SNEHMITRA
FOUNDATION
Power to Empower for Youth

STEAM LAB SCHOOL ONBOARDING PROPOSAL

Academic Year 2026-27
Young Scientist Program



PRESENTED BY: SNEHMITRA FOUNDATION TEAM

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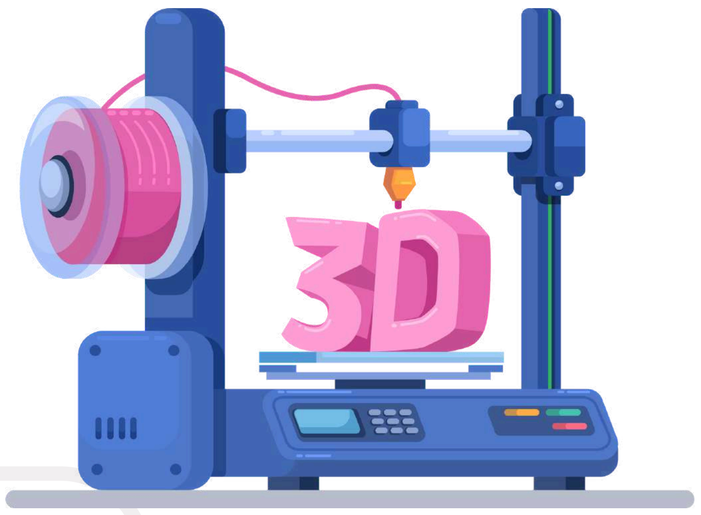


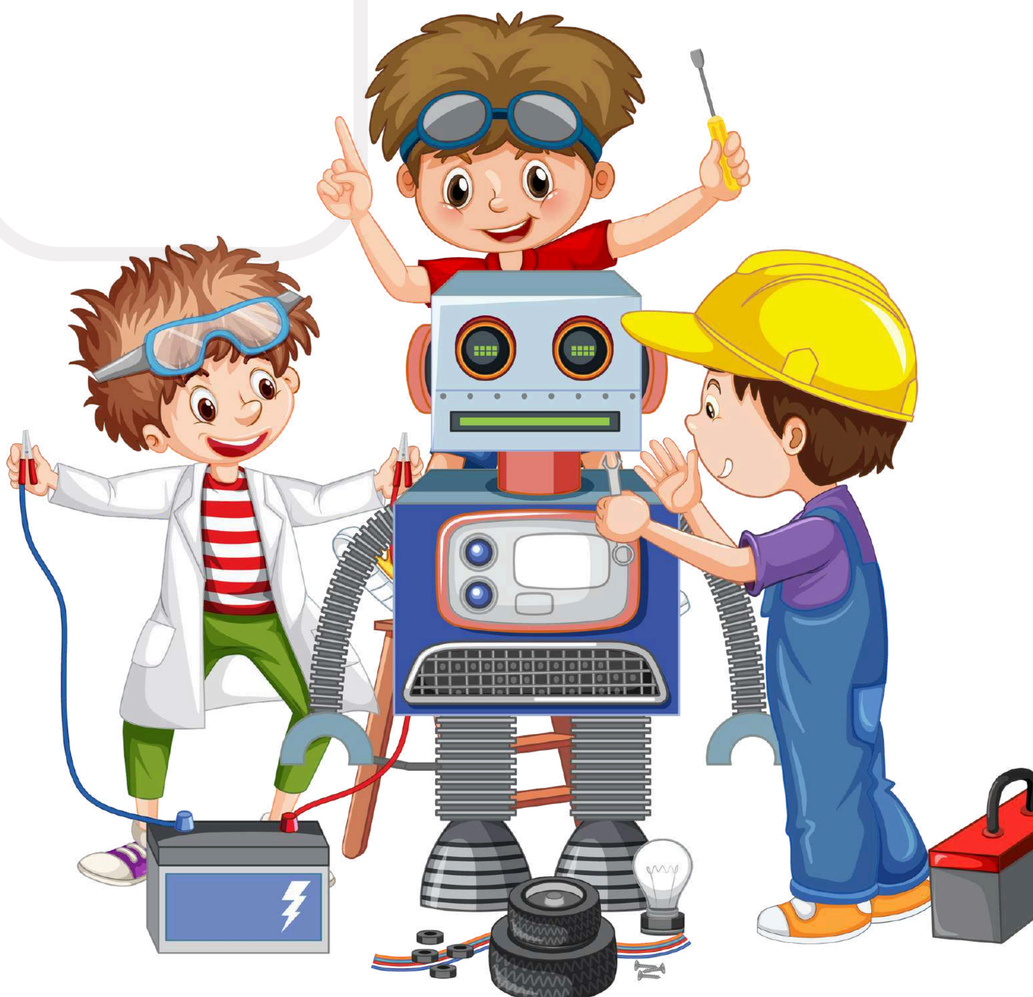
ABOUT US

At the Snehmitra Foundation, we are committed to fostering the next generation of innovators by integrating emerging technologies into mainstream education. We empower students with hands-on experiences in:

- Artificial Intelligence (AI)
- Drone Technology
- Robotics
- Machine Learning (ML)
- 3D Printing
- Internet of Things (IoT)
- Design Thinking
- Art & Craft







We emphasize experiential learning that blends theoretical knowledge with real-world application. Our industry aligned curriculum is meticulously designed to cater to students aged 7-18 years. aligning with the National Education Policy (NEP) 2020 and global education standards.

All students enrolled in this program will receive a certificate of completion under the Snehmitra Foundation **Young Scientists Program.** At Snehmitra, our mission is to create an ecosystem where students explore, innovate, and develop future-ready skills.



SCOPE OF WORK

Future Ready Lab Curriculum Implementation We deliver a structured year-long curriculum integrated within the school's academic framework. The curriculum is categorized into different age groups, ensuring a progressive learning experience

Primary (Class 1-2)-: Introducing Tweak robotics kits for classes 1-2 to spark early STEAM learning through play.

Middle (Class 3-5)-: Hands-on learning in coding, electronics, and beginner-level loT projects

Seniors (Class 6-8)-: Projects in Al, drone tech, and lot with real-world problem-solving.

Advanced (Class 9-10)-: Advanced applications in Machine Learning, Al ethics, and Industry 4.0.

Advanced (Class 11-12)-: Providing foundational knowledge of loT, Robotics, Al, and ML to empower Class 11-12 students with future-ready tech skills

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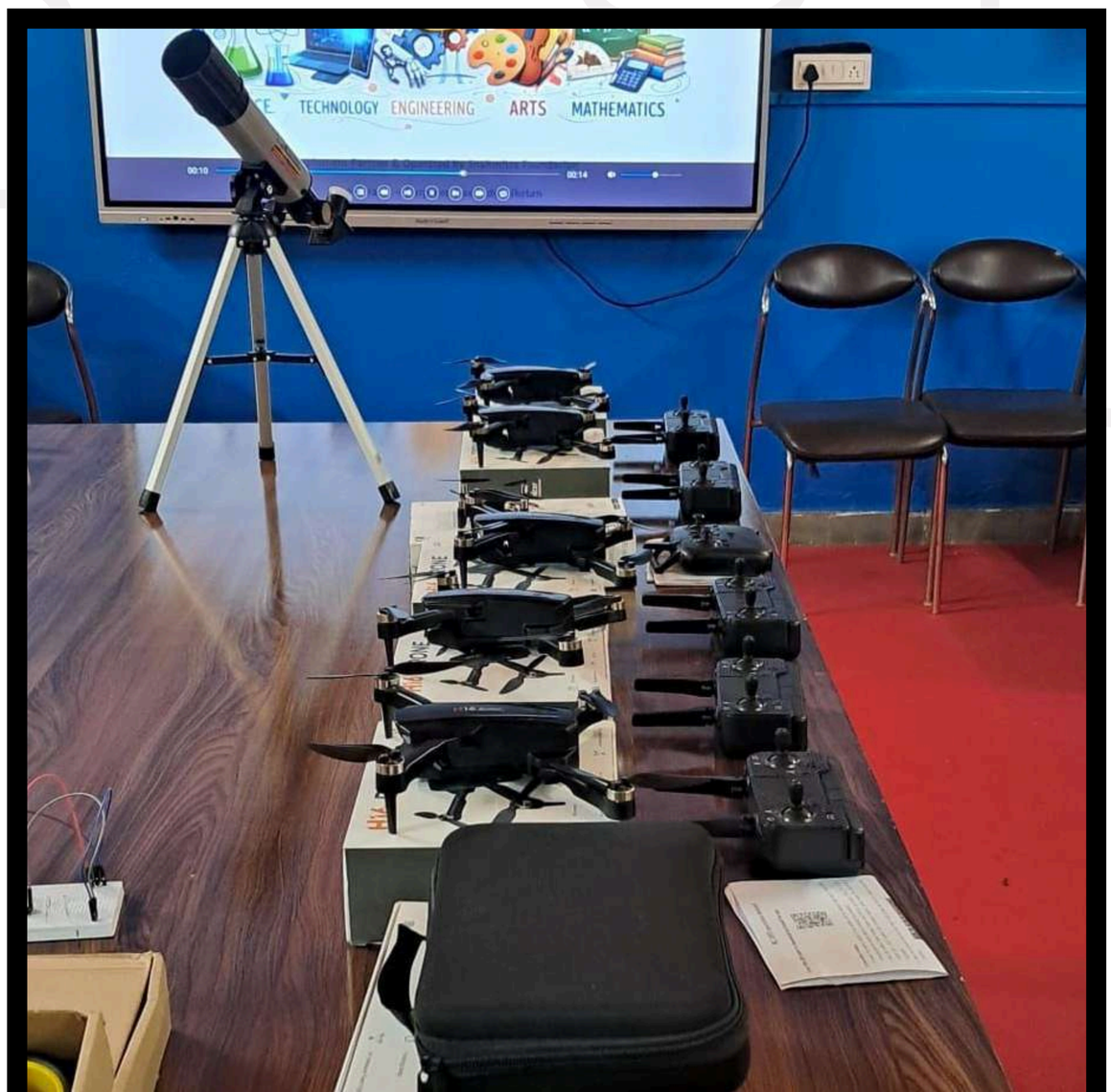
STATE-OF-THE-ART STEAM LAB SETUP

We will transform a dedicated space in the school into a high-tech innovation lab, fully equipped with:

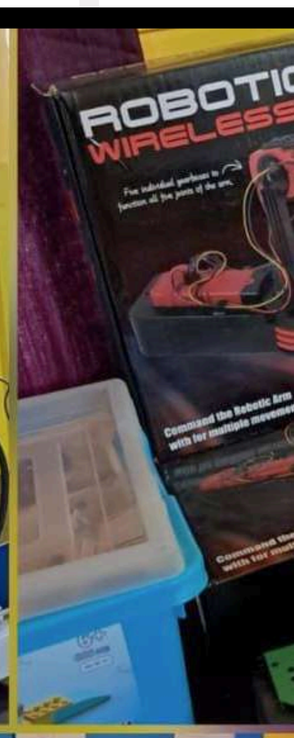
- **Robotics kits**
- **IoT-enabled smart devices**
- **Drone assembly stations**
- **AI and ML simulation software**
- **3D printers with CAD modelling software**
- **Interactive design thinking workstations**













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Screw Driver Set



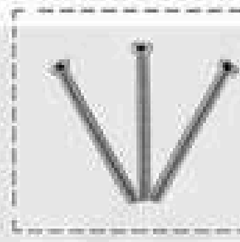
Hanging Peg Board



M3 Nuts



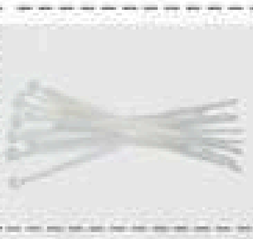
M3 Spacers



M3 Screws



PCB Cleaning Brushes



Cable Tie



Sand Paper



Power Supply



USB A To B Cable



Micro USB To USB A Cable



IR Sensor Module



Keypad module



GSM module



Laser Emitter



IR Emission



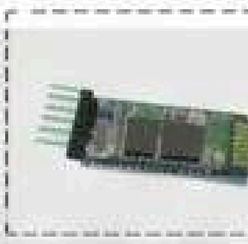
Rotary Encoders



Tap Module



Speaker module



Bluetooth module



ESP 8265



SO card voice recordar medule



Mini 838 To USB A Cable



Double Side Tape



Alexa Echo Dot



CP Plus Win Camera



Temperature Humidity Dupkry With Digital Cleck



Insulation Tape



3D Printer



Posters



Plier



M3 Nut Driver



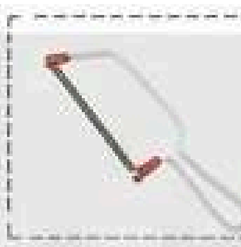
Lead Cutter



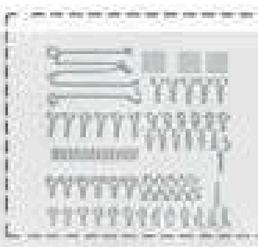
Wire Stripper



Filament



Small Hex Saw



Peg Board hook set



Preset Drivers



Tester



Hammer

Solder metal

Desol-wik

P 10 Display

Buddy Robot

Otto Robot

Line Follower Robot

And Many More

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SYLLABUS - GRADE 1

Chapter 1: Safety-Zebra Crossings

- What is Traffic Signals
- What is Road Safety
- Introduction to Zebra Crossings
- Recognising Zebra Crossing
- Importance of Zebra Crossings
- Rules for Using Zebra Crossings



Chapter 2: Geometric Shapes

- Introduction to Geometric Shapes
- Play with Circle
- Learning Rectangle
- Robotic Triangle
- Real-Life Examples

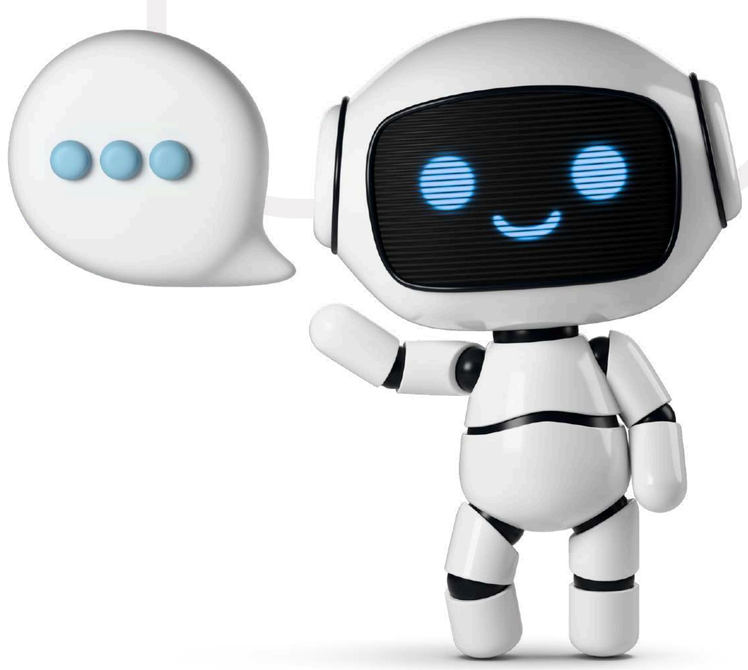
Chapter 3: Machine Parts of a Computer

- Hello, Computers!
- My Magical Keyboard
- Funny Friends: Mouse/Touchpad
- Computer's Super Brain
- Wow, the Big Screen!



Chapter 4: Introduction to Robotic Body Parts

- What is a Robot
- Comparison between Humans & Robots
- How Robots Help with Tasks
- My Robo-Buddy Drawing



Chapter 5: A Function of Robots

- How Robots Move
- How Robots Talk
- Fun with Robot Functions
- Robots in our Daily Lives

Disclaimer: The sylabus is subject to periodic customization to ensure alignment the most up-to-date technological developments

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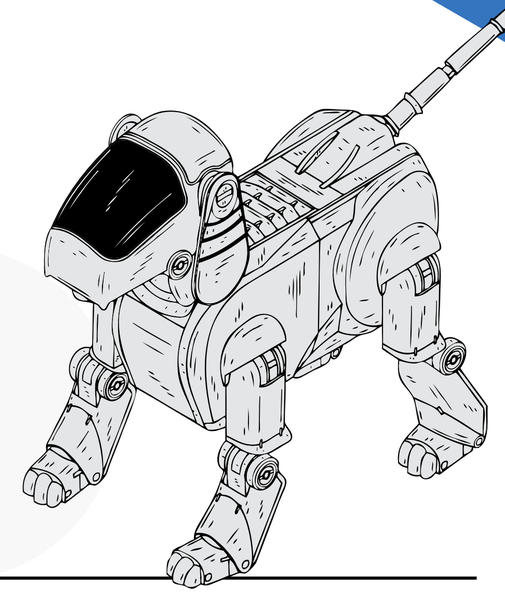
PROJECTS

Project 1: Number Counting Machine

- Introduction to Numbers
- Woah! Big Buttons
- The Screen Changes Numbers
- The Hero behind it: Arduino Board

Project 2: Head Moving Dog

- Introduction to the Head Moving Dog
- Materials Required for the Project
- Working of Head Moving Dog
- Step-by-Step Assembly of Head Moving Dog



SYLLABUS - GRADE 2

Chapter 1: Safety Kits Knowledge

- What is First Aid?
- Importance of First Aid
- First Aid Objectives and Goals
- Essential Items in a First Aid Box

Chapter 2: Pegboard (Tool Kit)

- Introduction to Peg Boards as Organizational Tools
- Structure and Components of a Peg Board
- Advantages of Using Peg Boards for Tool Organization
- Application of Pegboard.

Chapter 3: Real-Time Measurement Tools

- What is Measurement?
- Tools for Measurement
- Real-Time Measurement
- Different Real-Time Measurement Tools

Chapter 4: Digital Clock-Time Zone

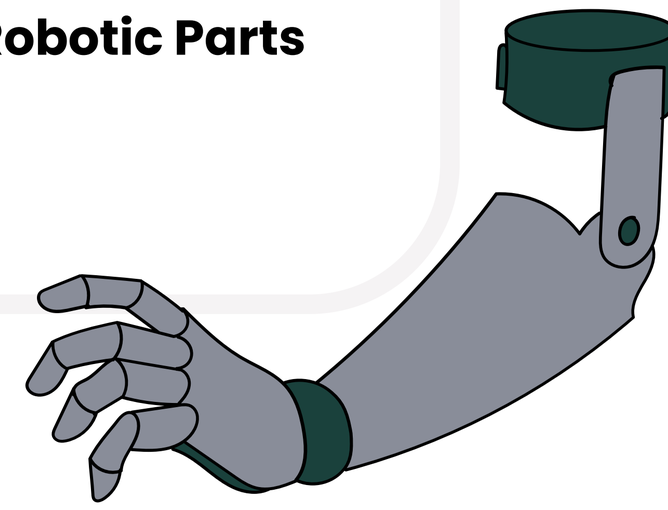
- What is a Clock?
- Introduction to Digital Clocks
- Components and Functionality of a Digital Clock
- Concept of AM-PM

Chapter 5: Seasons

- What are Seasons?
- Different Types of Season:Summer, Winter, Rainy
- The Amazing Process Behind Season

Chapter 6: Introduction to Robotic Parts

- Introduction to Batteries
- Fun with Cameras
- Amazing Displays
- Let's Play with Lights: LED
- Exciting Motors
- Musical Speakers
- Wheels on the Go



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SYLLABUS - GRADE 2

Chapter 7: Introduction to Sensors-Basic Level

- What are Sensors?
- How do Sensors Work?
- Types of Sensors



PROJECTS

Project 1: Garbage Sepration with Robotic Arm

- What is Waste?
- Waste Management and its importance
- Process of Garbage Seperation
- Robotic Arms and its Role in Garbage Seperation

Project 2: Auto Switchable Lamp Project

- Introduction to Auto Switchable Lamp 1
- Objectives of the Auto Switchable Lamp Project 2.
- Benefits of Auto Switchable Lamps 3.
- Importance of Energy Efficiency and Automation in Lighting

SYLLABUS - GRADE 3

Chapter 1: Educational Tools and Concepts

- Introduction to Measurement: Length, Width, and Height
- Building Blocks (Legos)
- What is an Angle?
- Angle Concepts Using Servo Motor

Chapter 2: Air, Water, Fire & Electricity

- What is Air Scientifically?
- What is Water Scientifically?
- What is Fire?
- What is Electricity?

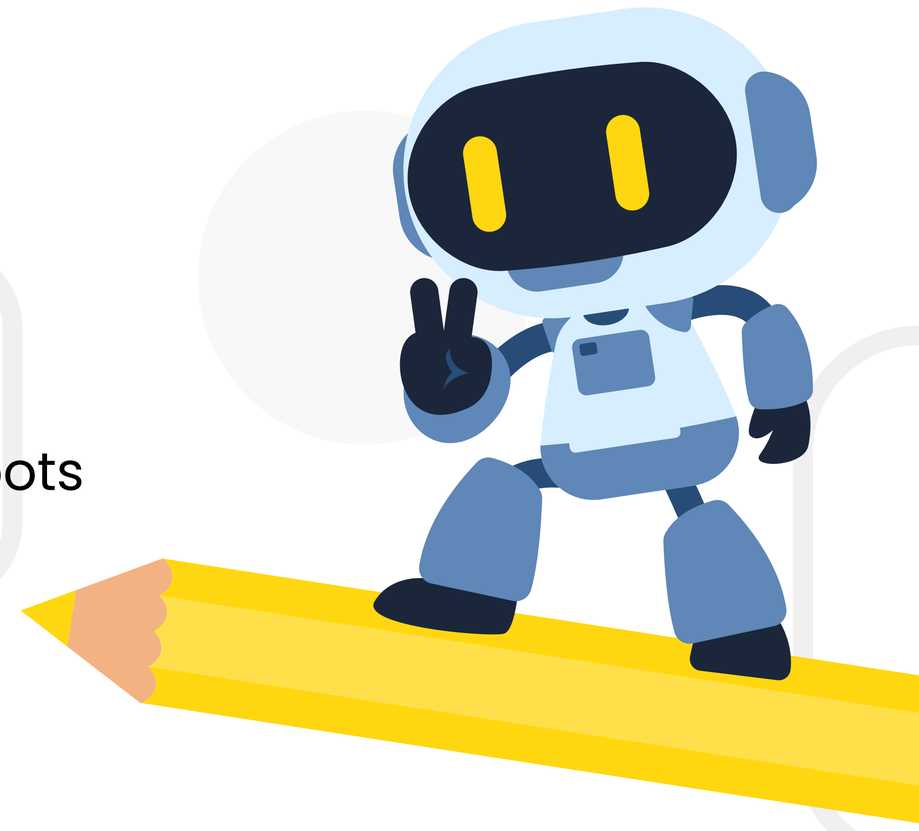
SYLLABUS - GRADE 3

Chapter 3: Human and Robot Comparison

- What are Robots?
- What are Humans?
- Similarities and Differences Between Humans and Robots
- Roles of Humans and Robots in Society
- History of Both

Chapter 4: Sensing Technologies in Robotics

- Introduction to Sensors
- Sensory Organs of Humans vs. Sensory Organs of Robots
- Robot Eyes and Vision Sensors
- Robot Ears and Sound Sensors
- Robot Nose and Smell Sensors



PROJECTS

Project 1: Head Moving Dog

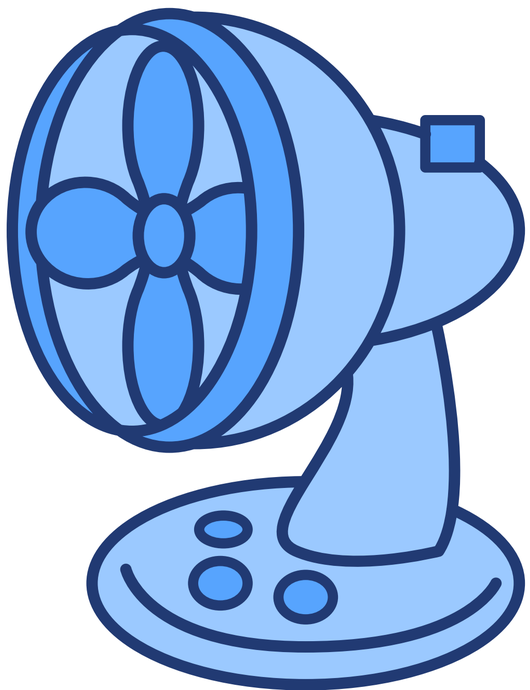
- Introduction to Robotics and Simple Machines
- Components of the Head Moving Dog
- Building and Assembling the Head Moving Dog

Project 2: Fire & Smoke Detection

- The Science of Fire
- Understanding Fire Safety
- Fire & Smoke Detection Devices
- Creating a fire safety plan
- Preventing fire and staying safe

Project 3: Smart Fan

- What is a Smart Fan?
- Understanding the Concept of Smart Homes
- Building Your Smart Fan Components of Smart Fan
- Application of Smart Fan
- Basics of Internet and Wireless Communication



SYLLABUS - GRADE 4

Chapter 1: Force, Work & Energy

- Introduction to Force and Motion
- What is Work?
- What is Energy & Their Types
- Introduction to Energy Conversion
- Wind Turbines & Dams

Chapter 2: Robotic Arm and Its Components



- Introduction to Robotic arm
- Robotic Arm and Its Components
- Simple Machines in Robotic Arms
- Energy Sources in Robotics
- Applications of Robotic Arms in the Real World

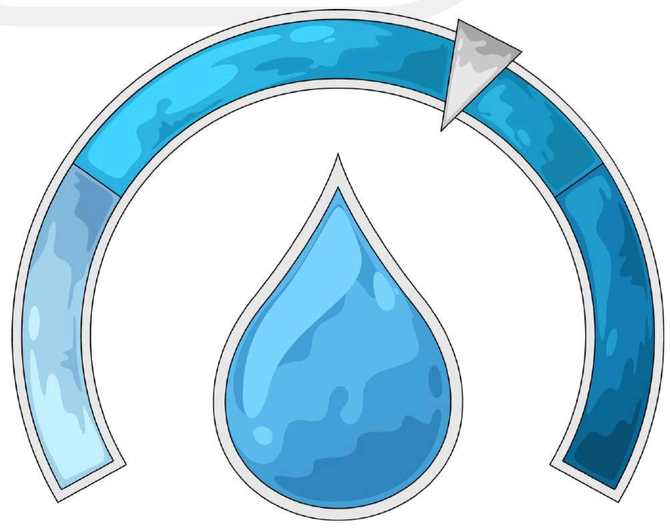
Chapter 3: Introduction to Satellite Robots/Robots on Other Planets

- What are Satellite?
- What are Satellite Robots?
- Introduction to Natural Satellite
- Natural V/S Artificial Satellite
- Exploring Moon with Lunar Roving Vehicle (LRV)

Chapter 4: Powering Our World: The Magic of Batteries

- Introduction to Batteries
- Types of Batteries
- Battery Safety Measures
- Battery Maintenance and Environmental Impact

Chapter 5: Water Level Indicator



- Introduction to Circuits
- Components of the Water Level Indicator
- Building the Water Level Indicator
- Testing and Troubleshooting

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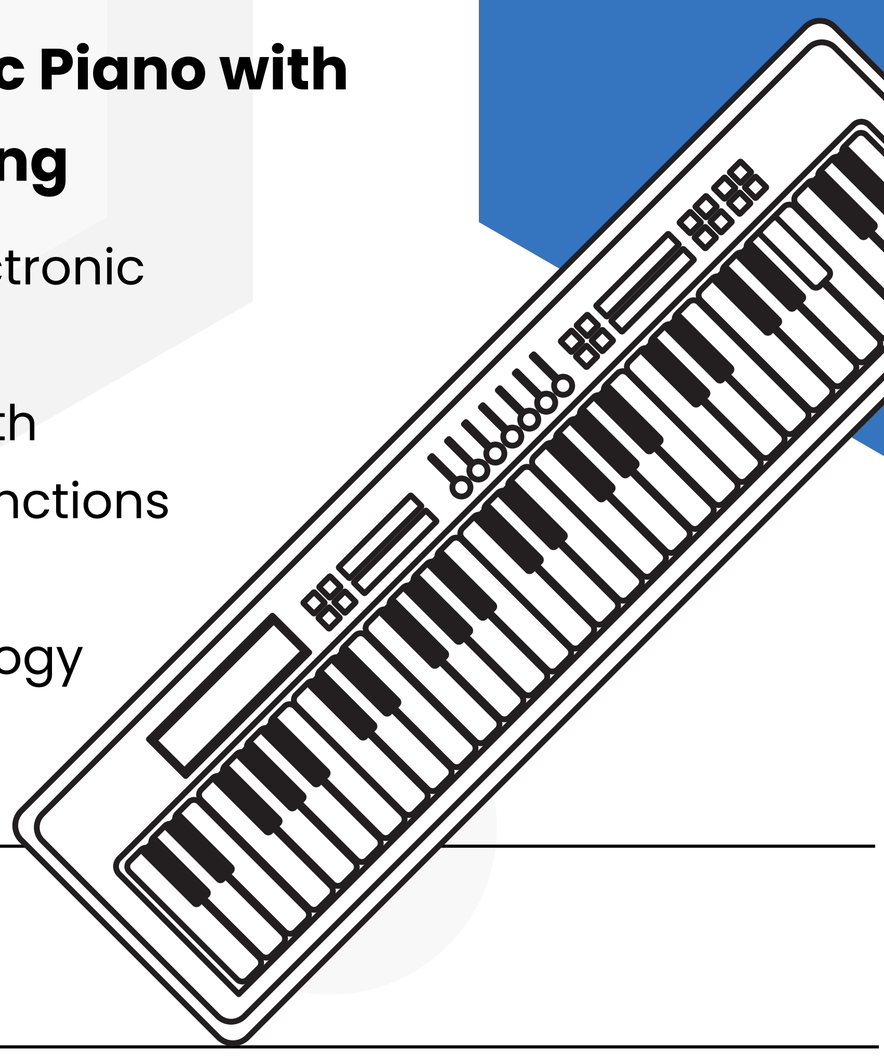
PROJECTS

Project 1: Car Auto-Headlamps and Rain-Sensing Wiper

- Introduction to Automobile Technology
- Working Principle of Auto Headlamps
- Working Principle of Rain-Sensing Wipers
- Designing and Building

Project 2: Electronic Piano with Synchronize Lighting

- Introduction to Electronic Piano
- Getting Familiar with Electronic Piano Functions
- Basic Music Theory
- Music and Technology



SYLLABUS - GRADE 5

Chapter 1: Internet of Things

- Introduction to Internet of Things
- Communication Between IoT Devices
- Application of IoT Devices

Chapter 2: Sensors: The Magic Behind Modern Technology

- Introduction to Sensors
- Ultrasonic Sensors & Their Working
- SONAR Radar Using Ultrasonic DHT11 Sensor

Chapter 3: Display and Communication

- Introduction to Data Representation
- Types of Graphs
- What is Data Visualization
- Communication: Introduction to the Digital World 0/1
- Temperature and Humidity Display

Chapter 4: Electric Current in Action: AC and DC

- Introduction to Current-AC/D
- Introduction to Circuits
- Series and Parallel Circuits
- Conductors and Insulators
- Introduction to Electrical Safety

Chapter 5: Motors

- Introduction to Motors
- Types of Motors in Robotics
- Introduction to Servo Motors



Chapter 6: IR Remote Controlled Robot-Working

- Introduction to Wireless Technology .
- Basics of infrared (IR) Technology
- Components of an IR Remote-Controlled Robot
- Introduction to Solar Panels
- Working of an IR Remote-Controlled Robot

SYLLABUS - GRADE 5

Chapter 7: Introduction to Solar Panels

- What are Solar Panels & Their Working
- Solar Energy and the Environment
- Solar Panel in Everyday Life

Chapter 8: Becoming a Junior Arduino Programmer

- Types of Cables
- Becoming a Junior Arduino Programmer
- What is Arduino?
- Working with Arduino
- Arduino Inputs and Outputs
- Introduction to Serial Monitor of



PROJECTS

Project 1: Soil Moisture Meter

- Introduction to Soil Moisture Measurement
- Building a Simple Soil Moisture Meter
- Conducting Experiments with the Soil Moisture Meter

Project 2: IR remote controlled robot

- Introduction to Robotics and Remote Control
- Components of an IR Remote Controlled Robot
- Building the IR Remote Controlled Robot

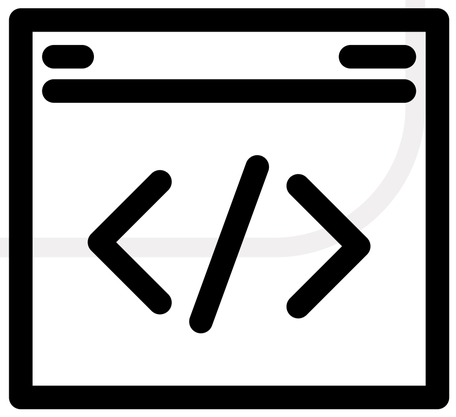
SYLLABUS - GRADE 6

Chapter 1: Electronics Fundamentals

- Introduction to Electronics
- Electronic Components
- Concepts of Current, Voltage, and Resistance
- Switches, Resistors, and Capacitors
- Magic of LED Blinking: Creating Patterns with Colors

Chapter 2: Programming Basics

- Introduction to Computers and Programming
- Introduction to Coding & Algorithm
- Logical Thinking and Problem Solving



SYLLABUS - GRADE 6

Chapter 3: Electromagnetic Principles

- Magnets & Their Relation with Electric Current
- Magnets Used in Power Generation
- Introduction to Light & Wave
- Light Detection Using LDR

Chapter 4: Breadboard and Its Connections

- Introduction to Breadboard
- Components of a Breadboard
- Making Simple Connections
- Creating Basic Circuits

Chapter 5: Introduction to Arduino

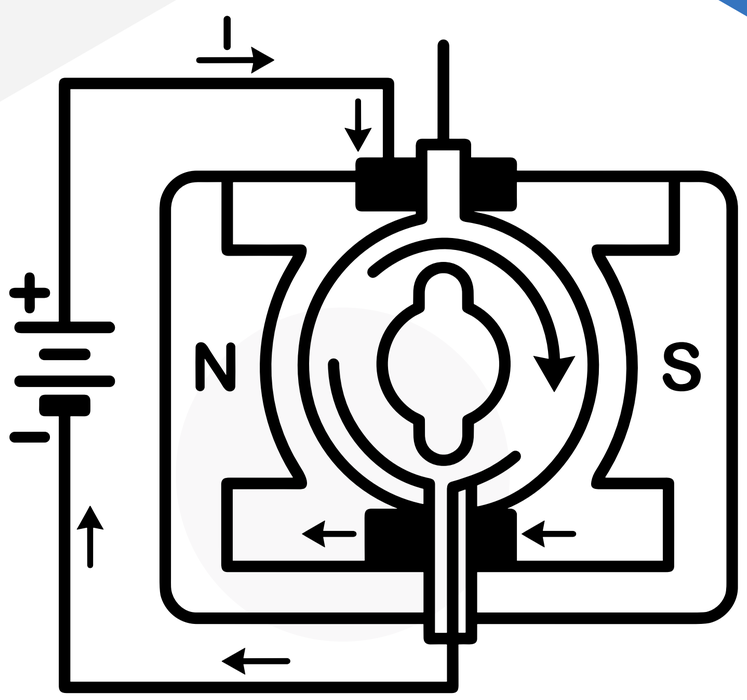
- Arduino IDE
- Block Based Programming - Overview
- Introduction to Sensors and Actuators

Chapter 6: Barcodes and Identification Technologies

- Introduction to Barcodes & Scanners
- Understanding QR Codes & Their Types
- Differences between QR Codes and Barcodes
- Introduction to RFID & Its Application

Chapter 7: Computer Security

- Internet Safety and Etiquette
- What is Virus & Anti-virus
- Safe Internet Practices

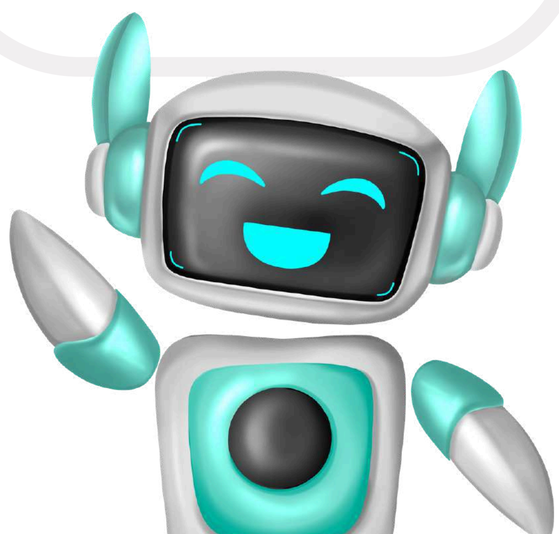


SCAN ME

PROJECTS

Project - Line follower Robot

- Introduction to Robotics of Line Follower Robot
- Components of a Line Follower Robot
- Working Principle of Line Follower Robot
- Programming the Line Follower Robot
- Sensors and Their Applications



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SYLLABUS - GRADE 7

Chapter 1: Electronics

- Electronic Devices and Gadgets
- Motors & Their Types
- Tinker CAD IDE (Simulation)
- Blynk (IoT Monitor and Control) App
- X - Ray & its printing

Chapter 2: Programming Fundamentals

- Introduction to Programming-Python
- Python Data Types
- Understanding Indentation
- Variables & Input
- Conditional Statements
- Understanding Block Level Coding- Building Blocks

Chapter 3: Transportation & Infrastructure

- Modes of Transportation
- Infrastructure and Urban Planning
- Communication and Information Infrastructure
- Transportation and Safety
- Working of Railway
- Components of a Railway System

Chapter 4: Agriculture and Automation

- Introduction to Automation
- Understanding Agriculture
- Artificial Intelligence in Agriculture
- Impact of Automation on Agriculture

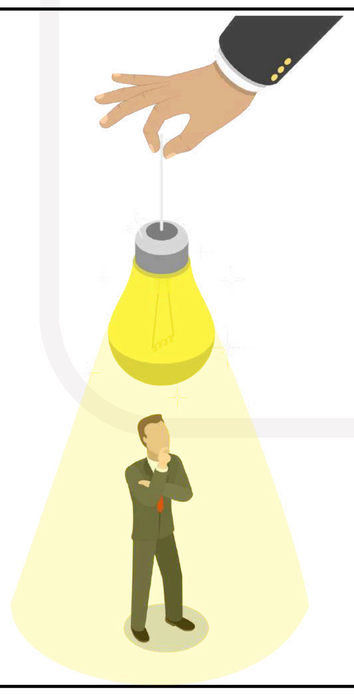


Chapter 5: Microsoft Certification & Word

- Introduction to Microsoft Word
- Document Creation and Formatting
- Working with Objects and Graphics
- Document Enhancement and Advanced Features
- Editing and Proof Reading
- Cloud-Based Document Collaboration

Chapter 6: Entrepreneurship

- Introduction to Entrepreneurship
- Business Planning and Strategy
- Identifying Business Opportunities.
- Entrepreneurial Skills
- Characteristics of Successful Entrepreneurs
- Introduction to Market



PROJECTS

Project: Home Automation

- Introduction to Home Automation
- Components of Home Automation System
- Designing a Home Automation System
- Programming Concepts for Home Automation
- Security and Privacy in Home Automation



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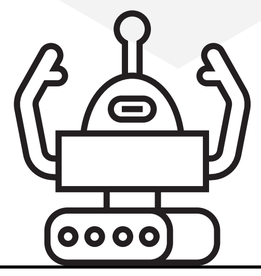
SYLLABUS - GRADE 8

Chapter 1: Electronics and PCB Design

- Cables and Their Making
- PCB(Printed Circuit Boards) Designing Fundamentals
- Graphs and Serial Plotter
- Sensor Integration and Data Collection
- Introduction to Soldering Techniques

Chapter 2: Robotics and Automation

- Robots: Types
- OTTO Robot
- Introduction to Displays
- AI in Robotics: SOPHIA



Chapter 3: Programming and Coding

- Introduction to Loops
- Control Flow
- Functions String
- List & Tuples
- File Handling & Dictionaries



Chapter 4: Microsoft Certification and Excel

- Introduction to Microsoft Excel
- Working with Formulas and Functions.
- Data Visualization and Formatting
- Data Manipulation and Sorting
- Collaboration and Sharing

Chapter 5: Entrepreneurship

- Product Development and Innovation
- Market Analysis
- Marketing Strategies: Business Planning
- Legal and Ethical Aspects
- Financial Literacy
- Risk Management and Decision Making



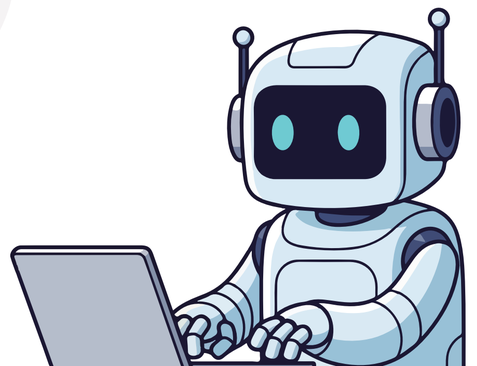
PROJECTS

Realtime Weather Check

- Instruments for Weather Data Collection
- Meteorology and Climate Science 3 Realtime Data Acquisition and Analysis
- Building OTTO Robot
- Building a Realtime Weather Monitoring System
- Components Required

OTTO Robot

- Introduction to OTTO Robot
- Building OTTO Robot
- Programming OTTO Robot
- Exploring OTTO Robot's Capabilities



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SYLLABUS - GRADE 9

Chapter 1: Practical Skills and Project Development

- Soldering Techniques
- Intermediate Internet of Things Projects
- Hands-on Sessions on Projects
- Introduction to Design Concepts- UI/UX

Chapter 2: Next Step In Python

- Introduction to Object Oriented Programming
- Classes, Objects & Attributes
- Encapsulation & Polymorphism
- Methods, Abstraction & Inheritance



Chapter 3: Engineering and Technology Applications

- What is Engineering
- Biomedical Engineering
- Agricultural Engineering
- Encryption and Decryption
- Mobile Password Recovery

Chapter 4: Professional Development and Portfolio-keeping

- Understanding Professional Development
- Building Communication Skills
- Creating and Managing a Professional Portfolio
- Exploring Career Options and Pathways
- Identifying Interests and Strengths

Chapter 5: Microsoft Office & Certifications

- Introduction to PowerPoint
- PowerPoint Interface and Features
- Designing Effective PowerPoint
- Formatting and Customization
- Collaboration and Sharing
- Advanced PowerPoint Features

Chapter 6: Entrepreneurship: Advanced

- Business Arithmetic
- Resource Mobilization
- Patent Drafting and Copyright: IPR
- Business Communication
- Entrepreneurial Finance



PROJECTS

Project 1: Hand Follower Robot

- Building the Hand Follower Robot
- Components of Hand Follower Robot Mechanical Design and Engineering
- Computer Vision and Image Processing
- Programming the Hand Follower Robot

Project 2: 3D buddy Robot

- Introduction to 3D Buddy Robot
- Design and Components of 3D Buddy Robot
- Programming the 3D Buddy Robot
- Building and Testing the 3D Buddy Robot

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SYLLABUS - GRADE 10

Chapter 1: Technology and Programming

- Understanding Operating Systems
- Types of Operating System.
- OS Installation
- Supervised & Unsupervised Learning
- Introduction to Al & ML
- Reinforcement Learning
- OpenCV Introduction

Chapter 2: Hands-on Sessions on Different Projects

- Introduction to Robotics and Project Scope
- Self Balancing Robot
- Robotic Arm
- Components Required
- Troubleshooting and Optimization

Chapter 3: Finance and Legal-keeping

- Basic Economics
- Personal Finance
- Goods and Services Tax (GST)
- Income Tax Return (ITR)
- Trademark



PROJECTS

Internet of Things Projects (Advanced)

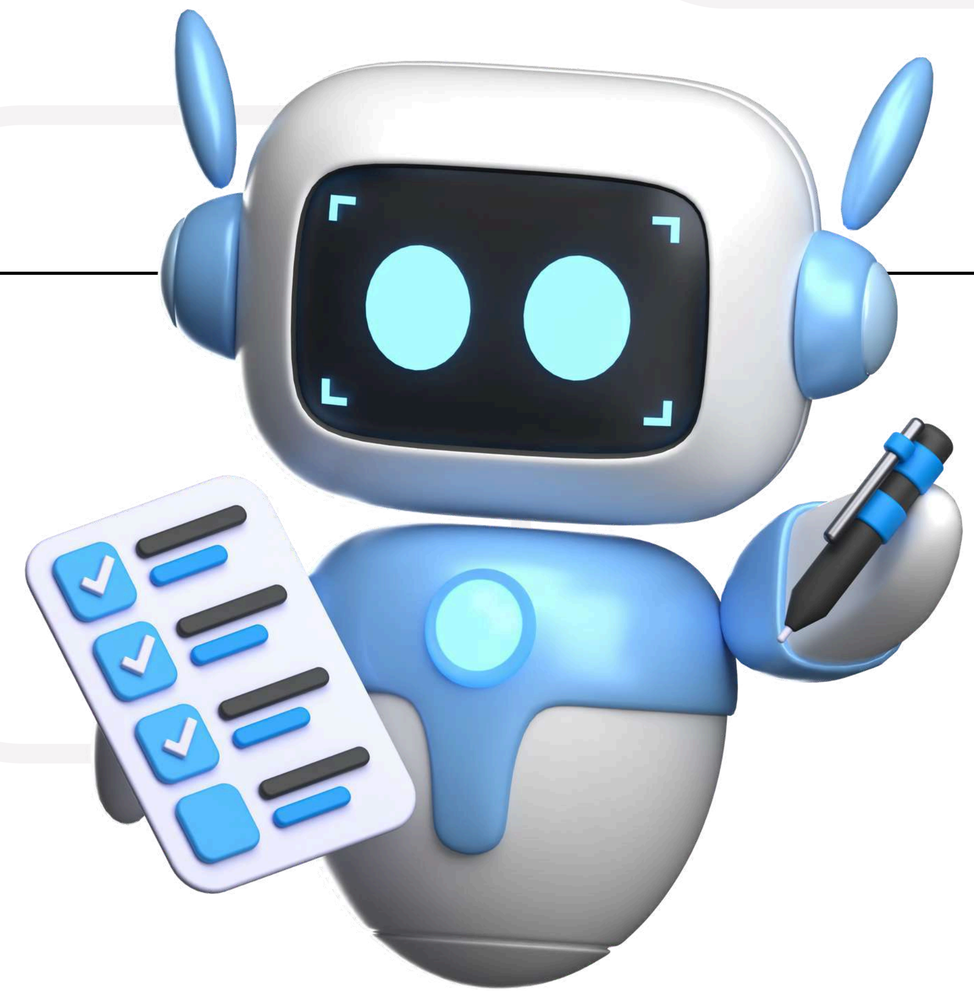
- Alexa Integration with Robots
  Components required for Alexa integration with Robots
- Components required for Building Drones
- Triple-Axis Accelerometer
- Components required for Triple-Axis Accelerometer

Robotic Arm

- Introduction to Robotics
- Components Required in Robotic Arms
- Assembly of the Robotic Arms
- Applications of Robotic Arms

Self-Balancing Robot

- Introduction to Self-Balancing Robots
- Design and Construction of Self-Balancing Robot
- Control Systems and Programming
- Troubleshooting and Fine-tuning



SYLLABUS - GRADE 11

Chapter 1: Event and Display Technology

- Introduction to Event and Display Technologies
- Principles of Operation
- Innovations in Screen Display Technologies
- Broadcasting Technology and Live Streaming

Chapter 2: Internet of Things (IoT) and Cloud

- Basics of Networking
- IoT Architecture and Components
- Data Handling and Cloud Computing
- Introduction to Cloud Computing
- IoT Security and Privacy

Chapter 3: Programming & Software Development

- Exploring Python Modules for IoT
- Reading Python Documents
- API (Application Programming Interface)
- Python "requests" API Module
- Image Processing Using OpenCV
- Cloud Computing and its Role in IoT.

Chapter 4: Microsoft Technologies & Certifications

- Introduction to Microsoft Technologies
- Importance of Certifications
- Understanding Different Certification



Chapter 5: Career Development

- Resume Building
- Essential Components of a Resume
- Formatting and Layout Guidelines
- Portfolio Designing
- Types of Portfolios
- Selecting and Organizing Portfolio Content
- Developing Professional Etiquette

PROJECTS

Heart Disease Prediction

- Data Collection and Preprocessing Exploratory Data Analysis (EDA)
- Machine Learning Algorithms for Heart Disease Prediction
- Building a Heart Disease Prediction Model

Website Integration with Internet of Things

- Web Development for IoT Integration
- Basics of Web Development
- Components and Architecture of IoT Systems
- Collecting and Processing IoT Data
- Security and Privacy in IoT Integration

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SYLLABUS - GRADE 12

Chapter 1: Robotics and Engineering (Maths behind Self-Balancing Robot)

- Emerging Technologies in Robotics
- Electronics and Circuitry
- Materials and Manufacturing
- Sensors and Perception
- Math Fundamentals in Robotics
- Mechanics and Kinematics of Robots

Chapter 2: Telegram Bot

- Introduction to Telegram Bots
- Building Telegram Bot Functionality
- Storing Data and State Management
- Advanced Features and Integrations
- Setting up the Development Environment

Chapter 3: Academics and Writing

- Study Skills and Time Management
- Research Skills and Information Literacy
- Academic Writing Styles and Formats
- Literature Analysis and Literary Devices
- Understanding the Research Process
- Data Analysis and Interpretation

Chapter 4: Entrepreneurship and Business-keeping

- Scaling and Growth in Entrepreneurship
- Innovation and Technology in Entrepreneurship
- Entrepreneurship Competition
- Entrepreneurial Case Study
- Entrepreneurial Project

PROJECTS

Project 1: Python Projects: MAJOR

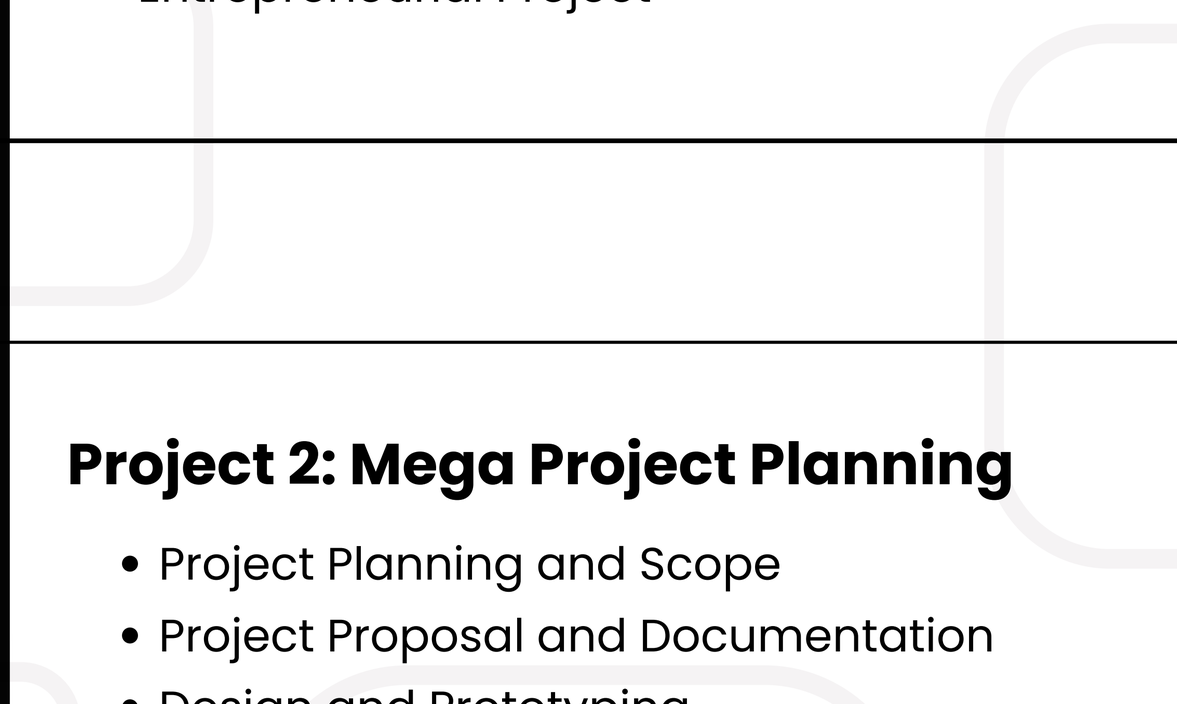
- Project: To-Do List
- Code of Project

Project 2: Mega Project Planning

- Project Planning and Scope
- Project Proposal and Documentation
- Design and Prototyping
- Testing and Evaluation
- Project Presentation and Documentation

Project 3: Intruder Detection

- Introduction to Intruder Detection Systems
- Components of an Intruder Detection System
- Working Principle of Intruder Detection Systems
- Designing and Building



STUDENT ASSESSMENT & PROGRESS MONITORING

To ensure data-driven decision-making and continuous learning enhancement, we implement a robust assessment and progress monitoring framework. Our evaluation model equips educators, school leadership, and parents with actionable insights into student performance, facilitating targeted interventions and optimized learning pathways. The key components include:
Comprehensive Performance Analytics - Regular assessments, project-based evaluations, and skill proficiency indices to systematically track student progress.
Quarterly Data-Driven Progress Reports-Detailed performance reports provided to school management and parents, ensuring transparency and informed academic planning.
Customized Learning Trajectories -Al-driven analytics to personalize learning strategies, catering to individual student strengths and development areas for optimized academic growth.





ONGOING SUPPORT & INNOVATION UPDATES

Our commitment to excellence extends beyond curriculum implementation, with dedicated support services ensuring sustained impact and continuous innovation. By integrating technical assistance and curriculum advancements, we create a dynamic and future-proof STEAM learning environment.Key support services include

PROACTIVE TECHNICAL ASSISTANCE

Dedicated support for lab infrastructure maintenance, troubleshooting, and optimization to ensure seamless educational delivery.

CURRICULUM EVOLUTION

Continuous refinements to academic content, incorporating the latest technological advancements, industry trends, and best practices in STEAM education.

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ENHANCED EDUCATOR

Ongoing development of comprehensive supplementary materials, digital toolkits, and interactive learning resources to support educators and students in mastering STEAM concepts.







STEP 01
HANDS-ON LEARNING APPROACH

Our curriculum ensures practical engagement through real-world projects, competitions, and interactive assignments.

STEP 02
EXPERT TRAINERS & INDUSTRY CONNECT

- Led by industry professionals and technology experts.
- Guest lectures, industry visits, and hands-on

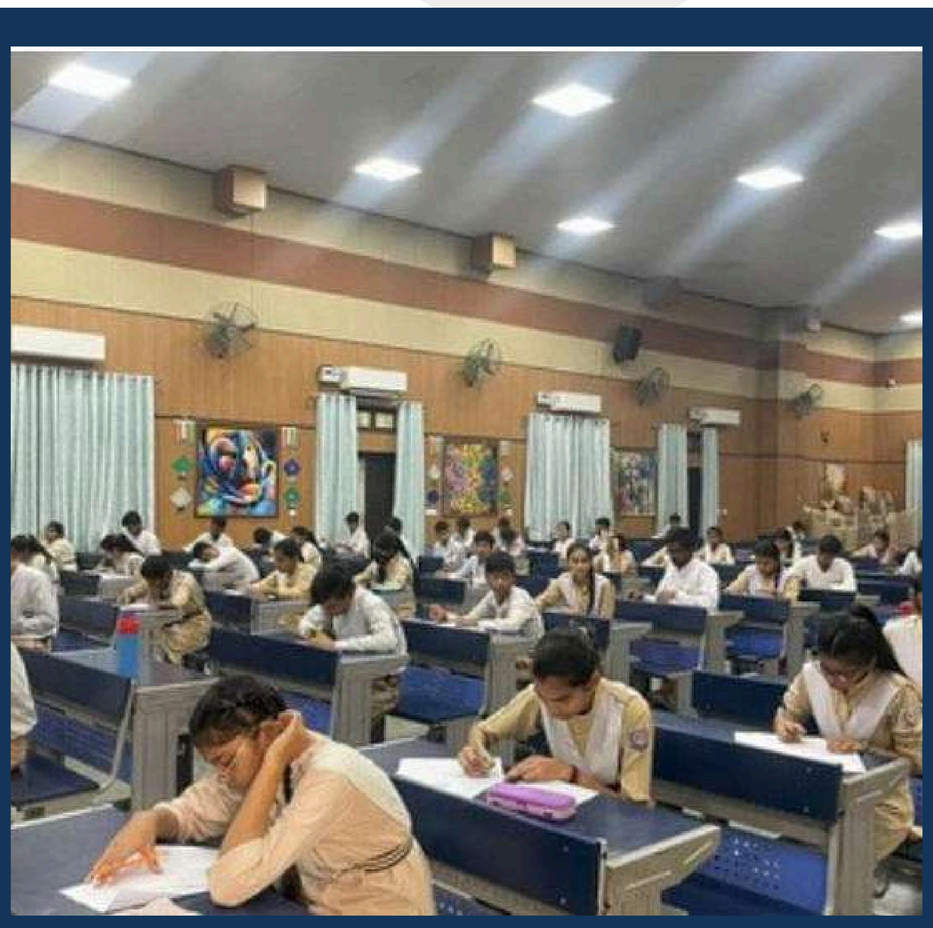
STEP 03
EXPERIENTIAL PROJECTS BY AGE GROUP

We incorporate real-life applications to help students grasp concepts efficiently. Some project examples include

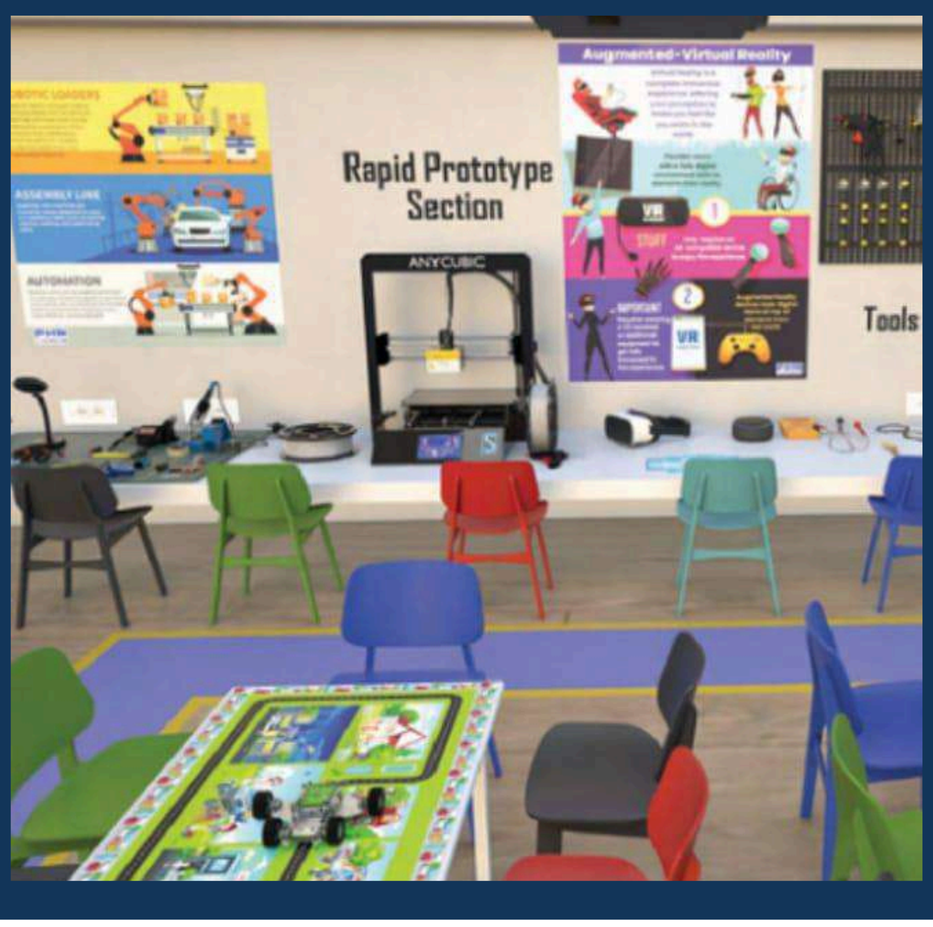
DISTINCTIVE ADVANTAGE: HOW WE STAND OUT

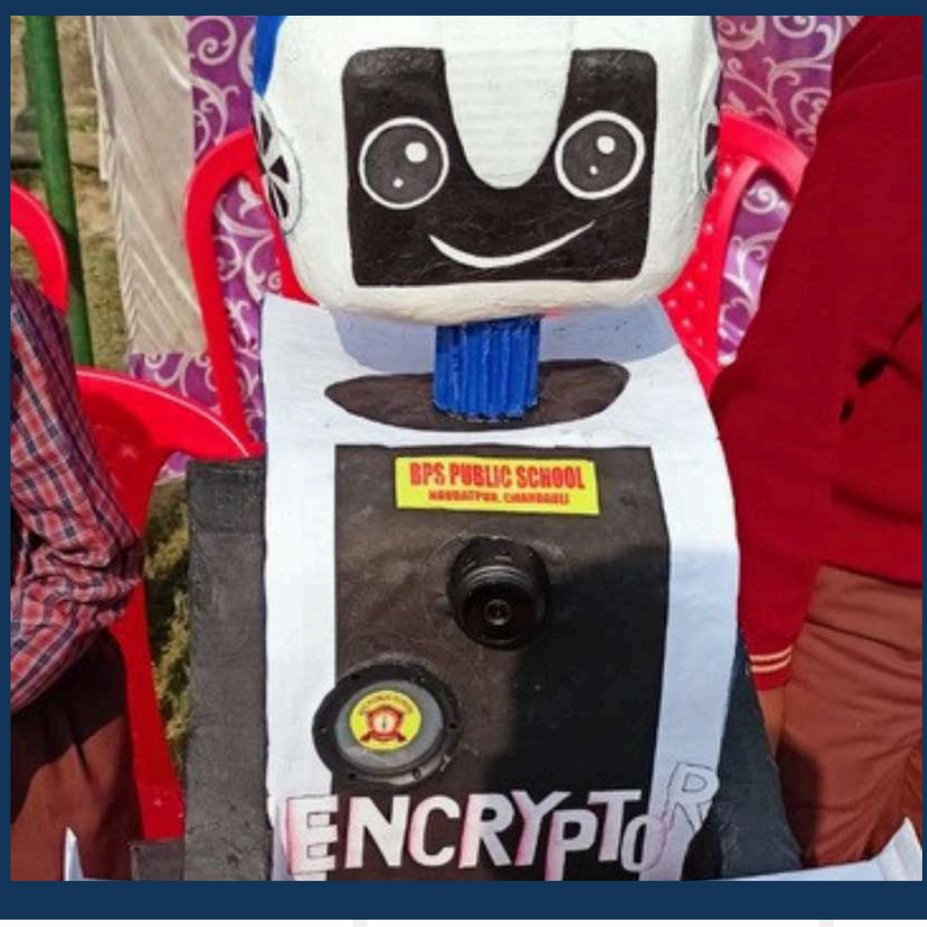
1) Focus on Future Technologies: We specialize in Al, ML, robotics, and loT, unlike traditional STEAM programs.
2) Young Scientists Programme: A structured curriculum pathway for students from foundational to advanced levels.
3) NEP 2020 Aligned Curriculum: Integrated with skill-based learning and innovation-driven education.

4) Career Guidance & Industry Exposure: We provide career counseling, internships, and mentorship programs.
5) State-of-the-Art STEAM Labs: Fully equipped technology spaces for immersive learning.
6) Real-World Problem Solving: Encouraging students to apply tech knowledge to tackle real-world challenges.









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COMMUNITY ENGAGEMENT & OUTREACH

At the Snehmitra Foundation, we are committed to bringing technology education to the wider community, ensuring that students, educators, and parents are involved in fostering a culture of innovation.
Through community-driven learning, Snehmitra ensures that schools become leaders in innovation in their relationship with students, parents, and industry experts.

TECH AWARENESS CAMPS

We conduct STEAM & Robotics camps for students and parents to experience the latest technological advancements firsthand.

INNOVATION CHALLENGES & HACKATHONS

Schools can participate in regional and national-level hackathons, encouraging students to solve real-world problems through technology

PUBLIC SCIENCE EXHIBITIONS

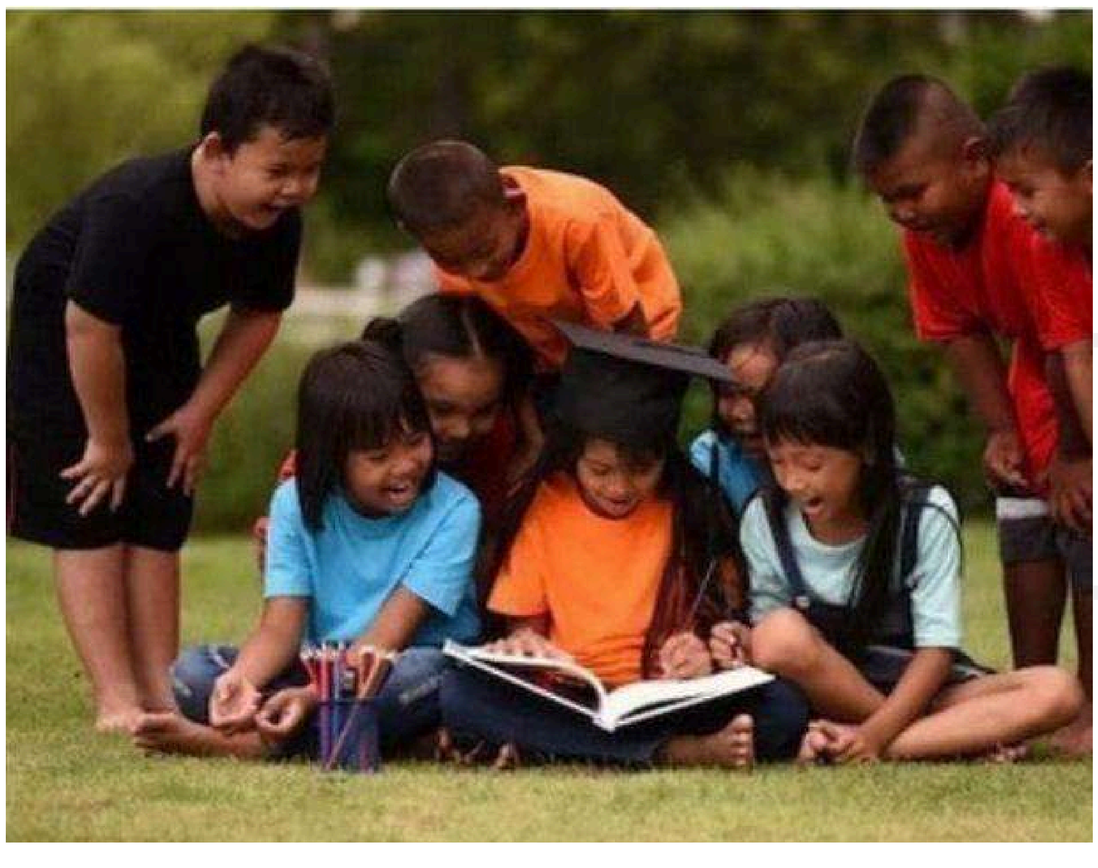
Students present their projects to government officials, industry leaders, and the local community,gaining valuable exposure.

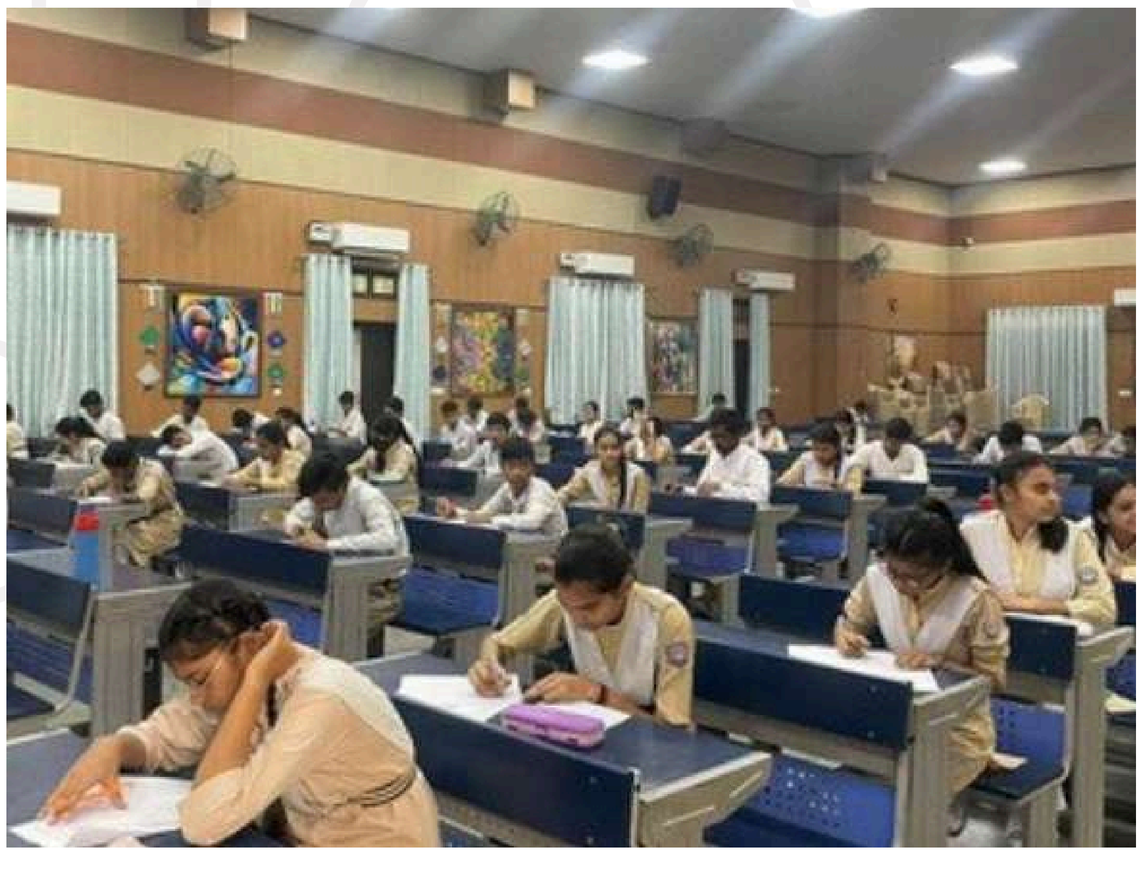
TEACHER TRAINING

Educators receive certified training in emerging technologies to empower them to drive innovation within the school.

STEAM FOR UNDERPRIVILEGED STUDENTS

We support CSR initiatives by offering scholarships and community outreach programs that make STEAM education accessible to all.





STUDENT CONTRIBUTION FOR STEM TRAINING PROGRAM:

*300 per Student To ensure sustainability and commitment towards the program, a nominal fee of ₹300 per student will be collected. This contribution will support hands-on training materials, expert sessions, and continuous engagement activities conducted under the STEM initiative. We ensure that this minimal fee enables high-quality exposure while remaining affordable for all students

AWARDS & RECOGNITION

The Snehmitra Foundation has been recognized at the national and international levels for pioneering work in technology education. Our achievements enclude

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LAB SETUP & UTILIZATION

Each of the two fully-equipped STEAM Labs will support different domains of innovation and technology

Lab	Focus Areas	Key Equipment
Lab 1	AI, IoT, Robotics	AI workstations, IoT development kits, robotics kits
Lab 2	Drones, 3D Printing, Design, Thinking	3D printers, drone assembly kits, creative design workstations

Faculty Distribution Plan

Role	No. of Teachers	Responsibilities
Lead STEM Educator	1	Curriculum coordination, teacher training, student assessments.
Lab Instructor 1	1	Conducts hands-on AI, IoT, and Robotics sessions.
Lab Instructor 2	1 (if needed)	Manages sessions on Drone Technology, 3D Printing, and Design Thinking.

HOW THIS MODEL ENSURES EFFICIENCY:

- The lead STEAM educator provides academic oversight and training to maintain quality standards.
- Two instructors ensure that simultaneous lab sessions run smoothly.
- Rotational teaching reduces faculty workload while maintaining high engagement levels.

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BENEFITS OF THE SCHOOL

- Additional Benefit of the Sport Equipment
- Additional Benefit of the Music Instruments
- Students enrollment increase
- School digital marketing
- Add on extra activity
- School Branding
- Enhances 21st-century skills Enhances the school's reputation as a future-ready, progressive institution.
- Attracts more admissions by offering modern learning facilities.
- Enables participation and recognition in national/international STEAM competitions.
- Boosts overall academic performance through experiential learning.
- Strengthens parent trust and satisfaction by showcasing innovation in teaching.
- Supports NEP 2020 goals of skill-based and hands-on education.
- Empowers teachers with new teaching methods and tools.
- Differentiates the school from others in the region.
- Increases school reputation as a future-ready institution.
- Improves academic performance through practical understanding.

BENEFITS OF THE STUDENTS

- Students certificates from STEAM, AAAI,, AICRA, and Skill india
- Personal skill growth
- Builds confidence in technology use
- Encourages teamwork and leadership
- Supports interdisciplinary learning Develops curiosity and scientific temper.
- Improves critical thinking and problem-solving ability.
- Enhances practical skills through hands-on experiments.
- Introduces students to robotics, coding, Al, and new technologies.
- Connects classroom learning to real-life situations.
- Boosts creativity and innovation.
- Builds teamwork, communication, and collaboration skills.
- Prepares students for STEAM competitions and exhibitions.
- Increases confidence in using technology and tools.
- Helps in career awareness for future STEAM fields.
- How work with the Team
- Builds problem-solving skills
- Connects theory to real life
- Sparks innovation and curiosity
- Encourages innovation, creativity, and hands-on learning.
- Helps students connect theory with real-world applications.
- Builds 21st-century skills like coding, robotics, and design thinking.
- Prepares students for national/international competitions in the robotics stream.
- Promotes teamwork, communication, and leadership in students.
- Sparks curiosity and interest in science, technology, engineering, and math.

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LET'S GET TO WORK TOGETHER



With a future-focused curriculum, world-class educators, and immersive learning experiences, we ensure that your school becomes a leader in technology education.

CONTACT US :-

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