



MAKER ACADEMY FOR KIDS

FAMILY GUIDE

Kids stay engaged, parents see progress.



BUILD TO SOLVE

This guide contains all you need to know to get the most out of your child's membership at the Steamoji (West Vancouver) Academy.



FABRICATION



PHYSICAL
COMPUTING



ENGINEERING



DIGITAL ARTS



CODING



MATHEMATICS



”

Our mission is to train the next generation of builders, makers, inventors and entrepreneurs.

We believe the best way to prepare for a world of accelerating change is to train our children with the foundational skills and mindsets to build solutions to the problems of their future.

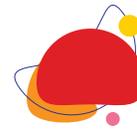
Hank Horkoff
Co-Founder & CEO

Hank Horkoff

OUR PROMISE

**WE TRAIN BUILDERS, MAKERS,
INVENTORS & ENTREPRENEURS.**

Technological change is accelerating. Many parents feel STEAM subjects (science, technology, engineering, arts and math) are important to help prepare their children for the careers of their future, but see schools more focused on traditional studies.



Steamoji's 400-hour "Build to Solve" curriculum is designed to fill this gap in a structured and reinforcing fashion across five subject pathways: fabrication, physical computing, engineering, digital arts and applied design. Students are taught basic skills, then encouraged to practically apply them in a spirit of "Build to Solve".

WHY STEAMOJI WORKS



A CONFIDENT, CAN DO MINDSET

Exposing children to new technology skills helps give them confidence to tackle new challenges. An open mindset is encouraged to always try, adapt and try again.



GUIDANCE FROM SUBJECT EXPERTS

Subject matter experts demonstrate and provide guidance on developing foundational skills. Facilitators supervise to help overcome any challenges.



REAL SKILLS YOUR CHILD WILL USE

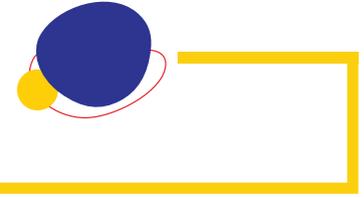
The focus is on teaching foundational skills, then encouraging apprentices to imagine, create and improve their own solutions.



COVID SAFETY

Steamoji allows for structured learning in a safe environment where we can maintain physical-distancing requirements and allow children to access our unique program.

- All workstations, tools and equipment are sanitized after every use.
- Children, or 'apprentices' as we refer to them, are assigned to individual workstations that are divided by physical barriers to allow for social distancing.
- Staff are required to wear masks at all times and apprentices are strongly encouraged to do the same.

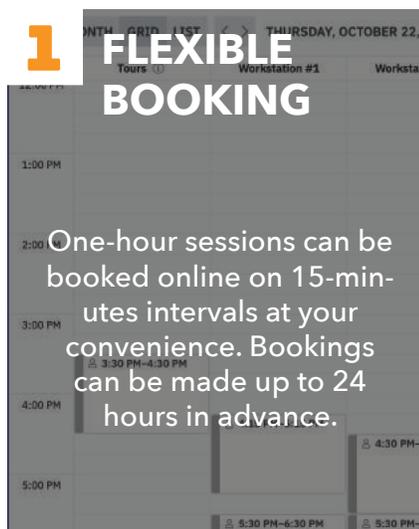


HOW IT WORKS

**KIDS STAY ENGAGED,
PARENTS SEE PROGRESS**

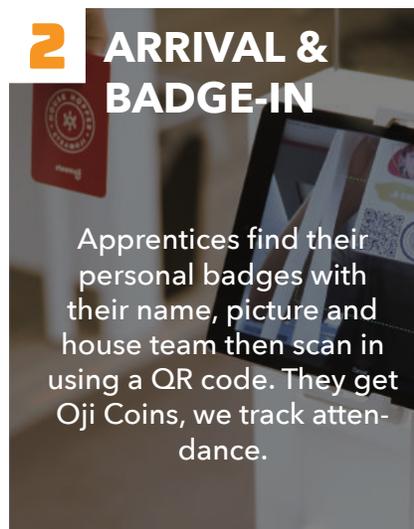
A Steamoji membership includes 8 directed sessions per month and 4 drop-in sessions. Directed sessions are led by short video clips at a workstation and are supported by facilitators who help the 'apprentices' understand what they need to do and overcome any obstacles that might arise. Drop-in sessions are designed for apprentices to build on what they learned by designing a product of their imagination.

1 FLEXIBLE BOOKING



One-hour sessions can be booked online on 15-minute intervals at your convenience. Bookings can be made up to 24 hours in advance.

2 ARRIVAL & BADGE-IN



Apprentices find their personal badges with their name, picture and house team then scan in using a QR code. They get Oji Coins, we track attendance.

3 SETTLING IN



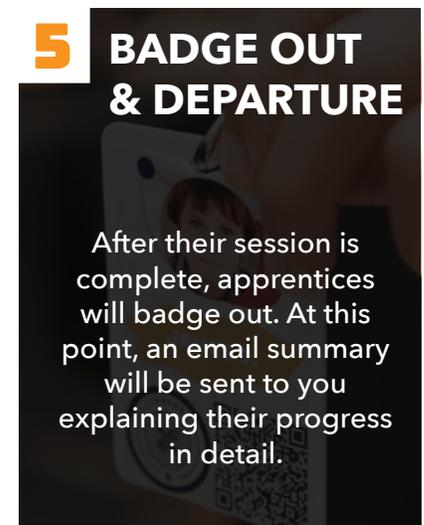
Apprentices are guided to their workstations that have been sanitized and prepared for their next project with the required tools and materials.

4 STEAMOJI WORLD



Apprentices watch an introduction to the project they are tasked with, then get started. They go through a series of steps where they watch a short video (~30 seconds) and then are tasked to do something with the tools and materials at their workstation. If at any point there is a problem, the facilitator will help them overcome the challenge.

5 BADGE OUT & DEPARTURE



After their session is complete, apprentices will badge out. At this point, an email summary will be sent to you explaining their progress in detail.



MEMBERSHIPS

FLEXIBLE PRICING OPTIONS

There are a number of ways your child can start building with Steamoji.

12
MONTHS

\$300
per month
(save \$50)

Annual commitment with monthly installments.

3
MONTHS

\$325
per month
(save \$25)

Three-month commitment, paid in full (\$975).

MONTHLY

\$350
per month

No long-term commitment.

ZOOM OPTION

THE
"BUILD TO
SOLVE"
INTRO

\$300
/ 10-week semester

- Weekly drop-in or virtual Zoom sessions.
- Learn the basics of 3D printing, CAD design and laser cutting.
- 10-week program starting at the beginning of every month.
- \$50 materials cost, including a 3D pen.

- No registration fee.
- All memberships auto-renew.
- Memberships can be paused for up to 3 months with a \$50 admin fee.
- Thirty-day written notice of cancellation for all subscriptions after initial commitment period.
- Siblings get a \$50-per-month discount.
- Refer a family and get a \$50 Amazon gift card.

STEAMOJI @ YOUR SCHOOL

Steamoji partners with schools to provide STEAM-focused, after-school programs. Similar to how Scholastic helps 90% of Canadian schools with reading clubs, Steamoji aspires to do the same with STEAM subjects. Ask us how we can bring Steamoji to your school.

MISSION MAP

A STRUCTURED & REINFORCING
400-HOUR CURRICULUM OVER 45 MISSIONS

Steamoji has 10 achievement levels. All apprentices start out as a Tinkerer. After completing 1 mission the apprentice levels up to a Craftsman, after completing 2 more missions to a Builder and so on until becoming a Master Maker.



FABRICATION

ACHIEVEMENT LEVELS									

Advanced 3D CAD
Techniques & Capstone

Maximizing
TinkerCAD

Fabricating with Laser
Cutting & 3D Printing

Designing in 3D
for Assembly

Designing in 3D
(TinkerCAD)

Design for Laser
Cutting & Etching

Foundations in
Concept Development

Inventing
Vehicles

Building
in 3D

Build to Solve
Introduction



**PHYSICAL
COMPUTING**



ENGINEERING



DIGITAL ARTS

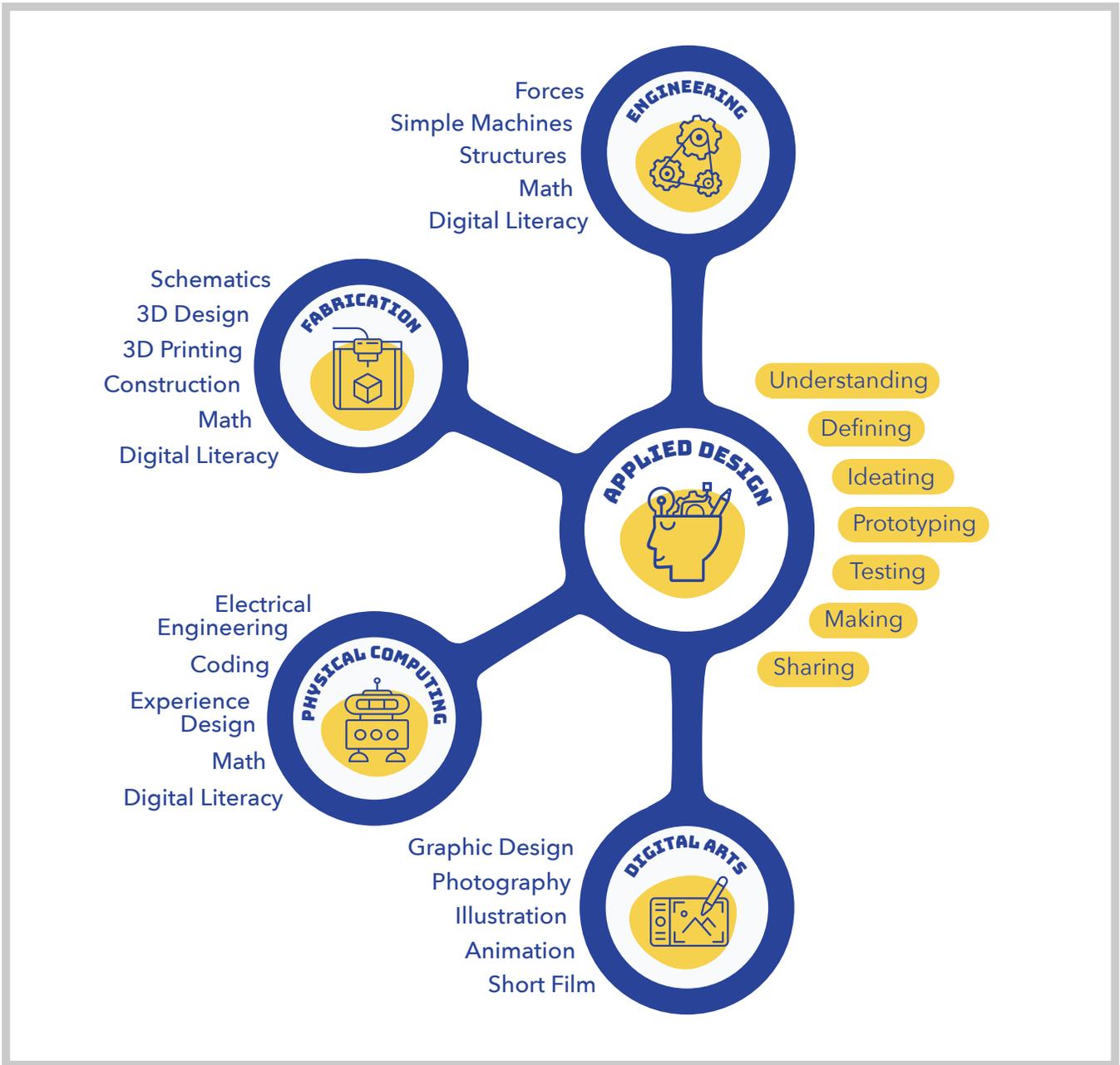
Gaming, Physical Prototyping (& Adv.) & IoT Capstone	Systems Engineering I/II & Capstone	Multimedia Capstone
Microcontrollers & Inputs	Bridges	Augmented Reality
Microcontrollers & Outputs	Forces in Motion	Audio
Intro to Electrical Engineering III	Expanding on Complex Machines II	Animation
Intro to Electrical Engineering II	Expanding on Complex Machines	Videography
Intro to Electrical Engineering	Exploring Simple Machines II	Photography
Intro to Robotics III (Circuiti Playground Express)	Exploring Simple Machines	Graphic Design
Intro to Robotics II (micro:bit)	Simple Machines Intro II Gears & Inclined Planes	Photography & Animation II
Intro to Robotics (Lego)	Simple Machines Intro Pulleys & Wheels	Foundations in Graphic Design
Scratch Coding	Simple Structures	Photography & Animation

SKILLS

TO HELP YOUR CHILD SUCCEED

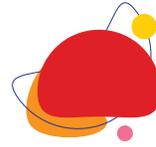


Your child will learn a mix of hard skills and critically softer, applied design skills that will build a solid foundation for them to become innovators for the rest of their lives.



KIDS STAY ENGAGED

GAMIFICATION MAKES KIDS WANT TO COME



Global Steamoji Day is April 15th to honour the birthdate of the grandfather of modern makers, Leonardo da Vinci.



MEET OJI!

'Oji' personifies Steamoji and is our mascot. You will see his presence in our academies and in most of our print and digital media. 'Oji' is a fun-loving, whimsical character that likes to build things to solve problems.

OJI COINS

Apprentices earn 'Oji Coins' by attending sessions (50 per session) and working attentively (up to 50 bonus coins). Oji Coins can be redeemed for prizes at the Steamoji Prize Station.

HOUSE TEAMS

All families are assigned to one of four house teams and Oji Coins are combined by region and displayed on leaderboards.



GEORGE CARVER

- from slave to scientist
- environmentalist 'maker'
- developed innovative approaches to combat soil erosion
- some people claim he created peanut butter
- dubbed 'a Black Leonardo' by Time Magazine in 1941.



THOMAS EDISON

- one of America's earliest great inventors
- invented the phonograph, motion picture camera and the light bulb
- drove the adoption of direct current (DC) power distribution
- 1092 US patents in his name



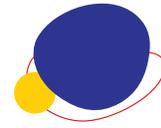
GRACE HOPPER

- American computer scientist and US Navy Rear Admiral
- PHD Mathematics, Yale
- Developed first program compiler in 1952
- Her work lead to COBOL, the first computer language based on English words.



STEVE JOBS

- founder of Apple Inc, Pixar and NeXT
- the primary reason Macs, iPhones & iPads exist in this world
- believed that science should be blended with the humanities
- "Think different"



PARENTS SEE PROGRESS

KEEP TRACK OF YOUR CHILD'S DEVELOPMENT

View Online

steamoji



PROGRESS!

Jacob is continuing to become a maker and has completed the **3D Pen Geometry** project in the **Drawing in 3-Dimensions** mission (0/1).

October 12, 2020 at Steamoji West Van

[View Online to Share Media](#)

SKILLS

Jacob is acquiring these skills:

- Beginning 3D Design (Fabrication)
- Beginning Planning (Applied Design)

CONVERSATION STARTERS

Help your child learn and connect with them by using these topics:

- We learned that any 3D shape can be made by joining 2D shapes together. What 2D shapes can you find in common objects?

Achievement Level

Jacob earned 100 Oji Coins today for a total of 1550. These can be redeemed at the Steamoji Prize Station on your next visit.

STEAMOJI WEST VANCOUVER

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West Vancouver, BC
V7T 2W4
(604) 281-1829
westvancouver@steamoji.com

[Book a Session](#)

f t v i in

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Unsubscribe

When your child badges out from Steamoji you will automatically be sent an email containing (i) a shareable video of your child describing what they did that session, (ii) a list of skills they are acquiring, (iii) some conversation starters you can discuss with them to better connect and (iv) their current achievement level and Oji Coins earned.



THE SUMMARY EMAIL CONTAINS:

- + a video of your child
- + skills they are learning
- + conversation starters
- + current level & points
- + a link to book sessions



FAQ

BE IN THE KNOW

1

WHO CREATED STEAMOJI?

Steamoji was founded by Hank Horkoff, a father with 2 pre-teenage sons. He wanted to expose them to STEAM skills. He tried doing it himself, but got overwhelmed when searching for 'STEM kits' on Amazon with thousands of options. He tried Summer Camps at local maker spaces, got his children excited, but then had no way for them to continue to nurture that interest. An entrepreneur himself at heart, he recruited a talented group of other parents (sharing similar frustrations) and a network of subject matter experts to bring Steamoji to life.

2

WHO IS STEAMOJI FOR?

Steamoji is for families with children aged 6-14. While there is a lot of facilitator support, our delivery model relies on the apprentice having basic reading skills. At such an early-age, there can be a lot of developmental variations, so we have even had children as young as 5 successfully use our program. We recognize there are older teenagers that are interested in what we do and would encourage them to become facilitators to help the younger children.

3

IS STEAMOJI FOR ADULTS?

No. Steamoji World is only available for young apprentices. Older teenagers are encouraged to become facilitators and can also learn the same skills.

4

WHAT COVID PROTOCOLS DO YOU HAVE IN PLACE?

Steamoji is ensuring the safety of all apprentices and their families by limiting the number of workstations in our academies to allow for social distancing, providing PPE such as masks and hand sanitizer and sanitizing equipment and surfaces after every use. Facilitators are required to wear masks at all times and masks are strongly encouraged for apprentices.

5

DO YOU HAVE AN ONLINE PROGRAM?

Yes! Steamoji's "Build to Solve" Intro Program is offered online via weekly Zoom sessions organized by grade level. This 10-week program is offered At School or At Home for \$300 per student. We provide everything your child will need to follow along for a \$50 materials cost.

6

HOW CAN I HELP STEAMOJI?

We are a young brand and very much appreciate ideas, feedback and suggestions. Follow us on social media. Please also let your friends and schools know about us as well. Thank you!

7

CAN I FRANCHISE A STEAMOJI ACADEMY?

Yes, we have been built from day one to franchise. Find more info at <http://steamojifranchise.com>.

