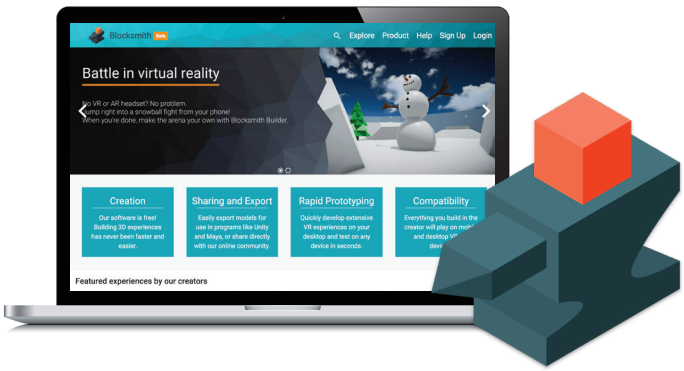


PCS edventures!™ EXPERTS IN HANDS-ON STEM EDUCATION

Blocksmith Education

Grades: 6-8

Highlights:

- Learn coding through game development
- Intuitive 3D Builder software with the option to integrate with existing VR/AR hardware
- Education license includes a safe and distraction-free website to exclusively host student work

Students:

- Blocksmith Education Makerspace License: 10 device licenses, unlimited student accounts
- Blocksmith Education Camp License: 30 device licenses, unlimited student accounts
- Blocksmith Education Site License: unlimited device licenses, unlimited student accounts

Additional device licenses available

Contact Hours: 12+ hours

The curriculum includes 12 "days" of activities, each designed to last about one hour. Use one lesson a day, clump them together into larger blocks or break them apart to be worked in one at a time throughout the course of a school year.

Recommended Settings:

- Summer camps
- Classrooms looking for technology and coding lessons
- Classrooms interested in virtual reality
- After-school programs

Curriculum Topics:

1. Basic Builder Controls
2. Animations
3. Particle FX
4. Advanced Editing
5. Game Mechanics
6. Multi-Level Games
7. Variables
8. Spawners
9. Interior Level Design
10. Multiplayer
11. Advanced Variables
12. Playtesting

Training Available:

Professional development webinars and on-site training are available. Talk to your sales rep for more information.

Materials:

- Bound Education Guide with twelve one-hour lessons
- Digital curriculum download
- Blocksmith Education software license with quest-based curriculum and detailed tutorials
- Private domain that allows instructors to track student progress and maintain a secure environment

Tech Requirements:

- For Builder Software:
  - Memory: min 2GB, recommended 4GB
  - CPU: Intel Celeron 2GHz class, recommended Intel i5/i7 class. AMD fully supported for PC's
  - GPU: Intel HD, recommended Nvidia 900/1000 class
  - Windows: 7, recommended 10
  - Mac: OS X
  - Chrome: Chrome OS (with a strong recommendation to use Chromebooks with Intel Chipset)

A free demo of the builder software can be downloaded at blocksmithxr.com to evaluate existing machines. It has the same technical requirements as the Education Edition.

- Supported Viewer apps:
  - Android 5 (higher for Daydream & ARCore). Phones need to have gyroscopes to support Cardboard or any VR system
  - iOS 9 (iOS 11 for ARKit)
  - VR capable PC for Vive & Rift

Pricing Options:

- Blocksmith Education Makerspace License (10 devices): $349
- Blocksmith Education Camp License (30 devices): $849
- Blocksmith Education Site License (unlimited devices): $1498
- *10 additional device licenses:* $349

All Blocksmith Education licenses are perpetual licenses, meaning that for the one-time fees listed above, the Blocksmith Builder software, the integrated curriculum resources and your private domain are yours forever.

Shipping Availability:

Check with your sales rep for shipping options.

Alignments & Standards

International Society for Technology in Education

- ISTE 1d Students understand the fundamental concepts of technology operations, demonstrate the ability to choose, use and troubleshoot current technologies and are able to transfer their knowledge to explore emerging technologies.

21st Century Skills:

A set of widely-applicable abilities essential for success in the information age.

- Creativity and Innovation
- Information, Media and Technology Literacy
- Initiative and Self-Direction

Habits of Mind:

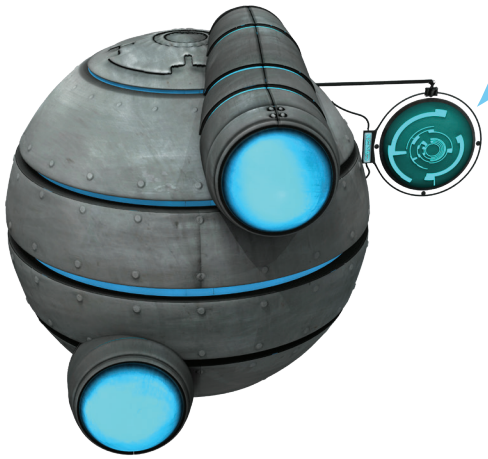
16 "thinking habits" developed by Art Costa and Bena Kallick to empower students to succeed in a 21st century learning environment.

- Creating, Imagining, Innovating
- Persisting

"Our kids love websites where they get to build and play, and Blocksmith fits right in with this. Blocksmith also takes kids to a new level beyond other websites in that it allows kids to do problem-solving and higher order thinking. It allows for creativity, Art, Science, Math... all aspects of STEAM. Then, for our kids, they can use it with VR! It is one way that we can integrate VR into what we are doing and the kids love it because it's something they created and then get to see!

We have been using code.org, Scratch and other websites, and they are great resources, but Blocksmith allows kids to take ownership in what they are doing and allows for creativity using computer science. This, in turn, may help kids lead toward a computer science or other STEAM job in the future!"

- John Barenberg, Marsing



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