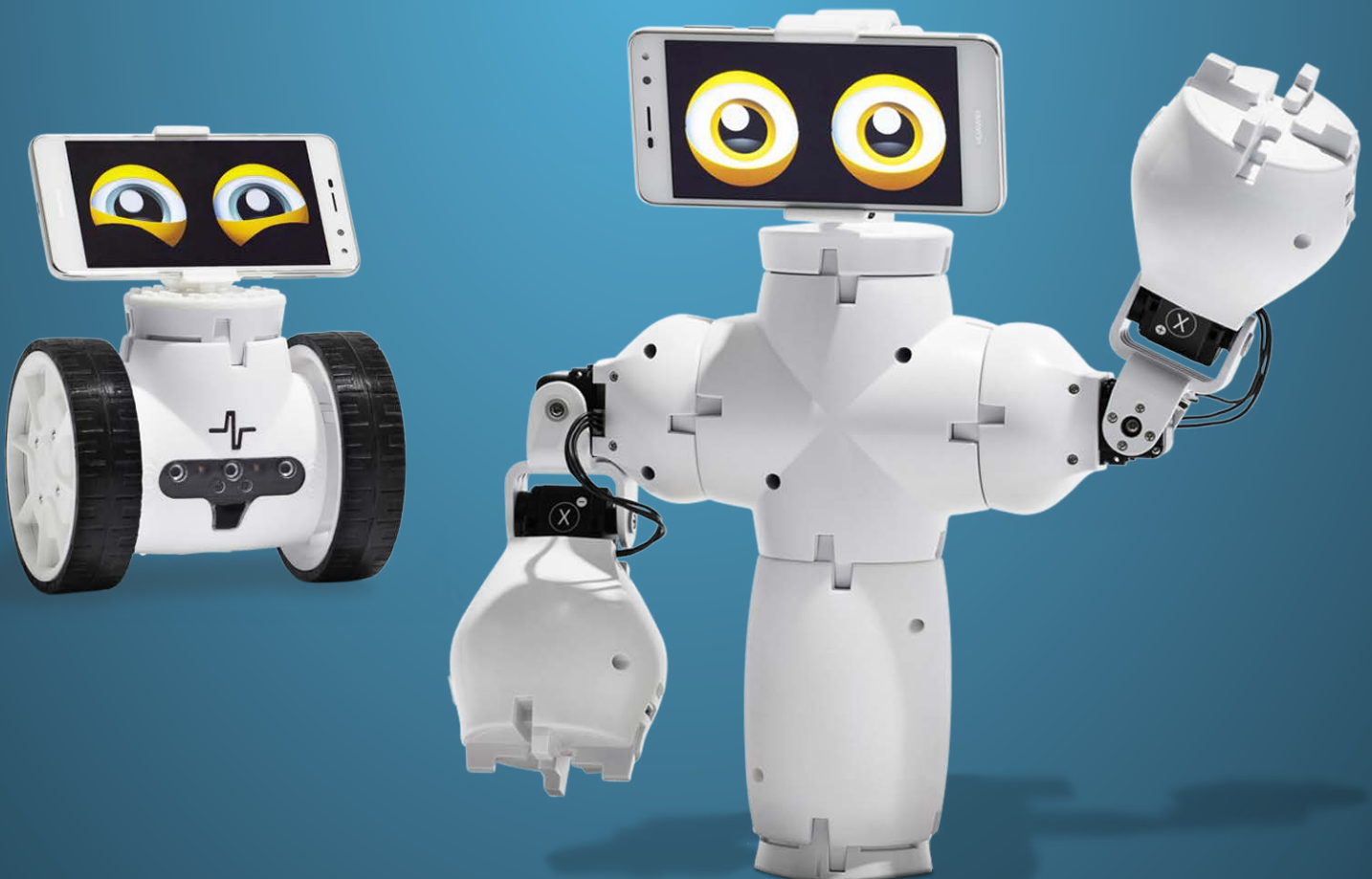
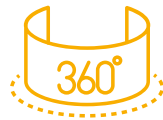


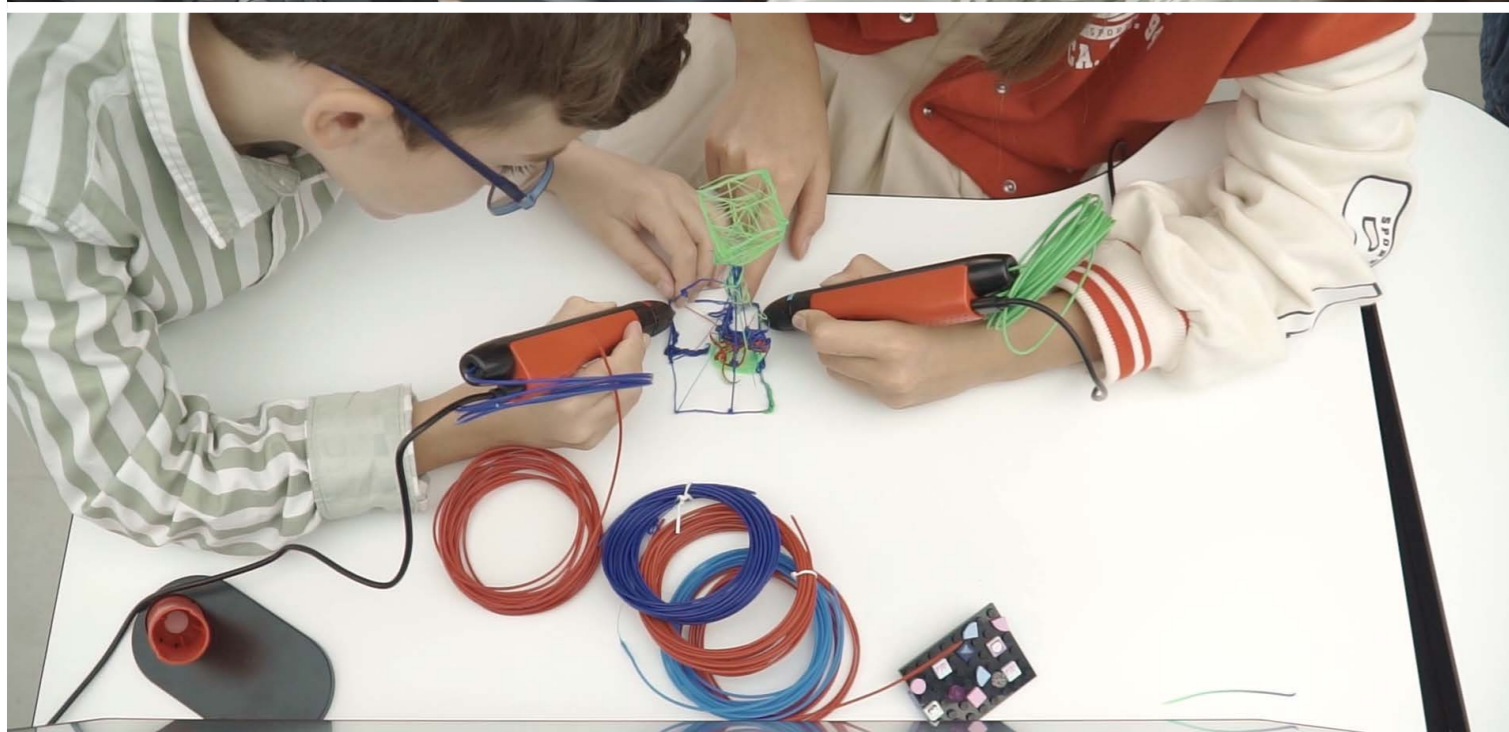
Bringing **STEAM** education to life

Tailormade **STEAM** Labs.

Delivered, installed and ready to use from day one.

STEAM Lab
Virtual Tour





Robotics · Design · Mathematics · Physics · Arts · History · Science · Music · Sport

Teaching STEAM in schools is essential because it prepares students for the future, fosters creativity and innovation, helps close the skills gap and provides students with a well-rounded education.

Shape Robotics build and install tailor-made solutions for classrooms with ready-to-teach content that integrates the educational technologies to an excellent learning experience for students.

It all starts with user-friendly, high quality components

Through new technologies, the Steam Lab offers students a stimulating and open learning environment to help them navigate in a digital world. Along with our Steam Lab, we have over

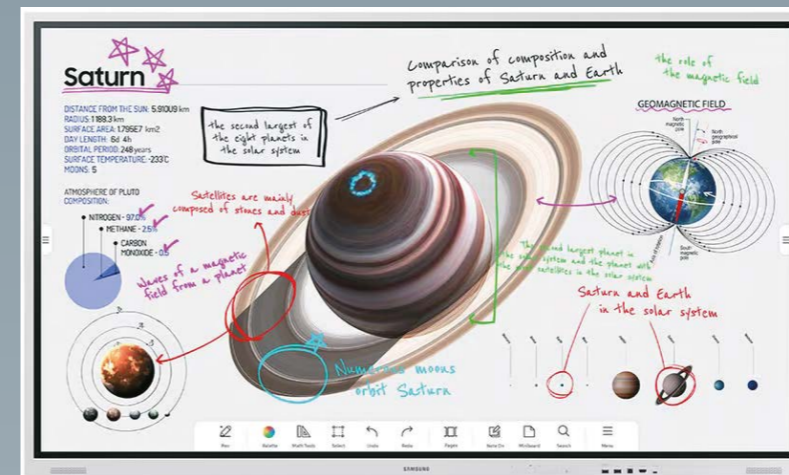
50 elements to maximize your classroom's potential with a student-centered learning space. All the components have been carefully selected for their educational value and durability.



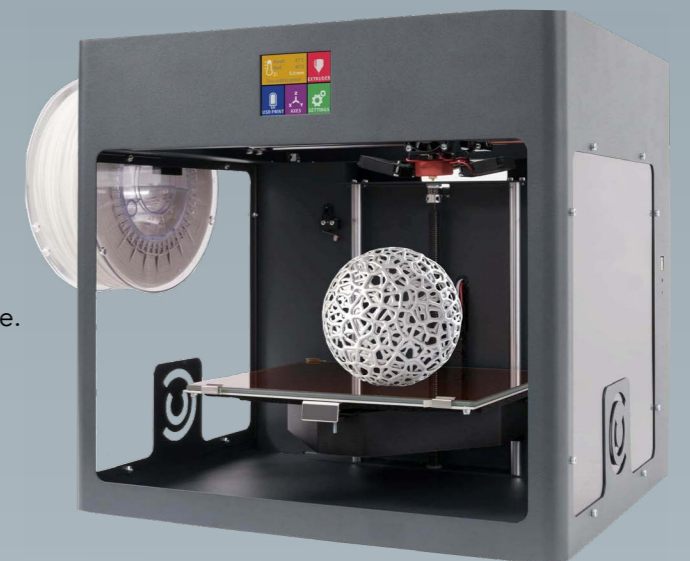
Robotics
Fable, the modular educational robot, is at the centre of our **STEAM Labs**.



VR/AR Glasses
ClassVR is the most awarded **virtual and augmented reality** educational solution used in schools and universities around the world.



IDB - Interactive Display Board
The perfect screen solutions for classroom management and lessons, with AI-based features for a more convenient way to communicate and collaborate.



3D Printers
Reliable printers with welded steel frame, double reinforced structure, robust aluminium profiles and friendly interface that is easy for users to learn and use.

More educational STEAM-components:



3D pen



3D scanner



Video conference tools



4K document camera



All In One PC w/ touchscreen



Robotics kit



Vertical Garden

fable

The modular robot,
designed for education

Build in seconds,
program in minutes.

Fable is a modular, easy-to-assemble educational robot, which enhances students learning not only in STEAM, but throughout the curriculum.

Fable gives students the opportunity to find ways to work together, to foster collaboration skills, express themselves using the technological tool, problem-solve and think both critically and innovatively.



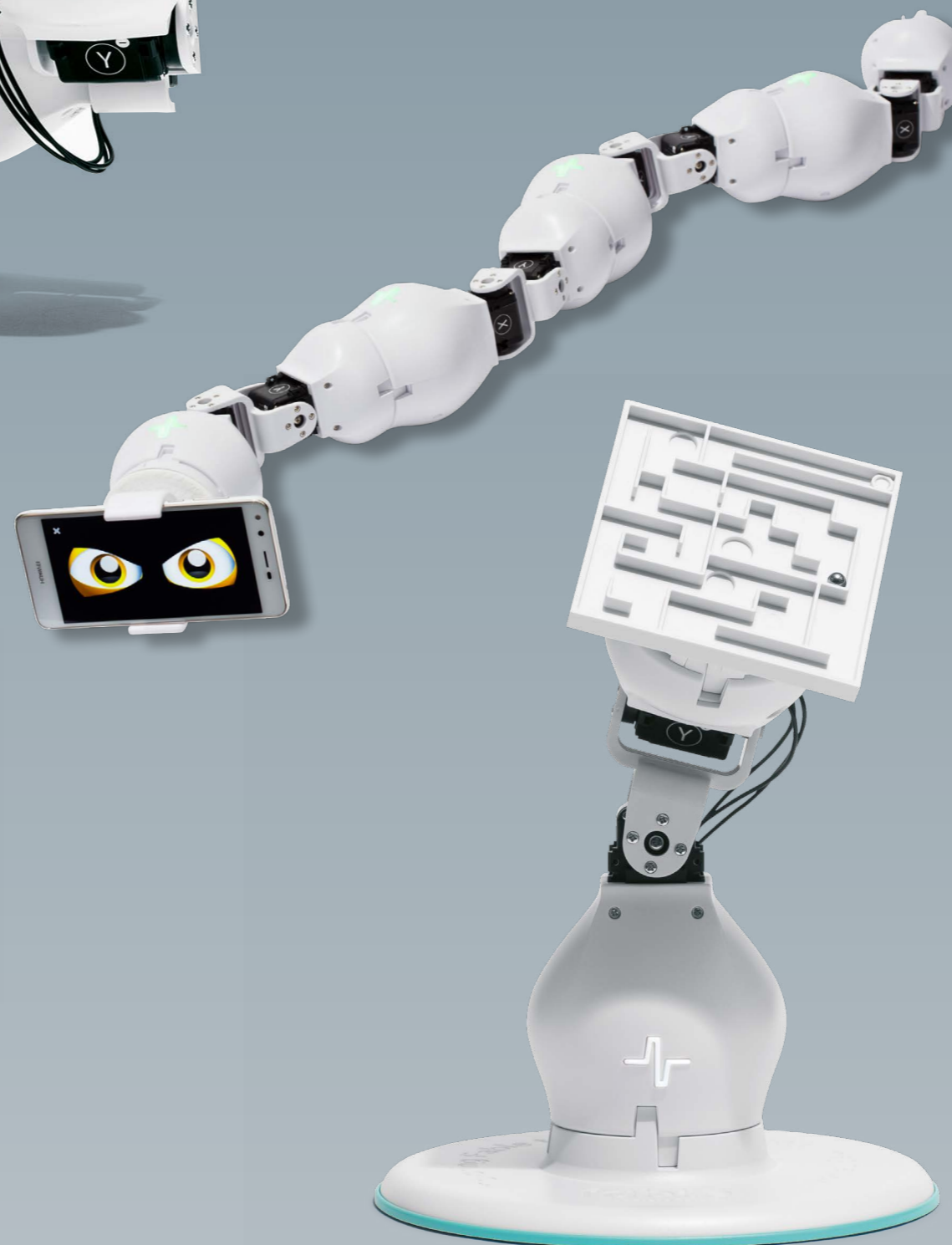
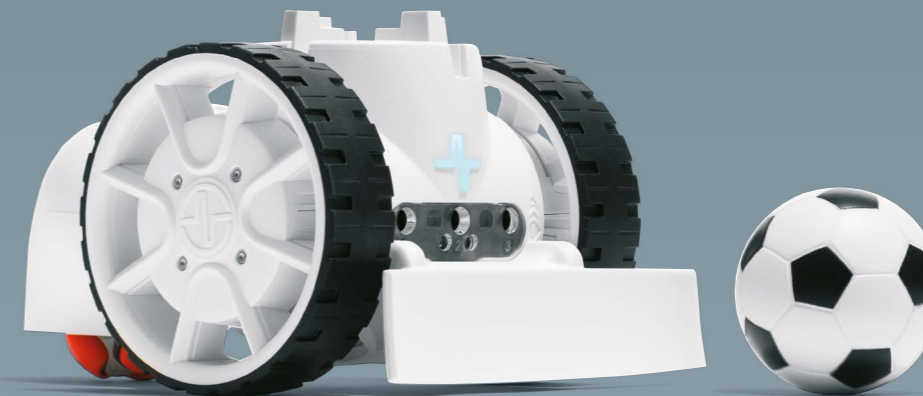
Fable Explore

Fable Explore comes with a Fable Joint module that gives the functionality of an arm in a humanoid robot and can be used to train problem-solving skills.



Fable Go

Fable Go lets the students create mobile robots that can be remote-controlled and used for soccer, ploughing or more complex movements.



Fable connects wireless to a Hub, allowing students to control the robot from a PC, smartphone or tablet.



Students use Fable Blockly to program their robots across various levels, suited to their competency. They progress from basic to advanced Blockly programming and later to Python or JavaScript.



Using their smartphone, students can give Fable a face. They can control eye expressions, sounds and can even use the phone's sensors to control the robot.

Dive into our comprehensive educational content to start teaching **STEAM**



Made for teachers,
by teachers.



Want to know more?

Contact our UK distributor at fable@handyav.com

HANDY

Inspiration meets technology

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