

Why Kai's Clan?



Kai's TOP 5

- 1 Collaborative Multiplayer Coding**
Students program their robots over the cloud together.
- 2 Coding with a Purpose**
Solve real world problems.
- 3 Create Robot avatars with Minecraft**
Inspire Creativity & design 3D environments with Minecraft or Tinkercad.
- 4 35+ Cross curricular lesson plans**
aligned to NZ Curriculum - for both teachers and students.
- 5 Augmented Reality + VR**
See your code come to life.

Student outcomes

Understand computational thinking

Learn algorithm thinking, simple debugging, logical thinking & problem-solving.

Design & develop digital outcomes

Stimulate a creative mindset, investigate specialised digital technologies and apply appropriate skills to improve the quality of a specific outcome.

Relevance learning in a fun

and creative environment, through their own designs and project implementation.



Kai's differentiation



S - Scientific testing through the use of sensors, data collection and data visualisation.



T - Technologies using augmented and virtual reality, AI on a collaborative coding platform.



E- Engineering, the intersection between science and technology, bridging coding/robotics to science to deliver real world solutions.



A - Arts, designing their own robot avatars with Tinkercad and Minecraft and ability to re-create their own terrain environments.



M - Maths in using co-ordinates, including graphing in Excel or Google Sheets and coding logic and variable blocks.

The only all-in-one **STEAM** Toolbox