

STEM - Robotics

ID	1
Name/Producer	Aelos Edu - steam-sys.com/en/product
Age/Grade Level	Grades 6 - 12
Academic Subject(s)	Engineering, Computer Science
Description	Humanoid design robot with pulu-in sensors and a high precise servo motor; software with a graphic programming design and simplified & advanced versions available
Technology Applied	Has a curriculum system with 3 tier (low/middle/high) curriculum design and based on STEM features.
Notable Benefits	Is matched closelywith a humanoid robot.

ID	2
Name/Producer	BinaryBots - binarybots.tech
Age/Grade Level	Grades K - 8
Academic Subject(s)	Engineering, Computer Science
Description	Smart toy robotics to build and code
Technology Applied	Build the robot out of Totem structure components; has power board with breakout pins for 2x motors, sensor board with speaker, light sensor, and 4x programmable RGB LEDs & 2 touch sensors
Notable Benefits	Each product is a different robotic animal from the recently discovered 'Planet Totem' and has unique characteristics.

ID	3
Name/Producer	BirdBrain Technologies - birdbraintechnologies.com
Age/Grade Level	Grades K - 12
Academic Subject(s)	All subjects, Engineering, Computer Science, English Language Learning
Description	Robots, electronic components, and learning materials
Technology Applied	Finch Robot and Hummingbird Robotics Kit, programming tutorials and lesson plans
Notable Benefits	Absolute beginners can program a robot in minutes, and then continue learning advanced engineering; integrate robotics and computer science into subjects from ELA to ecology, math, music and beyond.

ID	4
Name/Producer	Bitsbox - bitsbox.com
Age/Grade Level	Grades K - 8, Alternative/homeschool
Academic Subject(s)	Computer Science
Description	Project-based system for teaching computer science
Technology Applied	Coding project books, workbooks, and journals for typed app coding in the classroom or home
Notable Benefits	Lots of resources and box kits for one-time projects; contains enough project ideas to keep kids creating apps.

ID	5
Name/Producer	Chungpa EMT - en.chungpaemt.co.kr
Age/Grade Level	Grades 9 - 12, Higher Ed, Adult
Academic Subject(s)	Science, Engineering, Computer Science, Career and Technical Ed
Description	All-in-one smart learning platform designed for technical education
Technology Applied	MS Operating System (OS) for easy operation. Training in Electricity/Electronics, renewable energy, LED, Information communication, automation/mechatronics, smart learning, software and test & measurements
Notable Benefits	Provides training/seminars to bring happiness to mankind through the use of technology.

ID	6
Name/Producer	Cisco Networking Academy - netacad.com
Age/Grade Level	Grades 9 - 12, Higher Ed, Adult
Academic Subject(s)	Business, Engineering, Computer Science, Career & Technical Ed
Description	IT & digital networking courses
Technology Applied	Learning pathways include Security, Programming, Networking, IoT, OS & IT, Business & Digital Literacy
Notable Benefits	Course are designed to develop the breadth and depth of knowledge and skills that employers desire.

ID	7
Name/Producer	Code REV Kids - cpderevkids.com
Age/Grade Level	Grades K - 8
Academic Subject(s)	Computer Science, Math, Engineering
Description	Comprehensive technology education
Technology Applied	Provides a variety of classes for after-school & weekend; also provides classes through the Minecraft server and tech camps
Notable Benefits	Provides a curriculum that excites students while they explore STEM in a way they never knew existed; allows for learning math and engineering through the learning of coding and robotics.

ID	8
Name/Producer	Code Spark Academy - codespark.com
Age/Grade Level	Grades K - 5, Adult
Academic Subject(s)	Computer Science, Free Resource
Description	Intro to coding curriculum
Technology Applied	Learn the ABC's of coding through research-based curriculum, available on all tablets, mobile devices, and computers
Notable Benefits	Has a word-free interface for pre-readers; has game mechanics that increase engagement in girls, and is free for use in public schools, libraries and non-profits.

ID	9
Name/Producer	CodeCombat Inc. - codecombat.com
Age/Grade Level	Grades 6 - 12
Academic Subject(s)	Computer Science
Description	Gaming program to teach computer science
Technology Applied	Enables student to learn coding faster than reading a manual
Notable Benefits	Makes programming accessible to every student; gives learners the feeling of wizardly power at their fingertips.

ID	10
Name/Producer	CodeMonkey - codemonkey.com
Age/Grade Level	Grades K - 8
Academic Subject(s)	Computer Science, Math
Description	Coding for kids
Technology Applied	Courses include: Coding adventure, Game builder, Banana tales, Coding chatbots, Challenge builder, Dodo does math, and Codemonkey Jr.
Notable Benefits	A fun and educational game-based environment where students learn to code without any prior experience.

ID	11
Name/Producer	Codesters - codesters.com
Age/Grade Level	Grades 6 - 12
Academic Subject(s)	Computer Science
Description	Online learning environment with everything needed to teach students code
Technology Applied	Courses include: Intro to codesters, Intro to python - part 1 & part 2, Intro to game design, 6th grade coding, 7th grade coding, and 8th grade coding
Notable Benefits	A fun online coding platform for students, a powerful learning management system for teachers, and built-out lessons to start teaching kids today.

ID	12
Name/Producer	Computing Central - computingcentral.net
Age/Grade Level	Grades K - 12
Academic Subject(s)	Computer Science, Career & Technical Ed
Description	Curriculum and blended solutions for teaching essential digital skills, ICT and coding
Technology Applied	Student-centered learning through a fun, hands-on approach, fully graded and designed for schools; coding and robotics are included for several grades
Notable Benefits	Computing and ICT is increasingly regarded as a new literacy, alongside reading, writing and numeracy; available in multiple languages.

ID	13
Name/Producer	Cozmo & Code Lab - education@anki.com
Age/Grade Level	Grades 6 - 12
Academic Subject(s)	Computer Science, Engineering
Description	Coding education platform
Technology Applied	Provides visual programming with a touch-friendly & full icon-based interface, and a familiar foundation based on Scratch blocks.
Notable Benefits	Uses Python programming language that's simple, scalable, and widely seen as the new standard for coding education.

ID	14
Name/Producer	Cubelets - modrobotics.com
Age/Grade Level	Grades K - 12
Academic Subject(s)	Computer Science, Engineering
Description	Modular robotics
Technology Applied	Uses Tactile coding to help builders of nearly any age explore robotics, coding, and more.
Notable Benefits	Uniquely designed and are little bundles of software inside little bundles of hardware; as you build a robot you learn to build a program.

ID	15
Name/Producer	CyberPatriot - uscyberpatriot.org
Age/Grade Level	Grades K - 12
Academic Subject(s)	Science, Computer Science, Career & Technical Ed
Description	Education program to inspire students toward careers in cybersecurity or other science and STEM disciplines
Technology Applied	Competitions poses students as newly hired IT professionals; camps emphasize learning of cybersecurity; elementary program engages students in STEM disciplines
Notable Benefits	The National Cyber Education Program was created by the Air Force Association. Teams are given virtual operating systems and are tasked with finding and fixing cybersecurity vulnerabilities while maintaining critical services.

ID	16
Name/Producer	Dev Boot Camp - developer-bootcamp.com
Age/Grade Level	Grades Higher Ed, Adult
Academic Subject(s)	Computer Science
Description	Immersive 19-week coding bootcamp
Technology Applied	Learn HTML, JavaScript, Bootstrap, Python, JQuery, and more
Notable Benefits	designed to make graduates job-ready by the end of the program.

ID	17
Name/Producer	Dexter Industries - dexterindustries.com
Age/Grade Level	Grades 6 - 12
Academic Subject(s)	Computer Science, Engineering
Description	Education robotics company
Technology Applied	Robotic kits that connect LEGO Mindstorms with the Rasperry PI single board computer
Notable Benefits	Allows for better understanding of computer science concepts and programming when done through something tangible in the physical world; real learning happens when mistakes are made, and the best engineers are those that can figure out how to solve the pr

ID	18
Name/Producer	Digedu - digedu.io
Age/Grade Level	Grades 9 - 12, Adult, Alternative/homeschool
Academic Subject(s)	Computer Science, Career and Technical Ed
Description	Digital learning and technology online school
Technology Applied	Computers for Beginners courses, Digital Marketing courses, Just for Fun courses, Word Press and Web Design courses, Adobe, Graphic Design, and Mobile App Development courses
Notable Benefits	In an increasingly tech-centric world, many traditional jobs and skills are becoming irrelevant. Online training can help anyone master technology to achieve their professional goals.

ID	19
Name/Producer	enCode Create - encodecreate.com
Age/Grade Level	Grades 9 - 12
Academic Subject(s)	Computer Science
Description	Student learn to write code while making video games
Technology Applied	Computer science curriculum, online courses, and professional development and training for STEM and computer science teachers
Notable Benefits	All games are created using the Java programming language; gives students a thorough understanding of how computers work and video games are made.

ID	20
Name/Producer	Fasinate - justinshaifer.com
Age/Grade Level	Grades K - 8
Academic Subject(s)	Science, Career & Technical Ed, Free Resource
Description	Non-profit site of Mr. Fascinate videos
Technology Applied	Content, keynotes and workshops
Notable Benefits	Partners with organization such as Microsoft, Google and MIT Media Lab to excite underrepresented students about STEM careers; tailored for Gen Z students.

ID	21
Name/Producer	Flatiron -flatironschool.com
Age/Grade Level	Grades Higher Ed, Adult
Academic Subject(s)	Computer Science
Description	Learn software engineering, data science, UX/UI design, and Cybersecurity Analytics.
Technology Applied	Learn remotely and gain the skills to change your career.
Notable Benefits	Don't just land a job, launch a career.

ID	22
Name/Producer	General Assembly Coding Bootcamps - generalassemb.ly/
Age/Grade Level	Grades 9 - 12, Adult, Alternative/homeschool
Academic Subject(s)	Computer Science, Engineering
Description	Courses in today's most in-demand skills
Technology Applied	Choose your path of Full-Time, 10 - 13 week immersive learning, Par-Time to enhance professional potential, or Online for any level, anywhere training & flexible part-time classes.
Notable Benefits	We are the future of work.

ID	23
Name/Producer	Firia Labs - firialabs.com
Age/Grade Level	Grades 9 - 12, Adult
Academic Subject(s)	Computer Science
Description	Curriculum and learning platform for Python programming
Technology Applied	Products include: CodeBot, Jumpstart Python, accessories, and training
Notable Benefits	Is easy to use browser-based software; has interactive curriculum modules, standards-based, project-driven learning, and uses physical computing based-robotics & micro-bits.

ID	24
Name/Producer	Girls Who Code - girlswhocode.com
Age/Grade Level	Grades 6 - 12
Academic Subject(s)	Computer Science, Engineering
Description	Mission to close gender gap in tech and encourage female engineers
Technology Applied	Programs include clubs (after school for 3rd - 6th & 6th - 12th); Summer camps (2 week camps for 6th - 12th graders); Summer immersion (7 week programs for 10th - 11th grade girls), and College Loops (program to help alumni succeed in college and on campu
Notable Benefits	Encourages girls by changing the image of what a programmer looks like and does; provides a clear pathway for girls from middle and high school into the computing workforce.

ID	25
Name/Producer	Github - github.com
Age/Grade Level	Grades 9 - 12, Higher Ed, Adult
Academic Subject(s)	Computer Science
Description	World's largest community of developers
Technology Applied	Site to discover, share, and build better software.
Notable Benefits	From open source projects to private team repositories, an all-in-one platform for collaborative development.

ID	26
Name/Producer	Google CS First - csfirst.withgoogle.com
Age/Grade Level	Grades K - 5
Academic Subject(s)	Computer Science, Free Resource
Description	Free computer science curriculum
Technology Applied	Learn through video-based activities with different themes like sports, art, and game design.
Notable Benefits	Everyone can teach; no CS experience required, and fun hands-on learning.

ID	27
Name/Producer	Grok Learning Pty Ltd. - groklearning.com
Age/Grade Level	Grades 9 - 12, Higher Ed, Adult
Academic Subject(s)	Computer Science, Career & Technical Ed
Description	Coding courses, competitions and more
Technology Applied	Course languages in Arduino, BBC microbit, CSS, HTML, JavaScript, Python, SQL, Turtle for levels: junior, newbies, beginners, and intermediate; also has topics in cyber security, DT, DT+X
Notable Benefits	Learning to code has never been so accessible; has challenging problem-based learning; code from any device, at any time with intelligent automarking.

ID	28
Name/Producer	IDE Corp - wingware.com
Age/Grade Level	Grades 9 - 12, Adult
Academic Subject(s)	Computer Science
Description	The intelligent development environment for Python
Technology Applied	Python development tool with intelligent editor, powerful debugger, easy code navigation, integrated unit testing, remote development capability, and customizable & extensible
Notable Benefits	Wing Python IDE was designed from the ground up for Python, to bring a more productive development experience.

ID	29
Name/Producer	iDesign - idesignsol.com
Age/Grade Level	Grades 6 - 12, Higher Ed, Adult
Academic Subject(s)	Computer Science, Engineering, Career & Technical Ed
Description	One-stop STEM shop
Technology Applied	Provides VEX Robotics & IQ Classroom & Competition kits, 3D printer & filament, Emblaser Laser Cutter & Engrver, LittleBits, Microbit, Makey Makey, Ozobot, Sphero, design software, teacher training, and more
Notable Benefits	Your source for STEM.

ID	30
Name/Producer	
IQ Key - crayons.com.au/brands/iq-key	
Age/Grade Level	
Grades K - 12	
Academic Subject(s)	
Science, Computer Science, Engineering	
Description	
Robotics & science projects for use in land or water	
Technology Applied	
Inexpensive and potentially dozens of variations, featuring modular assembly and powered by electric motors.	
Notable Benefits	
Brilliant features of this scientific toy system is manufactured from the same stable & strong polycarbonate that is used in space helmets & airplane windows.	

ID	31
Name/Producer	Kano - Kano.me/us
Age/Grade Level	Grades K - 8
Academic Subject(s)	Computer Science
Description	Harry Potter Coding Kits
Technology Applied	Build a wand with pieces, button and board; learn to code with simple steps for Python, Javascript, and terminal commands.
Notable Benefits	Make and play to create new exciting experiences with creatures, sweets, spells, wizarding artefacts and 200+ sounds.

ID	32
Name/Producer	KinderLab Robotics, Inc - kinderlabrobotics.com
Age/Grade Level	Grades K - 5, Alternative/homeschool
Academic Subject(s)	Computer Science
Description	Research-based robot kits to introduce early STEAM concepts
Technology Applied	KIBO robot kits for kids, KIBO in the home, extension & more, teacher materials, and compare KIBO robot kits
Notable Benefits	Learn the 6 key benefits of using robotics with youngest students; introduce coding and robotics in early childhood classrooms in a fun and playful way.

ID	33
Name/Producer	Koov - koov@sony.com
Age/Grade Level	Grades 6 - 12
Academic Subject(s)	Computer Science, Engineering
Description	Robotics & coding educational kit
Technology Applied	Learn core concepts of coding focusing on algorithms, abstraction, decomposition, pattern recognition and evaluation, and put coding skills to use by applying them to sensors, motors, and buzzers.
Notable Benefits	Has 43 pre-designed, pre-coded robots for young learners, and ha 50+ hours of educational content to introduce different components and provide a great starting point to understand robotics.

ID	34
Name/Producer	Learning.com - learning.com
Age/Grade Level	Grades K - 8
Academic Subject(s)	Computer Science, Typing, Social & Emotional Learning, Career & Technical Ed
Description	Web-based curriculum for teaching critical digital literacy skills
Technology Applied	Curriculum in keyboarding, online safety, applied productivity tools, computational thinking, coding, and more
Notable Benefits	Students need to have foundational digital literacy skills starting in kindergarten, for ensuring students are equipped for the demands of tech-driven society.

ID	35
Name/Producer	LEGO Education - legoeducation.us
Age/Grade Level	Grades Pre - K, K - 8
Academic Subject(s)	All subjects
Description	Lego products and hands-on lessons
Technology Applied	Classroom-ready teaching solutions including Mindstorms EV3 (for secondary school), WeDo 2.0 (for primary school), Machines & Mechanisms (for primary and secondary schools), and early learning; also has accessories, replacement parts and all Lego educatio
Notable Benefits	Provides powerful STEM learning solutions; build 21st-century skills, ignite learning with effective teaching solutions, and encourage collaboration and communication.

ID	36
Name/Producer	Littlebits - littlebits.cc
Age/Grade Level	Grades 3 - 12
Academic Subject(s)	Computer Science, Engineering, Career & Technical Ed
Description	Electronic tools to help student learn basic circuitry concepts
Technology Applied	Hands-on learning system kits, standards-aligned lessons, and a community of expert educators to share ideas, get tips & collaborate
Notable Benefits	Snap-together bits are easy to use and simple to understand. No prior experience is required, and solutions are gender neutral, scalable across grades 3 - 12, and suitable for cross-curricular instruction.

ID	37
Name/Producer	Makeblock - makeblock.com
Age/Grade Level	Grades Pre - K, K - 12, Adult
Academic Subject(s)	Computer Science, Engineering
Description	Robotics kits and curriculum
Technology Applied	Find curriculum and educational kits for any scenario and age group.
Notable Benefits	Early learning kits focus on learning through play; primary education kits provide the first step to acquiring numeracy & communication; secondary education kits focus on higher order thinking and coding skills, and has a certification program for impleme

ID	38
Name/Producer	Makey Makey - makeymakey.com
Age/Grade Level	Grades K - 12
Academic Subject(s)	Computer Science, Engineering, Art, Career & Technical Ed
Description	Invention kit for the 21st century
Technology Applied	Turns everyday objects into touchpads and combines them with the Internet; simple kits for beginners, and advanced kits for experts doing art, engineering and everything in between.
Notable Benefits	Started as a project at MIT; belief is that everyone can create the future and change the world, and that the whole world is a construction kit, if chosen to be seen that way.

ID	39
Name/Producer	Mand Labs - mandlabs.com
Age/Grade Level	Grades 9 - 12
Academic Subject(s)	Engineering, Career & Technical Ed
Description	Step-by-step electronics kits
Technology Applied	Kit opens up into personal workstation; contains quality hardware and pre-tested parts. Can build projects in less than 30 minutes, and has step-by step-instructions, learning videos & guide books.
Notable Benefits	Build projects, gain skills, understand technology, and have fun.

ID	40
Name/Producer	Mastercam/CNC Software, Inc. - mastercam.com
Age/Grade Level	Grades 6 - 12, Higher Ed, Adult
Academic Subject(s)	Engineering, Career & Technical Ed
Description	CAD/CAM software tools for variety of programming needs, from basic to complex
Technology Applied	Takes parts from design to production line, and has parts with leading-edge features & education suite; Use to mill, design, lathe, mastercam for solidworks, mill-turn, wire, home learning education, and router.
Notable Benefits	Quick Part's Intro module gets students cutting fast. Students learn the world's most widely-used CAM software, and available to educational institutions at sizable discounts.

ID	41
Name/Producer	Minecraft Education - education.minecraft.net
Age/Grade Level	Grades K - 12
Academic Subject(s)	Computer Science
Description	Education edition is an open-world game that promotes creativity, collaboration & problem-solving
Technology Applied	Uses pixel art to introduce students to mathematics and visual arts objectives; site provides endless lesson plans on pixel art to create on blank canvas.
Notable Benefits	Collaborate on projects with classmates.

ID	42
Name/Producer	Modular Robotics - modrobotics.com
Age/Grade Level	Grades K - 8, Adult
Academic Subject(s)	Computer Science, Engineering
Description	Robot blocks/cubelets that use tactile coding to help builders of nearly any age explore robotics and coding
Technology Applied	Cubelets SIX kit, Cubelets Twelve Kit, Cubelets Twenty Kit, and Cubelets Creative Constructors Pack; have educators explore or teach with cubelets.
Notable Benefits	Are pre-programmed robot blocks, and each of 17 types has a special skill which can be combined with others. Magnetic faces make it easy to switch and swap blocks.

ID	43
Name/Producer	NCLab - nclab.com
Age/Grade Level	Grades 9 - 12, Higher Ed, Adult
Academic Subject(s)	Computer Science, Engineering, Career & Technical Ed
Description	Helps businesses, colleges and others to provide training in high-demand digital and STEM skills
Technology Applied	Innovative, self-paced online courses in Computer Programming, 3D Modeling, and other essential STEM and Industry 4.0 subjects
Notable Benefits	From 5 week coding blocks to full semesters. Includes up to 225 levels, creating a smooth learning curve that ensures students of all levels can grasp complex STEM concepts.

ID	44
Name/Producer	Ozobot - ozobot.com
Age/Grade Level	Grades K - 12, Alternative/homeschool, Adult
Academic Subject(s)	Engineering, Computer Science
Description	Award-winning robots for next generation creators
Technology Applied	Classroom kits (with 12 bots or 18, bots), educator entry kits, color code stickers for every kit, washable color code markers, washable line-following markers, DIY pack, and experience pack
Notable Benefits	Bots can be coded in two ways: online with OzoBlockly software, or screen-free with Color Codes. Inspires young minds to go from consuming technology to creating it.

ID	45
Name/Producer	Penguin Pin - aude.sk/penguinbadge
Age/Grade Level	Grades K - 5
Academic Subject(s)	Engineering
Description	Learn to solder a penguin pin
Technology Applied	Supplies include: Peter Penguin printed circuit board (PCB), Conincell battery and holder, Two LEDs, and Tie Tack
Notable Benefits	Approximate activity time is 20 minutes; earn a Penguin badge.

ID	46
Name/Producer	Project Lead the Way - pltw.org
Age/Grade Level	Grades Pre - K, K - 12
Academic Subject(s)	Science, Computer Science, Engineering
Description	Project-based STEM learning activities
Technology Applied	Provides teachers with training, resources and support to engage students in real-world STEM learning
Notable Benefits	Students not only learn technical skills, but also learn to solve problems, think critically and creatively, communicate , and collaborate.

ID	47
Name/Producer	Robolink - robotlink.com
Age/Grade Level	Grades 5 - 12, Adult
Academic Subject(s)	Engineering, Computer Science
Description	Robotic kits that bring computer science to life & teach industry competency
Technology Applied	Has Zumi, a car that learns as you learn through AI, CoDrone, which uses code to take flight, RokitSmart, which is a 11-in-1 robot that teaches students to think like engineers
Notable Benefits	Makes stem education accessible, engaging, and fun for all; teaches programming & artificial intelligence through robots.

ID	48
Name/Producer	Robot Mesh - robotmesh.com
Age/Grade Level	Grades 5 - 12, Adult
Academic Subject(s)	Engineering
Description	Authorized VEX Distributor in CA, ID, OR & WA
Technology Applied	Robot Mesh Studio, destkop, virtual academy, Vex IQ, VEX EDR, VEX Robots, and controllers & kits
Notable Benefits	Robot Mesh LLC is the creators of the Flowol flowchart programming software to build and program real VEX IQ robots.

ID	49
Name/Producer	Robotics Inc. - roboticsinc.com
Age/Grade Level	Grades 9 - 12, Higher Ed, Adult
Academic Subject(s)	Computer Science, Engineering
Description	Extensive line of robotic products to be tailored to specific requirements
Technology Applied	Dispensing equipment; Curing and Cooling systems, and Ancillary Automation
Notable Benefits	Most products are modular in design and allow for cost efficient configurations. Also designs and builds custom dispensing automation, work cells and other systems.

ID	50
Name/Producer	Root Robotics - robots.ieee.org/robots/root
Age/Grade Level	Grades K - 5, Alternative/homeschool
Academic Subject(s)	Computer Science, Engineering
Description	Robots that teach kids logic and coding
Technology Applied	Robots draw, play music, light up, and can drive on metal-backed whiteboard with help of magnets in belly.
Notable Benefits	Use in homes or classroom. Promises to teach coding skills to children, starting as young as 4 years old.

ID	51
Name/Producer	Scratch - scratch.mit.edu
Age/Grade Level	Grades K - 5, Alternative/homeschool
Academic Subject(s)	Computer Science
Description	Free programming language & online community
Technology Applied	Block-based visual programming language & website for beginning programmers.
Notable Benefits	Developed by the MIT Media Lab, and site has been translated into 70+ languages. Users of site can create online projects using a block-like interface.

ID	52
Name/Producer	Shanghai xPartner Robotics Co., Ltd. - abilix.com
Age/Grade Level	Grades K - 12, Higher Ed, Adult
Academic Subject(s)	Science, Computer Science, Engineering Career & Technical Ed, Gifted & Talented
Description	Educational robot brands
Technology Applied	120 different types of educational robots and 50 sets of robot teaching materials
Notable Benefits	Educational robots are currently used in 31 countries as platforms for teaching, competition, and scientific & technological activities.

ID	53
Name/Producer	SoftBank Robotics - softbankrobotics.com
Age/Grade Level	Grades K - 12
Academic Subject(s)	All subjects, Computer Science, Social & Emotional Learning
Description	Robots for creating, inventing and programming
Technology Applied	Humanoid robot which is made of sensors, motors and software
Notable Benefits	Designed to be personalized by adding content, capabilities, and enriching personality and skills; can create everyday robots that assist people, making their lives easier, safer, and more connected.

ID	54
Name/Producer	Sphero - spero.com
Age/Grade Level	Grades K - 12, Adult
Academic Subject(s)	Engineering, Computer Science
Description	Robot kits to inspire the creators of tomorrow
Technology Applied	Sphero Edu app is backbone of education program; beginners draw paths for robots to follow, intermediate coders can drag and drop blocks, and pros can write text programs using JavaScript
Notable Benefits	Learn to code, program a robot, create or run STEM activities, and share work with the community.

ID	55
Name/Producer	Squishy Circuits Store LLC - squishycircuits.com
Age/Grade Level	Grades K - 5
Academic Subject(s)	Science, Engineering
Description	Conductive and insulating play dough
Technology Applied	Teaches basics of electrical circuits; contains dough kits, projects, and receipes to teach engineering concepts.
Notable Benefits	Inspires creativity and independent thinking; brings ideas to life with fun, hands-on playful learning.

ID	56
Name/Producer	STEM Education Works Powered by SDI Innovations - stemeducationworks.com
Age/Grade Level	Grades 9 - 12
Academic Subject(s)	Science, Engineering, Computer Science, Career & Technical Ed
Description	Delivers authentic, industry-aligned learning experiences for technical competencies
Technology Applied	Products include curriculum for robotics, 3D printing, IoT coding blocks, microcomputers, and makerspace
Notable Benefits	Mission is to help students to become better problem solvers, creative & critical thinkers, and collaborators - all skills necessary in the workforce and all areas of life.

ID	57
Name/Producer	STEM Supplies - stem-supplies.com
Age/Grade Level	Grades 6 - 12
Academic Subject(s)	Science, Math, Engineering
Description	STEM products & services
Technology Applied	Kits for project-based learning in Science, Technology, Engineering, Mathematics, Makerspace, and Multimedia
Notable Benefits	Uncover the structure and behavior of the physical and natural world through observation & experimentation.

ID	58
Name/Producer	STEMfinity - stemfinity.com
Age/Grade Level	Grades K - 12
Academic Subject(s)	Science, Engineering
Description	Largest selection of hands-on STEM enrichment activities
Technology Applied	Has most trusted STEM brands; also has STEM grants, STEM questions (Ask Owlbert), and free STEM resources.
Notable Benefits	Whether you're a beginner or an expert, there is a custom solution that will fit any budget and learning environment.

ID	59
Name/Producer	Studica - studica.com
Age/Grade Level	Grades 6 - 12, Higher Ed, Adult
Academic Subject(s)	All subjects
Description	STEM Education platform
Technology Applied	Robotics, game development/design programs, software, 3D printers, pen tablets, hardware, and more
Notable Benefits	Partners with innovative companies to provide exceptional software and technology products at affordable prices to schools, educators, and students. Provides informative webinars and webcasts.

ID	60
Name/Producer	Teach Terra - teachterraeducation.com
Age/Grade Level	Grades K - 5, 6 - 8, Alternative/homeschool
Academic Subject(s)	All subjects
Description	STEM hands-on curriculum, labs and tools
Technology Applied	Includes 36 hours of lessons introducing the best educational STEM tools available.
Notable Benefits	Recommended for extracurricular, after school, charter school, exploratory electives, homeschool environments, genius hour, and club day.

ID	61
Name/Producer	Teach to Inspire -teach2inspire.com
Age/Grade Level	Grades 6 - 12
Academic Subject(s)	Science, Math, Engineering, Gifted & Talented, Free Resource
Description	STEM lesson plans
Technology Applied	Lesson plans, best apps, keyboarding, create, games and more
Notable Benefits	Never forget that STEM is just part of the academic journey; know how to communicate, produce and learn with a new language to make life an unending adventure to grow on.

ID	62
Name/Producer	Tech & Learning - techlearning.com
Age/Grade Level	Grades K - 12, Adult
Academic Subject(s)	Engineering, Computer Science
Description	Ed Tech Ticker Robotics Kits
Technology Applied	Lego kits to combine bricks, with coding to boost STEM skills
Notable Benefits	Improve digital equity in the classroom; make sure project-based learning supports standards; free 3-D design resources that includes lessons.

ID	63
Name/Producer	Terrapin Software - terrapinlogo.com
Age/Grade Level	Grades K - 8, Adult
Academic Subject(s)	All subjects
Description	Robotic family of products
Technology Applied	Enhance teaching and learning with robots, curriculum, accessories, and mats
Notable Benefits	Directional keys are used for 40 commands of forward, back, left, right. Connect to PC, Tablet or Tactile Reader with Bluetooth.

ID	64
Name/Producer	TinkerBots - tickerbots.com
Age/Grade Level	Grades K - 8, Adult
Academic Subject(s)	Engineering, Computer Science
Description	Robot construction kits
Technology Applied	Robot with a coding app that teaches children how to program all the while enjoying the fun of hands-on play.
Notable Benefits	A playing experience for the whole family, for friends; connects you and makes you want to play.

ID	65
Name/Producer	Tynker - tynker.com
Age/Grade Level	Grades K - 12
Academic Subject(s)	Computer Science
Description	Coding courses for beginners
Technology Applied	Self-paced learning for all levels, including Intro to coding, game design, hardware, Minecraft Modding, and Advanced Languages
Notable Benefits	In today's digital world, coding is a fundamental skill alongside math and reading, but too few have the opportunity to learn to program. Has a fun and engaging platform.

ID	66
Name/Producer	Vernier Software & Technology - vernier.com
Age/Grade Level	Grades 9 - 12, Higher Ed, Adult
Academic Subject(s)	Science, Engineering, Computer Science
Description	Wireless family of sensors
Technology Applied	Innovative technology, experiments, tech info library, webinars, grants, workshops, innovative user info, and supporting research
Notable Benefits	Supported by over 350 teacher-tested experiments. Students can conduct experiments with technology that connects directly to mobile devices, chromebooks, or computers.

ID	67
Name/Producer	VEX Robotics, Inc. - vexrobotics.com
Age/Grade Level	Grades K - 12, Adult
Academic Subject(s)	All subjects, Computer Science
Description	Robotics and curriculum
Technology Applied	STEM labs, coding studios, IQ curriculum, application examples, and DC motor testing
Notable Benefits	Creates the tools that educators and mentors can use to shape the leaders of today into the problem solving leaders of tomorrow.

ID	68
Name/Producer	Vocareum - vocareum.com
Age/Grade Level	Grades 9 - 12, Higher Ed, Adult
Academic Subject(s)	Engineering, Computer Science, Career & Technical Ed
Description	Cloud-based programming and computing labs
Technology Applied	Programs in programming, big data, machine learning, web, robotics, embedded, network security, cloud computing, and internet of things
Notable Benefits	Has cloud labs to support coursework; also has assignment management, automatic grading, cloud IDE, plagiarism detection, and native notebook support.

ID	69
Name/Producer	Wasp Barcode Technologies - waspbarcode.com
Age/Grade Level	Grades 9 - 12, Higher Ed, Adult
Academic Subject(s)	Engineering, Computer Science, Career & Technical Ed
Description	Asset & equipment tracking software (barcoding)
Technology Applied	Tag it, scan it, track it; has complete barcode solutions
Notable Benefits	Software, award-winning hardware, and comprehensive training and technical support

ID	70
Name/Producer	Wonder Workshop - makewonder.com
Age/Grade Level	Grades 6 - 12
Academic Subject(s)	Engineering, Computer Science
Description	Robotic kits to make coding meaningful & fun
Technology Applied	Dash robot kit for ages 6 +, Cue robot kits for ages 11 +, and Dot creativity kit for ages 6 +, accessories and classroom curriculum containing standards, lessons, and activities
Notable Benefits	Helps ensure that students acquire technical skills and the ability to code; kids learn anything when they are having fun at the same time.

ID	71
Name/Producer	XtremeLabs - xtremelabs.io
Age/Grade Level	Grades 9 - 12, Higher Ed, Adult
Academic Subject(s)	Engineering, Computer Science, Career & Technical Ed
Description	IT online training and lab solutions for training & educational organizations
Technology Applied	Has a library of more than 900 IT lab environments covering industry standards and custom courses; available in multiple languages.
Notable Benefits	Careers, companies & innovation are built on know-how and skills.