

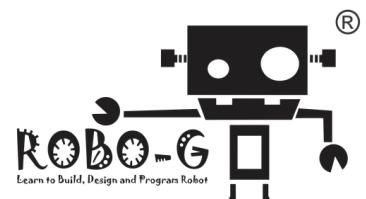
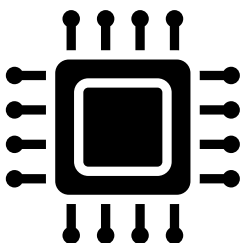
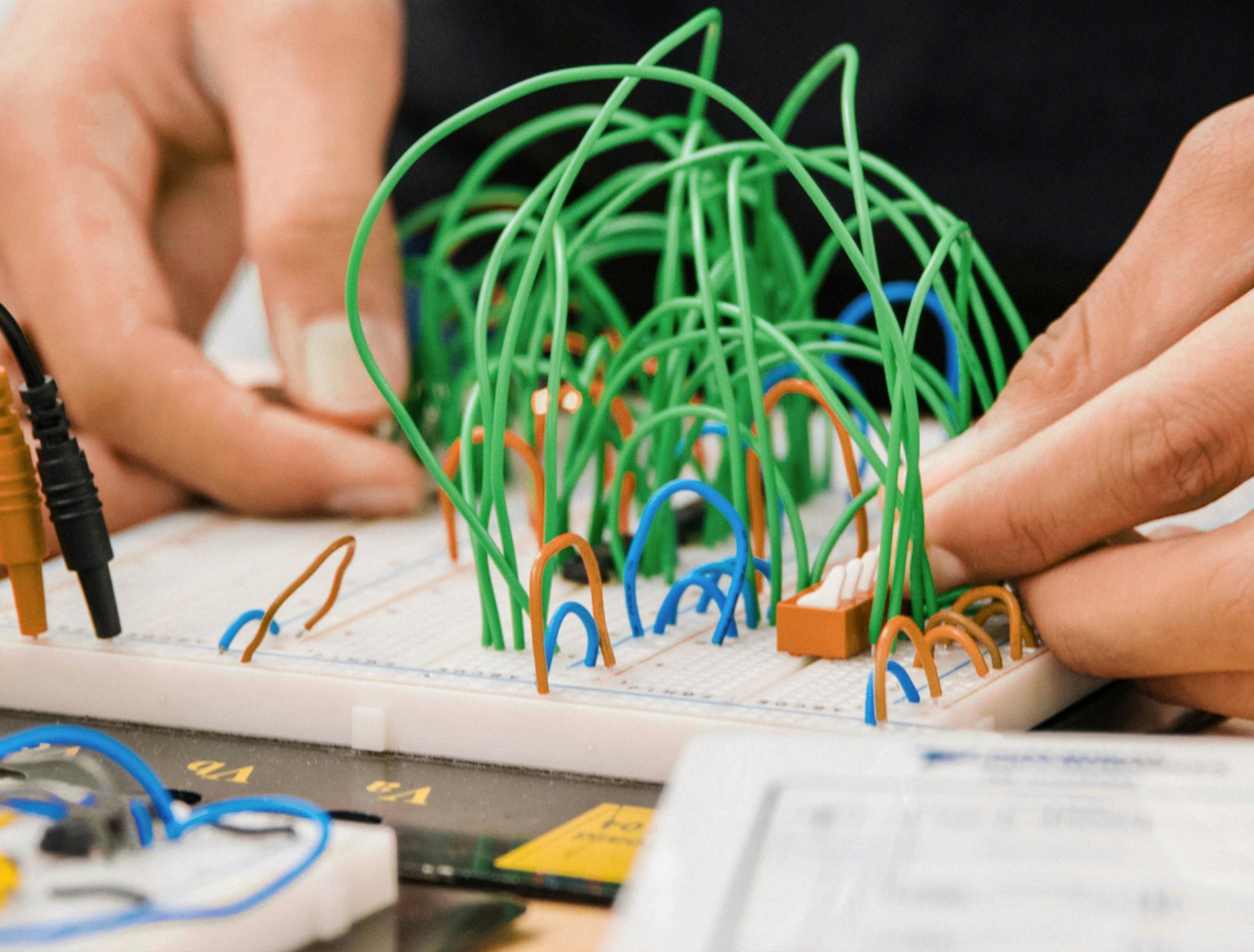
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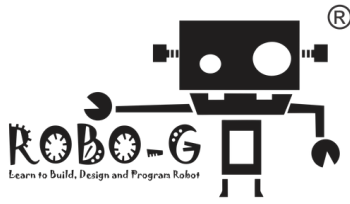


IN-PERSON CLASS

Fun with Electronics

Yearlong Programs by ROBO-G

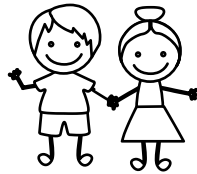




IN-PERSON CLASS

Fun with Electronics

Yearlong Programs by ROBO-G



Age group
5 - 16 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

Contents

For Age Group 5-7 Years Old (Discover)

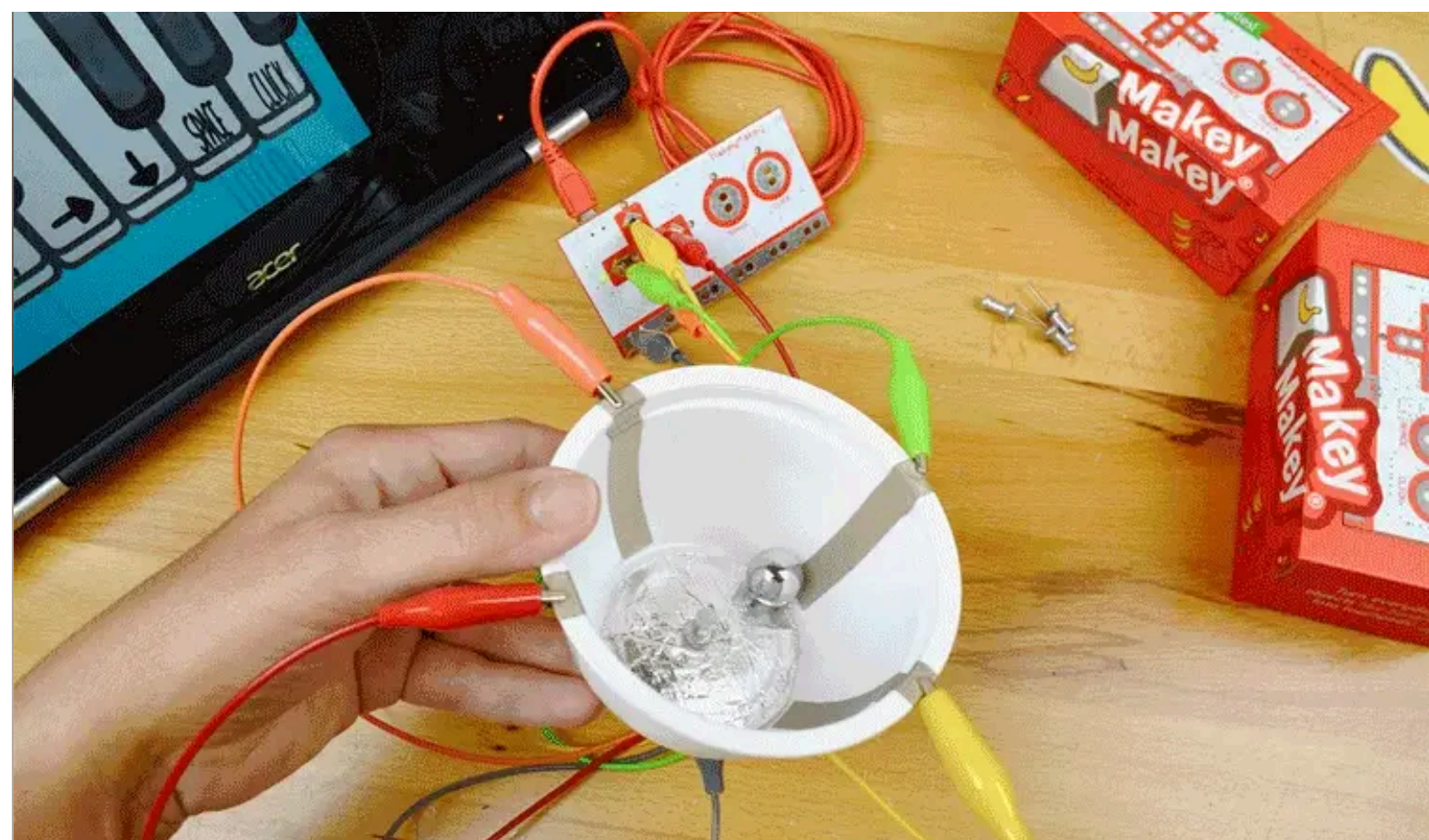
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For Age Group 7-10 Years Old (Explore)

2. Smart Electronics with micro:bit L1 & L2.....	8
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For Age Group 10-16 Years Old (Engineer)

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Age Group:

5-7

Student &
kit ratio:

1:1

No. of students in a batch: **8**

Class mode: **In-person**

Class frequency: **Once a week**

No. of levels: **1 (16 sessions each)**

Session duration: **1 hour**

Fee (inclusive of all):

₹13,200 per level

BUY THE KIT

All electronic components and materials required for the class will be provided during the sessions. **Students who wish to purchase a personal kit for practice and continued learning at home may do so at an additional cost. Please contact us for kit details and pricing.**

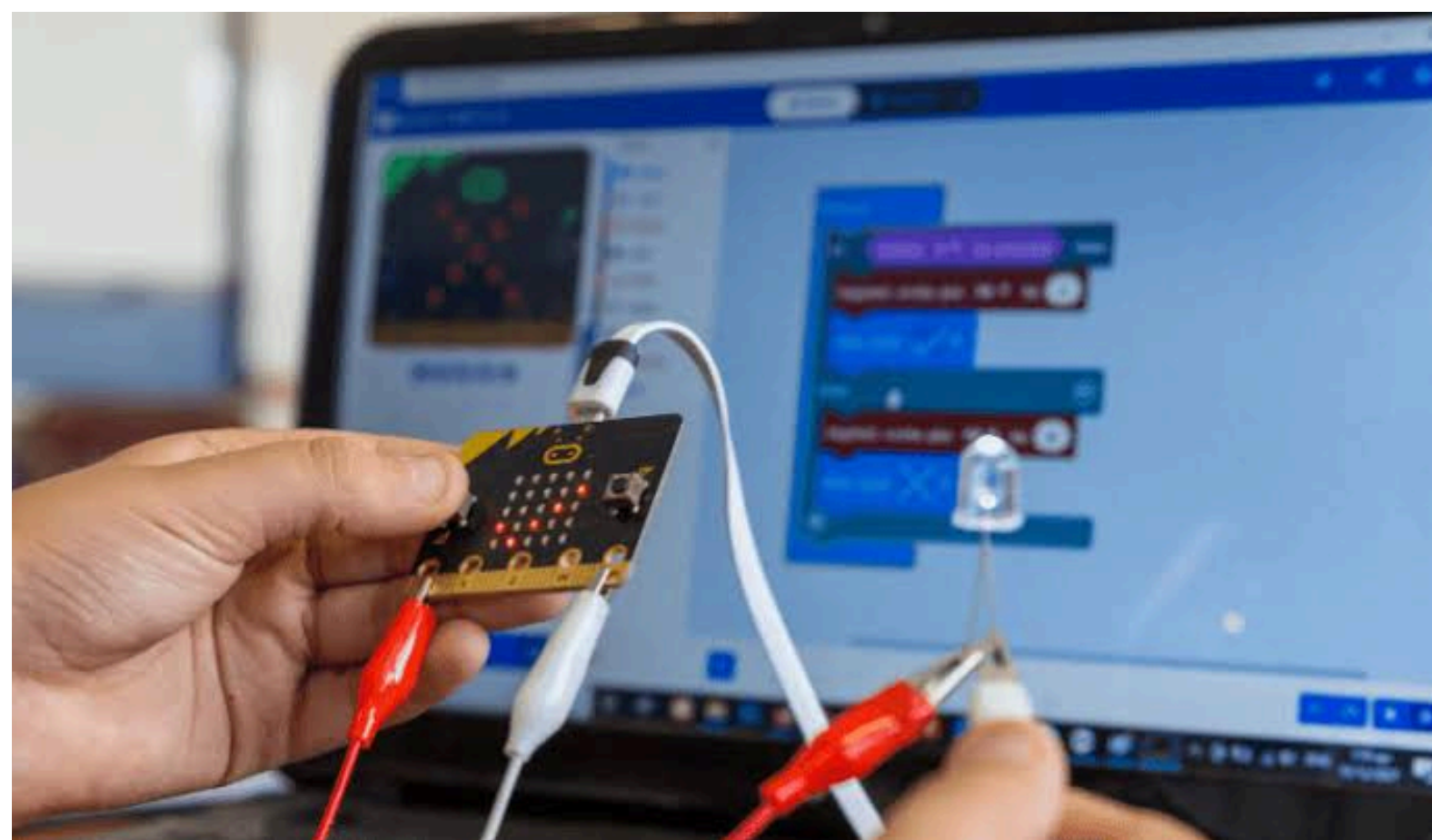
1. Discover Electronics

Discover circuits, electricity and interactive creations

A fun and hands-on introduction to electronics where young learners explore circuits, electricity and interactive creations through creative activities using paper circuits, Makey Makey and microbit. Students discover how batteries, LEDs, switches, conductive materials and simple inputs work together while developing curiosity, creativity and confidence through making, experimenting and problem-solving.

Key learning values

- Discover the basics of electricity and simple circuits
- Understand conductors, insulators, switches and LEDs
- Create fun projects using paper circuits and Makey Makey
- Explore microbit buttons, LEDs, sound, touch and movement
- Understand the basic concept of inputs and outputs
- Develop creativity, curiosity, problem-solving and experimentation skills



Age Group:

7-10

Student &
kit ratio:

1:1

No. of students in a batch: **8**

Class mode: **In-person**

Class frequency: **Once a week**

No. of levels: **2 (16 sessions each)**

Session duration: **1 hour**

Fee (inclusive of all):

₹14,200 per level

BUY THE KIT

All electronic components and materials required for the class will be provided during the sessions. **Students who wish to purchase a personal kit for practice and continued learning at home may do so at an additional cost. Please contact us for kit details and pricing.**

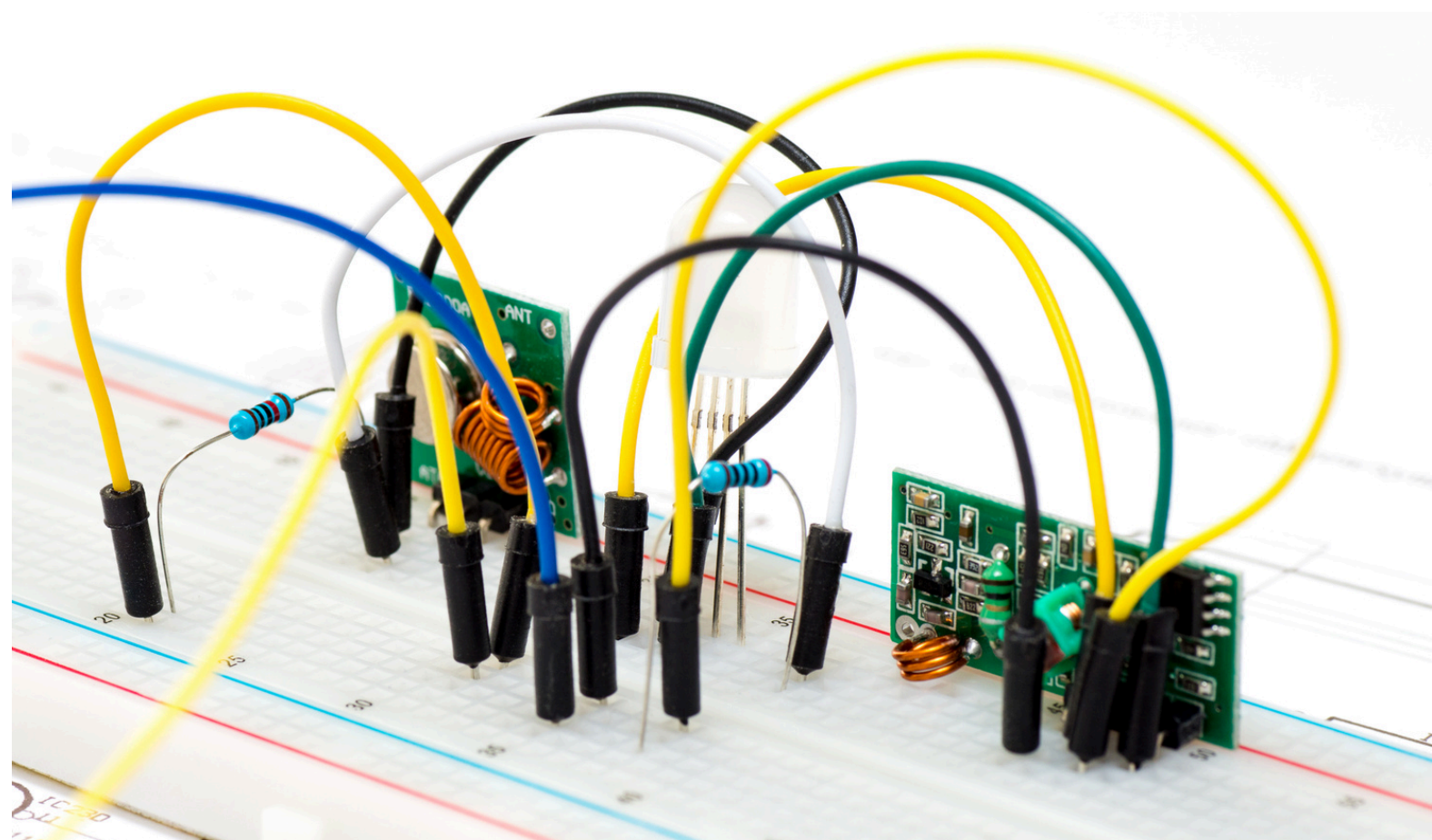
2. Smart Electronics with micro:bit

Explore sensors, circuits and smart creations

This hands-on course introduces students to interactive and sensor-based electronics using microbit and additional electronic components. Students explore how sensors detect changes in the environment and how electronic systems use inputs, processing and outputs to respond. Through engaging projects, they learn basic coding concepts while building, testing and improving their own smart and interactive electronic creations.

Key learning values

- Understand inputs, processing and outputs in electronic systems
- Explore microbit features, sensors and electronic components
- Learn how sensors detect light, temperature, movement, sound and touch
- Apply coding concepts such as sequences, loops, conditions and variables
- Develop logical thinking, problem-solving and debugging skills
- Design, build and test interactive electronic projects



Age Group:

10-16

Student &
kit ratio:

1:1

No. of students in a batch: **8**

Class mode: **In-person**

Class frequency: **Once a week**

No. of levels: **2 (16 sessions each)**

Session duration: **1 hour**

Fee (inclusive of all):

₹15,200 per level

BUY THE KIT

All electronic components and materials required for the class will be provided during the sessions. **Students who wish to purchase a personal kit for practice and continued learning at home may do so at an additional cost. Please contact us for kit details and pricing.**

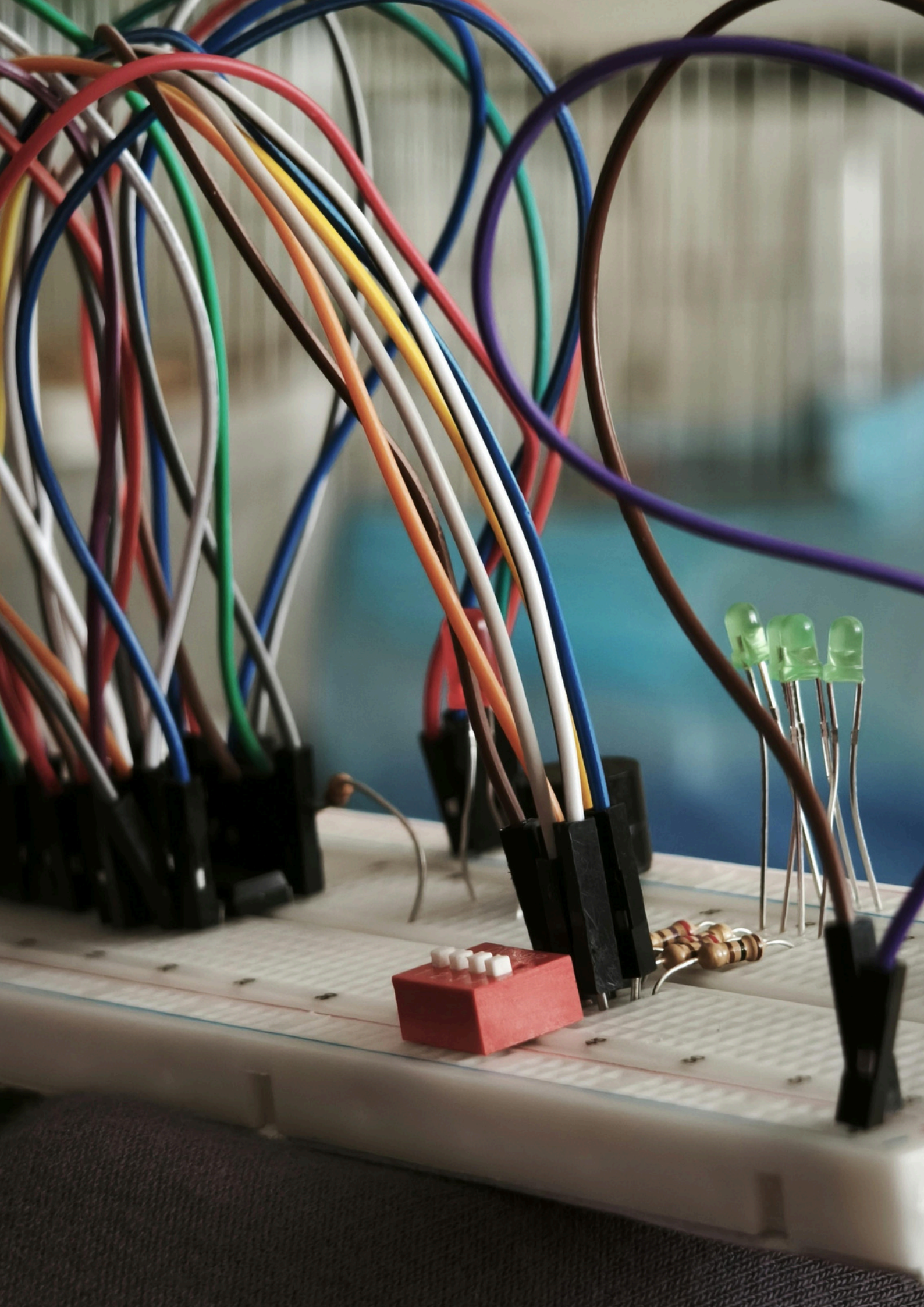
3. Electronics & Circuit Design

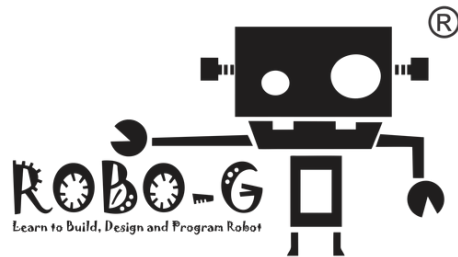
Understand components. Build circuits. Create solutions

This hands-on course builds a strong foundation in electronics, circuits and electronic components. Students explore components such as resistors, capacitors, LEDs, diodes, transistors, LDRs, potentiometers, buzzers and various sensors, learning how they behave and work together. Through practical experiments and projects, students learn to build, test, troubleshoot and design circuits, while developing an understanding of current, voltage, resistance, sensing and circuit behaviour.

Key learning values

- Understand the fundamentals of electronics, circuits and components
- Explore the function and behaviour of resistors, capacitors, diodes, transistors and sensors
- Learn key concepts such as current, voltage, resistance and polarity
- Develop skills in circuit building, testing and reading basic schematics
- Learn to troubleshoot, analyse and improve electronic circuits
- Design and build practical and original electronic projects





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