



Level 1 Beginner
\$510 / 8 x 2-hr sessions

- For ages 6+, preferably with experience in our Lego Engineering courses.
- Develop building skills & an understanding of simple coding concepts.
- Learn with Lego WeDo &/or Lego Mindstorms NXT.



Level 4 Young Inventor
\$510 / 8 x 2-hr sessions

- For ages 9+ who have completed Level 3, have knowledge of key Lego Mindstorms NXT robotics parts, can program NXT-G independently & can attend on a regular basis.
- Design & create own NXT robot, plus presentation of the project.



SPIKE Advanced
\$570 / 8 x 2-hr sessions

- For ages 9+ who have completed SPIKE Prime Intermediate level.
- Design, build & program own robot, using Lego SPIKE Prime basic & expansion sets.
- Meet criteria in terms of size & number of sensors used.
- Apply engineering concepts in robot design.
- Present project in a video recording.



Level 2 / 2A Beginner
\$510 / 8 x 2-hr sessions

- For ages 8+, or those who have completed Level 1.
- Build & program intermediate robotics models using Lego Mindstorms NXT with different sensors & perform different tasks.



SPIKE Prime Beginner
\$570 / 8 x 2-hr sessions

- For ages 9+, or those who have completed Level 4.
- Build & program simple robots, using Lego SPIKE Prime app.
- Apply knowledge of force, color & ultrasonic sensors.



EV3 Beginner
\$570 / 8 x 2-hr sessions

- For ages 9+, or those who have completed Level 4.
- Build robots using Lego EV3 robotics.
- Program movements with EV3 sensors.
- A theory & practical assessment will be conducted to assess learning progress & suitability to proceed to the next level.



Level 3 / 3A Advanced
\$510 / 8 x 2-hr sessions

- For ages 9+ or those who have completed Level 2.
- Build more complicated robots & program them to respond to multiple sensors, using Lego Mindstorms NXT blocks.



SPIKE Intermediate
\$570 / 8 x 2-hr sessions

- For ages 9+ who have completed SPIKE Prime Beginner level.
- Build & program robots with multiple sensors & more complex mechanical designs, using Lego SPIKE Prime.
- Application of Gyro Sensor.
- Program with advanced Lego Mindstorms EV3 commands.

Mon - Sat
10am -12noon*
1:30pm - 3:30pm
3:30pm - 5:30pm
*only non-holiday camp periods

Sun
3pm - 5pm

WhatsApp:
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587 Bukit Timah Road,
Singapore 269707



EV3 Intermediate \$570 / 8 x 2-hr sessions

- For ages 9+ who have completed EV3 Beginner level, & keen to explore advanced Lego Mindstorms EV3 models.
- Build EV3 robots with multiple sensors & more complex mechanical designs.
- Program with advance EV3 commands, line following & obstacle avoidance robots.

EV3 Project / Young Inventor II \$570 / 8 x 2-hr sessions

- For ages 9+ who have completed EV3 Intermediate level, & keen to develop programming skills, plus able to work independently.
- Design, build & program own robot to perform specific tasks.
- Prepare a presentation of the project.

EV3 Advanced / Robot Inventor \$570 / 8 x 2-hr sessions

- For ages 9+ who have completed EV3 Project / Young Inventor II level.
- Use all prior knowledge gained on mechanical designs, robot movements, usage of sensors and so on to develop and program own robot using Lego Mindstorms EV3 system.



Arduino Robotics & C++ Programming \$570 / 8 x 2-hr sessions

- For ages 9+ who have completed EV3 Advanced / Robot Inventor.
- Introduction to Arduino - electronics, mechanics & C++ programming.
- Learn different components, such as LED, buttons & motors.
- Build & program a driving robot.



Robotics Competition Preparation \$570 / 8 x 2-hr sessions + competition registration fees*

- First Lego League (FLL), National Robotics Competition (NRC), IDE Series, RIC & World Robot Games. *registration fees vary.
- Strictly by invitation.
- Invitees will represent Robotics Connection in a team.

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Introduction to Coding with Scratch

\$570 / 8 x 2-hr sessions

- For ages 8+.
- Introduction to coding using Scratch, block-based programming.
- Create games, animations & stories.



Python Coding - Level 1

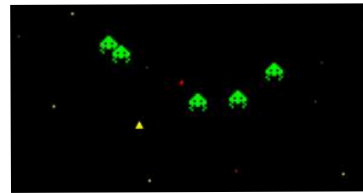
\$570 / 8 x 2-hr sessions

- For ages 10+.
- Introduction to programming & Python (syntax, print function, users input, decision making, loop structures & function).



Python Coding - Level 2 \$570 / 8 x 2-hr sessions

- For ages 10+ who have completed Python 1.
- Learn print function, decision commands, flowcharts, create own functions, use list in Python & for-loop method.



Python Coding - Level 3 Games

\$570 / 8 x 2-hr sessions

- For ages 10+ who have completed Level 2.
- Guided step-by-step in making games.
- Learn to apply commands, add sound & background image.
- Publish & share your game!

Mon - Sat

10am -12noon*

1:30pm - 3:30pm

3:30pm - 5:30pm

*only non-holiday camp periods

Sun

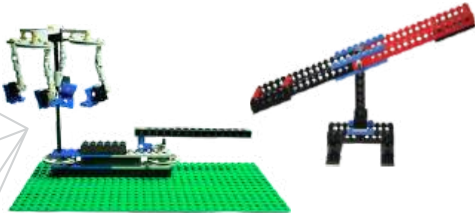
3pm - 5pm

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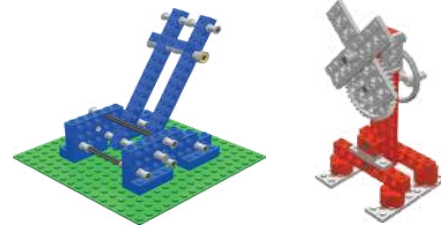
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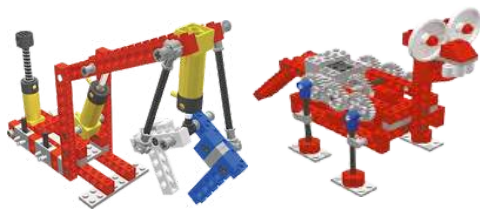
Apprentice Engineer
\$65 / 1 x 1-hr trial
\$245 / 4 x 1-hr weekday sessions
(6 -wk validity)
\$440 / 8 x 1-hr sessions
(12-wk validity)

- For ages 5-6.
- Introduction to construction & basic mechanisms.
- Develop fine motor skills & visual-spatial abilities, while exploring various concepts, such as cause & effect, gears, pulleys & more.



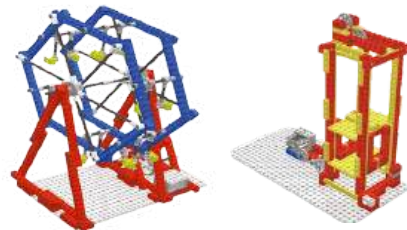
Junior Engineer
\$60 / 1 x 1-hr trial session
\$220 / 4 x 1-hr weekday sessions
(6-wk validity)
\$400 / 8 x 1-hr sessions
(12-wk validity)

- For ages 6-8, *or those who have completed Apprentice Engineer.
- Introduction to a variety of mechanical designs & concepts.
- Build different kinds of Lego machines.
- Explore & develop an understanding of various science concepts, such as friction, gravity, gears & levers, as well as their real-life applications.



Senior Engineer
\$60 / 1 x 1-hr trial session
\$220 / 4 x 1-hr weekday sessions
(6-wk validity)
\$400 / 8 x 1-hr sessions
(12-wk validity)

- For ages 8+, *or those who have completed Junior Engineer.
- Build more complex Lego machines.
- Learn more in-depth about various physics and engineering concepts, including gear ratios, lever classes, stability, among others.



Master Engineer
\$60 / 1 x 1-hr trial session
\$220 / 4 x 1-hr weekday sessions
(6-wk validity)
\$400 / 8 x 1-hr sessions
(12-wk validity)

- For ages 8+, *or those who have completed Senior Engineer.
- Build Lego machines that are larger in scale & more complex in terms of mechanical design.
- Apply all previous building skills & science concepts acquired to complete and problem-solve the projects .

<u>Mon/Tue/Wed/ Thu/Fri</u>	<u>Sat</u>
1pm - 2pm	10am - 11am
2pm - 3pm	11am -12pm
3pm - 4pm	1pm - 2pm
4pm - 5pm	2pm - 3pm
	3pm - 4pm
	4pm - 5pm

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