



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 your Steamoji Academy.



FABRICATION



PHYSICAL
COMPUTING



ENGINEERING



DIGITAL ARTS



APPLIED
CODING



APPLIED
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.

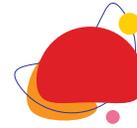
Hank Horkoff
Co-Founder & CEO

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

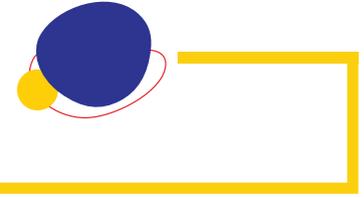
The focus is on teaching foundational skills, then encouraging apprentices to imagine, create and improve their own solutions.



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.

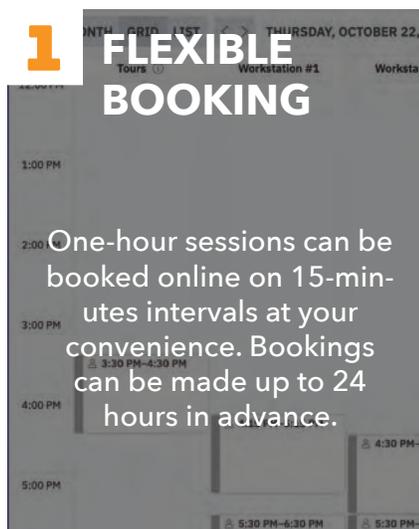


HOW IT WORKS

**KIDS STAY ENGAGED,
PARENTS SEE PROGRESS**

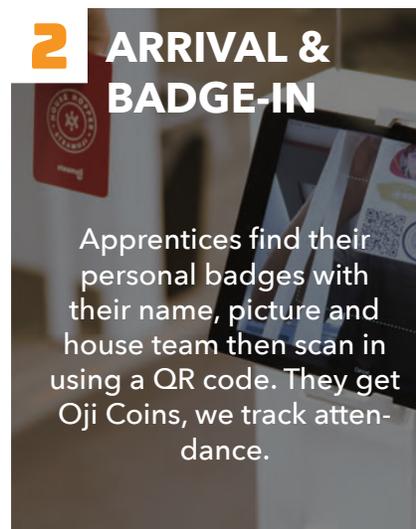
A Steamoji membership includes 8 directed sessions per month and 4 drop-in sessions. Directed sessions are led by short video clips at a workstation and are supported by facilitators who help the 'apprentices' understand what they need to do and overcome any obstacles that might arise. Drop-in sessions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



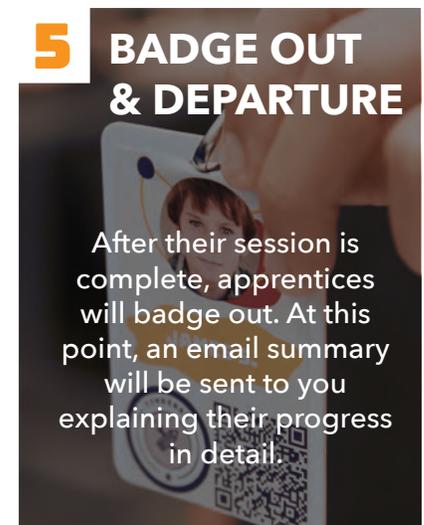
Apprentices are guided to their workstations that have been sanitized and prepared for their next project with the required tools and materials.

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**

\$299
/ month
(save \$50)

Annual commitment with monthly installments.

MONTHLY

\$349
/ month

No long-term commitment.

**INTRO
PROGRAM**

\$379
/ 10-week semester

An introductory program to CAD design, 3D printing & laser cutting.

ZOOM OPTION

- No registration fee.
- Standard 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
CLUB**

\$149
/ month
for a 4 month semester

*- A teen mentorship program to prepare your child for the professional world of STEAM subjects.
- Projects in coding, robotics and physical computing while teaching the foundations of entrepreneurship at the same time.*

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 can 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									

- Expanding
- Developing
- Beginning

CAPSTONE
Fabricating Your World
Fabrication with Laser Cutting & 3D Printing
Advanced Design in 3D
Designing for Laser Cutting & Etching
Foundations in Concept Development
Designing in 3D
Inventing Vehicles
Building in 3D
Intro to Fabrication



**PHYSICAL
COMPUTING**



ENGINEERING



DIGITAL ARTS

CAPSTONE

CAPSTONE

CAPSTONE

Advancing to
Arduino

Engineering
Your Ideas

Bringing Your
Art to Life

Mastering
Microcontrollers

Forces in
Motion

Digital
Storytelling

Intro to
Electronics

Advancing with
Complex Machines

Video Editing

Inputs & Outputs
(Circuit Playground Express)

Intro to
Complex Machines

Photo &
Image Editing

Advancing with
micro:bit

Mastering Simple
Machines

Stop Motion
Movie Maker

Robotics I
(micro:bit)

Advancing with
Simple Machines

Animation &
Sound Effects

Coding Games

Not-So
Simple Machines

Graphics for
Games

Advancing with
Vex Robotics

Intro to Simple
Machines

Special Effects

Intro to Computing
(Vex Robotics)

Intro to
Engineering

Intro to
Digital Arts

SKILLS

TO HELP YOUR CHILD SUCCEED

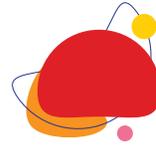


Your child will learn a mix of hard skills and critically softer, applied design skills that will build a solid foundation for them to become innovators for the rest of their lives.



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



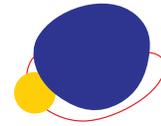
GRACE HOPPER

- 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.



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[Book a Session](#)

[f](#) [t](#) [v](#) [@](#) [in](#)

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Unsubscribe

When your child badges out from Steamoji you will automatically be sent an email and a push notification to our mobile app 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 STEAMOJI APP FOR PARENTS

Track your child's progress, share videos with family members and book upcoming sessions.



Download on the
App Store



SCAN ME



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 school-aged children. Our core program is designed for children ages 5-14 and relies on basic reading skills. For children that aren't quite ready we offer a Steamoji Junior bridge program. For older, teenage makers ages 12-17 that need to be challenged more, we offer a mentorship program, Steamoji Club, to help them learn advanced skills in coding, robotics and entrepreneurship. The goal is to give them a leg up in their future academic and professional endeavours.

3

IS STEAMOJI FOR ADULTS?

No. Steamoji World is only available for young apprentices.

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 \$379 per student. We provide all the materials your child will need to follow along with our trained staff.

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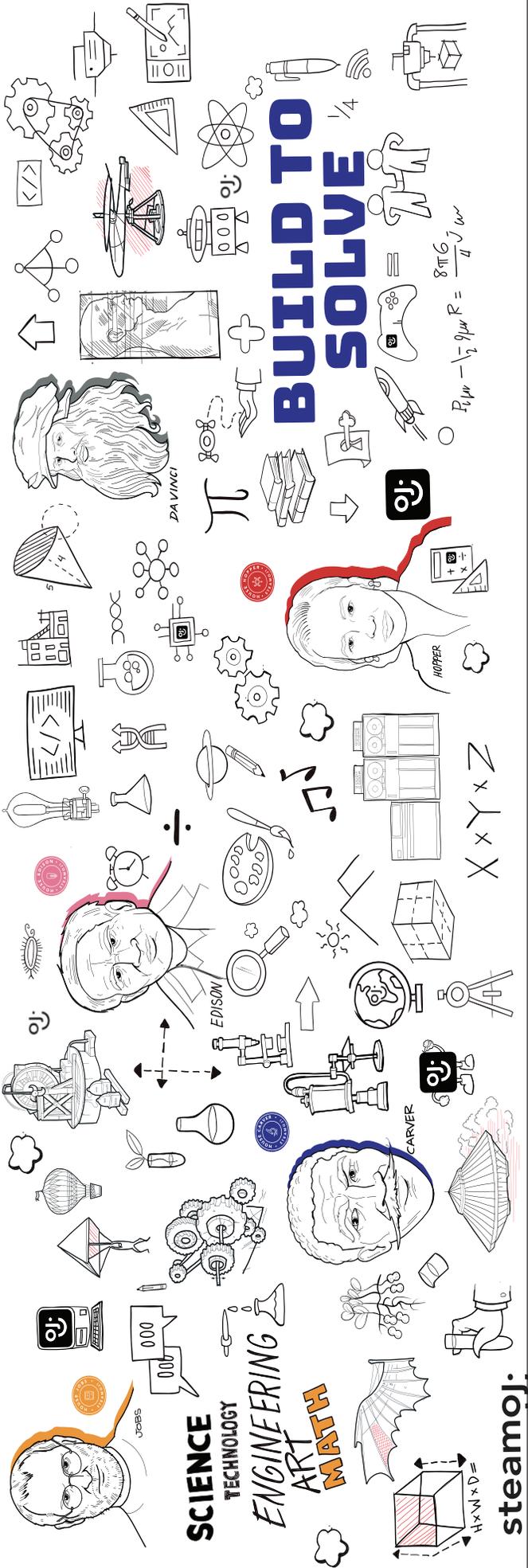
HOW CAN I HELP STEAMOJI?

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

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CAN I FRANCHISE A STEAMOJI ACADEMY?

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



Commissioned in 2020 from renowned San Francisco illustrator Sirron Norris, this mural exists in every Steamoji academy and serves to celebrate historical makers and inspire our young apprentices to stand on the shoulders of their historical predecessors. Let's get building!

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Receive a \$50 Amazon gift card when you refer friends who sign up for memberships.

