

e.Do™ LEARNING LAB

in short

WHAT IS e.DO™ LEARNING LAB?

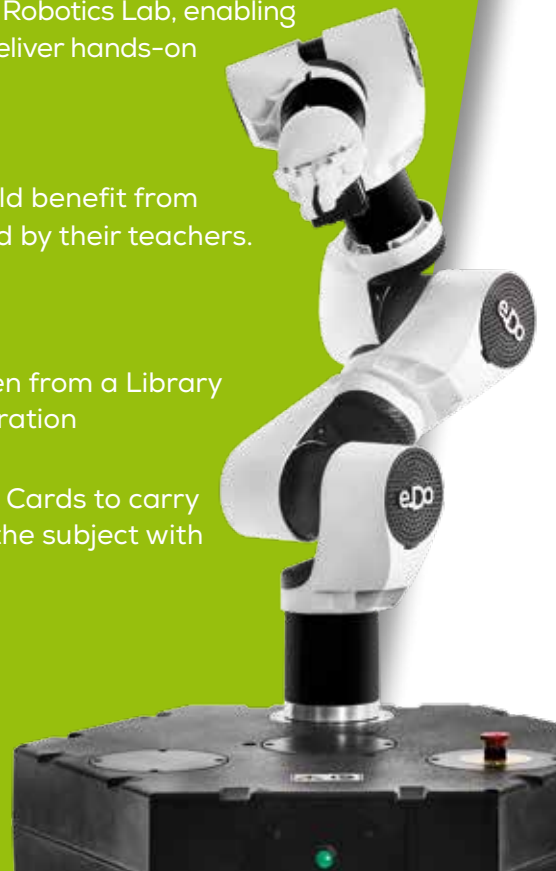
A fully equipped educational Robotics Lab, enabling teachers to use Robotics to deliver hands-on lessons at school.

WHO IS THE TARGET?

Students aged 8 to 19 years old benefit from lessons prepared and delivered by their teachers.

HOW DOES IT WORK?

- 1 to 5 e.DO installed
- 2 or more didAPPs, to be chosen from a Library
- Lessons are designed with a duration of 2 hours
- for each didAPP specific Activity Cards to carry out further in-depth sessions of the subject with e.DO robot.



e.Do™ EXPERIENCE

Local distributor

For further information and contacts:

edo.cloud/edoexperience

e.Do™ LEARNING LAB

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APPLY

AN EDUCATIONAL TOOL ENABLING
TEACHERS TO DELIVER HANDS-ON
LESSONS WITH ROBOTICS

COMAU



e.DO Learning Lab offers teachers a didactic toolkit to run an educational Robotics lab in complete autonomy, achieving optimal engagement with students.

e.DO Learning Lab comes with ready-to-use material, specifically designed to lead and support the teachers in the delivery of their subject through the use of robots.

It can be run with up to ensure the participation of the whole class, e.DO Learning Lab also includes the use of virtual e.DO.



**e.DO +
Box Gripper +
Marker Holder +
Working Board +
didAPP Box +
Tablet (optional)**

**didAPP Library +
Activity Cards**

**Virtual e.DO +
Training and
Certification
of Teachers**

didAPP	Age: 8-10	Age: 11-13	Age: 14-19
ROBOTICS 1	Robot parts and movements	Robot parts and movements	Robot parts and functionalities
ROBOTICS 2			Robot movements and degrees of freedom
MATH 1	The addition and its properties	Cartesian plane	Points and segments on the Cartesian plane
MATH 2	Height, weight and other measurements	Scientific method	Lines on the Cartesian plane
CODING 1	Visual Programming Language	Visual Programming Language	From flowchart to program
CODING 2	Operators and conditions	Computational thinking and problem solving	Process optimization and problem solving

All the didAPPs (2 hours each) are designed as an integration of a particular discipline (Robotics, Math, Coding, with Artificial Intelligence and Physics to be developed soon) with a specific cross-over competence (Teamwork, Problem Solving, Creativity), which is practiced within a simulated working environment or with a case study.

Each didAPP includes a Teacher's Guide with lesson plans, a Virtual e.DO visualizer and training materials such as slides, videos, exercises and evaluation tools. The teacher can further deepen the subject in other sessions with e.DO robot using the Activity Cards.