

ACE Approach



Children will be prepared to articulate, communicate their ideas as well as to execute (**ACE**) them well. They will do so in an environment that allows them to remain connected to the real world. In the process they learn to gain the requisite competency as part of their lifelong education.

“ When Things Start to Think

- I have a vested interest in the future because I plan on living there. I want to help create one in which machines can meet the needs of people, rather than the other way around. ”

- Neil Gershenfeld Head of Physics and Media Group at MIT Media Laboratory



Feedback

“Warmest thanks for your help with them. They all had a great time and you got rave reviews every time”

“They really enjoy it and the feedback has been fantastic from the boys too”

Responses from parents:

efrenzconnect.com

learning and development
travel and living

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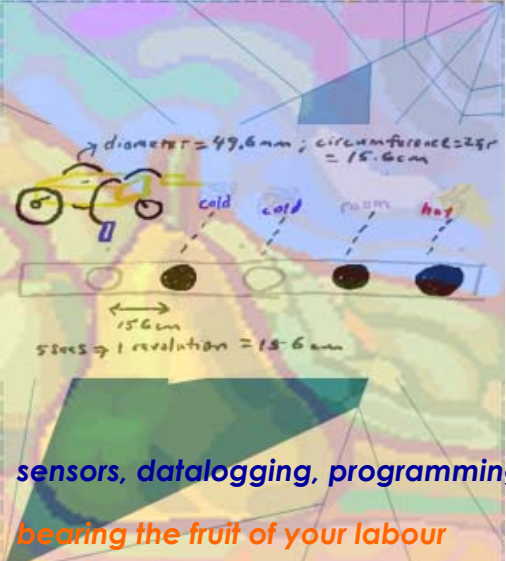
think robotics

Creativity At Play Enrichment Program for Children



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learning and development

Think Robotics competency-based learning for children



Children of Schooling Age

efrenzconnect **think robotics (eTR)** offers a comprehensive programme that serves to enrich as well as to provide a competency-based learning environment that will prepare the children for the challenges that lie ahead.

eTR creates the environment for the children to gain domain knowledge and competency that compliment the primary disciplines of math, science and technology that are taught in school.

Together with their peers, they learn to construct rudimentary models involving mechanical parts like gears, wheels, motors to more esoteric tasks installing sensors, datalogging and programming the machines, and in the process allowing a free flow of creativity so essential for learning and development.

Age Group	Workshop	Statement of Learning Standards
Below 8	00I Preparatory	<ul style="list-style-type: none"> Learning and creating the fun way
8 - 9	10I Mechanical	<ul style="list-style-type: none"> Design and build - various forms of motions Apply
9+ and beyond	20I Concept	<ul style="list-style-type: none"> Design and build - using sensors and motors Programming Datalogging, Spreadsheet Skills, Graphing

