

# STEM & Innovation



@SAIS-SHJ



*“It’s not  
about  
ideas. It’s  
about  
making  
ideas  
HAPPEN”*





**Ardusat provides space application tools that encourage students to solve real world problems every day. We've put our sensor kits to work on test crashes, high altitude balloons and even in handmade tiny house models to test energy efficiency. There really is no limit to what this sensor kit can do when students and teachers unlock their creativity. Such scientific freedom is what we appreciate most about what Because Learning is doing for STEM education."**

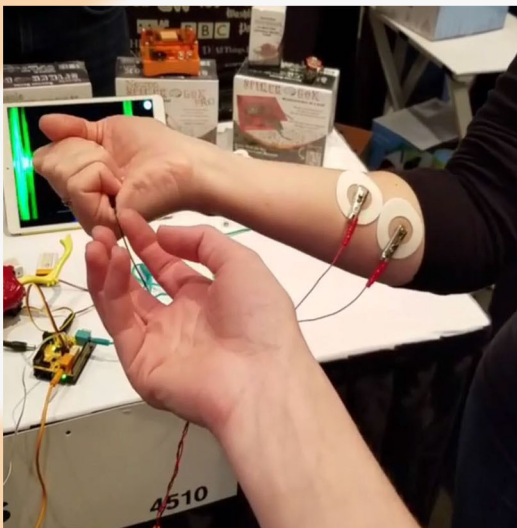
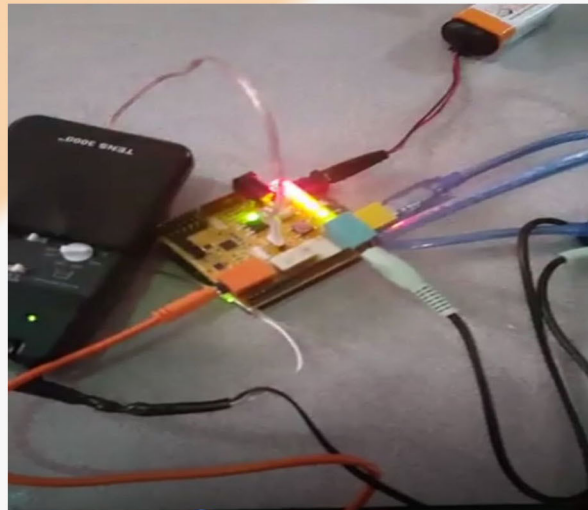
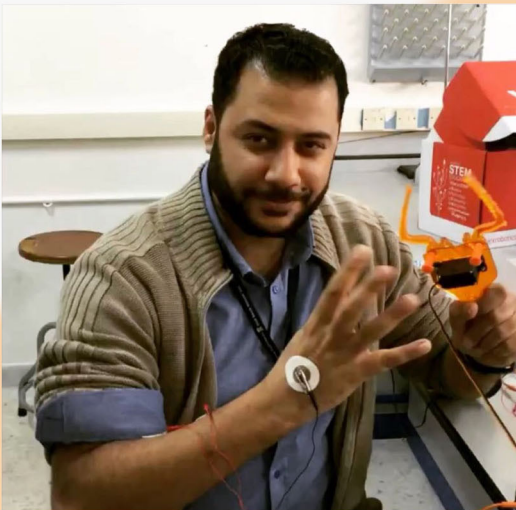




# BACKYARD BRAINS

NEUROSCIENCE FOR EVERYONE!

Backyard brains provides students with ideas and tools to do plenty of experiments related to Neuroscience. Now everyone from schoolchildren to grad students and every grade in between can experiment with similar tools used by real neuroscientists world-wide! By following a few simple steps, everyone can experience first-hand how the brain communicates with our senses, memories, hopes, and desires.





# Girl⚡ Powered

The Girl Powered Online Challenge, sponsored by Google, gives VEX Competition teams a way to demonstrate how they are fostering a positive Girl Powered experience. Through this Online Challenge, students get the opportunity to outline the steps they are taking to make their competitive robotics experience reflective of the diverse world we live in, and the one we want to leave behind. Everyone in our community has first-hand experience of how exciting it is to be involved with STEM, and we look forward to sharing your stories with the rest of the world to illuminate how you are advancing the Girl Powered mission through your involvement in competitive robotics.







The world faces an unprecedented need for new innovators, thinkers, and problem solving leaders. Our goal is to create engaging, affordable, and powerful solutions that immerse students in STEM through the excitement of building and programming robots. VEX Competitions, task teams of students with designing and building a robot to play against other teams in a game-based engineering challenge. Classroom STEM concepts are put to the test as students learn lifelong skills in teamwork, leadership, communications, and more.





# TEDx

The TEDx Program is designed to help communities, organizations and individuals to spark conversation and connection through local TED-like experiences. At TEDx events, a screening of TED Talks videos - or a combination of live presenters and TED Talks videos — sparks deep conversation and connections at the local level. TEDx events are planned and coordinated independently, under a free license granted by TEDx.





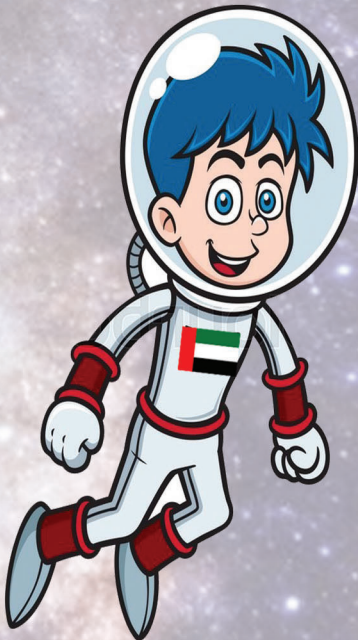


# World Space Week

The largest public space event on Earth

Our students won the World Space Week Education leadership award for twice Consecutively. Since its United Nations declaration in 1999, World Space Week has grown into the largest public space event on Earth. More than 3,700 events in 80 countries celebrated the benefits of space and excitement about space exploration in 2017. The 2018 theme is “Space Unites The World” and 2019 theme “The Moon: Gateway to the Stars.”

“The General Assembly declares 4 to 10 October World Space Week to celebrate each year at the international level the contributions of space science and technology to the betterment of the human condition”







# Technovation iridescent

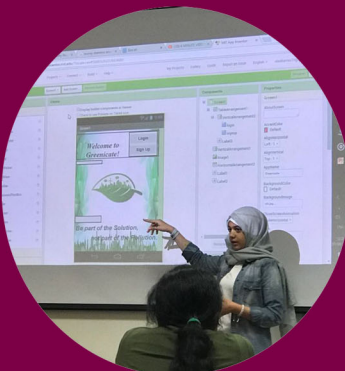
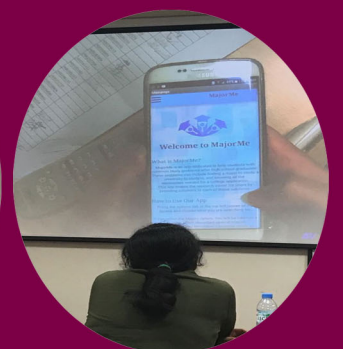
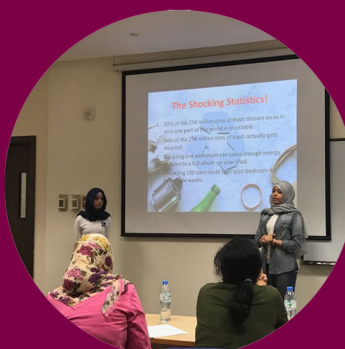
Girls for a change.

Every year, Technovation invites teams of girls from all over the world to learn and apply the skills needed to solve real-world problems through technology.

Technovation offers girls around the world the opportunity to learn the necessary skills to become tech entrepreneurs and leaders. Girls ages 10 to 18 learn to identify a problem in their community and create a mobile app solution to address that problem, and then learn how to communicate these ideas and translate them into a fully launched business.


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*“Start by doing what’s  
necessary; then do what’s  
possible, and suddenly  
you’re doing the impossible”*