

*The Lifetime Education*



**10<sup>+</sup>**  
Years of  
Success  
Locally  
Regionally  
& Globally



Science



Technology



Engineering



Arts



Mathematics




Entrepreneurship

Product Catalogue  
[www.thelittleengineer.com](http://www.thelittleengineer.com)

A woman with long, dark, wavy hair is smiling warmly at the camera. She is wearing a black top and a necklace. She is holding a complex, blue and black robotic assembly, possibly a LEGO Mindstorms robot, in front of her. The background is a blurred indoor setting with blue and white elements.

# The Founder



Years ago, there was an evolving dream brewing inside of me. I am a Mechanical Engineer with Masters' degree in Engineering Management. I was an instructor at the American University of Beirut (AUB) and I had a vision to guide our youth towards a better future, divert their attention from the trivialities of everyday life and stimulate their passion for Robotics and STEM (science, technology, engineering, mathematics). I was infused with a burning desire to present those topics in an entertaining and engaging way through courses, activities and workshops that would motivate a new generation and in turn make their dreams come true. I wanted people from different cultures, backgrounds, ethnicities and areas to have complete access to STEM. I was aware that the only way to improve people's lives was through education and inspiration.

Yet, I realized as it once was said: "A dream doesn't become reality through magic; it takes sweat, determination and hard work." Although those were qualities I possessed, I still needed a supportive catalyst that would help my ambitions come to fruition. This is where MIT came in. They believed and invested in me. The Little Engineer (TLE) was born and its pioneering presence has now been established in Lebanon and abroad.

The dream has become a reality but it does not end here. We are always expanding, introducing and delivering cutting-edge engineering courses and activities, space and aviation workshops to the four corners of Lebanon and internationally. Furthermore, through The Lifetime Education Foundation (TLEF), we are developing educational, humanitarian and environmental programs that seek the welfare and progress of communities.

Our main principles will always be to empower communities locally and regionally by partnering with NGOs and the public sector, inspire motivation, stimulate creativity, manage talents, cultivate concentration and perseverance, encourage teamwork, develop the skills of trainers in private public and vocational schools, students, tech-enthusiasts and more. That is our promise.

**Rana El Chemaitelly,**  
Founder and CEO of The Little Engineer



# About Us


# TLE<sup>®</sup> Mission

Investing in young minds & enabling them to unleash their full potential in STEM concepts, through hands-on /minds-on activities.



# TLE<sup>®</sup> Vision

Expanding nationally and internationally to expose students and educators to the latest innovations and technological tools needed to excel in the STEM field.



# About TLE<sup>®</sup>

Today, The Little Engineer has become an education institution with both "Business to Business" and "Business to Client" channels. The emphasis on science, technology, engineering and mathematics is conveyed by specially tailored hands-on learning activities that allow kids and teens to unleash their full potential in pre-engineering skills while focusing on robotics, coding, renewable energies, aviation, automotive and space industries, Internet of things, Artificial intelligence, 3D modeling and much more. Currently we are collaborating with ministries of education in the MENA region, Africa and the USA in hopes of bridging the gap between theory and practice & schools and universities. By doing so we are allowing for a new generation of engineers that are not only ready for the labor market, but are passionate enough to give back to the wounded world.



TLE<sup>®</sup> Values



We believe in knowledge and values that impact our society.

### **Leadership:**

The courage to shape a better future

### **Passion:**

Committed in heart and mind

### **Collaboration:**

Leverage collective genius

### **Diversity:**

Heterogeneous and all-inclusive as our curriculum

### **Integrity:**

Adhere to moral and ethical principles

### **Quality:**

When we do it we do it right

### **Accountability:**

Responsibility for actions and decisions



# TLE<sup>®</sup> Acquired Skills





**CONFIDENCE**

**PERSEVERANCE CREATIVITY**

Tailored Workshops  
21ST CENTURY SKILLS

**FOCUS**

**CONCENTRATION**

**PLANNING ORGANIZING**

**COMMUNICATION  
SKILLS**

**INNOVATION**

**TIME MANAGEMENT**

**PRECISION**

**PROBLEM  
SOLVING**

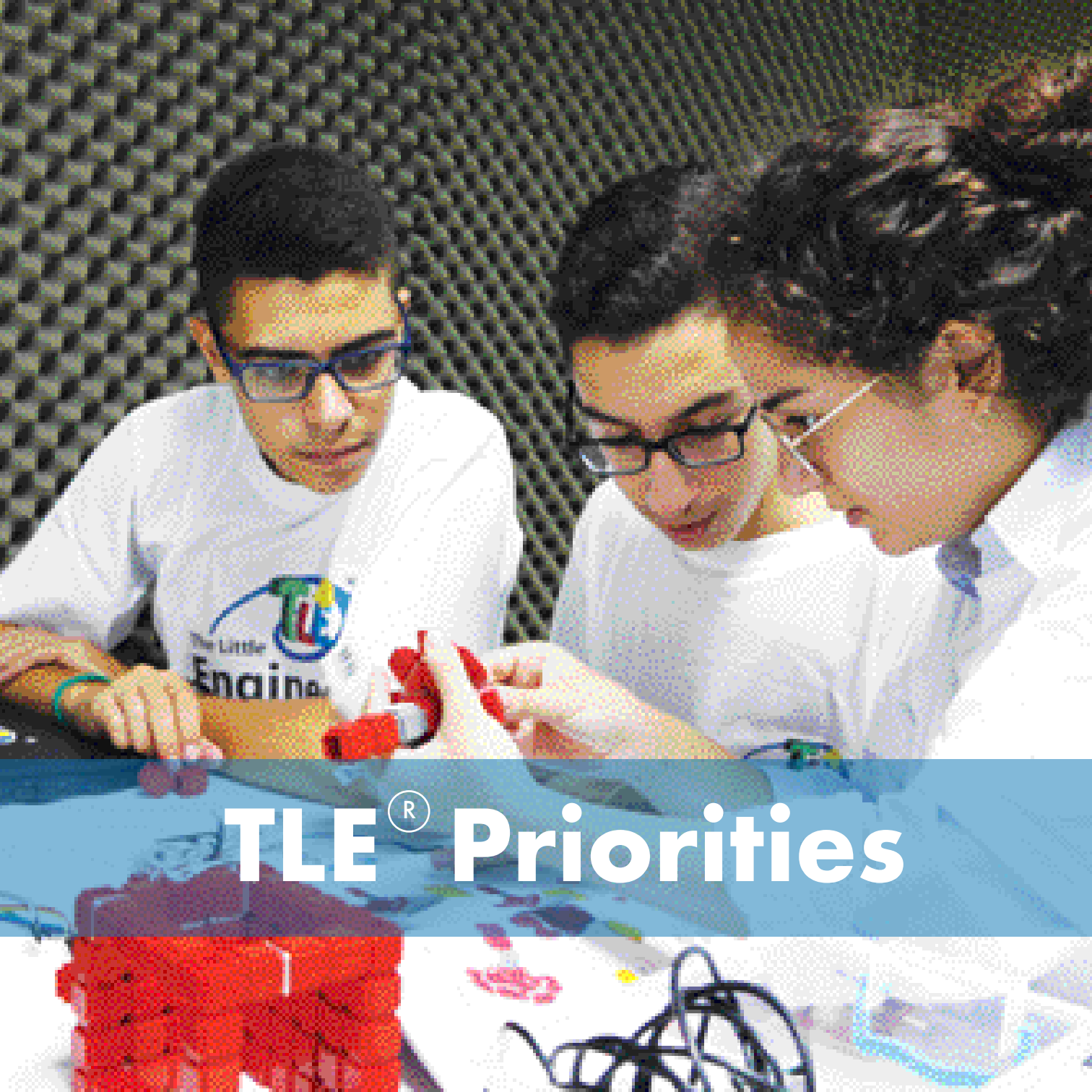
**COLLABORATION REASONING**

**PUBLIC SPEAKING**

**CRITICAL THINKING**

**TEAMWORK**

**DESIGN**



# TLE<sup>®</sup> Priorities

## Youth

- Provide youth with the best possible means to develop their skills in STEAM (science, technology, engineering, mathematics) and instill essential values which include: Leadership, Collaboration, Integrity, Accountability, Passion, Diversity and Quality.
- Prepare youth to meet future challenges by enhancing their capabilities for critical thinking, teamwork, perseverance, concentration, problem-solving, entrepreneurship and programming.
- Cultivate youth talents and shape them into the future pioneers they are destined to be.

## Efforts

- Offer inspiring educational and technological courses, activities and workshops which bridge the gap between theory and practice, schools and universities and between the digital age and the material world.
- Pursue and optimize the advantages of the latest updates, uprising topics and cutting-edge technologies ranging from Robotics and Renewable Energy to 3D Printing, Web Development and Coding.

## Innovation

- Develop original ideas and design products that provide a better user experience and devise new ways to engage students in STEM education.
- Turn a creative concept into a profitable innovation.
- Envision and develop creative solutions to problems and product-development challenges.
- Be spirited and professional and able to plan out a project carefully while accepting the fact that projects don't always go as planned and realizing this, be willing to improvise when unexpected events arise.

## Teamwork & Diversity

- A team setting fueled by a blend of talents, skills and traits which allow the quality of our product and service provision to stand out from the rest.
- Embrace different disciplines, various backgrounds and areas of expertise.
- Freedom to decide how to achieve goals while also maintaining the discipline to work in alignment with the organization's strategy and with team members through communication and collaboration.

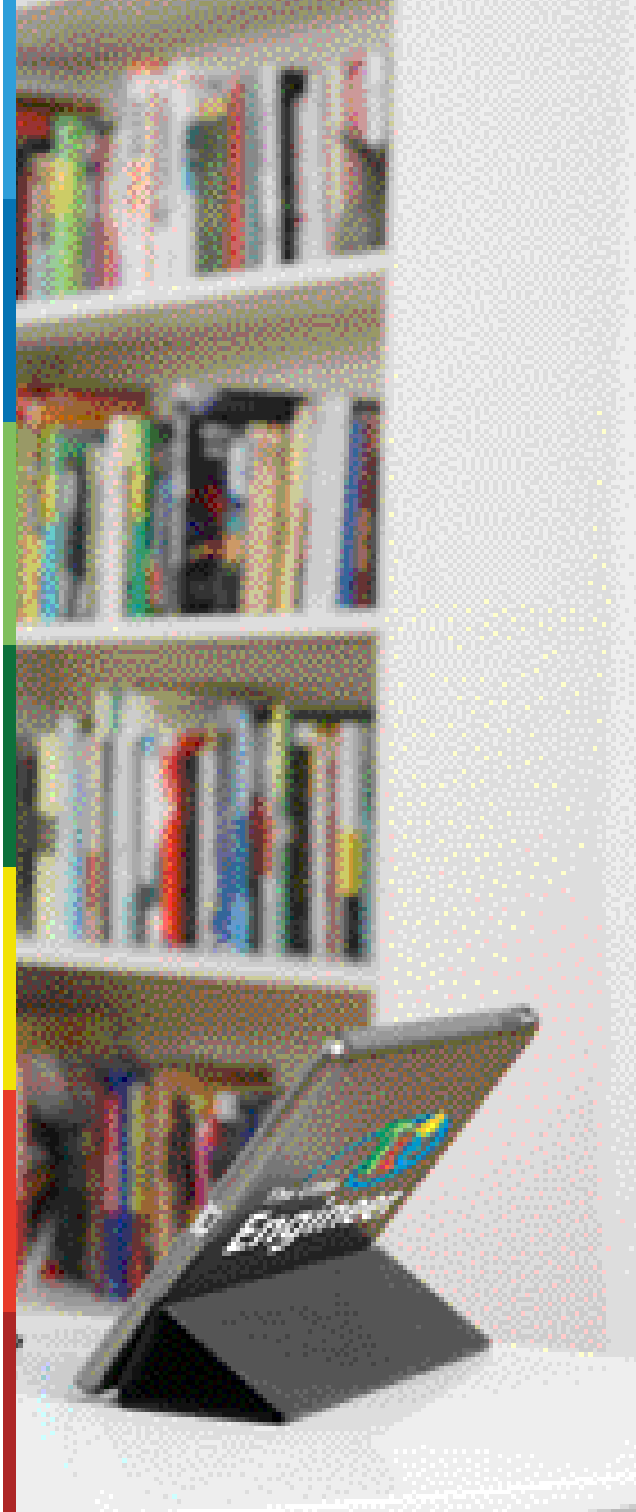
## Future

- Continue to expand our pioneering presence.
- Deliver space technology and aviation workshops in Lebanon and internationally.
- Keep addressing both immediate and long-term STEAM needs and secure means to provide them through collaborations with the private and public sectors.



# TLE<sup>®</sup> Social Impact

- 1** Investing in Kids & Teens boys and girls.
- 2** Creating part time jobs for women who cannot commit to full time jobs.
- 3** Creating parttime jobs for undergraduate students to support our services in the afternoon.
- 4** Women Empowerment programs in rural areas. Creating jobs, building capacities, generating retention and sustainability.
- 5** Raising awareness on environmental issues with Sustainable Countries programs and emphasizing the value of solar and wind energy through hands-on/minds-on learning activities.
- 6** Bridging two gaps :between schools and universities, theory and practice





**TLE<sup>®</sup> Awards**

ENTERPRISE FORUM  
PAN-ARAB REGION

MIT arab  
business  
plan  
competition

N° 0000058

USD

1150,00011

To the Order of

The Little Engineer

كأمر

The Sum of

Fifty Thousand US Dollars only

مبلغ

Cairo

Place المكان

4 June 2010

Date التاريخ

Signature

الامضاء

MIT Enterprise Forum  
of the Pan Arab Region

In Partnership with



شركة عبداللطيف جميل المحدودة  
ABDUL LATIF JAMEEL CO. LTD.

11823949 92999 39391: 2384829 9290\* 0001

2010



MIT Arab  
Business Plan  
Competition

2010



MED  
VENTURES  
Award

2011

Cartier

Cartier  
Women  
Initiative  
Award

2012

BestinBiz

Winner of  
the News  
globe Award

2012

Green Mind  
Award 2012



Green Mind  
Award-Education  
Category

2013

AIRBUS FOUNDATION

Airbus  
Scientific  
Collaboration  
Program

2015



Vital Voices  
Grow Fellow

2016



Vital Voices  
100

2017



Vital Voices/  
Global  
Ambassador

2017

TECHWOMEN

TechWomen

2019



Outstanding  
Organizing  
Committee

2019



Best Robotics  
Institution By  
Abilix

2020

WE  
EMPOWER

WE EMPOWER  
Finalist for  
the MENA



The Little  
**Engineer**

**SUSTAINABLE  
DEVELOPMENT  
GOALS**







# TLE<sup>®</sup> is committed to the 2030 UN SDG's

## **SDG 4:**

We ensure inclusive and equitable quality education and promote lifelong learning opportunities for all. Our programs feature the latest innovation in technology to prepare talents for the 4th industrial revolution with the aim to bridge two gaps: The gap between Schools and Universities, and the one between Theory and Practice.

## **SDG 5:**

We have customized programs for boys and girls to engage them all in STEM field.

## **SDG 7:**

We have recently our iconic " Save Lebanon" program with our iconic Save Lebanon Program tailored for learners of Grade 7 to draw awareness on affordable, reliable, sustainable and modern energy for all

## **SDG 8:**

One of our many objectives is creating part time jobs for women who cannot commit to full time jobs and part time jobs for undergraduate students to support their education, special program for women in Rural areas.

## **SDG 9:**

Industry, innovation and Infrastructure. Preparing youth for the fourth industrial revolution by delivering innovative programs to inspire youth about STEM.

## **SDG 10:**

Our imprints in the private and public sectors to reduce inequalities between the private and public schools, urban and Rural areas

## **SDG 11:**

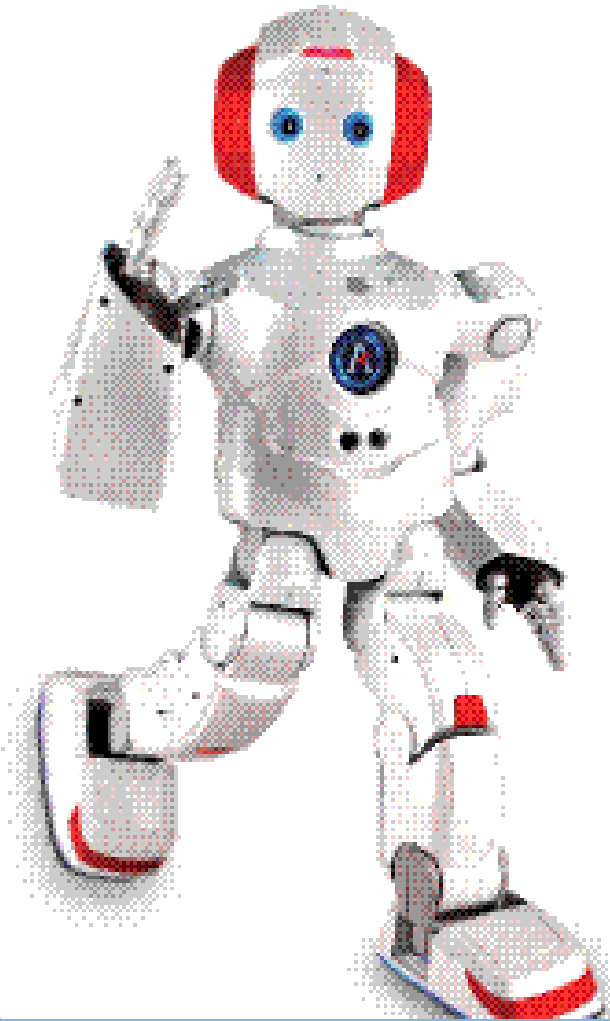
Customized programs by The Little Engineer<sup>®</sup> to promote sustainable cities and communities.

## **SDG 13:**

Raising awareness on environmental issues and Acting Green through our Kids and teens go green program and emphasizing the value of solar and wind energy through hands-on/minds-on learning activities.

## **SDG 17:**

Partnering with companies, NGOs and public sector for a goal

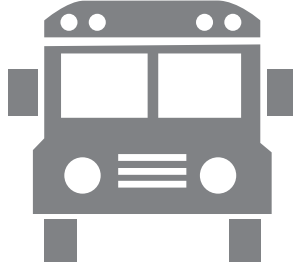


Catch  
the  
**Wheel of  
Technology**

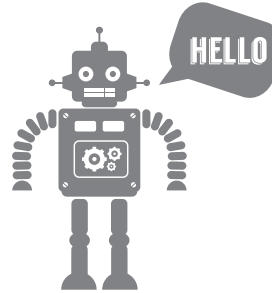
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**TLE<sup>®</sup> Products & Services**

School Visits



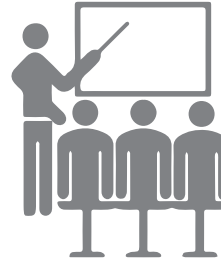
Clubs in Schools



Class  
Solutions



Train the  
Trainers



After Sale  
Support



Competitions



School Visits



**School  
Visits**

## Catch the Wheel of Technology

**Are you still Hesitating? Not sure how to integrate STEM in your curriculum? Now The Little Engineer is offering you the first step.**

School visits are meant to help you see the importance of STEM to your curriculum and see experimentally how students feel about this specific learning.

TLE offers you a 90 min session, for 30 students at a time (minimum of 3 sessions/day) Gather your students and call us for a full day school visit. Your students will be exposed to a full session of hands-on and minds-on learning experience.



**Book a session  
on our website**



**For more details visit our website: [www.thelittleengineer.com](http://www.thelittleengineer.com)  
Watch our videos on our YouTube channel: The Little Engineer HQ**

### **KG3 and Grade 1**

- 1- Creativity Workshops
- 2- Simple Machines

### **Grade 4 and 5**

- 1- Robotics: Automated car
- 2- Gravity car + Well
- 3- Solar energy
- 4- Wind Energy
- 5- 3D modeling
- 6- Pneumatic

### **Grade 2 and 3**

- 1- Robotics and Shapes
- 2- Renewable energy

### **Grade 6 and 7**

- 1- Civil Engineering
- 2- Robotics Workshop
- 3- Wind Energy
- 4- 3D modeling
- 5- Solar Energy
- 6- Cyber Security
- 7- Artificial Intelligence

### **Grade 8 to 12**

- 1- Arduino
- 2- Java Script
- 3- Python
- 4- IOT
- 5- Robotics
- 6- Solar Energy
- 7- 3D Modeling
- 8- Wind Energy
- 9- Cyber Security
- 10- Artificial Intelligence





# Car Assembly Line

**The Little Engineer® (TLE®)** will offer your students an educational **School Outing** that is creatively unforgettable.

TLE® will be organizing the **“Little Engineer Automotive Workshop”**, an outing for your students which includes 3 hours of hands-on, minds-on activities.

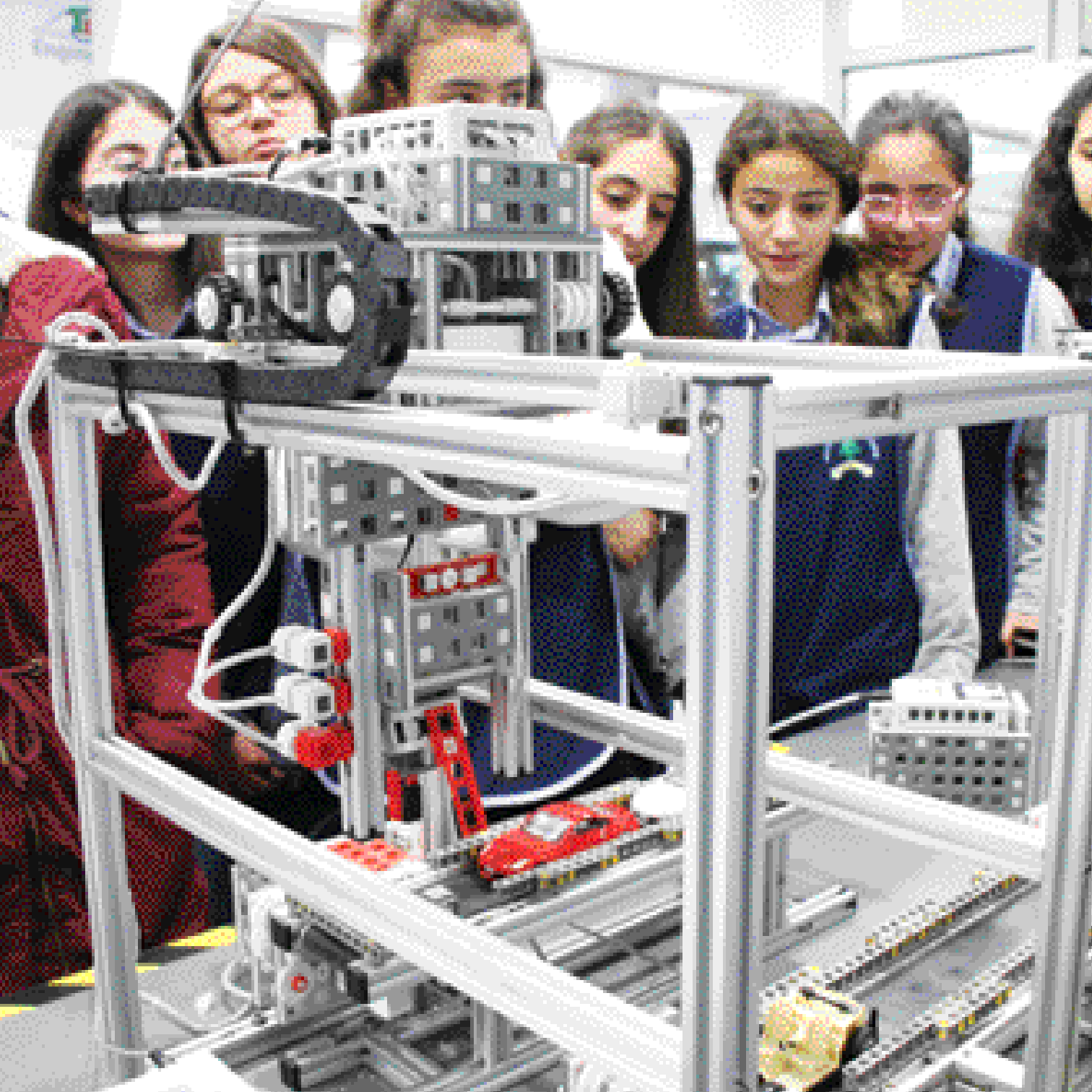
Students from ages 10 plus are welcome to this highly **Motivational** and **Educational** journey.

Learners will be exposed to an assembly line demonstrating real life examples of how cars are put together in automobile factories. Learners will have the opportunity to participate in a **90-min** workshop session where they can explore the automotive industry and become informed about the principal systems which constitute a car. Moreover, students will be introduced to the notion of preventive maintenance that also address safety precautions. Will be familiarized with the concepts of **Manufacturing, Automation, Robotics** and **Programming**.

The other **90-min** would include another exciting hands-on activity where learners will construct their own solar car and gain knowledge about **the importance of the renewable energy and the future of green energy**

Grab this opportunity and empower your students with a lifetime education, get them closer to the 4th industrial revolution.







## Amusement Park



**The Little Engineer®** will offer your students an educational **School Outing** that is creatively unforgettable.

**TLE** will be organizing the **“What’s behind the Amusement Park”**, an outing for your students which includes 3 hours of hands-on, minds-on activities.

Students from ages 6 to 12 are welcomed to this highly Motivational and Educational journey.

Learners will be exposed to a fully automated amusement park including 7 programmable models demonstrating real-life machineries from the train to the Ferris Wheel, Merry Go Round, Free Fall, Pirate Boat and more.

Learners will have the opportunity to participate in a 90-min workshop where they can explore what is behind this industry, how to construct and program similar models in addition to becoming informed about the principal systems which constitute the amusement park.

- 90- min of Renewable energy will follow.

Grab this opportunity, give your learners the chance to explore a Lifetime Education, and preparing them for the 4th industrial revolution.

Class capacity: 60 students. From 10 am till 1 pm.

**Class capacity: 60 students. From 10 am till 1 pm.  
To book a session, visit our website**







## **STEM** **After School Courses** **on campus**



**TLE is expanding at a fast pace, not only through our local and regional franchises but through our Clubs in school.**

### **Clubs in schools are a TLE moving Satellites aiming**

- To implement our unique programs while collecting the ultimate number of learners from each school
- To participate in the technological development of each school's curriculum

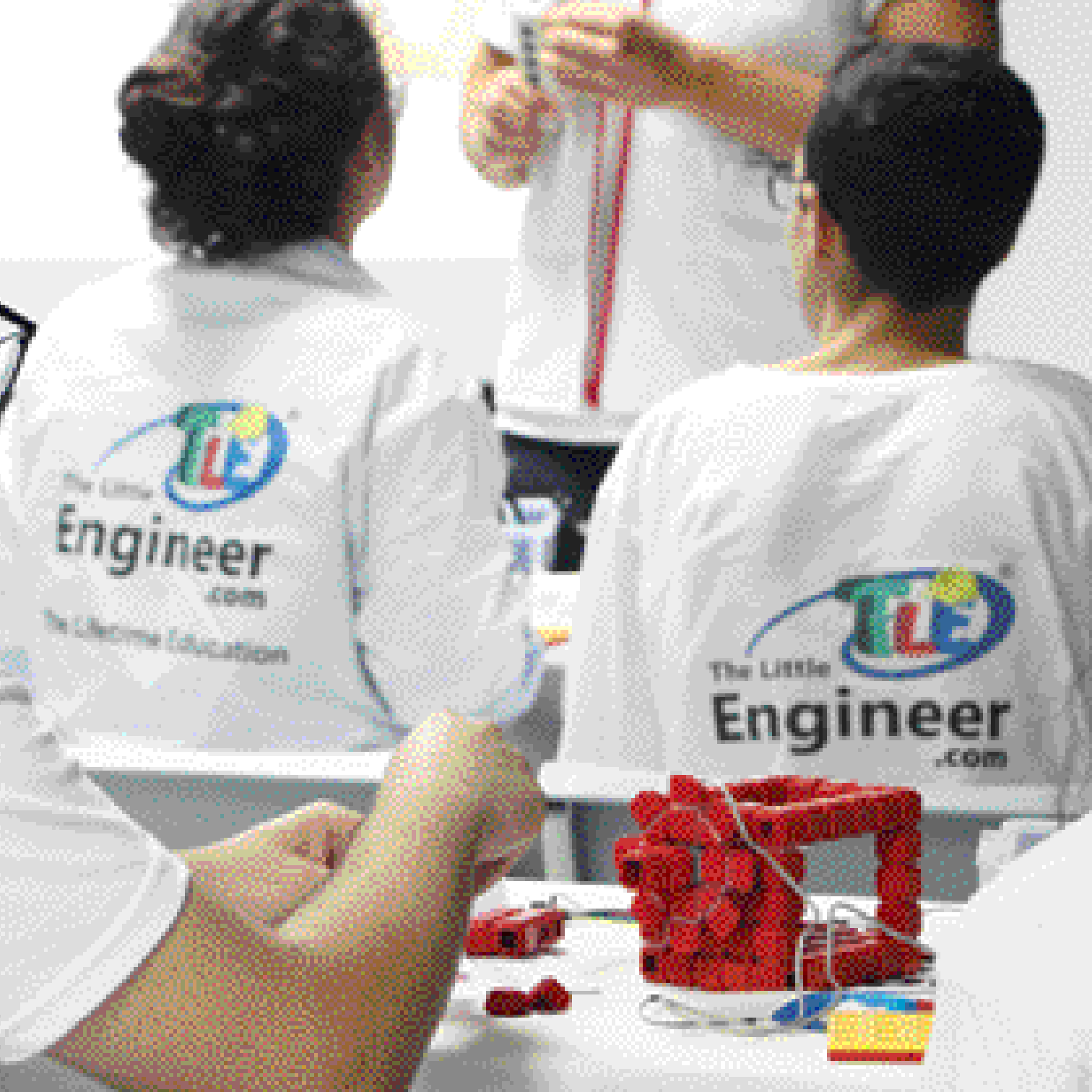
Our team is ready to serve any school all over the country.

During the club in school TLE team will deliver a 20 hrs course at the school premises and certify the students.

20 hrs course will be distributed on 13 sessions, 1.5 hrs each.

- TLE delivers for grade 1-4: 1- Robotics Level 0A/ Robotics Level 0B/ Robotics Level 0C
- TLE delivers for grade 5 -8: Robotics Level 1/ Robotics Level 2/ Robotics Level 3/ Robotics Level 4
- TLE delivers to grade 10-11: Introduction to Arduino/ Advanced Arduino/ JavaScript/ Python/ Internet of Things/ Industrial Robotics/ Bionic Robotics/3D modeling.

**For more details visit our website: [www.thelittleengineer.com](http://www.thelittleengineer.com)  
Watch our videos on our YouTube channel: The Little Engineer HQ**





# Bridging the gap

## Between Theory and Practice, Between Schools & Universities

Prepare your students for an educational revolution by integrating TLE® Class Solution from KG1 to Grade12

Give your learners the skills and tools needed to confront the challenges of tomorrow.

### Why a Class Solution at your school?

We aspire to a generation that can reshape the future, one that possesses a sense of innovation, creativity, ownership, sharing, belonging, responsibility, and leadership. Our goal is to provide quality education for all making sure to envision the sustainable goals in our mission SDG4 and SDG5

### What is TLE® class solution

The class solution consists of

- Educational kits, 1 kit for 3 learners
- One Teacher manual and 1 students' manual for 3 learners
- 26 to 28 sessions, 50 minutes each, 1 session per week
- 16 hours to train the trainers (4 hours each day)
- Continuous online and offline support after the training.
- The Little Engineer team will be responsible for training your teachers on how to deliver the STEM solution selected in the class
- Spare parts and components



**For more details visit our website: [www.thelittleengineer.com](http://www.thelittleengineer.com)  
Watch our videos on our YouTube channel: The Little Engineer HQ**

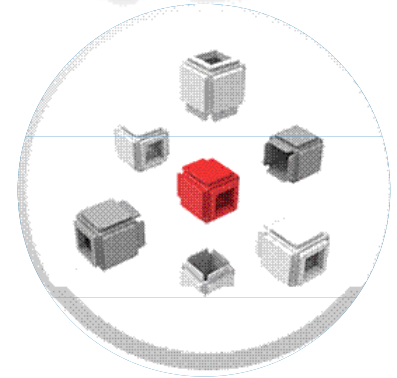




**Class  
solutions**



**Abilix**  
EDUCATIONAL ROBOT



**TLE A Class Solution for KG1- KG2**

**TLE B Class Solution for KG3 - Grade1**

**TLE 01 Class Solution for Grade1**

**TLE 02 Class Solution for Grade 2**

**TLE 03 Class Solution for Grade 3**

**TLE 04 Class Solution for Grade 4**

**TLE 05 is Class Solution for Grade 5**

**TLE 06 is Class Solution for Grade 6**


**TLE 07 is Class Solution for Grade 7**

**TLE 08 is Class Solution for Grade 8 & 9**

**TLE 10 is Class Solution for Grade (10 ,11 &12)**




**STEAM Activities**  
**TLE A**




**2D - 3D Modeling**  
**TLE B**



**Intro to Coding**  
**TLE 01**



**STEAM Foundation**  
**TLE 02**



**Motorized Machines**  
**TLE 03**



**Amusement Park**  
**TLE 04**




**Real life Applications**  
**TLE 05**



**Animals' Behavior**  
**TLE 06**



**Sustainable Countries**  
**TLE 07**



**Industrial Robotics**  
**TLE 08**



**Bionic Robotics**  
**TLE 10**



**Human's Behavior**  
**TLE 12**



**Global Competition**  
**WER**



**Industrial Robotics**  
**Vocational School**



**Assembly Line**  
**University**



# STEAM Activities

This solution features shapes and structures. Students will construct different structures using Hi-cube bricks from different colors. This course serves KG1 and KG2 students. They will learn more about shapes, animals, humans, vehicles and plants in 2D and 3D structures.

**This solution:**

- Stimulates creativity
- Promotes a basic understanding of physics
- Good for social development
- Help children develop fine motion control skills
- High level of structured guidance provided
- Immense variety of models grouped into themes to cover the full academic year
- Supported by inspiring videos and student manuals
- Neatly packaged in an attractive portable tub

KG1	
2D	Module 1- Animals Module 2- Things Module 3 - Human Being Module 4 - Plants



KG2	
3D	Module 1: Vehicles Module 2: Constructions







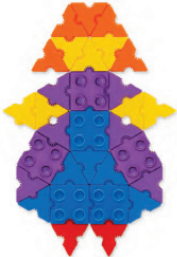



# 2D - 3D MODELING

This solution will serve learners of KG3 and Grade1. It's designed to help make children creative. It features shapes and structures in 2D and 3D models. Students will construct different structures using few blocks with different shapes and colors.

## This Solution:

- Stimulates creativity
- Promotes a basic understanding of physics
- Good for social development
- Help children develop the fine motion control needed for skills such as handwriting
- High level of structured guidance provided
- Immense variety of models grouped in themes to cover the full academic year
- Supported by inspiring videos and students manuals
- Neatly packaged in an attractive portable tub

KG3	
2D	Things Animals Plants Humans Space Letters 

Grade1	
3D	Things Animals Plants Humans Space Letters 

# STEM

Science Technology Engineering Maths





# Intro to Coding

This solution will introduce students of grade 1 and 2 to coding using scratch and blockly. Blockly is a visual coding language that allows users to create codes by stacking blocks together. These blocks are used to create "chunks of code" that can later be translated into professional textual code.



# Create, Code, Learn

TLE 01 makes it easy to start at any level with a full comprehensive content in french & english to cover the whole academic year, engaging and retaining the interest of boys and girls in coding





## Structures, Shapes and Simple Machines

This course features shapes, structures, simple machines, motion and forces. Students will construct different structures using smart bricks. In this course, students will learn more how to build, troubleshoot, and help understand real-life applications using gears, worms, racks, beams and more.

### Unit 1: Shapes and structures

- Lesson 1: Quadrilateral
- Lesson 2: Triangle
- Lesson 3: Tall and inclined tower
- Lesson 4: Structure of bridges

### Unit 2: Simple machines

- Lesson 1: Lever
- Lesson 2: Inclined plane
- Lesson 3: Pulley
- Lesson 4: Gear
- Lesson 5: Worm
- Lesson 6: Rack

### Unit 3: Motion and Force

- Lesson 1: Gravity
- Lesson 2: Elasticity
- Lesson 3: Reaction force
- Lesson 4: Magnetic force
- Lesson 5: Centrifugal force







**Class  
solution**

**TLE  
03**

## **Motorized Simple & Complex Machines**

### **Scissors Lift**

Learn how to transform a rotation into a movement and that Lifting motion is obtained using a unique scissors mechanism.

### **Hand driven generator**

An introduction to the main components of the kit. This model introduces the concept of motors and generators and helps the learner to differentiate them.

### **Wind-driven seesaw**

Learn how body balance works and how lifting forces counterbalance with weight.

### **Variable-Speed Car**

Learn what are the tools that make gearboxes and cars change speed.

### **Lifting Table**

Learn the use of manual tools and how to translate motion into action.

### **Carrousel**

Learn how an entertainment machine is built, and how to combine gears to get a complex motion.

### **Flag Raising Device**

This project teaches students how to use wires to move a flag up and down.

### **Tower Crane**

Learn how to build a tower crane to lift blocks using an elevated motor.







Class  
solution

TLE  
04

# Amusement Park

**For Grade 4 learners.**

Students will work in teams of three to build and program several models of the **Amusement Park** using the blockly coding language. Each model simulates a game that is part of a real life amusement park.

**The models are:**

Swing

Ferris wheel

Splash Over

Carousel

Crane

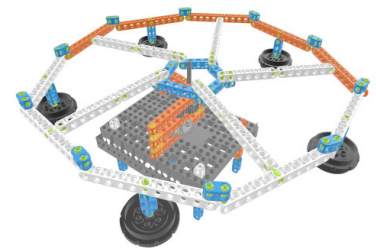
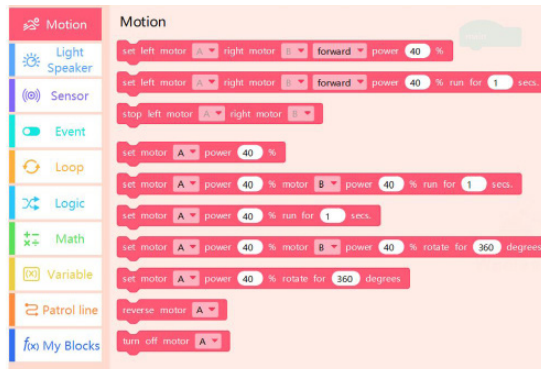
Frisbee

Pirate Ship

Chair-O-Plane

Bumper Cars

Train



This course will close with a competition among learners to display the best amusement park built and programmed by young minds using blockly and scratch as programming languages.





**Class  
solution**

**TLE  
05**

## Robotics & Real Life Application

**Conveyor Belt**

Understand the structure of a remote control car and its program.

**Remote Control  
Car**

Study of movement and remote control effect and its program.

**Oscillating Fan**

Learn how to manipulate the rotation of the fan and how to use the magnetic switch.

**Multifunctional  
Incubator**

Learn how to use a temperature sensor, program it and understand its features.

**Safe Washing  
Machine**

Learn the process of a washing machine and its program.

**Elevator**

Learn how to program an elevator using LED, touch button and limit switch.

**Automatic Security  
Door**

Learn about access points and how to program a security door.

**Smart House**

Learn how to use multiple sensors .

## Closing With a Competition





**Class  
solution**

**TLE  
06**

## Animals and Humanoid Behaviors

**Earth Worm**

Learn how the direction of the motion change as the sensor faces an obstacle.

**Aggressive Duck**

Learn how to control the motion of an object in all direction when it's near the sensor.

**Penguin**

Learn to control the actions of the penguin by sound and distance measuring sensor.

**Biped Monster**

Learn to control the movements in two degrees of freedom by using the distance measuring sensor.

**Deer**

Learn to explore how living beings move ; know how motors motion should be coordinated; learn how to control servo motors.

**Turtle**

Get introduced to the basic functionalities of sensors, and infrared sensor. Get to know how motors motion should be coordinated.

**Long Hand Monster**

Learn how to simulate human-like motion; Learn how motion of legs and arms is executed, how to test the simulator using a realistic model; Understand how to balance robots while in movement.

**Dwarf**

Learn how to simulate human-like motion; how motors motion should be coordinated; know how to balance a robot, how can multiple motors run altogether. Use the sound sensor to activate the robot, and how to control servo motors by Degrees.

## Aspire to Inspire





## Robotics & Renewable Energie Closing with a National Competition

### Robotics

Learn how to program a robot using multi gray sensors to solve some problems using following the line techniques.

### Sustainable Development

Learn about global warming and the negative impact of human activity on the Planet. Think about different projects that could be implemented to solve these issues.

### Solid Waste

Get introduced to the process of Managing Solid Waste in Lebanon

### Wind Turbine

Understand the mechanism used by wind turbines to generate electricity.

### Solar Panel

Learn about the functionality of PV solar panels and how electricity can be produced from them.

### Solar Heater

Learn about how solar energy can be harnessed to heat water.

### Water Turbine

Understand the mechanism used by water movement to generate electricity.



# Sustainable Countries



**Today's  
Youth  
Tomorrow's  
Workforce**





**Class  
solution**

**TLE  
08**

## Industrial Robotics

**ATM**

Get introduced to saving info in machines like ATM and get closer to the idea of security in such machines.

**Light Scanner**

Learn the medium level of programming while getting to learn about new type of sensor: the light sensor.

**Auto - Lathe**

Get introduced to a medium level industrial equipment and be able to program it for precision related outcomes

**Traffic Light**

Learn the basics of sequential programming and switching functions

**Magnetic secret Key**

Learn the basics of Sensors along with a feedback mechanism where sensor stimulates models to operate or not.

**Rotating Workbench**

Pushing forward on industrial equipment and challenge the learner to extend the model to be more efficient.

**Blender**

Learn about the home appliances and how they get to work through a real life example.

**Washing Machine**

Learn about home appliances and how they get to work through a real life example.

## Grade 8 to 12 and Vocational Schools





Class  
solution

TLE  
10

## Advanced Bionic Robotics

### Closing with a National Competition

#### Programming

C, flow Chart, 3D Construction Simulator

#### Mechanical Claw

Learn the main functionalities of the equipment; know how parts connect together; how the motors are wired together; basic programming; Create subprograms; Get introduced to the basic Robotics functionalities.

#### Robot Flower

Learn the basic functionalities of sensor. Know how motors motion should be coordinated.

#### Explorer

Get introduced to functionalities of infrared sensors. Learn how Automated guided vehicles operate.

#### Scorpion

Learn to simulate a scorpion and be able to mimic its motion and its behavior; know how several motors can be controlled to coordinate a motion. Enable a model to act according to different level of distances; Simulate the motion of a scorpion using 6 patellae.

#### Spider King

Learn to simulate the motion and the actions of a spider. Learn how motors can be controlled to coordinate a motion; know how to return the model to its initial position. Learn how to control servo motors by degrees and by speed.

#### Humanoid

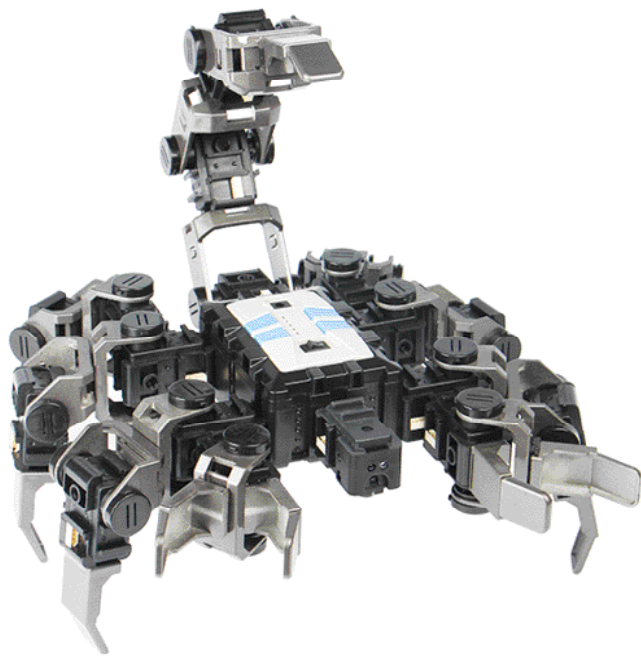
Understand the structure of humanoids. Enable a model to perform human-like movements. Simulate multiple movements including a dance; understand subprograms ...

**Suitable for Grade 11 & Grade 12**

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GET READY FOR  
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Research & Development team working round the clock to innovate and update the content of our curriculums to align with the evolving technology.

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- Online support
- Offline support





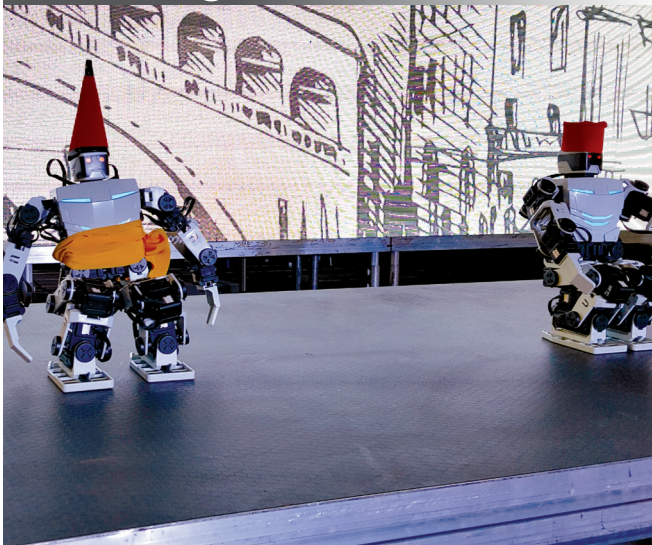
National

# Local Competitions

!

Visit our  
website

## Dancing Robot



## Sumo Bot





## Wind Challenge



## Save Lebanon Challenge

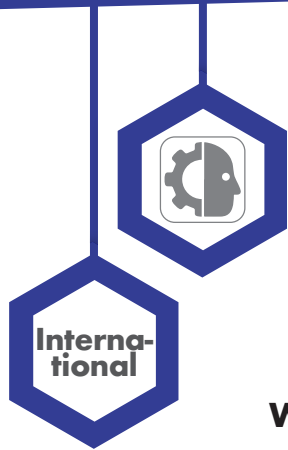


## WER National



## Solor Car Race





## World Educational Robot Contest



WER is acronym for World Educational Robot Contest. It was founded and organized by World Educational Robotics Society (WERS).

WER is an international robot contest for teenagers from 4 to 18. Annually, more than 500,000 contestants from 50 countries participate in WER contests.

With the expansion of influence, winners of WER world championships will bring great honors to their countries, schools as well as to themselves. categories for more details visit our Website





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**Strategic Partner**

**AIRBUS** FOUNDATION

Little Engineer



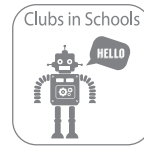
# Contact Form

School: .....  
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School Visits

- At School
- Car Assembly
- Amusement Park



Clubs in Schools



Train the Trainers



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- TLE 05
- TLE 06
- TLE 07
- TLE 08
- TLE 10



Competition

- WER National
- Sumo
- Solar Car Race
- Wind Challenge
- Dancing Robot

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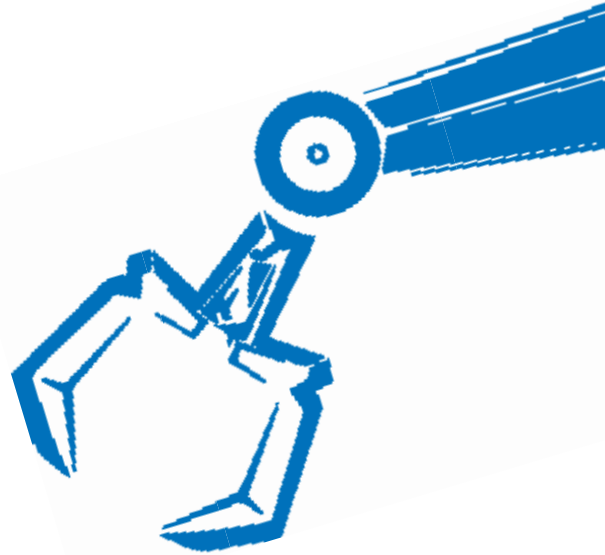
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