

**DESIGN OF  
INSTRUCTIONAL  
KITS FOR STEAM  
EDUCATION**

**WHAT HAPPENS WHEN SCHOOL  
GOES FROM HANDS-ON TO  
ABSTRACT LEARNING?**

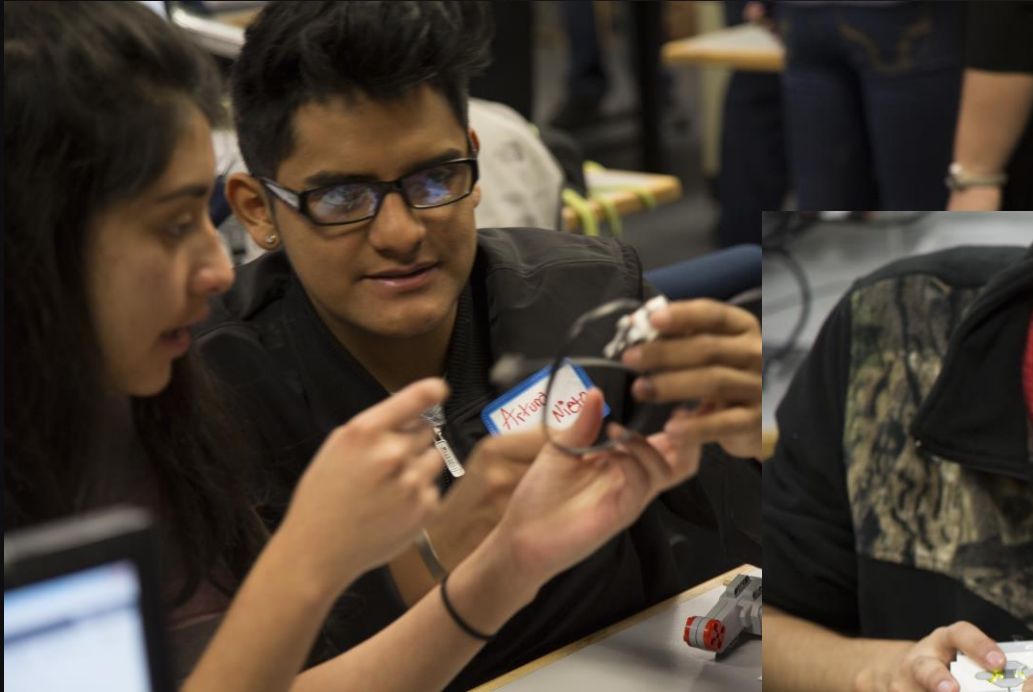
$$Y = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$$

# CURRENT STATE OF EDUCATION KITS





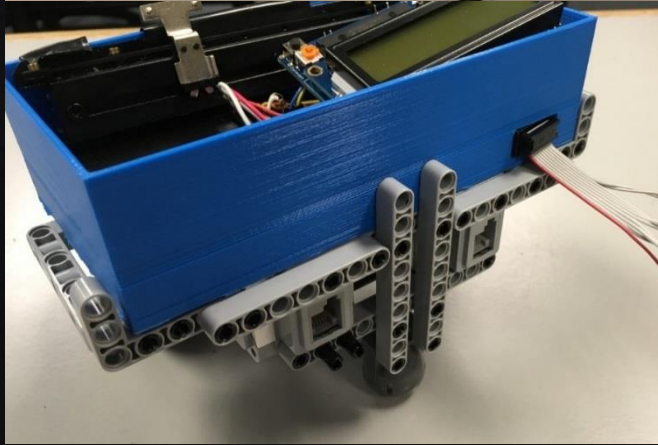
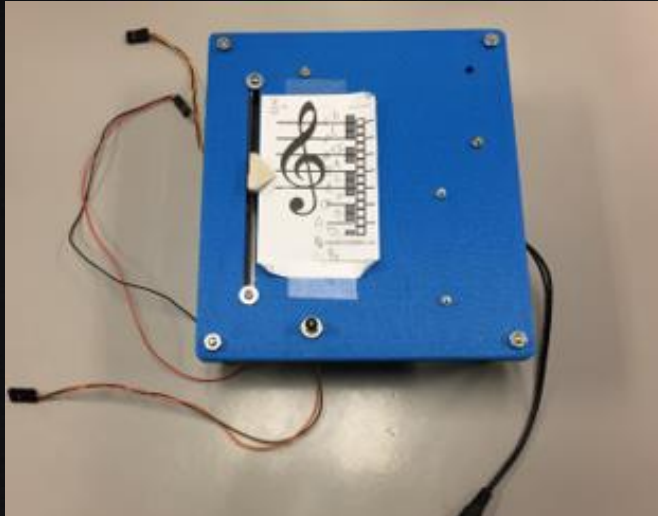
# THE VISION



# CREATING AN AFFORDABLE, MODULAR, EDUCATION KIT

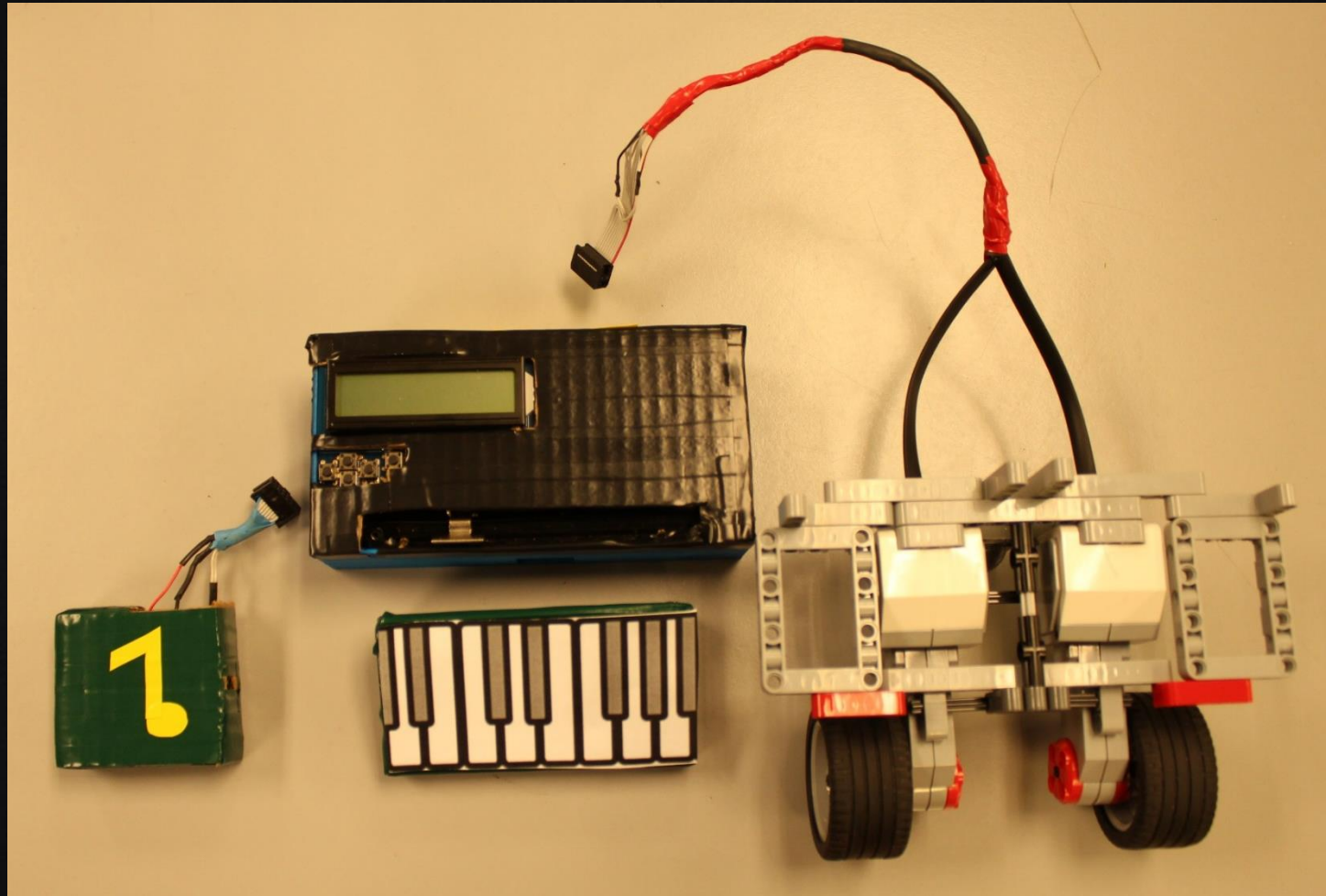
- RETAIL FOR UNDER \$100
- TEACH CONCEPTS FOR 8-  
10TH GRADE CURRICULUM
- EMPHASIZE “HANDS-ON” LEARNING

# THE STORY SO FAR





# KIT OVERVIEW

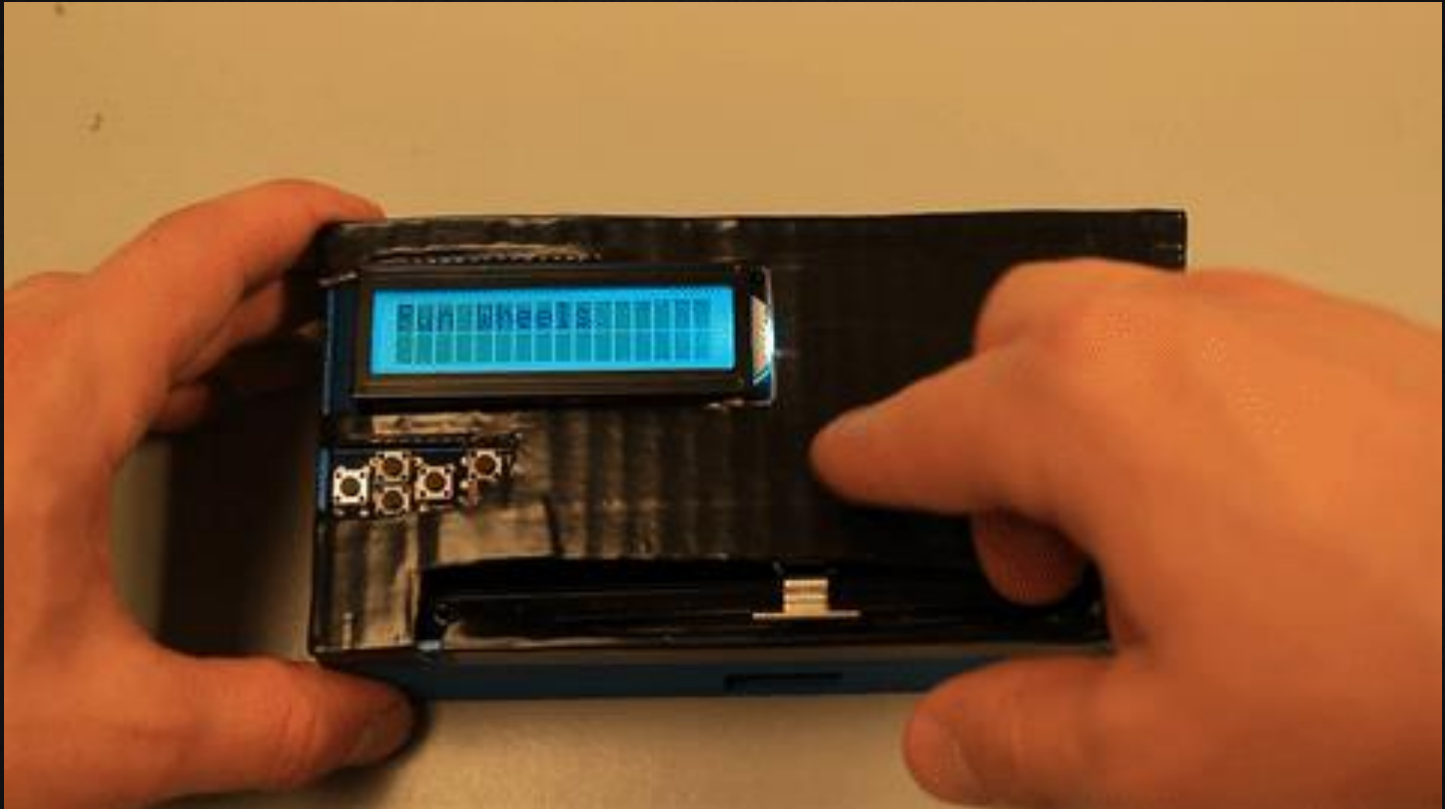


# COMMAND CENTER

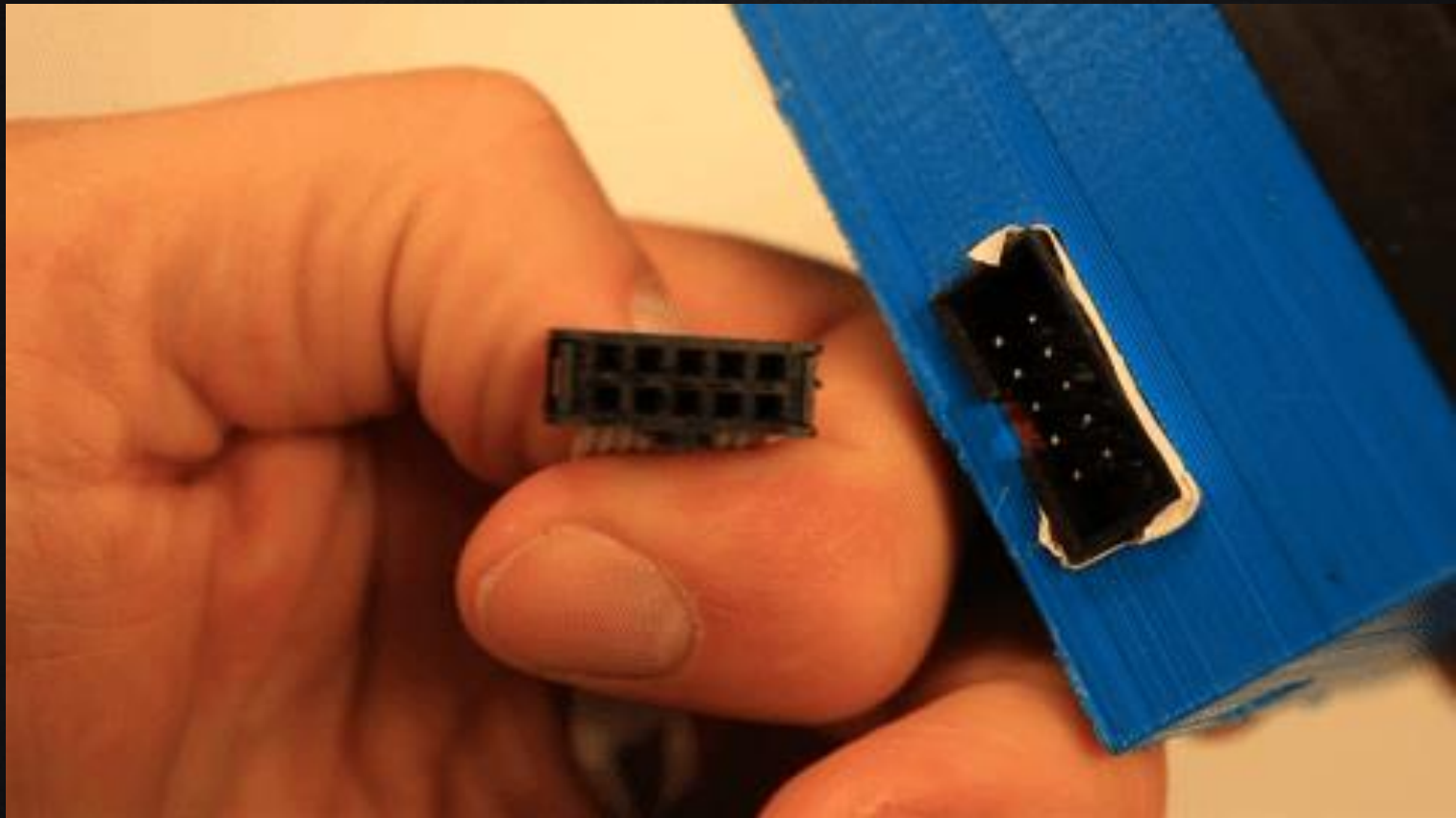




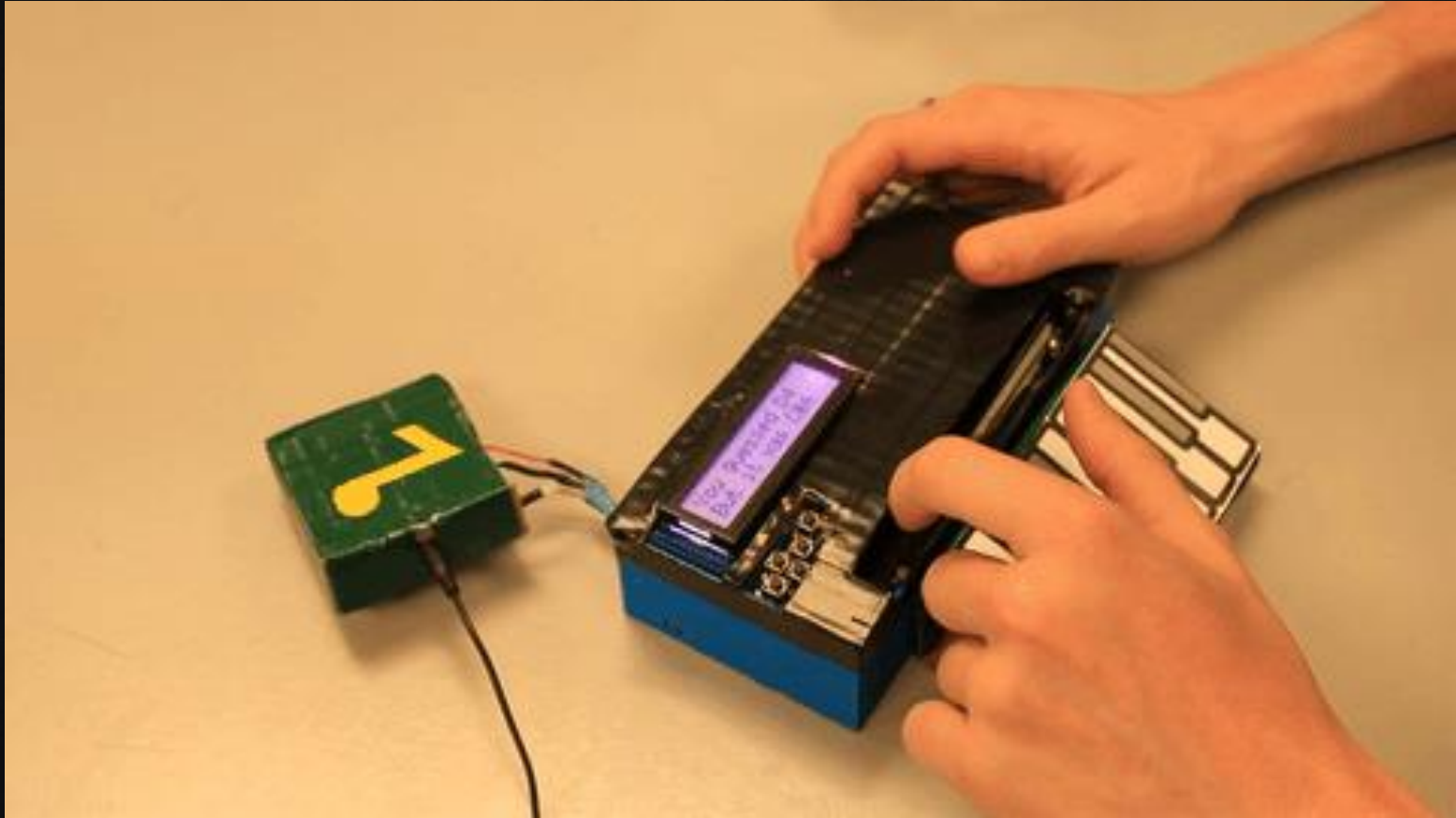
# INTERFACE



# CONNECTIVITY

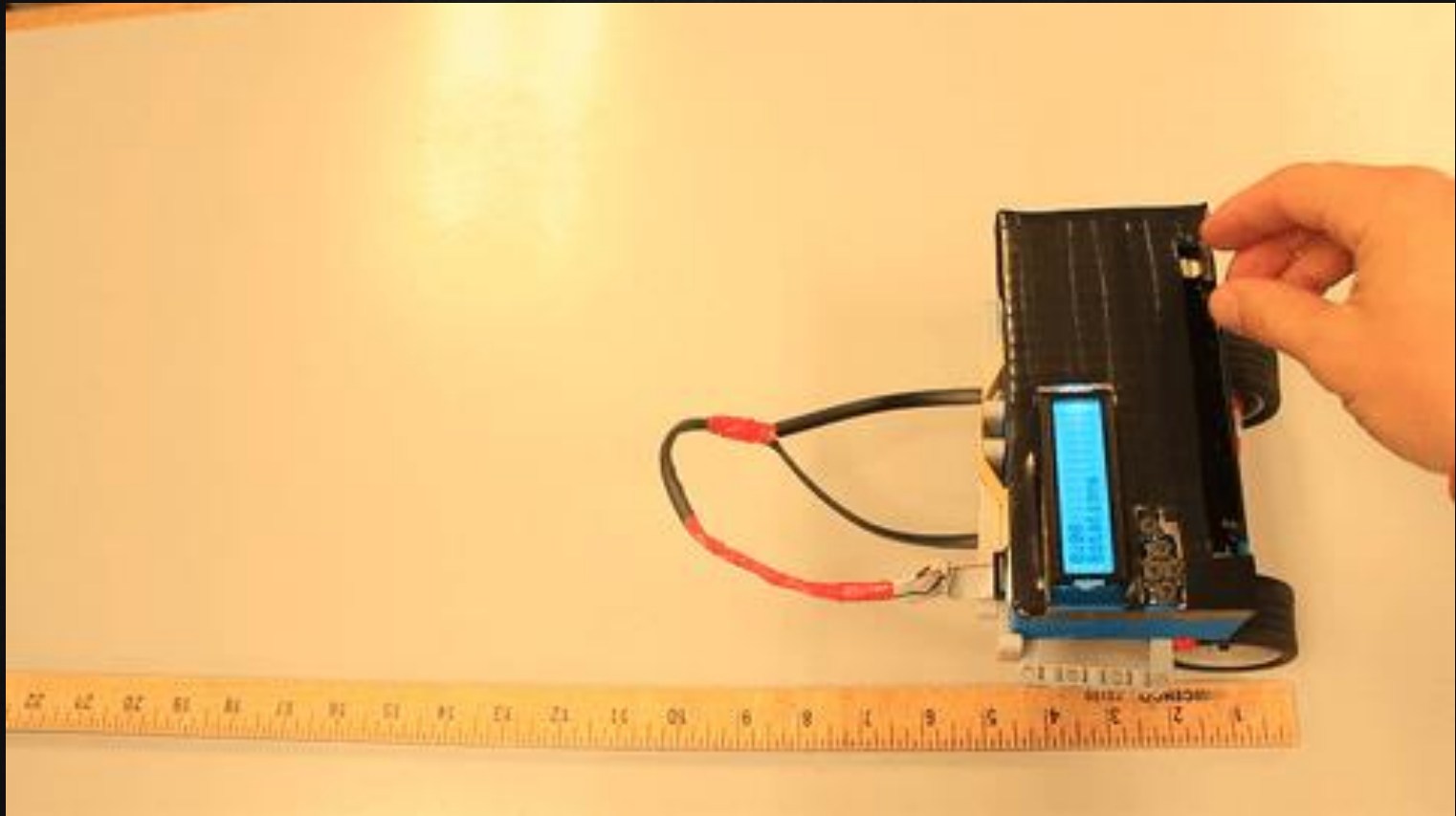


# MUSIC TRAINING





# CONCEPTUALIZING THE CIRCUMFERENCE EQUATION



# MOVING FORWARD

- CULTIVATE CLOSER WORKING RELATIONSHIP WITH FOUNDRY IN HARRISBURG, GET THE KIT DEMO-READY FOR STUDENTS.
- MAKE THE OTHER PREVIOUSLY PROTOTYPED UNITS “MODULAR” WITH REGARDS TO INTERFACING WITH THE COMMAND CENTER.
- POTENTIALLY BRING MORE COLLEGE STUDENTS INTO TARGET DEMOGRAPHIC.

# ACKNOWLEDGEMENTS

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CHAD FRY



QUESTIONS?

