EGB4 Technologies
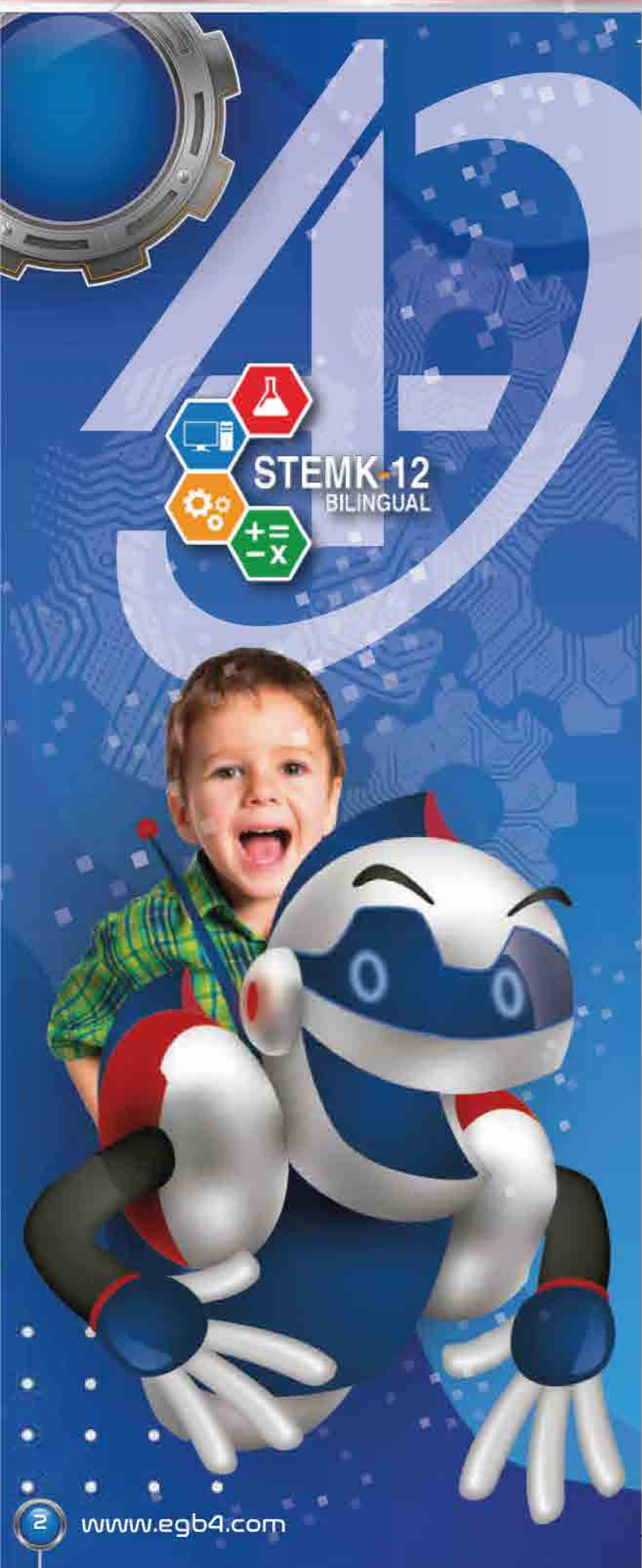
STEMK 12 BILINGUAL

CATALOG

STEM PROGRAMS

Science, Technology, Engineering & Mathematics

STEMK-12
BILINGUAL

In recent years, researchers from various countries have established STEM EDUCATION as a new discipline, with the aim of exploring the desire of students to interact with advanced technology to promote cognitive processes.

The early study of technologies constitutes a magnificent opportunity for young students to discover and promote their creativity, leadership, self-esteem and teamwork.

EGB4 Technologies

ÍNDEX

STEMK-12
BILINGUAL

EGB4 technologies

www.egb4.com

WHAT ARE THE STEM EDUCATION PROGRAMS?

STEMK-12
BILINGUAL

EGB4 Technologies

In his research area specializing in technologies of education, programs and resources are developed that, efficiently implemented in the institutions, provide important advantages in the administrative and operational processes of teaching and learning.

EGB4 Technologies programs have great value, for years in the educational technology field.

OBJECTIVE

Provide the opportunity for all students from preschool to high school to know, apply, experiment and implement concepts and that through STEM education in a fun way learn different signatures.

EGB4 Technologies

SCRATCHING WITH ROBOTICS

STEMK-12 BILINGUAL

EGB4 Technologies

It is a work book where children stimulate their reading, writing and mathematical concepts process, executing the basic learning skills: difference, selection, comparison, relaxation, hierarchization, seriation and observation.

Students working with Rayoneando learn in a fun way and develop basic thinking skills and 21st century skills.

This makes a comprehensive, interdisciplinary and transversal program that responds to the demands and needs of the current and future world.

Rayoneando Robotics

What is included?

- Digital or printed book: Taunting 1st, 2nd and 30
- Qrox for every 5 students.
- Kinderbot Kit.
- Kinderbot mats.
- 1 digital manual for the teacher..
- Personalized password to access our platform for students and teachers.
- Teacher Certifications (minimum average of 8).
- Certificate of approval for students at the end of the course (minimum average of 8).
- Invitation to Regional Tournaments National and international.(promedio mínimo de 8).

KINDERBOT

The kit aims to work with children on the fundamental concepts of technology and robotics. Kinderbot supports children in the development of basic skills focused on constructive, mechanical and logical aspects of robots, applying the new STEM concept (Science, Technology, Engineering, Mathematics) in the teaching of different disciplines. stimulates the development of logical thinking and programming fundamentals.

Our proposal contemplates all the necessary aspects for a comprehensive implementation, supported by three pillars:

- Kits
- Training
- Pedagogical proposal that has a methodology for use in the classroom, activity proposals and pedagogical and technical support.

For advanced children, there is also the possibility of programming it on a PC through a language based on SCRATCH with simplified block dragging that emulates the commands of the directional remote control.

Through a Google application for voice recognition, there is the possibility of commanding it by voice, although this last functionality is offered for those institutions oriented towards inclusive education.

All this without losing sight of the fact that KinderBot is still a robot with an Arduino brain, with all the potential that this implies. Through its USB cable it can be combined with the most advanced kits, since it can be programmed with the same software mblock.

The kit consists of:

- One Kinder Bot robot for every 5 students with an Arduino Nano board, with buzzer, infrared sensor, Bluetooth, lithium battery with built-in charger.
- An infrared remote control Magnetic cards to customize the sides of the robot. Implementation lessons Access to the platform for each teacher and student.

Opcional Kinder bot mats

6x4 grid-shaped mats that can be used to program routes, ideal for creating your own playing fields by placing images, photographs or drawings in each box where the little ones will learn orientations, language, turns and other basic spatial concepts.

RoboTeando

Robótica Para Todos

Es una excelente oportunidad para que todos los alumnos, desde preescolar a bachillerato, puedan experimentar las matemáticas y la física aplicadas.

Es un programa de educación STEM diseñado para colaborar a manera de juego, por medio de diversión y motivación en el aprendizaje y desarrollo escolar, donde los alumnos ponen en práctica todos los conocimientos adquiridos.

Estos conceptos son distribuidos en los distintos niveles y etapas del programa. El proyecto se constituye de dos etapas principales, la primera es para los colegios que no cuentan con la experiencia en la robótica, la segunda es para colegios que ya han tenido acercamiento previo a la robótica y finalmente dos ejemplares que son para aquellos colegios que desean expandir sus conocimientos en el mundo de la inteligencia artificial.

¿Qué incluye el programa?

Todas las etapas de **ROBOTEANDO** incluyen como base lo siguiente:

- 1 Libro por alumno digital o físico, Inglés-Español.
- 1 manual digital para el docente.
- Clave personalizada de acceso a nuestra plataforma para alumnos y docentes.
- Certificaciones para docentes (promedio mínimo de 8).
- Certificado para el alumno al terminar el curso (promedio mínimo de 8).
- Invitación a Torneos Regionales, Nacionales e Internacionales.

STEMK-12
BILINGUAL

EGB4 Technologies
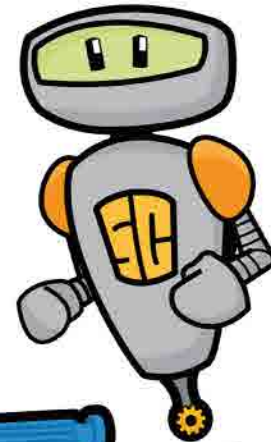
ROBOTEANDO
FIRST STAGE

For those who are just beginning, the ideal program is ROBOTING FIRST STAGE, which includes introductory knowledge to the world of robotics and mainly the mechanical understanding of any robot.

What does R1 include?
PRESCHOOL:

- Roboteando R1 digital or printed book per student for all grades with 5 additional projects, which students will have to develop at the end of each module, as well as a final project.

- children bot.

- Kinderbot mats. (Opcional)

- Kit Orox (Material Orox-1 kit per every 5 students). Contains 410 pieces approximately*

- 5 Orox motors

PRIMARY TO HIGH SCHOOL:

- Digital book or printed by student Roboteando R1

- Qrox Kit (1 box of material per every 5 students). Contains 2042 pieces approximately*

- 2 Orox brand motors

*(It is very important to take into consideration that Qrox packs the material based on weight units and not by piece count. This is why there may be a slight variation between the number of pieces and the bill of material content).

ROBOTEANDO
SECOND STAGE
PRIMARY, SECONDARY AND HIGH SCHOOL

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EGB4 technologies

It is a robotics program that delves into the subject of simple machines and the creation of mechanisms, but that adds to their knowledge the part of electronics and robot programming.

This program is divided into 15 levels, one corresponds to each school level, structured as follows:

The books contain lessons focused on electronics, programming, machines and mechanisms.

	INDIVIDUAL BOOK PER GRADE	What does it include?
PRESCHOOL	1	• Digital or printed book per student Rayoneando R2 Preschool for 1st, 2nd and 3rd grades.
	2 — 20 lessons. + 10 digital programming lessons.	• Kinder bot • Qrox Kit (Qrox material -1 kit for every 5 students). Contains approximately 410 pieces*.
	3	• 5 Qrox motors.

PRIMARY 1 2 3 4 5 6

SECONDARY 1 2 3 — 20 lessons. + 10 digital programming lessons.

• Digital or printed book per student Roboteando R2, English-Spanish.
• Qrox Kit (1 box of material for every 5 students). Contains approximately 2042 pieces*.
• 2 Qrox motors.

HIGH SCHOOL 1 2 3

*(It is very important to take into consideration that Qrox packs the material based on weight units and not by piece count. This is why there may be a slight variation between the number of pieces and the bill of material content).

Qrox Parts Catalog Elementary to High School

10 PROGRAMMING
LESSONS OF YOUR CHOICE

- **Drones/AEROSTEM:** Programming lessons where students learn block coding, Python and Javascript.

- **AUTOAUTO:** Python programming, fundamental concepts of machine learning and artificial intelligence.

- **ARDUINO:** Arduino programming lessons and project creation.

It is a high-flying educational tool for elementary, middle and high school. Educators around the world are choosing to prepare students for the careers of the future by using drones to build, operate, and program.

AERO STEM

STEMK-12
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EGB Technologies

(Aerostem Elementary and Secondary)

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EGB4 Technologies

- Digital manual for each student, English-Spanish
- 2 Tello drones for every 5 students
- Evaluation platform for students with personal keys
- Digital teacher's book with administration system.
- Certification by AAROBOTEC for teacher and student,
- Participation in national and international competitions

(Aerostem HighSchool)

- 1 RubiQ CLassroom DRONE per 10 students.
- Digital manual for each student, English-Spanish.
- Evaluation platform for students with personalized keys.
- Digital teacher's book with administration system.
- AART certification for teacher and student.
- Participation in National and International competitions.

```
takeoff
fly up        50    in
fly forward   100   in
fly left      20    in
flip forward
fly backward  20    in
```

AERO STEM

STEMK-12 BILINGUAL

AutoSTEM program

The Math and Physics Behind Learning to construct a Race Car

AUT8

Raspberry Pi, IA, Python

It is a multi-paradigm programming language, since it supports object-oriented, imperative programming and, to a lesser extent, functional programming.

What does the program include?

- 1 car.
- Digital manual for each student, English-Spanish.
- Evaluation platform for students with personalized passwords.
- Digital teacher's book with administration system.
- Certification by the American Robotics and Technology Association for teacher and student.
- Participation in national and international competitions.

AUT8

STEM is fun with self-driving cars!

K-12   AT HOME

```
car.right(6)
car.left(2)
car.forward()
car.reverse()
```

EGB4 Technologies

F1 in Schools

Hailed as the world's largest and most exciting STEM-based educational project, F1 in Schools is a multidisciplinary challenge, in which teams of students aged 9 to 19 implement CAD/CAM software to collaborate, project manage, design, analyze, fabricate, test and then race miniature compressed gas-powered F1 cars on a 20m track.

Goal

Empower, inspire and motivate students, changing lives around the world.

Visión

To create an innovative and exciting STEM challenge, aiming to be the only truly global educational program that raises awareness of STEM, sustainability, equality, diversity and inclusion among students and schoolchildren from all regions, countries and continents.

Mission

Encourage talent and help change perceptions of STEM creating an environment of fun learning and exciting. We're developing opportunities professionals in science, technology, engineering mathematics, management of projects and communications from marketing through attractive magnetic of Formula 1®.

ACTIVE LEARNING

The Challenge

Design and manufacture the F1® car of the future by simulating the design and engineering processes used by a real Formula 1® team.

What will the students learn?

- Design and manufacture of a work product
- Trying out real jobs: engineering, design, marketing, project management, sponsorship
- Work together as a team
- Solve problems through innovation and collaboration
- Discover how to improve speed using science
- Learning skills for a dream career
- Understanding the world outside of school

ARDUINO

ARDUINO Classroom: STEM Edition features 25 standards-aligned Arduino UNO projects for elementary, middle, and high school grades.

The projects complement the STEM curriculum or can be implemented as stand-alone or extension activities.

What includes?

- Access to the platform
- 25 lessons and projects
- Material

STEMK-12
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Qrox®
Education
Building Creative Minds

EGB4
Technologies
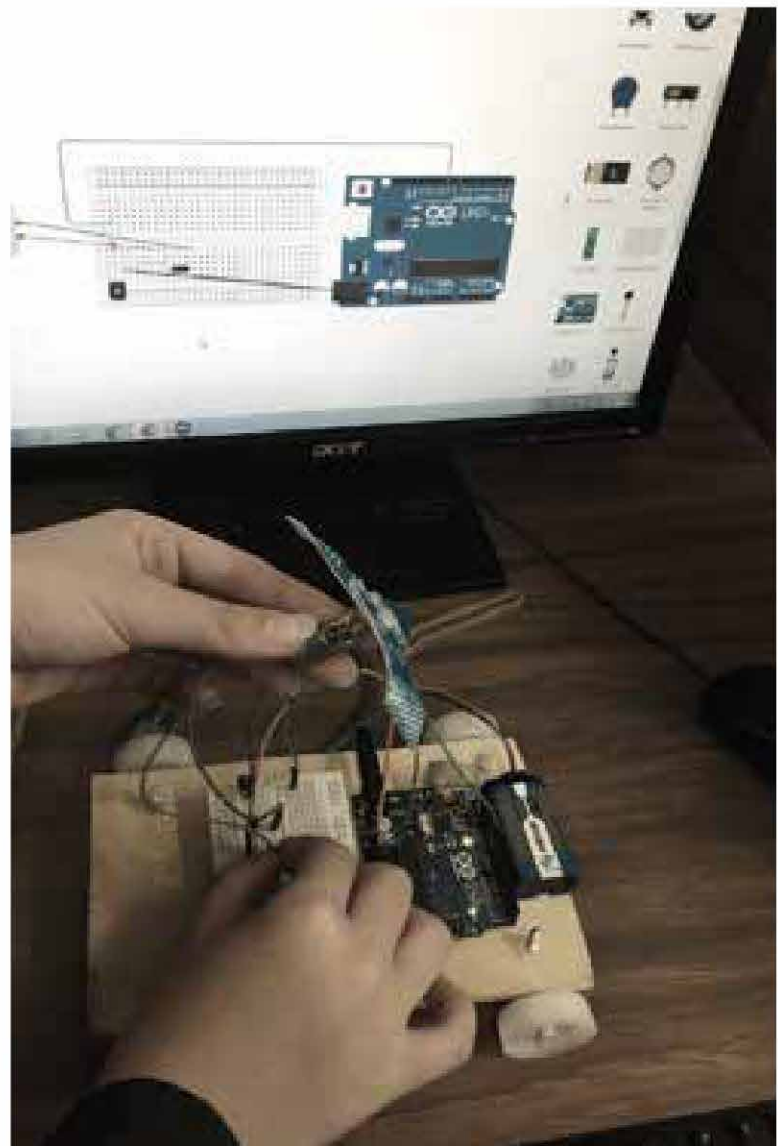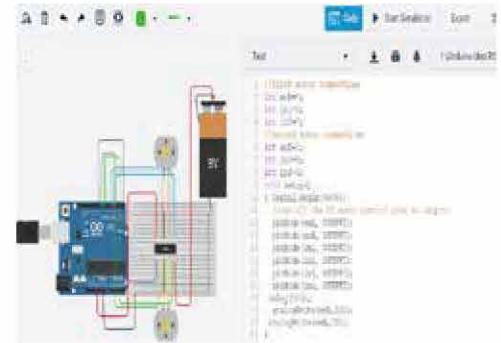
What does Qrox include?

- Platform with lessons

- Qrox Kit
  (1 box of material for every 5 students).
 Contains approximately 2074 pieces*.

- 2 Qrox motors.

The didactic proposal of this kit focuses on the constructive, mechanical and logical aspects of robots, applying the STEM (Science, Technology, Engineering, Mathematics) concept in the teaching of different disciplines.

It allows the development of fundamental skills for the 21st century, such as teamwork, definition of roles and responsibilities, respect, experimentation capacity, error as a learning element, oral presentation and others.

What is contemplated?

1. Kit with structural components, sensors and actuators compatible with Arduino and Microbit.

2. Training.

3. Pedagogical proposal.

4. Methodology for its use in the classroom, proposed activities and pedagogical and technical support.

STEMK-12 BILINGUAL

EGB4 Technologies
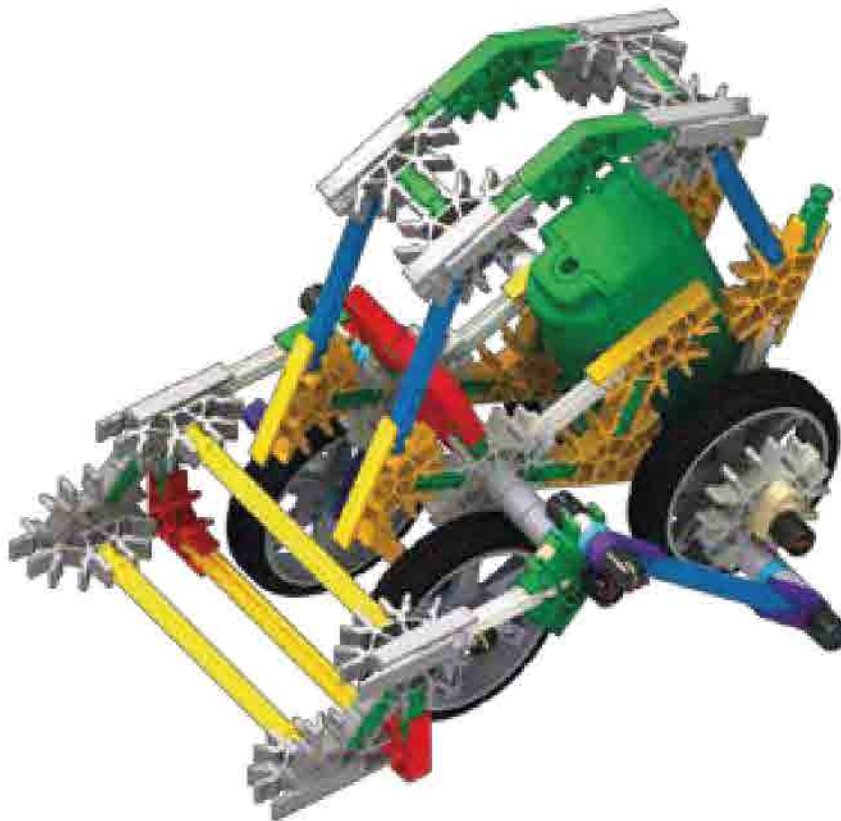
QuestBotics®

With QuestBotics students learn programming without the need for screens.

It develops mathematical and computational skills.

QuestBotics can move and draw shapes and letters, even make decisions like a computer program.

Program learning scopes:

- Mathematics and evaluation
- Boolean logic
- Units of measurement
- Variables
- Cartesian diagram
- recursion
- Encoding and logical flow
- Commands and parameters
- Positive/Negative Numbers
- Logical flow and branching

Kit Contents:

- 1 Questbot
- 1 QuestController
- Manual
- Set of 108 cubes
- 2 pens and 2 pen holders
- 1 Charger
- 2 usb cables
- Box to store everything

VIDEO GAMES

SCRATCH

It is an excellent opportunity for elementary students to experience the world of programming in a fun way and with their favorite themes. It is a STEM program, with the purpose that students can develop their own video games and animations through block programming. With fun, students are able to develop critical thinking, computational and problem solving skills.

These contents are divided into 2 main stages, Scratch Beginner and Scratch Advanced. The first stage is introduced for those schools that have had no knowledge in robotics or programming, as it begins by introducing the initial blocks achieving the development of simple projects such as animations. In the second stage, students are able to develop video games that allow interactivity with the public, from using variables, conditionals, mathematical operations, among others.

What does the program include?

- Presentations with videos interactive for each session.
- Session planning of each stage.
- Curriculum with achievement indicators and goal of each session.
- Student guide with the step by step of each programming.
- Invitation to international and national tournaments.

Robot Virtual Games®

STEMK-12 BILINGUAL

ROBOT GAMES

EGB4 Technologies

VRTK

LEGO VIRTUAL

One Platform - Multiple content and skills.

Robotics for every boy, girl and youth,
from upper elementary to high school.

Our Technological Proposal includes the curricular
integration of the following Educational Platforms:

Learn to program in
different languages such
as Labview, C+, Python,
Java and Blockly.

STEAM Virtual
Learn to Program

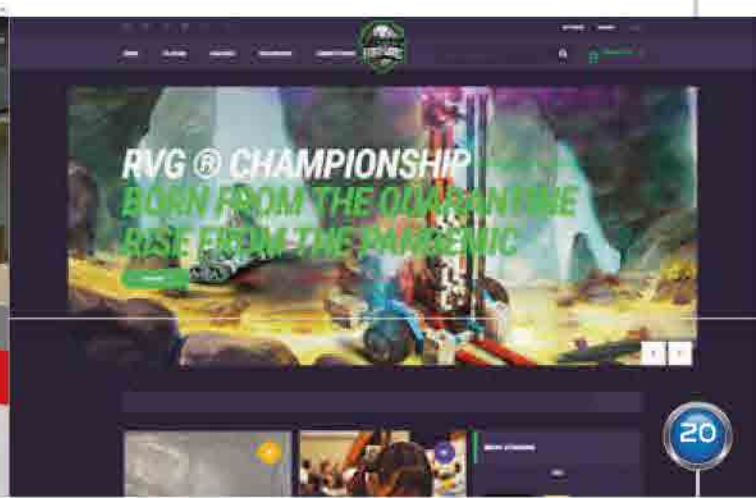LEGO® Digital Designer
Design and Build Robots

Virtual Robotics Toolkit
Multiple robot program

Robot Virtual Games
Compete and Play

Arduino Education
Explore and Create

Thinker Cad
Design and Develop

RVG® CHAMPIONSHIP
BORN FROM THE QUARANTINE
RISE FROM THE PANDEMIC

RSP

ROBOTIC SCIENCE PROGRAM

STEMK-12 BILINGUAL

Se basa en el aprendizaje mediante el método científico (investigación, descubrimiento, prueba y error) de diferentes disciplinas: Electrónica, programación, lógica de pensamiento, armado de componentes y mecanismos, creatividad y trabajo en equipo.

Al final estas diferentes disciplinas nos permiten crear nuestros propios robots.

¿Qué incluye el programa?

- Capacitación para el docente.
- Certificación para el docente.
- Libro de trabajo para el alumno (workbook).
- Certificación para el alumno.
- Acceso a la plataforma digital.
- Acceso a competencias estatales, nacionales e internacionales.
- Materiales de trabajo con componentes electrónicos.

EGB4 Technologies

COMPETITION KITS

EGB4 Technologies

- AUTOAUTO
- ARDUINO
- QROX
- DRON TELLO
- KINDERBOT
- QUESTBOTICS

RSC TOURNAMENTS

It is a series of events and tournaments that test what is understood in class. The ROBOTICS SCIENCE COMPETITION is a program developed and endorsed by the American Association for Robotics and Technology, which aims to involve children and young people in the study of robotics and demonstrate that applied physics and mathematics are fun.

Attending these events is what guarantees the success of the Pedagogical Robotics programs, since it complements classroom work with an activity where students participate with people from different regions, countries and school levels, which results in the development of interpersonal skills that make each participant a more complete and better prepared person to compete successfully in a technologically globalized world.

RSC
botics Science Competition

STEM PLAYGROUND

Powered by EGB4 Technologies

STEMK-12 BILINGUAL

In STEMplayground provides students with hands-on design experience, facilitating the creation of robotic challenges.

It is a construction kit that engages teamwork and 3D thinking and conceptual learning.

It can be used to study structural engineering, mathematics, physics, AR and more. The kit features sensors linked to an ios app to compete in a maze in game mode.

What does the kit contain?

- 8 interconnected mats: each 20 x 20 inches, creating a massive 44 square feet of surface area.

- 88 flexible surfaces of various sizes: for walls, jumps, teeter-totters, hoops and more.

- 160 pins: multifunctional connectors for mats, surfaces and sensors.

- 4 sensors: wireless accelerometer sensors complete the game by adding timers, scoring or robot interaction.

- 2 storage bags to carry.
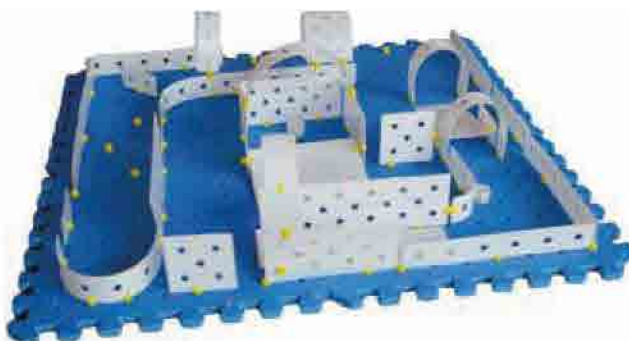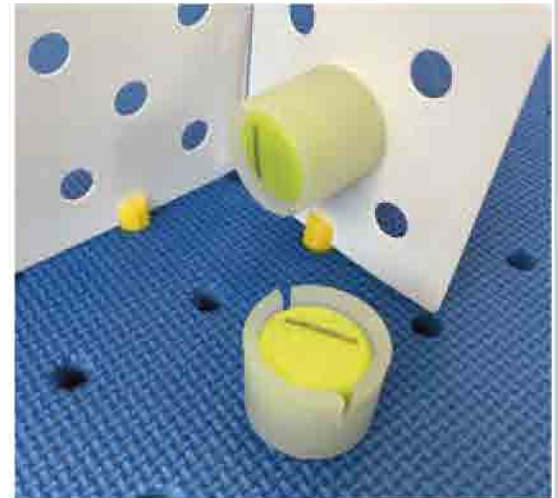
STEM
Certification

In the STEM certification you will learn to integrate STEM practices and indicators in all subjects.

It has a duration of 120 hours of content and practice divided into 4 modules.


It includes:

- Access to virtual platform with all the content https://aarobotec.ponteenlinea.net/
- Asynchronous consulting 80% and synchronous 20%
- Sessions with the tutor after each module.
- Whatsapp group for questions and answers.
- Bibliographical references for each topic.
- Certification by the American Association of robotics and technology (AAROBOTEC).

Available specializations:

- Robotics principles pedagogy for preschool, elementary and high school.

RoboMati-K

EGB4 Technologies
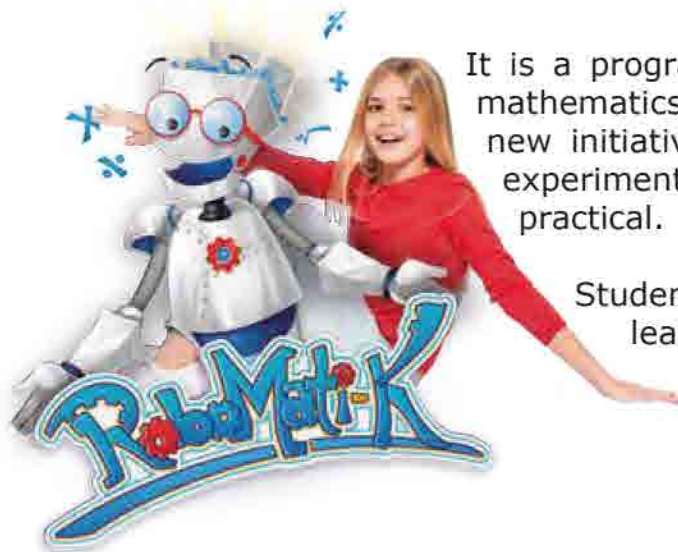
It is a program to implement as matter curriculum or mathematics support. Robomatik in the case hall is a new initiative of teaching exact sciences through the experimentation and implementation of activities 100% practical.

Students will discover the exciting concepts that lead to the creation and use of simple machines (inclined planes, levers, wheels, axles, pulleys and gears) through the use of activity books.
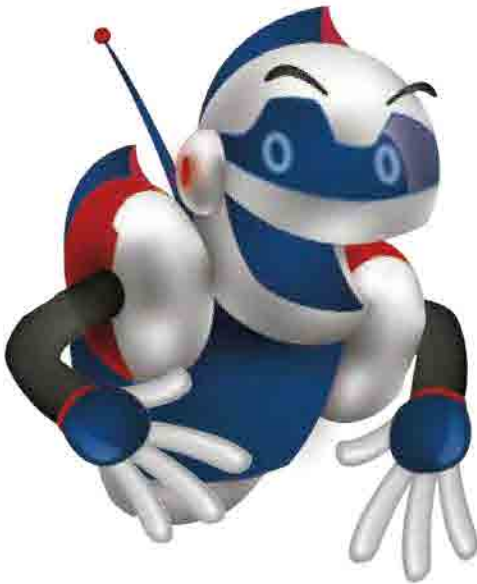
What does the program include?

- Training for the teacher.
- Certification for the teacher.
- Workbook for the student (workbook).
- Certification for the student.
- Access to the digital platform.
- Access to state powers, National and international.
- Work materials (Qrox)

Computing
EGB4

EGB4 Technologies

This program meets the characteristics of current technology, but above all develops the skills that a student in this century must have.

These skills require that traditional computer and informatics classes are not an end, but a means of learning, in order to develop skills in the use of computers, robotics and information technologies for the benefit of each student.

What does the program include?

- Digital EGB4 Manual with 30 lessons, English-Spanish.
- Platform use.
- Digital platform for teachers and students (Guide for the teacher, videos, practices, accreditation for student and teacher).
- Training for the teacher and proof of accreditation
- Proof of accreditation for the student by level.

CYBER SECURITY KIDS

LATCYB
CIBERSECURITY

It is a program that deepens the current cybersecurity issues, in which from an early age it seeks to train children to acquire the skills to protect themselves in Internet browsing by detecting dangers and warning a senior, then as you progress through the different levels will acquire the skills to learn more deeply the basic vulnerabilities of computer systems to the detection of advanced vulnerabilities of the systems.

These are divided into the following levels

6 levels Primary

In which the student will acquire the necessary elements to carry out a safe navigation, will know the most common cyber problems and how to defend themselves from them, protection methods to avoid being affected when surfing the Internet.

3 levels Secondary

In which the student will learn the necessary knowledge about technological assets, such as IOT devices, computers, networks and in turn will enter the world of detecting system failures in an ethical manner to be able to report them to different organizations to implement improvements in their systems in a preventive manner.

What does the program include?

- Teacher training
- Teacher certification
- Student certification
- Access to CTF platform for testing in controlled virtual environments.

Cyber Security Enteprise

STEMK-12 BILINGUAL

EGB4 Technologies

QUARTZ SECURITY

It offers consulting, training, services and solutions related to information security and cybersecurity.

Our experts are qualified and certified to provide you with the best solution for your organization.

Our cybersecurity strategy is based on recognized international IT security and governance frameworks (NIST CSF, NIST SP 800-Series, ISO 27001-27035, COBIT), as well as work methodologies related to ISACA certifications (CISA, CISM, CRISC).

What services does LABYT offer?

Cibersecurity
Detection, Protection, Implementation of Hardware and software security and Social engineering.

Digital Forensic Analysis
Computer Experts, Analysis to Mobile devices, infrastructure, Computer fraud and Information theft.

Audit
We offer services of Data Privacy, Information Security, Continuity, Compliance and Training.

Capacitación
We train professionals in the area of cybersecurity and train your business personnel.

Courses and certifications:

- Custom
- Face-to-face and online workshops
- Webinar
- Tailor-made workshops

- Ethical Hacking and Offensive Hacking
- Awareness Programs
- Cybersecure Companies
- Cybersecure Families, Schools and Teachers

Virtual reality for educational centers

STEMK-12 BILINGUAL

EGB4 Technologies

The course consists of comprehensive lectures with short videos and quizzes that allow you to learn at your own convenience through a platform filled with content from the different disciplines addressed in a classroom.

ClassVR's interface and teacher control portal provide the easy-to-use tools necessary to ensure that this interesting and engaging technology can deliver a rich and reliable experience for you and your students. It facilitates planning and delivers virtual reality and augmented reality lessons to multiple students.

∞ CLASSVR®

Virtual reality for educational centers
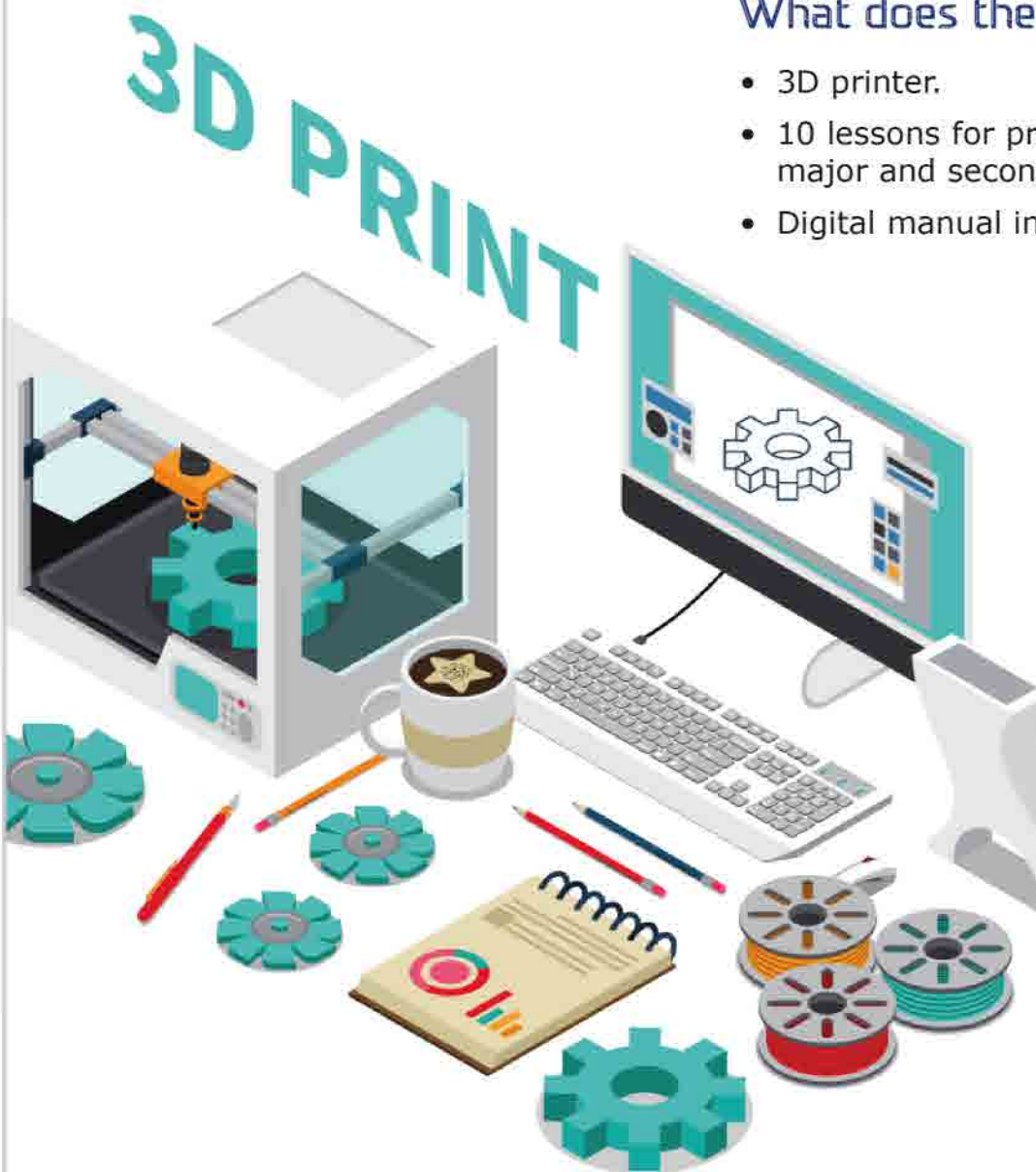
EGB4 Technologies

3D Printers

In 3D printing, the 3D model plays a key role in 3D printing, because from this design the objects are physically constructed.

In this type of program students can take their designs from their imagination to reality as three-dimensional objects.

What does the program include?

- 3D printer.
- 10 lessons for primary minor, major and secondary
- Digital manual in English and Spanish.

3D PRINT

The Whiz biz kids Education Program is an Entrepreneurship Education program for elementary and high school children and youth developed and tested in schools in the United States. It is introduced in Latin America by EGB4 Technologies. Based on the STEM methodology.

The purpose of the program is to put within reach of children and young people the knowledge and skills they require to undertake and run businesses.

Specific objectives:

That children and young people understand important elements for entrepreneurship. That children and young people assimilate the importance of decision making.

That students experience what it means to take risks to undertake, manage and pursue business results within a safe atmosphere by designing a business plan making use of market research and prototyping potential products.
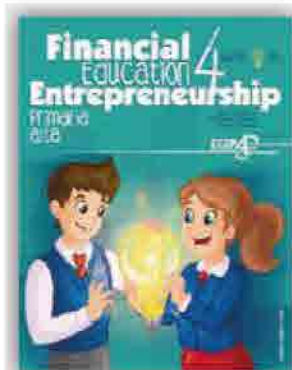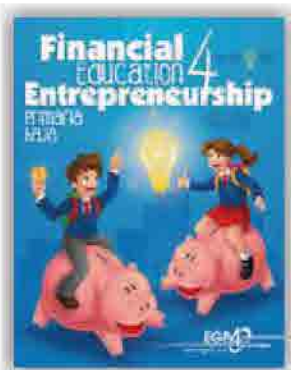
Methodology:

Children and youth will be guided by a mentor/coach who will accompany them throughout the assimilation of skills.

The program consists of 30 lessons in 6 sections.

What does the program include?

- Digital or printed book in Spanish and English.
- Platform
- Kit of materials
- Board game

WHIZBIZ KID$
ENTREPRENEURSHIP EDUCATION

STEMK-12
BILINGUAL

Financial Education 4 Entrepreneurship
Primaria

Financial Education 4 Entrepreneurship
Primaria

EGB4 Technologies

www.egb4.com

Marketplace® SIMULATIONS

Marketplace simulations allow your students to experiment with business strategies in an engaging, game-like exercise. Students enter an emerging industry and manage the entire enterprise, from start-up to growth. Through hands-on practice, students internalize business knowledge to equip them for the jobs of tomorrow.

Program aimed at high school students.

What does the program include?

- Use of the platform with didactic content.
- Virtual simulator.

SMART ENGLISH

STEMK-12 BILINGUAL

EGB4 Technologies

Due to the importance of English in the global market, EGB4 Technologies offers TOEFL and TOEIC certification through ETS (Educational Testing Service) in all its programs.

The program includes a placement test per student and the platform according to the recommended level, from A1 to C3 covering the full range of skills: listening, reading, speaking, writing, grammar, vocabulary and web literacy.

The purpose of this program is to learn English completely, with a comprehensive interactive e-Learning platform; in this way, students are able to take assessments such as TOEFL and TOEIC, which are recognized worldwide.

This program is aimed at students from elementary school to university.

SmartEnglish online
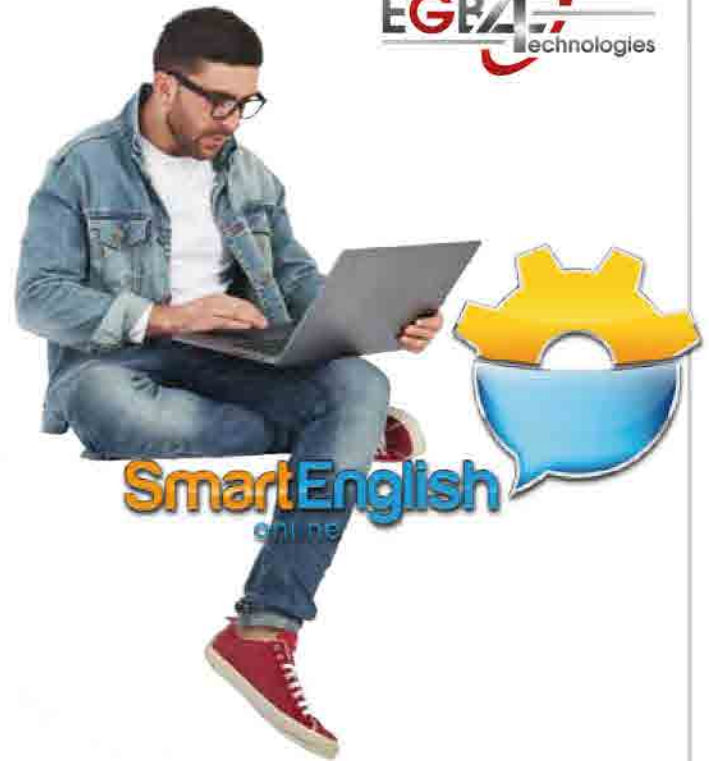
What does Smart English include?

- Digital student's manual.
- Teacher's manual.
- Exploration texts.
- Access to the virtual platform with exams, discussion system and activities.

TOEFL®

Kids
Smart English

STEMK-12
BILINGUAL

PRESCHOOL LEVEL

The preschool program is organized by thematic units oriented to the youngest children. The objective is to promote the acquisition of English through the systematic stimulation of vocabulary and grammatical phrases. The units integrate the following skills:

- Reading, listening and writing
- Speaking and comprehension
- Phonics
- Games

EVALUATION

The evaluation of the new skills is based on playful exercises on the platform that allow us to analyze whether the student is managing to make associations between the information he/she is receiving and its meaning; this process is essential to lay the foundations for learning English.

ELEMENTARY SCHOOL LEVEL

The elementary program is organized by units and lessons according to the Common European Framework proficiency levels.

Each lesson has specific learning objectives. Students explore the lessons through interactive content.

Each lesson has its own practice activity to integrate new content in a playful way. Students have specific practice exercises to strengthen language skills.

INTEGRATED CURRICULUM

Grammar: oriented to oral expression and comprehension.
Vocabulary: organized by thematic units to choose from.
Listening: integrated listening comprehension exercises.
Reading: integrated reading comprehension exercises.

CERTIFICATIONS

We offer preparation modules for international certifications:

- TOEFL PRIMARY STEP 1
- TOEFL PRIMARY STEP 2
- TOEFL JUNIOR

(ETS) TOEFL Primary

(ETS) TOEFL Junior

The certifications are offered in face-to-face or virtual mode through the official TOEFL ETS platform.

EVALUATION

(ETS) TOEFL ITP

At the end of each unit, a summative evaluation of the content of the three lessons that compose it is assigned. It is a formal evaluation that consists of a variety of closed-question exercises.

Kids Smart English

STEMK-12 BILINGUAL

EGB4 tecnologies

DIGITAL TALENT
Full Stack

Software development training program without intensive course. Development of digital competencies for graduates, students or personnel interested in software engineering development.

What does the Digital Talent program include?

- Digital platform
- Certificate
- digital skills
- IT infrastructure management
- Web design and programming language (html, css.js)
- Remote employment opportunities

With the specialty in:

- Digital transformation
- Internet of things
- Industry 4.0
- Technological innovation

STEMK-12
BILINGUAL

EGB4 Technologies
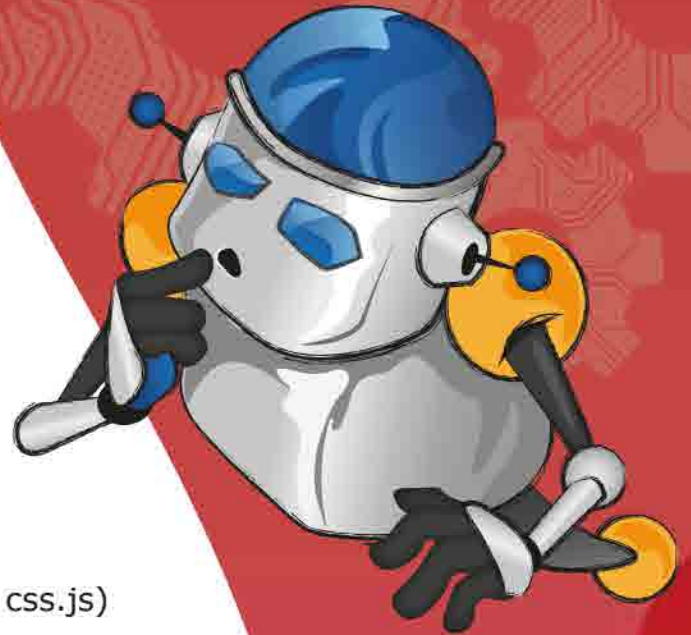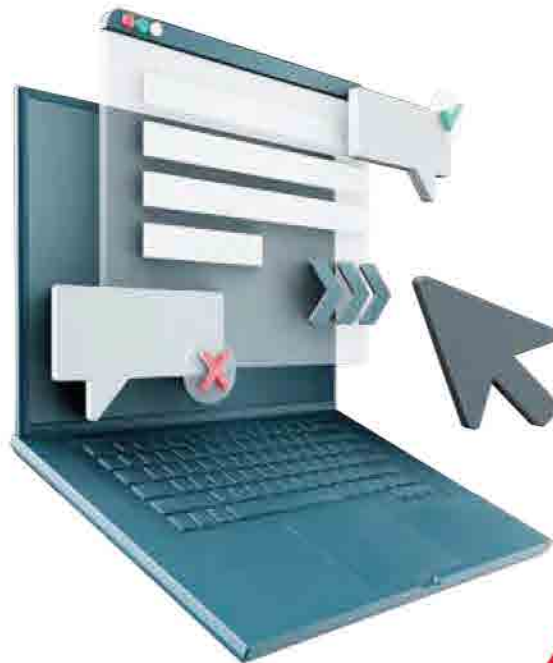
Educhessy

Educhessy is the communication of an easy and fun method to learn the game of kings. Now they will understand moves, phrases and a whole series of challenges and tricks that will help the student's mind.

The student will have confidence in our methodology of teaching chess and practice, they will play in a fun way with peers, always with enthusiasm so that together raise mental abilities, with the gymnastics of intelligence.

What is included in the chess kit?

- Printed or digital manual for elementary, middle school and high school.

- Chess kit.

- Chess mat.

- Digital platform for teacher and student (Guide for the teacher, videos, practices, accreditation for student and teacher).

- Teacher training and accreditation certificate.

- Accreditation certificate for the student by level.

- Invitation to league tournaments.

- Educhessy official recognition certificate at the end of the course.

- Online support.

STEMK-12 BILINGUAL

EGB4 Technologies

SCHOOL FOR PARENTS

ASSERTIVE PARENTING

We train parents, people in charge of children's education, mental health professionals and all those people related to children in everything related to parenting, discipline and child education.

We provide tools, techniques and processes to help them to raise children under a discipline based on healthy limits, mutual respect and love.

We have different complete certifications for parents, teachers and child development professionals, focused on developing skills and acquiring techniques for the achievement of an assertive parenting/education.

We also offer individual counseling in which we work to achieve an effective bond with your children. We focus on enhancing your strengths and strengthening your weaknesses so that in this way the family environment is favored.

Certifications and workshops:

- Leadership workshop: How to be an assertive parent.
- Emotion management workshop.
- Frustration tolerance workshop.
- A hug of love workshop: Learn to forgive and heal childhood wounds.
- Frustration tolerance workshop for teachers.
- Certification of the 5 pillars of assertive parenting.
- Scream-free parenting course.

Certificación

5 PILARES PARA UNA CRIANZA ASERTIVA

STEMK-12
BILINGUAL

Total Mind

TotalMind is an educational platform created by EGB4 Technologies that combines pedagogy and innovations in science and technology to offer an innovative concept to captivate students, transform classrooms and empower teachers.

TotalMind offers 4 relevant services:

- TOTALMIND SCHOOL. High-performance bilingual school with binational certification.

- TOTALMIND PLATFORM. Innovative system with digital educational resources for kindergarten, elementary, middle and high school.

- PERSONALIZED TUTORING. Tutoring system with internationally recognized experts in various subjects and for all educational levels.

- TOTALMIND ROBOTICS. The first internationally accredited educational robotics and STEM program with programming and advanced technology courses.

It is the best educational option compatible with the development of sports, artistic-cultural activities and other specialized areas with diverse curriculum and innovative teaching methods.

The platform allows to study online from anywhere as if they were in a U.S. school.

We use an innovative platform in which they learn while having fun.

INCLUDES UNLIMITED ACCESS TO TEACHING

- Interactive platform with a wide range of books, games, animations, videos and live classes.
- Educational ecosystem with innovative and fun didactic resources.
- Personalized education.
- Meaningful learning for the learning styles of each student.
- Psychopedagogical support and school for parents.
- International coexistence.
- Learning experiences linked to the real context.

TOTALMIND School offers international educational training of excellence, supported by innovative computer resources and cutting-edge teaching methodologies, designed for students to develop their talents and technological skills to the maximum.

Educational offerings at the following levels:

- Preschool
- Primary
- Secondary
- High School

Two modalities:

- High-performance program with curricular load adjusted to a reduced schedule.

- School-based with live classes through videoconferencing.

STEMK-12 BILINGUAL

EGB4 Technologies

We have directly inspired thousands of students directly to want to learn robotics around the world.

TOTALMIND TUTORING connects teachers and/or professionals with a huge network of students through an ideal platform to teach online in a secure and reliable educational ecosystem.

- Knowledge enhancement to approve exams and/or improve grades.
- Classes can be scheduled at the time of your choice.
- Globally qualified
- Personalized virtual sessions with students.
- Interactive classes with whiteboard and digital educational materials.

Tutors can increase their income, work in their free time, set their own class rates, have greater visibility in the market, organize their schedule and get paid securely.

The TOTALMIND platform for education is the best solution and strategic ally of schools that look to the future.

It is an innovative tool for schools, teachers and students, which allows, with just one click, to manage, distribute, monitor, evaluate and support in a personalized way all school activities, and enhance communication between teachers, tutors, students and families.

TotalMind Robotics is an international robotics and programming school with STEM education accreditation.

Skills and knowledge related to mechanics, electronics, programming and advanced technology are acquired.

They will learn how to program in Python and understand fundamental concepts of Machine Learning.
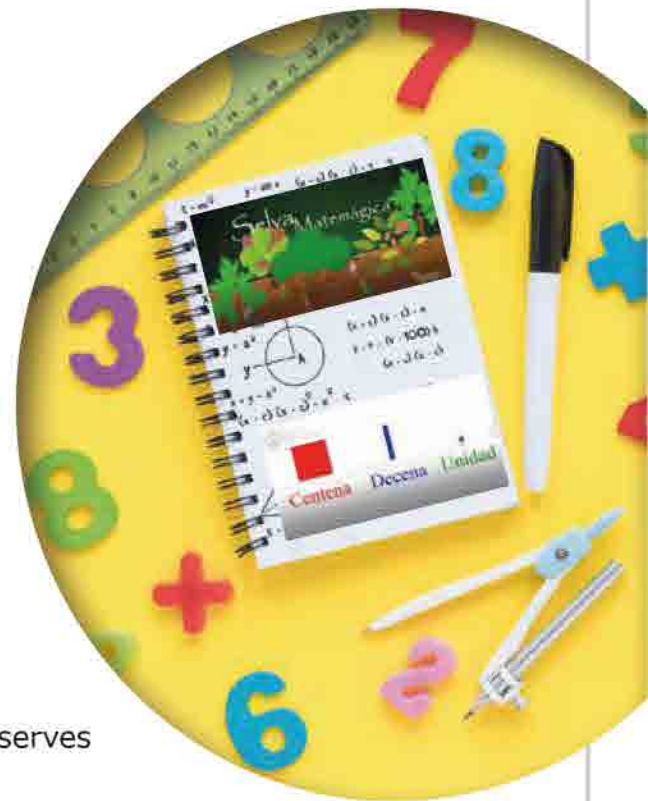
Selva Matemágica

Selva Matemágica is a mathematics system that helps the child to reason and understand the fundamentals of mathematics at preschool, elementary and high school levels, and with this the child significantly improves his or her performance.

Currently, according to SEP statistics, 80% of the students who graduate from primary school do not have the basic mathematical competencies required for secondary school.

Results obtained in schools where the Selva Matemágica system has been implemented:

- Better relationship between teacher and student.
- The child is interested in mathematics.
- The student deduces the rules, not memorizes them.
- The student, by understanding the fundamentals, is able to solve exercises that are traditionally considered complex.
- The child likes mathematics.
- Better performance in solving exams, and significantly improves their grades.
- Parents have seen that even in the pandemic their children have had significant learning in the area of mathematics, and the subject has positioned itself as one of their favorites.

What does Selva Matemágica include?

- Didactic material, purchased only once in preschool, and serves until sixth grade, or high school, as the case may be.
- Collection of books for preschool, elementary and high school, with progressive exercises that allow the student to consolidate acquired concepts, and that helps the teacher to follow up on the topics required by the SEP.
- As a support to the textbook, we offer a portfolio with didactic material (decimal system and fractions) that the child uses from preschool to high school.
- Online platform with video lessons and more than 1,800 graded exercises to reinforce knowledge. The exercises have immediate feedback and tests to help the teacher in the administration of the course.
- Continuous training for teachers, where they are offered appropriate pedagogical strategies, which allow them to have a wider range of possibilities to address any topic.

CLOUD SERVICES EGB4

We help you to incorporate technology in your school.

The digitization of schools is one of the pending issues in education.

We are at your disposal to advise you in this process.

Services:

- Website
- Virtual Store & Ecommerce
- e-learning platform
- Media Strategy
- Digital Marketing
- Identity & Branding
- Social Marketing
- UX/Interactive Design
- Web Content

Products:

- Domain: Select the perfect domain.
- Hosting
- WordPress
- Online Store & Ecommerce
- SSL Security
- Custom Email

https://www.egb4cloudservices.com/
https://www.instagram.com/egb4cloudservices/

Directory
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