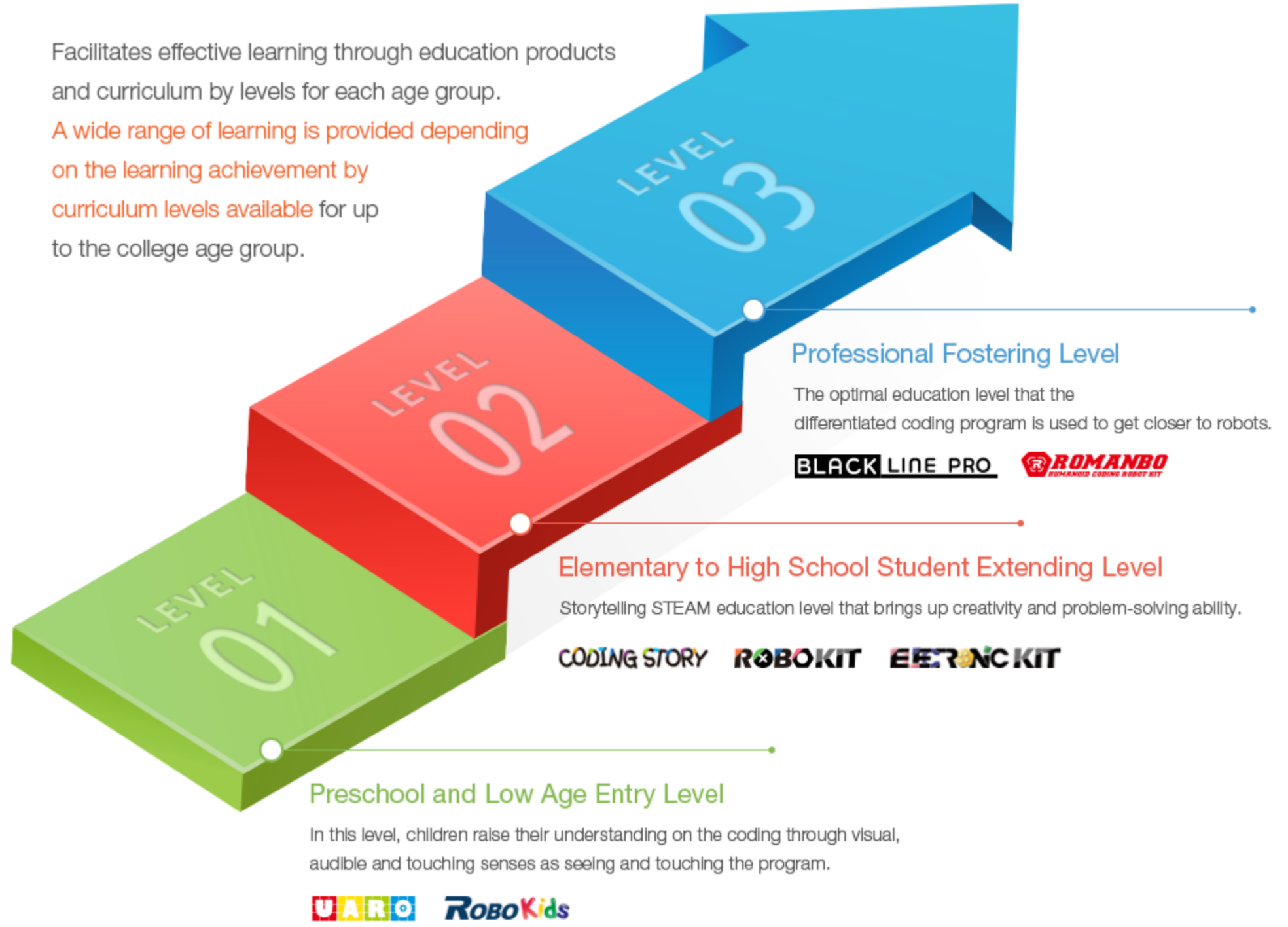
RoboRobo Education provides the environment to effective learn STEAM education through **robot and STEAM combined R-STEAM education curriculum.**



Level Learning System

Facilitates effective learning through education products and curriculum by levels for each age group.

A wide range of learning is provided depending on the learning achievement by curriculum levels available for up to the college age group.



ENGLISH

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