

Description:

For students aged 10 and above, the Junior-Engineer (ages 10 to 12) and Senior-Engineer (ages 12 to 14) programs provide an immersive opportunity to apply knowledge and skills in real-world scenarios using cutting-edge technology such as LEGO EV3 MINDSTORMS, mBot 2 from Makeblock, Arduino, and Scratch 3.0.

These programs delve deeper into robotics, programming, machine learning techniques, and engineering concepts, nurturing innovation and technological proficiency. Mathematics and physics activities are integral components of our curriculum, designed to reinforce students' school programs.

To cater to the interests of artistic and creative students, we have incorporated graphics concepts and software for laser cutting and 3D printing into our program. At MindScape, we not only believe in differentiated learning but also actively apply it in our sessions.

Our formative assessment approach ensures continuous improvement and understanding, culminating in a final project at the end of each semester to showcase mastery of program concepts.

Skills and Competencies:

- Competencies: Robotics Engineering, Programming, Machine Learning, Mechanical Skills, Sensor Technology.
- Future Skills: Critical Thinking, Problem Solving, Logical Operators, STEM Proficiency, AI and ML.
- Judgment Skills: Decision Making, Coding Logic, Digital Ethics, Evaluation of Systems.
- Skills: Loop Mastery, Mathematical Aptitude, Sensor Application, Digital Citizenship Awareness.

MindScape

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