

STEAM CRAFT
EDU

steamcrafteu.com



EXPLORE, IMAGINE, CREATE, LEARN



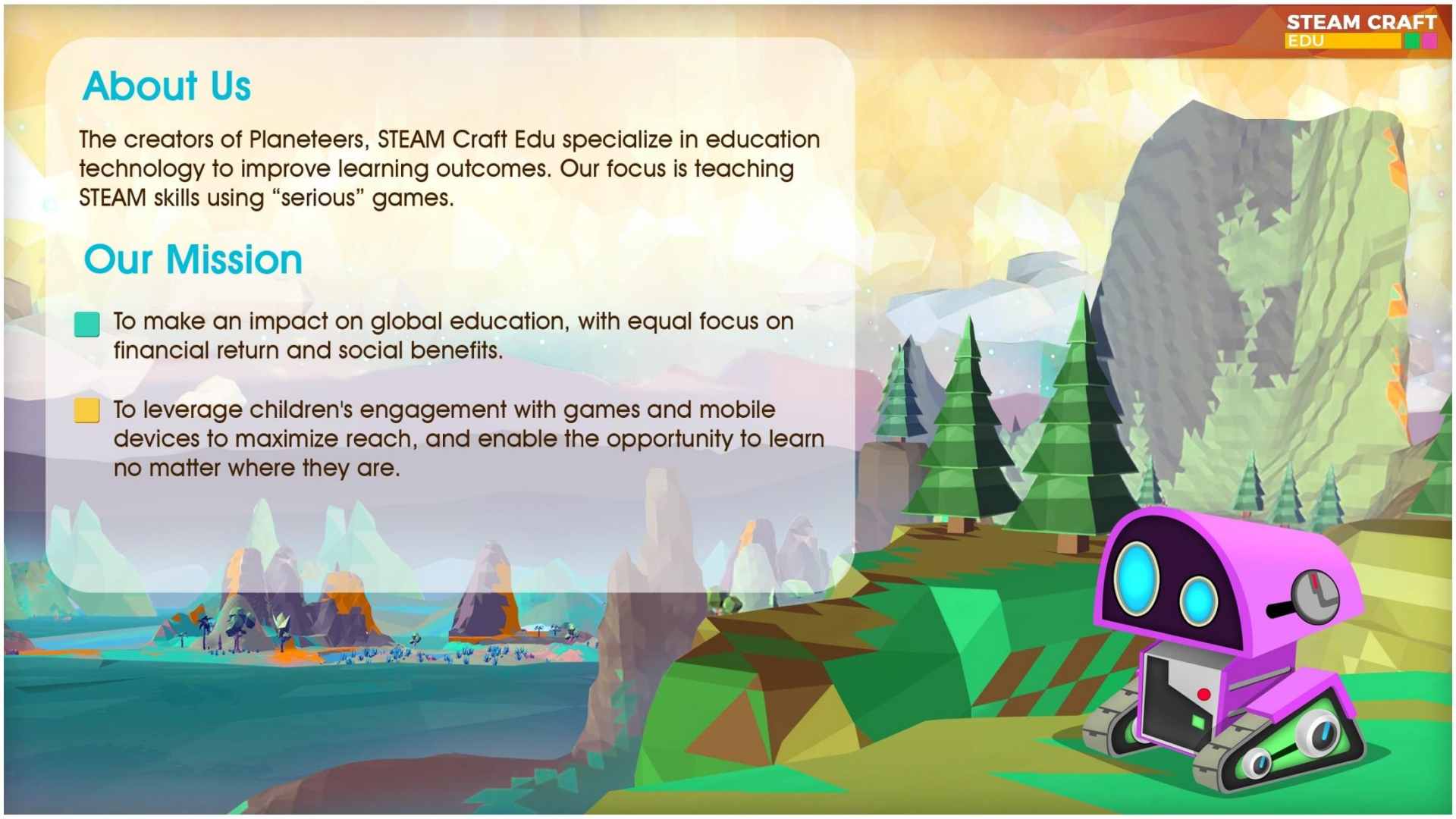
GESS
EDUCATION
AWARDS
WINNER
2017

About Us

The creators of Planeteers, STEAM Craft Edu specialize in education technology to improve learning outcomes. Our focus is teaching STEAM skills using “serious” games.

Our Mission

- To make an impact on global education, with equal focus on financial return and social benefits.
- To leverage children's engagement with games and mobile devices to maximize reach, and enable the opportunity to learn no matter where they are.

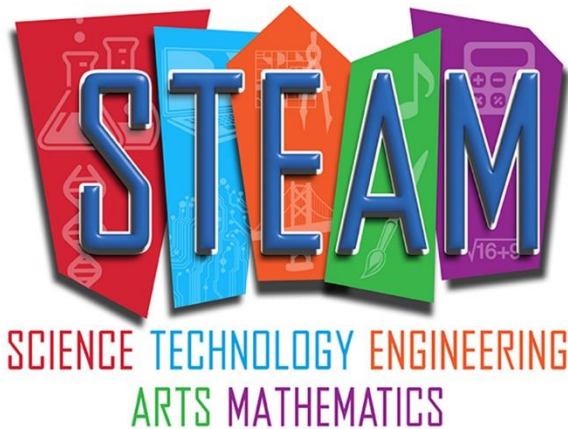


STEAM Education - A Global Priority

STEAM is a mix of teaching strategies that immerses students in hands-on problem-based activities for more authentic learning.

STEAM skills are best taught by students learning to visualize and build solutions to multilayered real world problems.

Apart from STEAM concepts, solving such problems requires students to use creative problem solving, engineering and, design thinking skills.



STEAM combined with games improves learning outcomes

Importance of STEAM

STEAM also teaches “enterprise skills” otherwise known as 21st Century or transferable skills, a powerful predictor of career success.

Teamwork

Adaptability & Persistence

Digital Literacy

Critical Thinking

Communication Skills

Creativity

Problem Solving

STEAM Literacy

STEAM teaching places enterprise skills at the heart of learning!

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PLANETEERS

A STEAM CRAFT ADVENTURE

EXPLORE, IMAGINE, CREATE, LEARN





"Imagine if kids poured their time and passion into a video game that taught them math concepts while they barely noticed, because it was so enjoyable."

- Bill Gates



"Video games have the power of visualizing things, of creating open-ended environments for people to explore things, of engaging and motivating learners. What you have is a strong learning approach that should be added to the educator's toolbox."

- Jan Plass, Co-Director,
Games for Learning Institute, New York University



"Game players regularly exhibit persistence, risk taking, attention to detail, and problem solving, and all behaviors that ideally would be regularly demonstrated in school."

- MIT, Education Arcade



INTRODUCING PLANETEERS

Planeteers is an intergalactic sandbox adventure, where anything is possible.

Designed for kids 7 to 12 years, Planeteers inspires adventure, creativity, and learning, as players and their robot companion, Socket, explore a newfound planet for answers to help restore their depleted home world.



Serious Games Maximize Engagement

Set in a fictional solar system similar to Earth's, Planeteers is underpinned by a powerful educational sandbox that delivers core STEAM concepts mapped to a ladder learning continuum.

Learners also develop 21st Century skills like problem solving, design, robotics and coding, all tightly coupled to the gameplay and game narrative.



CONTINENT ALPINE FORESTS

Alpine biomes are found in mountainous regions just below the snowline and are generally cold, snowy and windy.

[PLAY!](#)

Explore, Play, Learn!

New challenges and experiences abound as players explore different continents, each with distinct climates, ecosystems, flora and fauna. The Planeteers simulated 3D world includes real world physics, weather and day/night cycles.



Resource Management

Students are tasked with finding and gathering important resources for their planet base. Students use these elements and resources to craft components for building habitats, creating farms, designing machines, robots and vehicles!



Imagine, Design, Create

Planeteers building tools empower kids to tinker, experiment and create, inspiring future makers!



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Develop Super Powers!

Planeteers teaches coding, system design and robotics skills as players build and program robots, drones and other interplanetary mission helpers.



ON CLICK OBJECT

LOOP

FOREVER

IF

IS

MOVING

PLAY

LASER

ELSE

STOP SOUND

ELSE

IF

condition

LOOP

2

IF PRESS

LEFT ARROW

IS

DAY

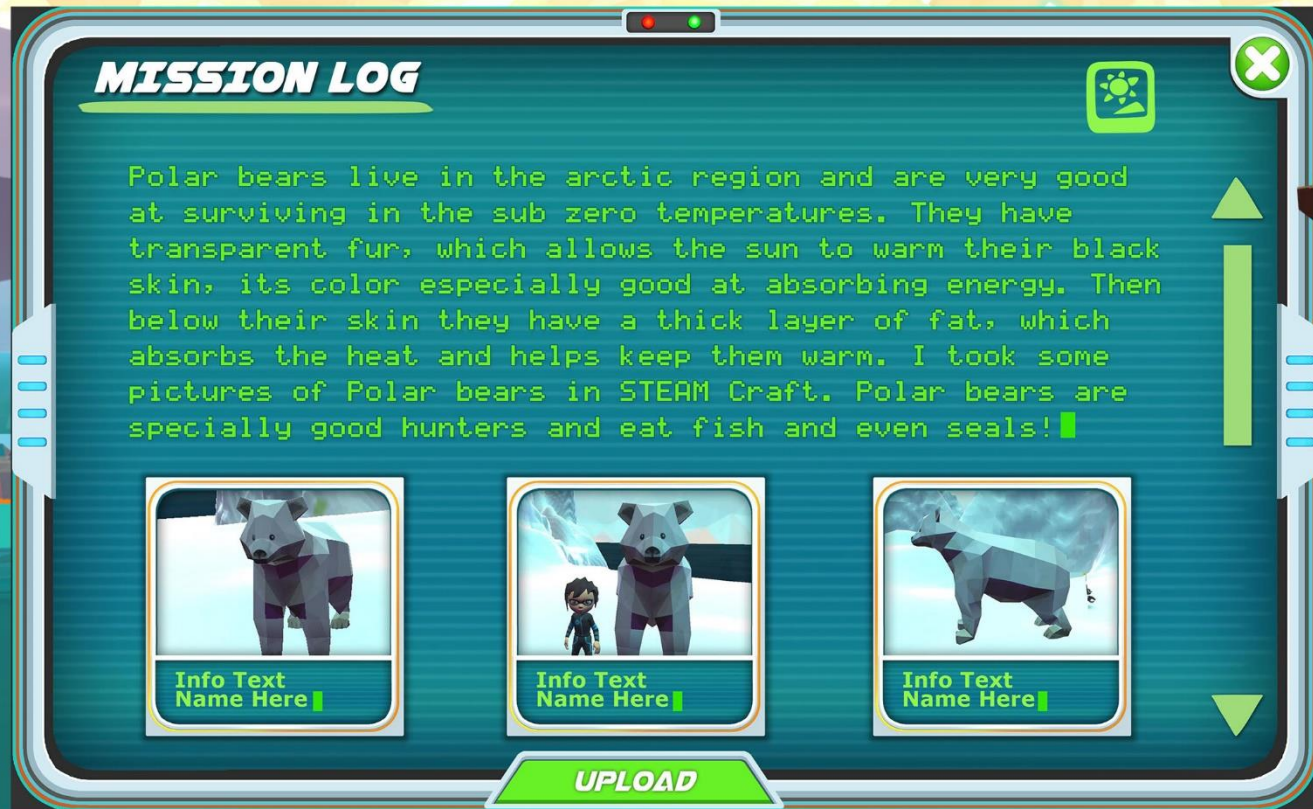
IS

MOVING



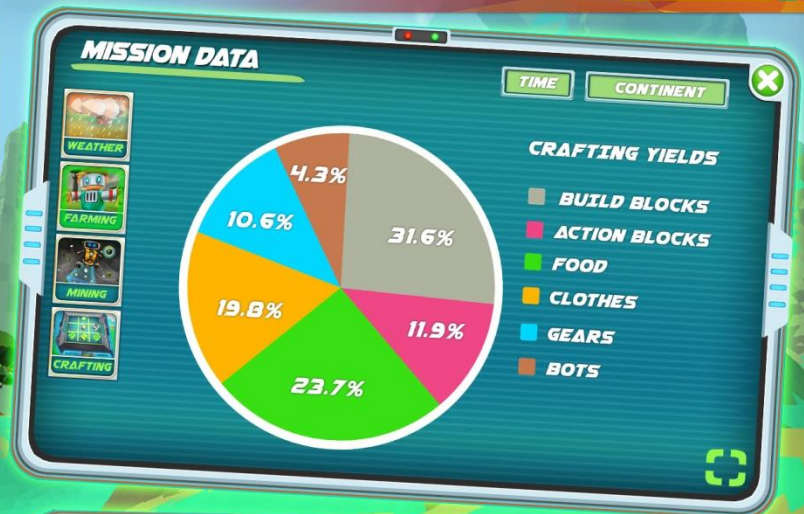
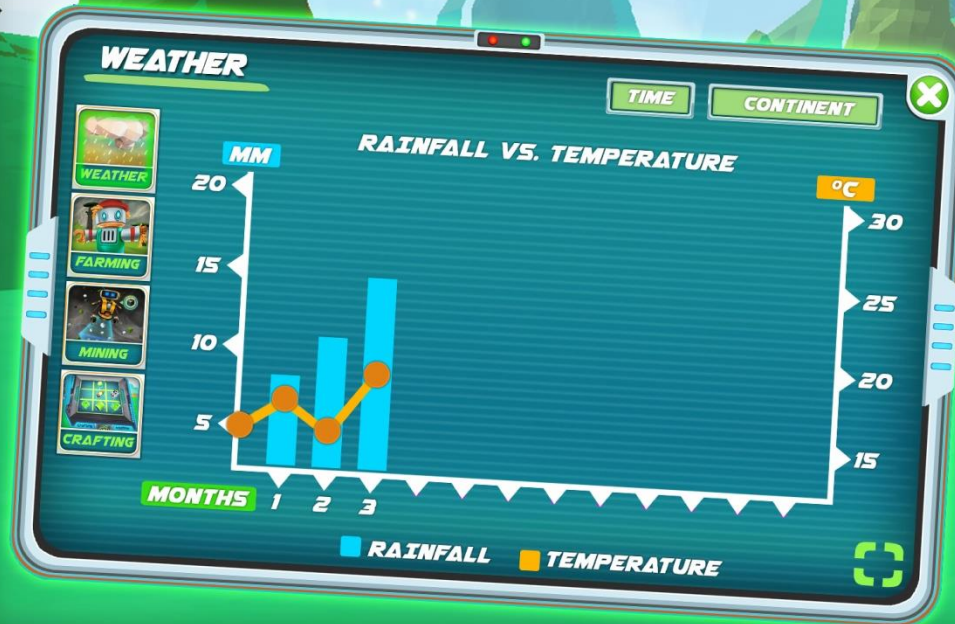
Mission Computer, Journal and Camera

The Mission Computer provides children with tools to report their game progress to Mission Control aka their parents! The player journal and camera allow children to create photo essays.



Data and Trend Analysis

The Planeteer's mission computer collects critical data about weather patterns, farming, element collection, and crafting; building data analysis skills learners can apply to improve resource management and mission outcomes.



Gamified Quizzes!

Planeteers has a fun and engaging quiz system to test learners' mastery of key concepts and knowledge. Players must beat the clock to answer Mission Control's questions before their data link terminates! Successful quiz scores earn XP for Socket AI upgrades and gears.

QUIZ: Earth & Space Science



Q. Day and night occur because the planet is turning



TRUE

FALSE

QUIZ: Coding 101



You got 7 out of 8 correct

88%



1



2



3



4



5



6



7



8

Click on the question number to see answers!



Quests and Badges to Measure Skill Building

Planeteers quests, activities and quizzes are mapped to a comprehensive STEAM curriculum organised by learning objectives and concepts.

Science



Earth
and Space
Sciences



Biological
Sciences



Physical
Sciences

Technology



Coding



Robotics



Systems
Analysis



Power and
Energy



Making

Engineering



Design Process
for Innovation



Simple and
Complex
Machines



Food
Production



Natural
and Built
Environments

Arts



Color
and Style



Music and
Sound FX



Photography

Math



Calculating



Data



Shapes and
Representation

Parents Console

The Planeteers Parents Console is disguised as a Mission Summary screen, providing parents with a snapshot of their children's achievements including: game time, quests completed, STEAM activity mix, recent badges, quiz scores and photo essays. Coming Soon!



**Parents Console will be released as a feature June 2018

MISSION SUMMARY

Time



Level 

Quest Completed

1

Quizzes Completed

2

Badges Earned

3

Quest in Progress

5

Av. Quest Time

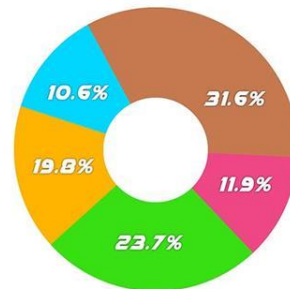
2.14

Total Game Session

4

STEAM Mission Mix

- Science
- Technology
- Engineering
- Arts
- Math



Skill Level Ups - Recent Badges

Science

Technology

Engineering

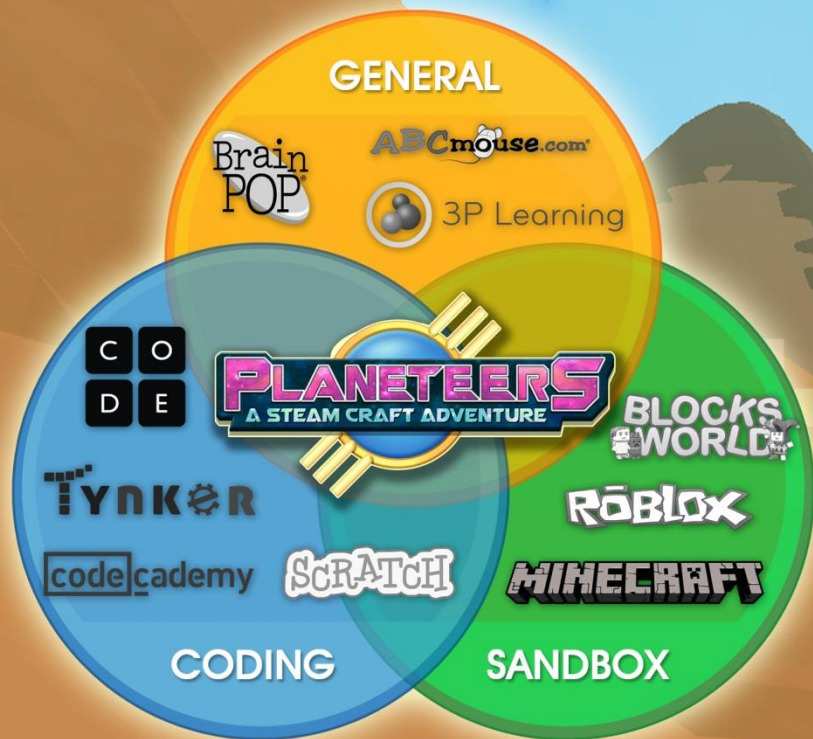
ARTS

Math



All in One

Planeteers is the only game-based education product that includes general curriculum, sandbox, robotics & learn to code.



Teacher Testimonials

"Planeteers bridges the gap to reach our 21st century learner where gaming can lead into learning, and boosts the morale of our teachers in integrating technology in teaching STEAM."

*-Mark Bagsic, ICT Coordinator/Teacher,
Andres Bonifacio Elementary, Pasay, Philippines*

"Authentic and real world problems are simulated and importantly, develop resilience by letting the student fail, re-evaluate then change their design, and try again."

*-Evan Bonser, ICT Integrator,
TARA Anglican School for Girls, Sydney, Australia*

"Planeteers provides a fun, collaborative and engaging way for kids to explore and learn important fundamentals in STEAM. Students are highly engaged and the curriculum mapping and support materials are excellent."

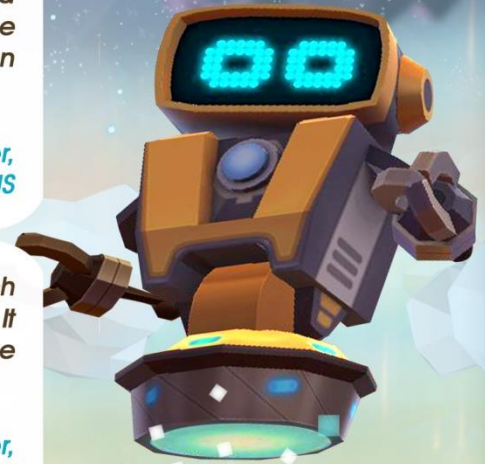
*-Karen Parkinson,
K-6 Teacher, Toronto, Canada*

"The learning that results from crafting, building and coding is made more memorable because the learning outcomes are trialed, tested, and then brought to life."

*-Hailey Smith, Science Teacher,
Vickery Creek School, US*

"Planeteer's blockly coding quests have been so much fun for the students... they are learning to code in 3D. It has certainly alleviated any hesitation when I hear the terms coding, algorithm, and computational thinking!!"

*-Harper Andrew, ICT Teacher,
Everett Public School, US*



Learner Testimonials

"Makes learning fun!"

*"I like it better
than minecraft!"*

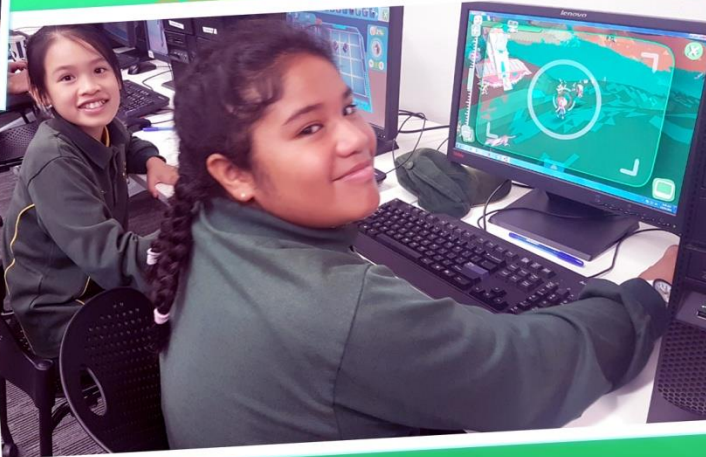
*"The block code
is super cool!"*

"I'm making robots!"

*"Building stuff is
my favorite!"*

*"I love earning
the badges!"*

"Awesome!"



Educational Benefits Summary

Bringing the future of educational technology into the home, Planeteers delivers the following educational benefits:

Key Benefits:

- Highly engaging quests and activities mapped to a comprehensive STEAM curriculum.
- Guided scaffolded quests teach children open ended STEAM educational concepts and activities.
- Teaches design, innovation, creativity and problem solving skills. Includes a comprehensive coding and robotics curriculum.
- Provides simulated 3D environments to explore real word phenomenon, including physics, weather, flora and fauna.
- Provides the opportunity to tinker, explore, and experiment.
- Engages students through positive play and educational gaming to enhance learning outcomes.



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