

SCIENCE EDUTAINMENT PROGRAMS FOR 6 to 16 YR OLDS

Drip, Drop, Crazy, Geeky, Cool, Code, Do, Dabble - Play!

SCIENCE QUTSAV[®]
Science is awesome

 **Persistent**

I AM A MAKER – From Special STEAM Kits

Different kits/ projects and content for (Age 6-8) (Age 9-12) (Age 12+)

1. Grade wise curriculum based STEM kits
(Doorstep delivery of kits by ScienceUtsav)
2. Kits are related the day to day concepts and participants understand science “experientially”
3. Project Building, Experiments, Future Tech Videos, Worksheets and Concept Maps
4. Make and Break project kits with design thinking ideas

STEAM: Science Technology Engineering Arts Maths

I AM A
MAKER
Invent.Discover.Explore

21ST
CENTURY
SKILLS
SCIENCEUTSAV®
Science is awesome



"STEM-powered kits are
the result of a
combination of all our
experiments we did in
last 10 years"

Age group: 6-15 years



I AM A GAME DEVELOPER

Different games, projects and content for (Age 6-8) (Age 9-12) (Age 12+)

1. Block based programming with Scratch and other tools
2. Logic building with Sprites, Costumes, Events and sequencing
3. Commands and game hacks
4. Use a ready game and create versions of the same

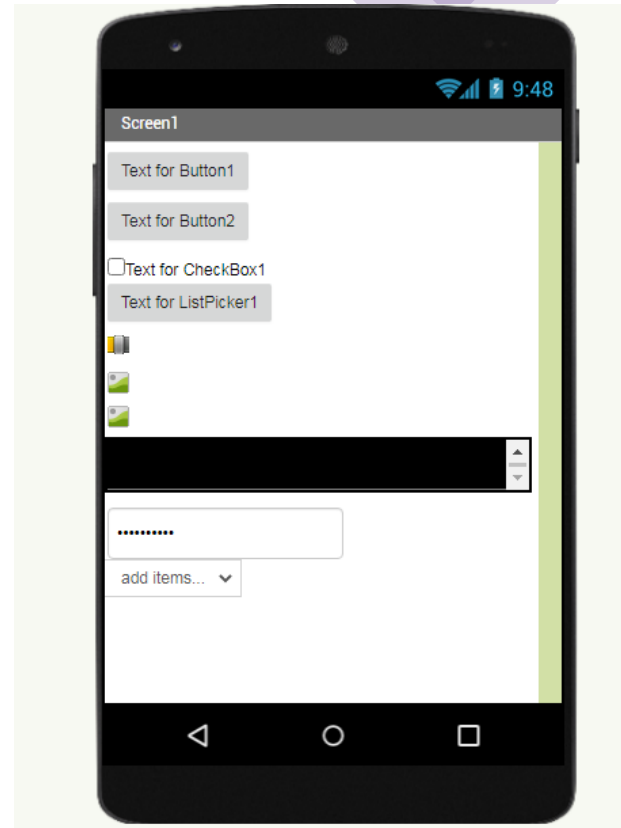
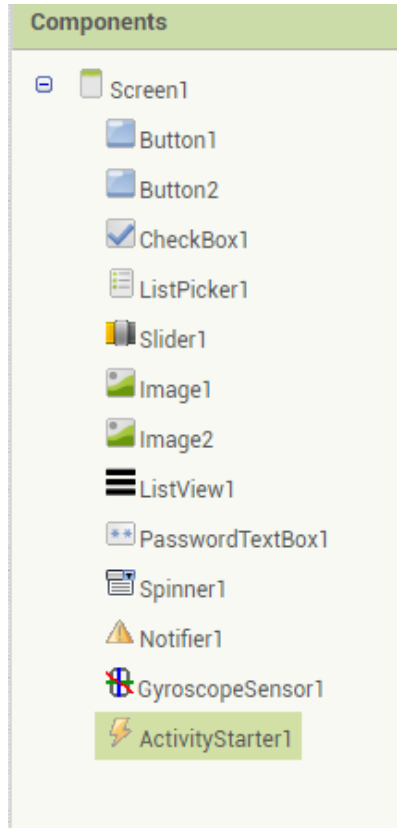


**21ST
CENTURY
SKILLS**

**Become a Game developer !
Learn online.**

WWW.SCIENCEUTSAV.IN | 9958446655

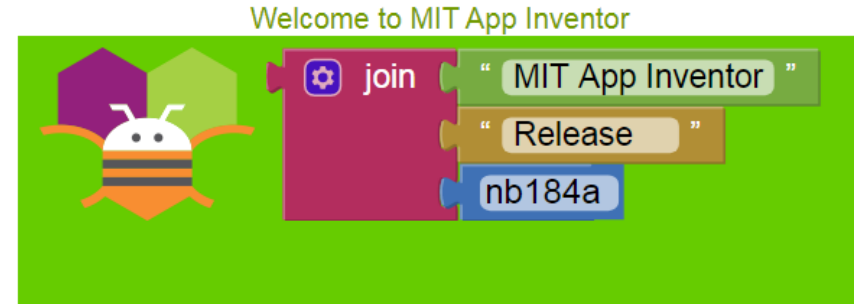
I AM A KIDDO CODER (Age 6-8)



I AM AN APP INVENTOR

App development for (Age 9-12) (Age 12+)

1. Build your own **Android App** with simple programming techniques
2. Introduction to **IOT** with communication based programming between modules
3. Learn Robotics with help of automation tools
4. Operate a robot or an app with simple flowcharts



Artificial Intelligence with
App Inventor

ONLINE PROGRAMS – PHYSICAL FITNESS

Online initiatives for children of age group 6 to 16 with
Innovative games and activities

WIDE RANGE OF ACTIVATION OPTIONS TO ENGAGE WITH KIDS



EVENT

- ReBootcamps with parent-and-child
- Playdates and fitness birthday parties
- Fitness measurement
- Fitness games and challenges



ONGOING

- Level-based functional fitness
- Dance fitness
- Kickboxing
- Sports skills and conditioning



DISCUSSIONS

- Using inspiring sports influencers to deliver knowledge and info
- Importance of physical literacy
- Child nutrition basics and consultation
- Healthy habit change

FEB

I AM A ROBO-SCIENTIST

Tinker and Build (Age 9-12) (Age 12+)

1. Build your own robotic toy!
2. Doorstep delivery of specially designed Electronic kit
3. Learn Robotics with help of automation tools
4. Operate a robot through an app designed by the participant



SCIENCEUTSAV®
Science is awesome



WWW.SCIENCEUTSAV.IN | 9958446655

MAR

DIRECT AN ANIMATED MOVIE

STEM.org certified teachers and content
(Age 6-8)

1. Graphical programming with Scratch to control Backdrops, Sprites, Costumes & looks
2. Creative focused sound, motion & looks animation building using simple programming concepts
3. Story creation and animation hacks
4. Build an animation from scratch



SKILL: Coding

**<DIRECT AN>:
<ANIMATION MOVIE>;**

SCRATCH
6-8 Yrs

SCRATCH
9-12 Yrs

Learn how **Coding Can** **Teach Math Skills**

Book your TRIAL CLASS now

WWW.SCIENCEUTSAV.IN | 9958446655

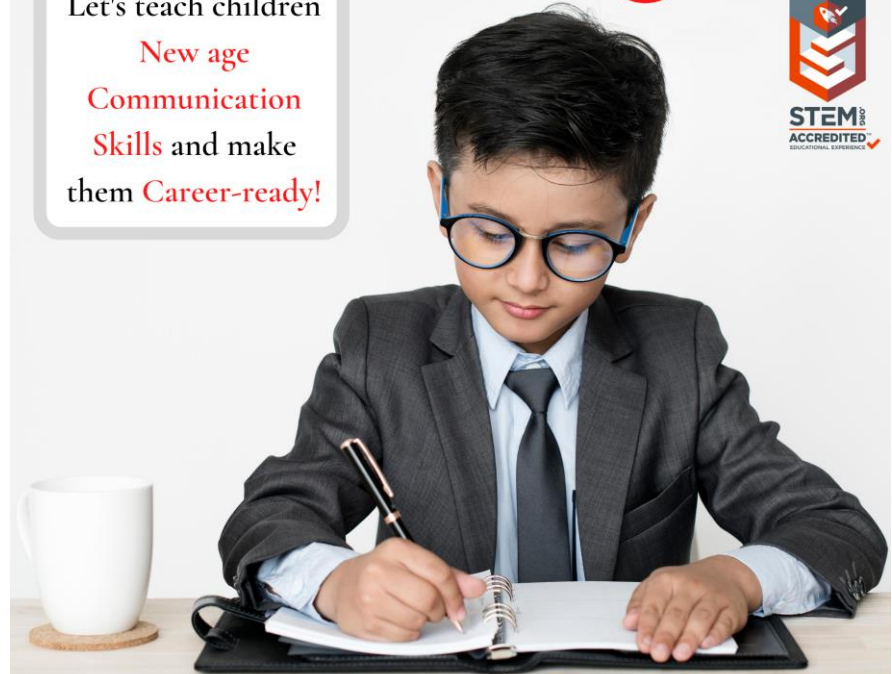
I AM A WEBSITE DESIGNER

Different Website building tools (Age 9-12) (Age 12+)

1. Participants apply their creativity to learn skills an entrepreneur needs when a new startup is to be built
2. Customised special tools taught to children that helps them design, conceptualise and create a new website
3. The website is live and they can make changes anytime and can be sent to their friends and contacts

BE A YOUNG ENTREPRENEUR

Let's teach children
New age
Communication
Skills and make
them Career-ready!



WWW.SCIENCEUTSAV.IN | 9958446655



Contact Us

Contact Number

+91 9958 446655

Email Address

info@scienceutsav.com

Website

www.scienceutsav.com



Address

HEAD OFFICE (BANGALORE)

42, 1st floor, Puttadas Complex,
7th Block, Jayanagar (W),
Kanakpura Main Road, Bangalore

BRANCH OFFICE (MUMBAI)

413, RiIDL management office,
Somaiya Vidyavihar (E)
Ghatkopar, Mumbai