Computing
19% Growth

Advanced Manufacturing
16% Growth

Engineering
12% Growth

Diverse STEM Skills
Includes 100s of skills covering computing, engineering, life, social sciences, installation, repair & more.

STEM Knowledge
Pays better: 20%+ earnings premium.
2x more entry-level opportunities.

Multi-faceted Application
STEM skills apply in various occupations including many non-STEM jobs!

Fast Rate of Change
Demand for STEM skills show rapid obsolescence of old skills and faster adoption of new skills.
Turnkey Programs and Curriculum: Ages 4-14
We Conduct Programs Or We Train You To Do It Yourself (Online and Offline)

Curriculum Subscription and Professional Development
Resources for schools, school districts and teachers. Virtual or in-person training.

Live Online Classes For Students
Fully interactive, immersive classes with a live instructor.

In-School Programs
Field Trips, Assemblies, Regular STEM / STEAM Classes & Workshops
Brought to students in school classroom.

Programs When School Not in Session
Afterschool programs, Summer camps, Track-out camps offered in school or in neighborhood centers.

95% Parents buy because child wants it
97% Safe and efficient
94% Fun and enjoyable
95% Convenient registrations

In-School, After-School and Camps are available as turnkey delivered programs (materials, equipment, instructor & student enrollments) in select markets through STEM For Kids corporate, affiliate, or franchise locations. If there is no STEM For Kids location close to you, we may be able to arrange for staff to travel to your site to conduct programs. You can utilize our online instructor-led programs. Or, you may opt do it yourself with our curriculum subscription / professional development. Trainings are available virtually and can be coordinated on-site.
“...instructors are knowledgeable, informative and caring...My son comes home from camp every day with new skills learned and new ideas formed. His creativity sky-rockets when surrounded with technology and with teachers who encourage his left brain ideas.”  ~ Ailsa, a Parent

“I am now interested in science and my grades are improving, since doing the computer science after school program!”  
~ Essence, a middle schooler

“I went through the curricula with a fine tooth comb. It was extensive, thorough, real-world and fun,” …“It blew me away at how well it was put together, and I had to have it.”  
~ Donna, an educator, a parent and a franchisee

“The entire STEM program is oriented towards activities that promote communication and teamwork. ... I really enjoy being in the classrooms and seeing how the students manage to think for themselves and come up with answers they might never have imagined.”  ~ Alejandro, a STEM Coach

“The camp was nice, awesome and fun. I loved all the experiments.”  
~ Chase, a 1st grader

“The instructors have been guiding them the whole way, answering questions, giving them questions to think about, to reinforce ...skills while providing an enrichment. I have seen Ian blossom.”  ~ Jillian, a Parent

“A child is able to create a product that he/she owns. It improves their confidence. Being able to be hands-on, being able to share in various ways what they are learning here [at STEM For Kids], will certainly enhance the learning [in their school classroom].”  ~ Mrs. Smith, Science Teacher

“I have found the professionalism outstanding and expertise with the subject matter excellent. ...[they] not only cover important STEM concepts with hands on materials, they also encourage team work, collaborative learning and can individualize for the needs of the different ages and learning styles.”  ~ Martha, Head of School
Comprehensive Curriculum Portfolio
With Positive Outcomes

Engineering
Our engineering programs showcase fields of engineering that have fueled development over the last few centuries through the industrial revolution, civic infrastructure projects, access to clean water, human flight and reach outside planet Earth. The discoveries and inventions continue to shape our world through advancements in biomedics, nanotechnology and space pursuits.

Aerospace Engineering
Mechanical Engineering
Biomedical Engineering
Civil Engineering
Sustainable Engineering
Environmental Engineering
Adventures of Captain EnergyPants
Electrical and Electronics Engineering

STEM Innovation
The use of innovative technology is improving products and processes all around us. Programs are designed to promote innovative thinking in young minds. What is the skeletal make-up of computers? How can we automate repeating steps in manufacturing and get things done without the muscle power? How do we bring innovation to market?

Ah! The Power of Math
Robotics I & II
Computers and Communication
Computers and Critical Thinking
Taste of Computer Science
Entrepreneurship
Financial Savvy
Internet of Things – Home & Warehouse
Data Analytics

Computer Programming
Computer Science skills represent the fastest growing segment of skills in all STEM fields. Programs are designed to engage young children and help them advance from being merely computer users to creators. Children are eased into computer programming through drag-and-drop methods leading up to coding with engaging web designing, game making & more.

Computer Programming I, II, III
Website Design Lab I and II
Computer Game Making Lab I
Computer Game Making Lab II (featuring Minecraft)
Computer Programming – Python, Java
Making Virtual Reality Real
App Development
Artificial Intelligence

98% Parents like the program themes.
94% Parents confirm child gained new knowledge, skills, and abilities.
90% Parents confirm child thinking critically about technology and creations.

New courses are added regularly. See website for details: stemforkids.net/programs
4 Dimensional Learning™ in STEM / STEAM

Core Ideas
(what it is)

Career Connections & Practices
(CCP – what to do)

Cross-Cutting Concepts
(CCC – how it relates)

Social & Emotional Learning
(SEL - how it feels)

STEM For Kids
4 Dimensional Learning
STEM For Kids’ 4 Dimensional Learning™

Science
- Motion and Stability, Forces and Interactions, Energy, Ecosystems, Life Science, Earth Systems...

Mathematical Practice
- Persevere in solving problems, model with math, reason abstractly and quantitatively, make use of structure...

Language Arts
- Comprehension, collaboration, presentation of knowledge and ideas.

Technology and Computer Sciences
- 5 Strands of skills

Core Ideas - Science

Career Connections

Cross Cutting Concepts
- Patterns, Systems and Models, Cause and Effect...

Social Emotional Learning
- Engaging, empowering, interpersonal skills, responsible problem solving, perseverance...

Core Ideas - Other

4 C Skills
- Communication, Collaboration, Critical Thinking and Creativity.

Career Practices

CC Concepts

SEL

Career Connections

Highlight Real Careers
- 4 C Skills

Engineering Design Process

Mathematical Practice

Computer & Communications Devices
- Understand basic components of computers, computer networks and how they work.

Computing Practice and Programming
- Create/organize webpages, program to solve problems, understand file/database formats, APIs and software tools.

Computational Thinking
- Practice problem solving methodology to conceptualize, analyze and solve complex problems, select and apply appropriate strategies and tools.

Collaboration
- Practice teamwork, constructive criticism, project planning, management, and team communications.

Language Arts

Science
- Motion and Stability, Forces and Interactions, Energy, Ecosystems, Life Science, Earth Systems...

Social Emotional Learning
- Engaging, empowering, interpersonal skills, responsible problem solving, perseverance...

STEM For Kids, LLC

Skills covered vary by curriculum theme. This is a representation across our entire curriculum portfolio. A single curriculum will not cover all the aspects depicted.
MOTION COMMOTION II™
A Mechanical Engineering Adventure

ROLLER COASTER DESIGN LAB

AN ELECTRIFYING EXPERIENCE AWAITS...
RESISTANCE IS FUTILE!

Computers & Communication
POWER-UP THE POINT!

Entrepreneurship
BUILD TO MARKET CHALLENGE

ROBOTICS II
DESIGN & BUILD ROBOTS, PROGRAM AND PLAY.

CIVIL ENGINEERING
WHAT WILL YOU BUILD TODAY?

CONNECTED ECOSYSTEMS
Highly Acclaimed Innovative Programs
Since 2011

ENTREPRENEUR MAGAZINE
Jan 2020: Franchise 500 ranked #280
Jan 2019: Franchise 500 ranked #415
April 2018: Top 100 Newest Franchises
April 2017: The New Hotness [100 fresh franchisees ready to take you to the top]
2016: Fire Brands [The 10 hottest business categories in the land]
2016: The Vanguard List [Today’s Fastest Business Opportunities on their way to becoming tomorrow’s next big thing]
Best Trends 2016 Franchise 500 list recognition

INNOVATION & TECH TODAY
Early Experiences in Computer Science with STEM For Kids

STEM WIRE
NC STEM For Kids’ Camp promotes 21st Century Skills

AMERICAS BEST FRANCHISES
Top 100 Franchises 2018

CONNECT A MILLION MINDS
STEM Camps inspire long term goals for students

STARTUPS MAGAZINE
Summer ’18 – Hottest Franchises to Buy
Summer ’17: The 10 Most Wanted
Fall ‘16 - Companies Ready to Make You the Boss

FRANCHISING WORLD
Cover Page Feature: STEM Franchise

FRANCHISE GATOR
Top Emerging Franchises 2018
Fastest Growing Franchise 2016 & 2017
Top 100 Franchise 2016

UNC TV
STEM For Kids’ program engages kids in learning.
Request programs at your site: stemforkids.net/inschools
Franchise enquiries: stemforkids.net/franchise
Available courses: stemforkids.net/programs
Student registration: https://stemforkids.net/register

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