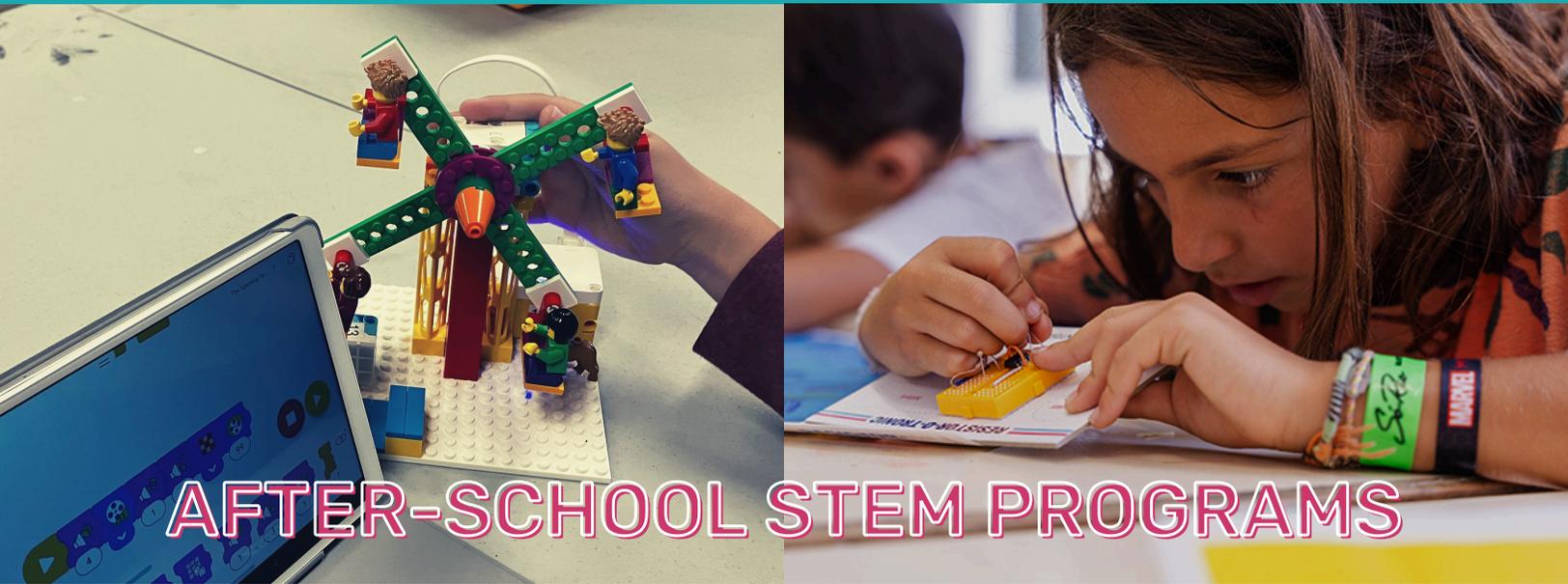


We help children grow into creators.



AFTER-SCHOOL STEM PROGRAMS



Built by Me offers a variety of STEM enrichment programs, robotics, coding and engineering, at your location. Our classes are all interactive, collaborative, hands-on, project-based, and focused on using technology to create and learn new skills while having fun! Our talented and experienced coaches will guide children through the entire process, from developing their ideas to creating their projects. Our classes are small to ensure personalized attention and opportunities to collaborate and socialize.

Programs:

- LEGO® Robotics and Coding with Spike Construction Sets (Grades 1 - 3)
- LEGO® Robotics and Coding with Scratch and Spike Construction Sets (Grades 3 - 5)
- The Inventors Club (Grades 2-5)

Details:

- 1 hour/week x 6 weeks: weekdays: after 4 pm, weekends: mornings
- Up to 10 students per class, a minimum of 5
- At your facilities (room or pavilion with power and WIFI)
- We provide instructors, lesson plans, equipment and materials



For more info: makers@builtbyme.com · 866-752-8458

builtbyme.com/afterschool

After-school STEM Programs

LEGO® Robotics and Coding: (Grades 1 - 3)

Adventures, Amazing Engineers, Science Explorations, Zany Designs, On the Move

These fun, interactive programs will introduce students to coding and robotics using the LEGO® Education Robotics Construction Sets. Children will learn basic programming skills, simple engineering concepts, and the names of the robotic components. They will work in teams of 2 on guided projects building models, attaching sensors and motors, and using a computer to program the model's behavior. Children will gain confidence and understanding as they build and code their robots.

LEGO® Robotics and Coding with Scratch (Grades 3 - 5)

Crazy Carnival Games, Adventures in Space, Ingenious Creations, Sports Challenge, Mechanical Mashups

These fun and interactive programs explore many aspects of STEM using LEGO® Essential Education Robotics Construction Sets. Students will work in pairs to build prototypes while learning the engineering design process. They will then code their designs with Scratch MIT, a block-based code, to perform various tasks and functions.

The Inventors Club (Grades 2 - 5)

Unique projects every season

Ignite your child's curiosity through STEM and innovation! This program introduces students to the engineering design process through engaging, hands-on learning. Each week, children will create an exciting project that blends science, electronics, and physics—constructing gadgets and simple machines that spark their imagination. Young inventors will construct their creations step by step, strengthening fine-motor skills and essential problem-solving abilities along the way. At the end of each session, children will have a project to take home so they can continue learning and exploring.