

AY 2026-27



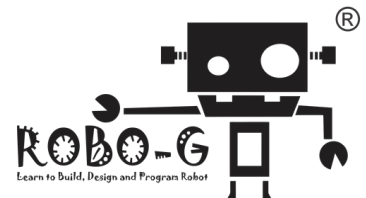
Age group
3 - 15 Years

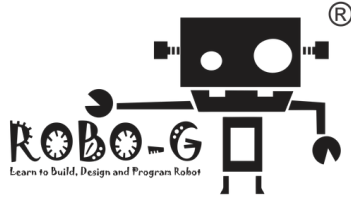
STEAM & Robotics

IN-PERSON CLASS

LEGO Education

Yearlong Programs by ROBO-G

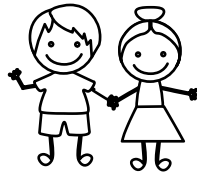




IN-PERSON CLASS

LEGO Education

Yearlong Programs



Age group
3 - 15 Years



Welcome to ROBO-G

ROBO-G is a leading robotics and STEAM learning solutions company, founded in 2015 to transform education through hands-on, experiential learning. We utilize industry-leading global STEAM platforms such as LEGO Education, Arduino, micro:bit, and other emerging technologies to empower students with skills in coding, robotics, and real-world problem-solving.

Our programs are designed around an integrated STEAM framework, promoting creativity, teamwork, collaboration, and innovation. Through practical, project-based learning experiences, we nurture critical thinking, design thinking, and problem-solving abilities, preparing students to thrive in a rapidly evolving, technology-driven world.

ROBO-G also trains and mentors students to participate in prestigious national and international robotics competitions such as the World Robot Olympiad (WRO), the Indian Robotics Olympiad (IRO), and FIRST programs. These competition-based learning experiences help students apply classroom concepts to real-world robotics challenges while developing skills in engineering, programming, strategy, teamwork, and innovation.



What We Do

Weekends
Programs

After-school
Programs

In-school
Programs

Robotics
Competitions

Camps

Workshops

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IN-PERSON CLASS

LEGO Education

Afterschool & Weekends Programs

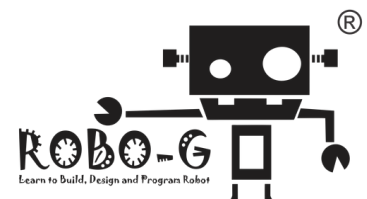


Ages group
3 - 5 Years

Stimulate children's curiosity to explore together and learn through play

Problem-solving and
critical thinking

Computational
thinking



1. LEGO STEAM PARK

Lay the STEAM foundation

STEAM Park builds on children's natural curiosity and desires to create, explore and investigate the world of early science, technology, engineering, arts, and maths (STEAM) through creative play.

The possibilities are endless as they construct a park full of dynamic rides, fun games, and scenes using a special selection of LEGO® DUPLO® bricks. With every trip to STEAM Park, students expand their understanding of gears, motion, measurements, and problem-solving in a fun and engaging way.



Age group: 3-5

Class mode: In-person

Class frequency: Once a week

Fee: ₹ 6,100 per level (inclusive of all)

No. of students in a batch: 8

No. of levels: 1 (8 sessions)

Session duration: 1 hour

Student & kit ratio: 2:1

Course flow



Key learning values

- Cause and effect and problem-solving Observing and describing
- Early maths and science
- Developing imagination
- Roleplay and collaboration

Certificate of completion

The certificate of completion will be provided at the end of the course

2. LEGO Math Train

Lay the STEAM foundation

The Math Train provides fun and engaging opportunities for exploring math-related concepts. Children practice sequencing as they build routes and stops for a train. They will create patterns on train cars, starting with simple patterns and exploring more complex ones as their understanding increases.

The children will even practice simple addition as they load the train. Most importantly, the lessons will enable children to become problem solvers, thinking creatively as they play together!



Age group: 3-5

Class mode: In-person

Class frequency: Once a week

Fee: ₹ 6,100 per level (inclusive of all)

No. of students in a batch: 8

No. of levels: 1 (8 sessions)

Session duration: 1 hour

Student & kit ratio: 2:1

Course flow



Key learning values

- Explore sequencing and order
- Practice comparing quantities
- Sequence numbers using train cars
- Compare distances and length
- Recognize patterns

Certificate of completion

The certificate of completion will be provided at the end of the course

3. LEGO Early Simple Machines

Lay the *Machines & Mechanisms* foundation

Early Simple Machines provides ideal opportunities for young children to develop an understanding of science concepts through investigation and hands-on activities.

LEGO Education Science and Technology solutions enable young children to behave as young scientists, by providing them with tools and tasks that promote scientific enquiry. Using our solutions, children are encouraged to pose 'What if ...?' questions. They make predictions, test the behaviour of their models, and then record and present their findings.



Age group: 3-5

Class mode: In-person

Class frequency: Once a week

Fee: ₹ 12,200 per level (inclusive of all)

No. of students in a batch: 8

No. of levels: 1 (16 sessions)

Session duration: 1 hour

Student & kit ratio: 2:1

Course flow



Key learning values

- Exploring basic mechanical principles such as gears, levers, pulleys, wheels, and axles
- Investigating force, buoyancy, and balance
- Solving problems through design
- Working with others and sharing findings

Certificate of completion

The certificate of completion will be provided at the end of the course

2026-27

IN-PERSON CLASS

LEGO Education

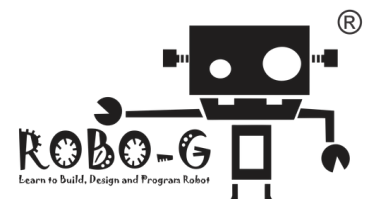
Afterschool & Weekends Programs



Ages group
5 - 7 Years

Playful learning
experiences that enable
every student to
succeed

defining a problem,
brainstorming solutions,
and testing and refining
prototypes



1. LEGO Great Adventures

Creating interactive stories

This course introduces pupils to computational thinking. They'll begin to understand what a sequence is, be able to follow instructions to create a sequence and describe the sequence to their peers. They'll learn to break problems down into smaller parts (decomposition), identify cause and effect, and understand simple loops. Finally, they'll explore the process of testing and debugging programs to ensure that their programs work as they've intended.



Age group: 5-7

Class mode: In-person

Class frequency: Once a week

Fee: ₹ 13,200 per level (inclusive of all)

No. of students in a batch: 8

No. of levels: 1 (16 sessions)

Session duration: 1 hour

Student & kit ratio: 2:1

Course flow



Key learning values

- Computational thinking
- Able to follow instructions to create a sequence and describe the sequence to their peers
- Learn to break problems down into smaller parts.
- Explore the process of testing and debugging programs.

Evaluation test, certificate of completion & medal

- An evaluation test is administered at the end of each level to ascertain suitability for progression.
- The evaluation test includes both theory and practical questions.
- Each participant will receive a certificate of completion and medal (Bronze, Silver or Gold) based on the percentage of total marks scored in the test.
- 25% to <50% → Bronze Medal, 50% to <75% → Silver Medal, 75% and above → Gold Medal.

2. LEGO Amazing Amusement Park

Engineering a fun day out

This course introduces your students to engineering design skills. They'll learn about the steps that are involved in defining a problem, brainstorming solutions, and testing and refining prototypes to improve their ideas. They'll learn observation skills by gathering information about a problem and modifying a solution to meet the needs of others.



Students will help a story character by recounting experiences using relevant facts and descriptive details. This will help to develop their collaborative conversation skills.

Age group: 5-7

No. of students in a batch: 8

Class mode: In-person

No. of levels: 1 (16 sessions)

Class frequency: Once a week

Session duration: 1 hour

Fee: ₹ 13,200 per level (inclusive of all)

Student & kit ratio: 2:1

Course flow



Key learning values

- Engineering design skills
- Students will learn about the steps that are involved in defining a problem, brainstorming solutions, and testing and refining prototypes
- Develop collaborative conversation skills
- Developing imagination

Evaluation test, certificate of completion & medal

- An evaluation test is administered at the end of each level to ascertain suitability for progression.
- The evaluation test includes both theory and practical questions.
- Each participant will receive a certificate of completion and medal (Bronze, Silver or Gold) based on the percentage of total marks scored in the test.
- 25% to <50% → Bronze Medal, 50% to <75% → Silver Medal, 75% and above → Gold Medal.

3. LEGO BricQ Motion

Exploring Push and Pull Forces & Observing Patterns of Motion

LEGO® Education BricQ Motion engages students in STEAM learning as they experiment with forces, motion, and interactions in the context of sports. This course provides easy, hands-on learning experiences that spark exciting "aha" moments, as students set LEGO bricks in motion without the need for technology.



Students will work toward determining whether design solutions function as intended to change the speed or direction of an object using a push or a pull. They will also investigate patterns in an object's motion, developing and sharpening their ability to predict future motion."

Age group: 5-7

No. of students in a batch: 8

Class mode: In-person

No. of levels: 1 (16 sessions)

Class frequency: Once a week

Session duration: 1 hour

Fee: ₹ 13,200 per level (inclusive of all)

Student & kit ratio: 2:1

Course flow



Key learning values

- Understanding Forces & Motion
- Problem-Solving & Design Thinking
- Predictive Thinking
- Scientific Inquiry Skills
- Collaboration & Communication

Evaluation test, certificate of completion & medal

- An evaluation test is administered at the end of each level to ascertain suitability for progression.
- The evaluation test includes both theory and practical questions.
- Each participant will receive a certificate of completion and medal (Bronze, Silver or Gold) based on the percentage of total marks scored in the test.
- 25% to <50% → Bronze Medal, 50% to <75% → Silver Medal, 75% and above → Gold Medal.

2026-27

IN-PERSON CLASS

LEGO Education

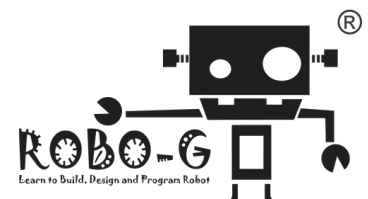
Afterschool & Weekends Programs



Ages group
7 - 10 Years

Ignite enthusiastic, effective and life long learner

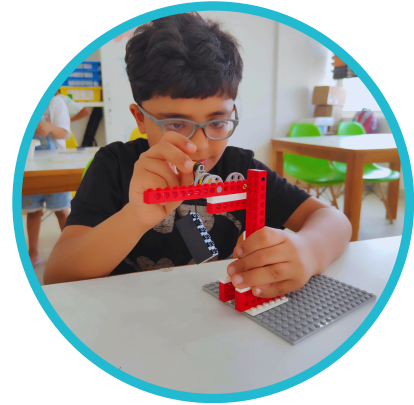
Investigating, modelling and
designing solutions



1. LEGO Simple Machines

Discover how the real world works

Simple Machines from LEGO® Education is an engaging hands-on tool that introduces children to the basic principles behind gears, wheels, axles, levers, and pulleys while laying the groundwork for further learning about science and engineering.



Age group: 7-10

Class mode: In-person

Class frequency: Once a week

Fee: ₹ 14,200 per level (inclusive of all)

No. of students in a batch: 8

No. of levels: 1 (16 sessions)

Session duration: 1 hour

Student & kit ratio: 2:1

Course flow



Key learning values

- Observe and investigate
- Develop scientific inquiry skills
- Follow a design brief as part of the engineering design process
- Learn to apply relevant vocabulary to simple machines
- Test, predict and measure; collect data and describe outcomes

Evaluation test, certificate of completion & medal

- An evaluation test is administered at the end of each level to ascertain suitability for progression.
- The evaluation test includes both theory and practical questions.
- Each participant will receive a certificate of completion and medal (Bronze, Silver or Gold) based on the percentage of total marks scored in the test.
- 25% to <50% → Bronze Medal, 50% to <75% → Silver Medal, 75% and above → Gold Medal.

2. LEGO Crazy Carnival Games and Quirky Creations Experimenting with Energy Transfer and Collision

This course will develop students' understanding of energy, energy transfer, and collision. They'll explore ways of using observation skills as they anticipate the outcomes of changes in energy during a collision, describe the relationship between energy and speed, and predict how energy moves from place to place.

Students will also develop engineering design skills as they investigate ways of defining problems, brainstorming solutions, and testing and refining prototypes.



Age group: 7-10

No. of students in a batch: 8

Class mode: In-person

No. of levels: 1 (16 sessions)

Class frequency: Once a week

Session duration: 1 hour

Fee: ₹ 14,200 per level (inclusive of all)

Student & kit ratio: 2:1

Course flow



Key learning values

- Energy & Energy Transfer
- Collision & Motion Analysis
- Observation & Prediction Skills
- Engineering Design Thinking
- Testing, Iteration & Problem-Solving

Evaluation test, certificate of completion & medal

- An evaluation test is administered at the end of each level to ascertain suitability for progression.
- The evaluation test includes both theory and practical questions.
- Each participant will receive a certificate of completion and medal (Bronze, Silver or Gold) based on the percentage of total marks scored in the test.
- 25% to <50% → Bronze Medal, 50% to <75% → Silver Medal, 75% and above → Gold Medal.

3. LEGO Smart Cities

Driverless School Bus

In smart cities of the future, the technology of driverless cars might also be used to redesign school buses as autonomous and electric vehicles, i.e. driverless school buses. The driverless school bus will pick the children up directly at their houses and drop them off at school.

The challenge is to make a robot that can pick up children at their houses and transport the children to school. Furthermore, the robot must also be able to deliver fruit to the school.



Age group: 7-10

Class mode: In-person

Class frequency: Once a week

Fee: ₹ 14,200 per level (inclusive of all)

No. of students in a batch: 8

No. of levels: 1 (16 sessions)

Session duration: 1 hour

Student & kit ratio: 2:1

Course flow



Key learning values

- Communication
- Teamwork
- Thinking, and problem-solving skills
- Self-confidence and robot knowledge

Evaluation test, certificate of completion & medal

- An evaluation test is administered at the end of each level to ascertain suitability for progression.
- The evaluation test includes both theory and practical questions.
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2026-27

IN-PERSON CLASS

LEGO Education

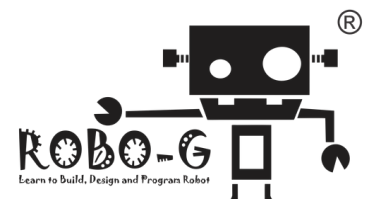
Afterschool & Weekends Programs



Ages group
10 - 15 Years

Grow critical thinking and creativity

Collaboration
COMMUNICATION
Creativity
Critical thinking
Problem-solving



1. LEGO Simple & Powered Machines

Students become lifelong learner through problem-solving

Simple & Powered Machines from LEGO® Education is a hands-on tool that helps students in investigating everything from basic mechanical principles to advanced motor-powered machines, while also acquiring key insights into science, engineering, and technology.

This course gives students a fundamental understanding of simple machines, structures, and mechanisms. Students will investigate the principles of simple machines, mechanisms, and structures; experiment with balanced and unbalanced forces and friction; measure distance, time, speed, and weight; and much more.



Age group: 10 - 15

No. of students in a batch: 8

Class mode: In-person

No. of levels: 2 (16 sessions each)

Class frequency: Once a week

Session duration: 1 hour

Fee: ₹ 15,200 per level (inclusive of all)

Student & kit ratio: 2:1

Course flow



Key learning values

- Building and exploring real-life Machines and Mechanisms
- Investigating powered machines with the motor
- Experimenting with balanced and unbalanced forces
- Experimenting with friction
- Capturing, storing, and transferring wind energy
- Measuring distance, time, speed and weight

Evaluation test, certificate of completion & medal

- An evaluation test is administered at the end of each level to ascertain suitability for progression.
- The evaluation test includes both theory and practical questions.
- Each participant will receive a certificate of completion and medal (Bronze, Silver or Gold) based on the percentage of total marks scored in the test.
- 25% to <50% → Bronze Medal, 50% to <75% → Silver Medal, 75% and above → Gold Medal.

2. LEGO Spike Prime Robotics

Build, Code, and Bring Ideas to Life

LEGO Education SPIKE Prime helps students learn robotics through hands-on building and coding. In class, students create working models using motors and sensors, and program them using a simple, intuitive platform. This makes concepts like movement, sensing, and automation easy to understand and apply.

It also develops critical thinking, creativity, and teamwork as students solve challenges, test ideas, and improve their designs. Through this practical approach, students gain confidence and connect classroom learning with real-world applications.



Age group: 10 – 15

No. of students in a batch: 8

Class mode: In-person

No. of levels: 2 (16 sessions each)

Class frequency: Once a week

Session duration: 1 hour

Fee: ₹ 15,200 per level (inclusive of all)

Student & kit ratio: 2:1

Course flow



Key learning values

- Robotics & Coding
- Sensor-Based Learning (Color, Distance, Force)
- Motor Control & Movement Precision
- Problem-Solving & Computational Thinking
- Engineering Design & Iteration

Evaluation test, certificate of completion & medal

- An evaluation test is administered at the end of each level to ascertain suitability for progression.
- The evaluation test includes both theory and practical questions.
- Each participant will receive a certificate of completion and medal (Bronze, Silver or Gold) based on the percentage of total marks scored in the test.
- 25% to <50% → Bronze Medal, 50% to <75% → Silver Medal, 75% and above → Gold Medal.

3. Introduction to Python Programming

From Python to Powerful Robots

In this course, students will learn the fundamentals of the Python programming language, along with programming best practices, using the LEGO Education SPIKE Prime Robotics set. Through a series of scaffolded lessons, students will learn important libraries, how to use hardware and software to control motors and sensors, apply conditionals and loops to control the flow of programs, and store data using Python data types and variables.

They will define and document their own custom programs, write scripts, and handle errors effectively. Most importantly, students will have multiple ongoing opportunities to apply this knowledge in authentic contexts, helping them practice and develop their Python coding skills.



Age group: 10 - 15

No. of students in a batch: 8

Class mode: In-person

No. of levels: 2 (16 sessions each)

Class frequency: Once a week

Session duration: 1 hour

Fee: ₹ 15,200 per level (inclusive of all)

Student & kit ratio: 2:1

Course flow



Key learning values

- Python Programming Fundamentals
- Control Systems (Motors & Sensors)
- Logic Building (Conditionals & Loops)
- Data Handling (Variables & Data Types)
- Debugging & Problem-Solving

Evaluation test, certificate of completion & medal

- An evaluation test is administered at the end of each level to ascertain suitability for progression.
- The evaluation test includes both theory and practical questions.
- Each participant will receive a certificate of completion and medal (Bronze, Silver or Gold) based on the percentage of total marks scored in the test.
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2026-27

IN-PERSON CLASS

LEGO Education

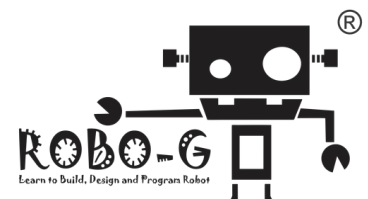
Afterschool & Weekends Programs



Ages group
5 - 15 Years

Bring your child to a
competition & kick-
start their engagement
& excitement!

Collaboration
COMMUNICATION
Creativity
Critical thinking
Problem-solving



1. Foundation Program for Robotics Olympiads 001

WRO (Robomission), IRO (Robo Adventures) & IDE Series (LEGO Robotics)

Every year, it is observed that many students face difficulty in solving Olympiad challenges due to weak fundamentals and unclear basic concepts. To address this gap, ROBO-G is introducing a Foundation Program for Olympiads, designed to build strong core skills and boost students' problem-solving confidence.

This program helps students (aged 9-15 years) prepare for prestigious competitions such as World Robot Olympiad (Robomission Category), Indian Robotics Olympiad (Robo Adventures Category) and IDE Series (LEGO Robotics Category). Through structured training and hands-on learning, students will gain the confidence to tackle real Olympiad challenges effectively.



Age group: 9 - 15

No. of students in a batch: 8

Class mode: In-person

No. of levels: 1 (16 sessions each)

Class frequency: Once a week

Session duration: 2.5 hour

Fee: ₹ 42,500 per level (inclusive of all)

Student & kit ratio: 1:1

Course flow



Required Materials

- Get your Laptop (LEGO Education Spike Prime kit and other olympiad setup will be provided during training)

Content

- Core Programming Concepts
- Building Strategy
- Solving the Main Challenges
- Solve Hidden Bugs
- Digital Robot Design

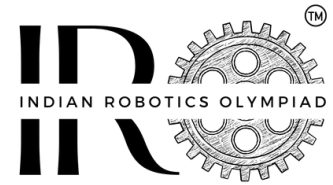
Evaluation test, certificate of completion & medal

- An evaluation test is administered at the end of each level to ascertain suitability for progression.
- The evaluation test includes both theory and practical questions.
- Each participant will receive a certificate of completion and medal (Bronze, Silver or Gold) based on the percentage of total marks scored in the test.
- 25% to <50% → Bronze Medal, 50% to <75% → Silver Medal, 75% and above → Gold Medal.

Robotics Competitions

Indian Robotics Olympiad (IRO) (Ages 5-15 years)

The Indian Robotics Olympiad (IRO) is a prestigious competition that showcases the innovation and technical prowess of young minds across India. It serves as a platform for students to demonstrate their skills in robotics, programming, and problem-solving. Through challenging tasks and projects, participants engage in hands-on learning experiences, fostering a passion for STEM fields and inspiring the next generation of engineers and inventors.



IRO, an initiative pioneered by ROBO-G, is exclusively organized by ROBO-G itself. Additionally, ROBO-G serves as the official training partner for IRO.

World Robot Olympiad (WRO) (Ages 8-22 years)

World Robot Olympiad™ is an event for science, technology, and education that brings together young people all over the world to develop their creativity and problem-solving skills through challenging and educational robotics competitions.



FIRST (For Inspiration and Recognition of Science and Technology) (Ages 5-18 years)

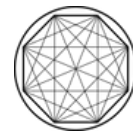
For more than three decades, FIRST (For Inspiration and Recognition of Science and Technology) prepares young people for the future through a suite of welcoming, team-based robotics programs for ages 5-18 (K-12).



Their thrilling, sports-like challenges build self-confidence and collaborative problem-solving skills and have a proven and lasting impact on STEM learning and interest.

IDE (Innovation, Design and Engineering) Series - Singapore (Ages 7-19 years)

IDE (Innovation, Design and Engineering) Series is a national technology and engineering competition event. The aim of the competition is to challenge students on problem solving across domains such as electronics, programming, and mechanical design.



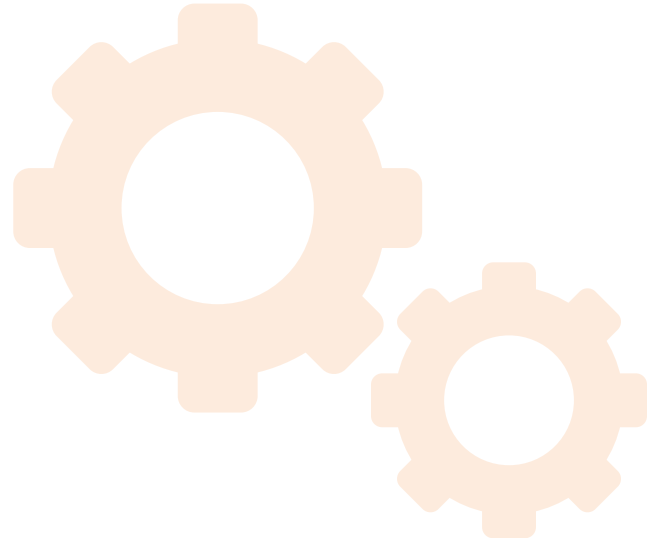
IDE SERIES



Certificate of Completion



Certificate of Completion

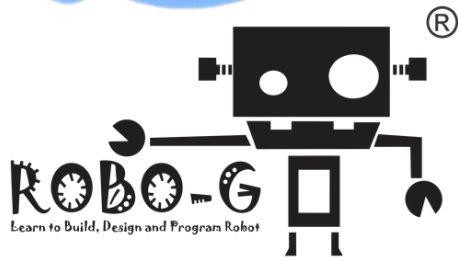
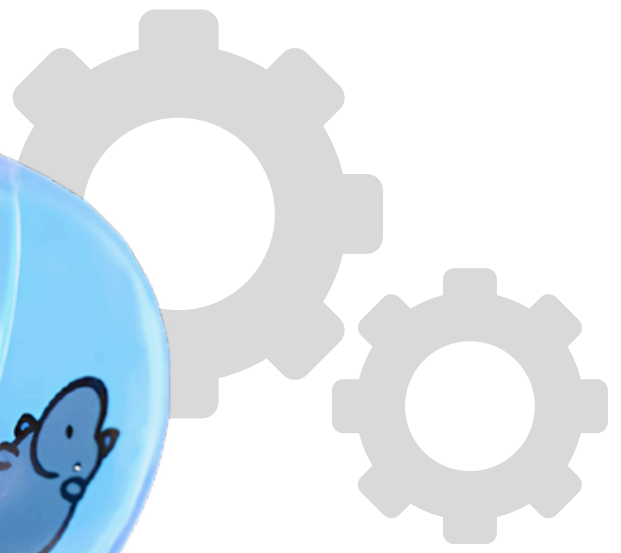


ROBO-G Classroom



ROBO-G Classroom





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