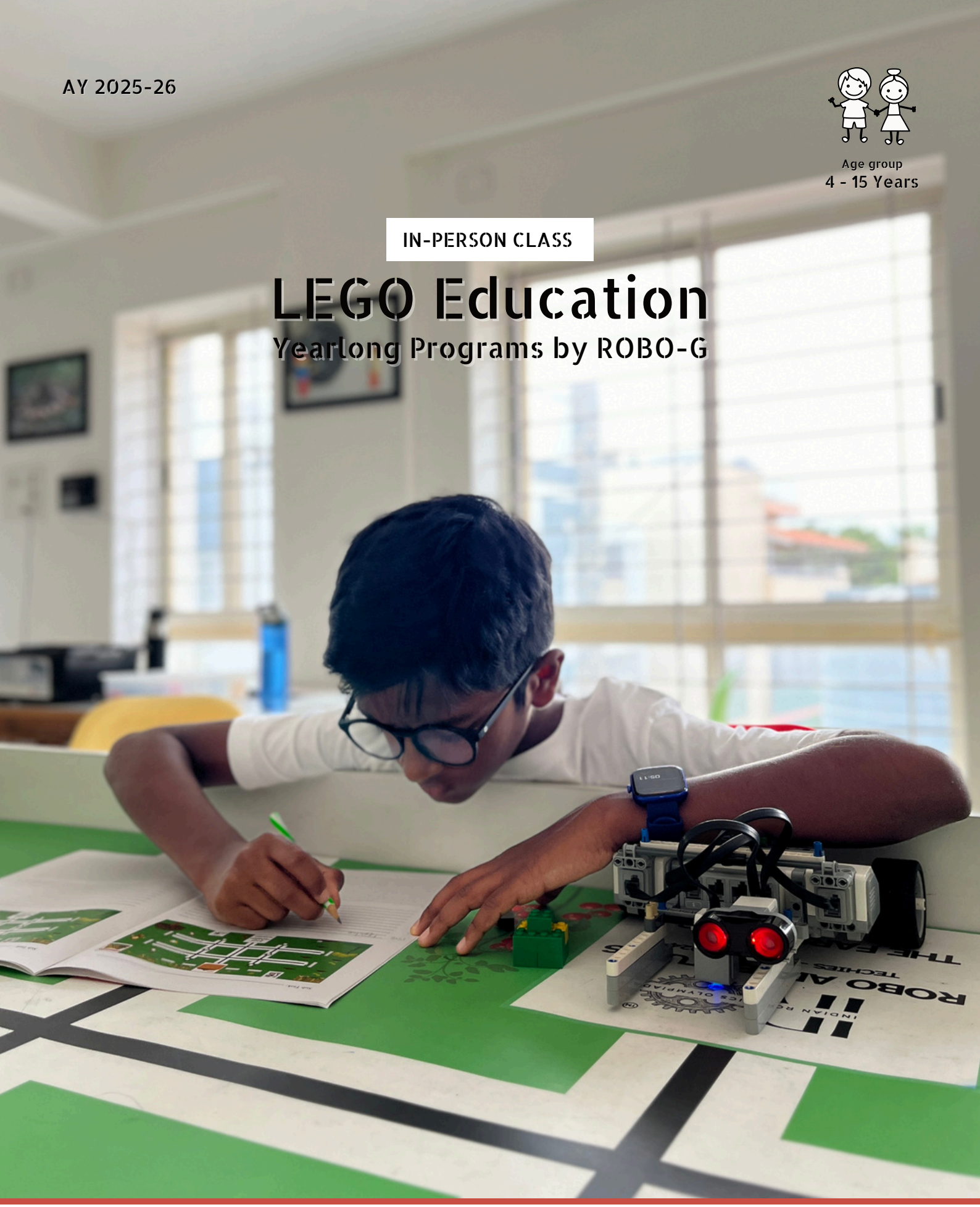
AY 2025-26

Age group
4 - 15 Years

IN-PERSON CLASS

LEGO Education

Yearlong Programs by ROBO-G



LEGO education

AWESOME SINCE 2015

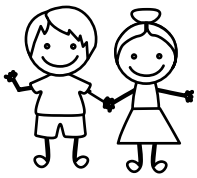
ROBO-G®
Learn to Build, Design and Program Robot

ROBO-G®
Learn to Build, Design and Program Robot

IN-PERSON CLASS

LEGO Education

Yearlong Programs



Age group

4 - 15 Years

INDIAN ROBOTICS OLYMPIAD

WRO™ WORLD ROBOT OLYMPIAD

FIRST® LEGO® LEAGUE

LEGO® mindstorms® EV3

LEGO® education spike™

LEGO® duplo

Welcome to ROBO-G

ROBO-G is a robotics and STEAM learning solutions company founded in 2015 to make education hands-on, creative, and future-ready.

We use LEGO Education kits and Arduino-based tools to introduce children to coding, robotics, and real-world problem-solving. Our programs blend Science, Technology, Engineering, Arts, and Math (STEAM), encouraging playful, team-based learning that builds innovation, collaboration, and critical thinking skills from an early age.

What We Do

- Weekends Programs
- After-school Programs
- In-school Programs
- Robotics Competitions
- Camps
- Workshops

Contents

2025-26

IN-PERSON CLASS

LEGO Education

Afterschool & Weekends Programs

Ages group
4 - 5.5 Years

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

Computational thinking

Problem-solving and critical thinking

LEGO education

ROBO-G
Learn to Build, Design and Program Robot

1. Early Robotics

Lay the Coding foundation

Bee-Bot is an exciting new robot designed for use by young children. This colorful, easy-to-operate, and friendly little robot is a perfect tool for learning sequencing, estimation, problem-solving, and just having fun!

Children want to use Bee-Bot over and over and are inspired to enter ever more creative and complex command sequences.

Age group: 4-5.5	No. of students in a batch: 8
Class mode: In-person	No. of levels: 1 (8 sessions)
Class frequency: Once a week	Session duration: 1 hour
Fee: ₹ 5,800 per level (inclusive of all)	Student & kit ratio: 2:1

Course flow

Begin the course → Complete the course → Parent - teacher meeting → Certificate distribution

Key learning values

- Understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following precise and unambiguous instructions
- Create and debug simple programs
- Use logical reasoning to predict the behavior of simple programs
- Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solving problems by decomposing them into smaller parts

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: 4-5.5	No. of students in a batch: 8
Class mode: In-person	No. of levels: 1 (8 sessions)
Class frequency: Once a week	Session duration: 1 hour
Fee: ₹ 6,100 per level (inclusive of all)	Student & kit ratio: 2:1

Course flow

Begin the course → Complete the course → Parent - teacher meeting → Certificate distribution

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: 4-5.5	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: ₹ 12,100 per level (inclusive of all)	Student & kit ratio: 2:1

Course flow

Begin the course → Complete the course → Parent - teacher meeting → Certificate distribution

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

2025-26

IN-PERSON CLASS

LEGO Education

Afterschool & Weekends Programs

Ages group
5.5 - 7 Years

Playful learning experiences that enable every student to succeed

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

LEGO education

ROBO-G
Learn to Build, Design and Program Robot

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: 5.5-7	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: ₹ 12,600 per level (inclusive of all)	Student & kit ratio: 2:1

Course flow

Begin the course → Complete the course → Score at least 60% in the test → Parent - teacher meeting → Certificate distribution

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.

Certificate of completion & test

- An evaluation test is administered at the end of each level to ascertain suitability for progression.
- The evaluation test includes theory and practical questions.
- The certificate will be awarded upon successful passing of the evaluation test.
- A certificate of completion will be provided after scoring min 60% in the test.
- If the child is not able to pass the test then he/she has to give the test again (retest will be chargeable).

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: 5.5-7	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: ₹ 12,600 per level (inclusive of all)	Student & kit ratio: 2:1

Course flow

Begin the course → Complete the course → Score at least 60% in the test → Parent - teacher meeting → Certificate distribution

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

Certificate of completion & test

- An evaluation test is administered at the end of each level to ascertain suitability for progression.
- The evaluation test includes theory and practical questions.
- The certificate will be awarded upon successful passing of the evaluation test.
- A certificate of completion will be provided after scoring min 60% in the test.
- If the child is not able to pass the test then he/she has to give the test again (retest will be chargeable).

2025-26

IN-PERSON CLASS

LEGO Education

Afterschool & Weekends Programs

Ages group
7 - 10 Years

Ignite enthusiastic, effective and life long learner

LEGO education

ROBO-G
Learn to Build, Design and Program Robot

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	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: ₹ 12,100 per level (inclusive of all)	Student & kit ratio: 2:1

Course flow

Begin the course → Complete the course → Score at least 60% in the test → Parent - teacher meeting → Certificate distribution

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

Certificate of completion & test

- An evaluation test is administered at the end of each level to ascertain suitability for progression.
- The evaluation test includes theory and practical questions.
- The certificate will be awarded upon successful passing of the evaluation test.
- A certificate of completion will be provided after scoring min 60% in the test.
- If the child is not able to pass the test then he/she has to give the test again (retest will be chargeable).

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: ₹ 12,600 per level (inclusive of all)	Student & kit ratio: 2:1

Course flow

Begin the course → Complete the course → Score at least 60% in the test → Parent - teacher meeting → Certificate distribution

Key learning values

- Investigating, modeling, and designing solutions
- Engaging students in science by making it real and relevant
- Basic programming skills, critical thinking, and problem-solving
- Collaboration and presentation skills

Certificate of completion & test

- An evaluation test is administered at the end of each level to ascertain suitability for progression.
- The evaluation test includes theory and practical questions.
- The certificate will be awarded upon successful passing of the evaluation test.
- A certificate of completion will be provided after scoring min 60% on the test.
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3. 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	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

Begin the course → Complete the course → Score at least 60% in the test → Parent - teacher meeting → Certificate distribution

Key learning values

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

Certificate of completion & test

- An evaluation test is administered at the end of each level to ascertain suitability for progression.
- The evaluation test includes theory and practical questions.
- The certificate will be awarded upon successful passing of the evaluation test.
- A certificate of completion will be provided after scoring min 60% in the test.
- If the child is not able to pass the test then he/she has to give the test again (retest will be chargeable).

4. Climate Squad

Forest Fire Rescue

Forest fires are a problem in Canada every summer. Fires regularly destroy big parts of the forest. And sometimes the fire comes close to a village so people have to be rescued to safe areas. Fires start and spread in hot, dry weather. Climate change causes longer summers that are very dry. Canada has to deal with the growing danger.

The challenge is to make a robot that can fight forest fire and rescue people to safe areas. Furthermore, the robot must also plant new trees to replace the burned-out trees.

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: ₹ 13,200 per level (inclusive of all)	Student & kit ratio: 2:1

Course flow

Begin the course → Complete the course → Score at least 60% in the test → Parent - teacher meeting → Certificate distribution

Key learning values

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

Certificate of completion & test

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2025-26

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

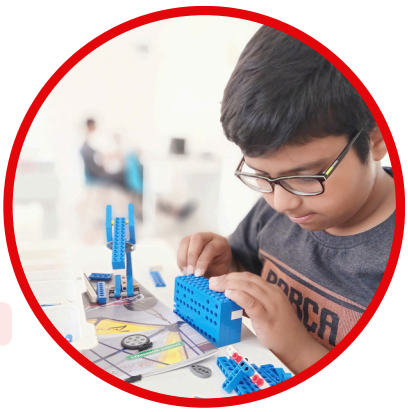
LEGO education

ROBO-G®
Learn to Build, Design and Program Robot

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: ₹ 13,600 per level (inclusive of all)	Student & kit ratio: 2:1

Course flow

Begin the course → Complete the course → Score at least 60% in the test → Parent - teacher meeting → Certificate distribution

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

Certificate of completion & test

- An evaluation test is administered at the end of each level to ascertain suitability for progression.
- The evaluation test includes theory and practical questions.
- The certificate will be awarded upon successful passing of the evaluation test.
- A certificate of completion will be provided after scoring min 60% in the test.
- If the child is not able to pass the test then he/she has to give the test again (retest will be chargeable).

2. LEGO Mindstorms Robotics

Easy-to-use programming software creates digital confidence

With LEGO® MINDSTORMS® Education, the greatest challenge we face is getting our students to leave the classroom!

LEGO MINDSTORMS Education grows critical thinking and students' creativity in computer science, science, technology, engineering, and math. Over the past decade, LEGO MINDSTORMS Education has enabled students to solve authentic design and engineering problems with continued firmware support and software updates.

Ignite students' instant STEM learning with best-in-class robotics solutions to encourage critical thinking and creative learning through real-life problem solving with LEGO MINDSTORMS Education.

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: ₹ 14,600 per level (inclusive of all)	Student & kit ratio: 2:1

Course flow

Begin the course → Complete the course → Score at least 60% in the test → Parent - teacher meeting → Certificate distribution

Key learning values

- Design and build programmable robots using motors, sensors, gears, wheels, axles & other technical components.
- Gain practical, hands-on experience using mathematical concepts
- Use input and output devices to produce simple sequences and commands linking cause and effect
- Integrate math and science using physical constraints, units of measurement, coordinate systems, min, max, mean and linear

Certificate of completion & test

- An evaluation test is administered at the end of each level to ascertain suitability for progression.
- The evaluation test includes theory and practical questions.
- The certificate will be awarded upon successful passing of the evaluation test.
- A certificate of completion will be provided after scoring min 60% in the test.
- If the child is not able to pass the test then he/she has to give the test again (retest will be chargeable).

Certificate of Completion

2025-26

IN-PERSON CLASS

LEGO Education
Robotics Competitions

Ages group
4 - 15 Years

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

Collaboration
COMMUNICATION
Creativity
Critical thinking
Problem-solving

LEGO education

ROBO-G®
Learn to Build, Design and Program Robot

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.

https://indianroboticsolympiad.in/

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 8-19 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 LEGO League (FLL) (Ages 4-16 years)

FIRST LEGO League Discover closes with an in-school celebration event, where students work with other teams to solve a final collaborative challenge, demonstrating to friends and family the skills and concepts they've learned.

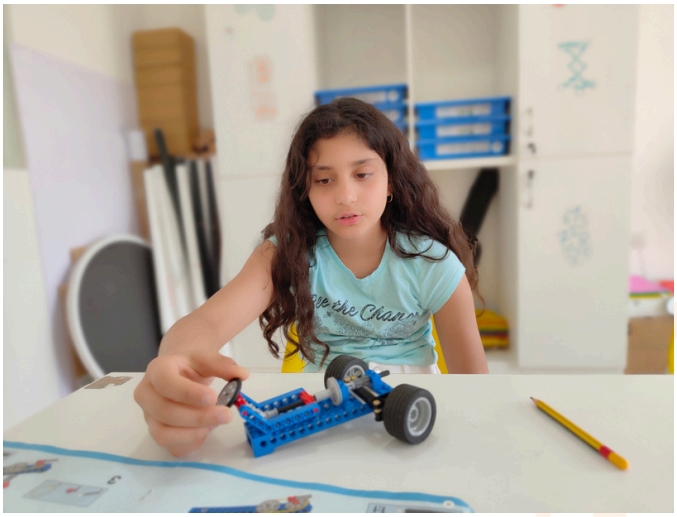
FIRST LEGO League Explore events provide an opportunity for teams to showcase their work, meet other teams, and celebrate. An event can be as simple as a meeting of a team, families, and friends to share what was learned during the season. Due to the non-competitive nature of FIRST LEGO League Explore, teams may attend more than one season event depending on the events scheduled in their area.

FIRST LEGO League Challenge teams prepare all season to compete at regional tournaments, where judges provide valuable feedback on their robot, code, and invention. The final test of their work comes at the Robot Game table, where they race against the clock for a personal best score and the chance to advance to a local championship.

ROBO-G Classroom

ROBO-G Classroom

ROBO-G Classroom



ROBO-G®

Learn to Build, Design and Program Robot

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- Jakkur
- Whitefield
- Banashankari

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