NEXT

STEM and Technology Catalog

2025

Transform Your Classroom

Teq

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Teq™

The Teq you're meeting today has come a long way from where we started as a small family business. Today, we're **innovating the entire learning experience** by bringing all of the dynamic moving parts of education together into a complete thought.

We start with the **STEM technology** that enables students to learn by doing, whether it's robotics, 3D printers, or the tools to learn coding.

Then we offer **iBlocks**, our customized project-based learning content. iBlocks are built around your goals for your students, and crafted as a way to integrate technology and 21st century skills-building into curriculum.

With our online professional development tool, **OTIS for educators**, we formulate sessions that will boost technology skills and provide new ways to engage students and improve instruction.

We also provide the educational technology that enhances your classroom, from **interactive displays**, interactive playgrounds, and storage solutions, to the sound systems that ensure everyone hears – and is heard.

Finally, we provide the **furnishings** and equipment you'll need for your ultimate learning experience, be it a classroom, active learning space, or makerspace.

Classroom transformation can begin at any time, because it starts with you.

The STEM products, interactive displays, and custom learning content we offer are just tools to support you. Your classroom is where the real innovation happens.

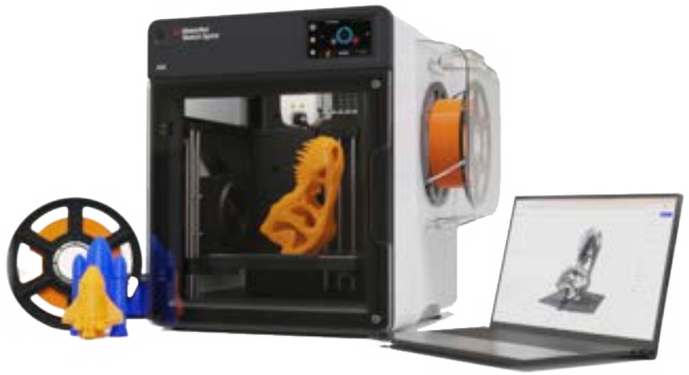
Here's what comes NEXT

STEM Technology

NEXT

STEM is the perfect place to start transforming your classroom. By giving students the right tools and technology, you can spark curiosity, learning, and inquiry-based thinking.

MakerBot



What is it?

With the ability to print out virtually any 3D object you can imagine, MakerBot 3D printers give educators an engaging way to teach 3D design and printing skills to their students. Thanks to the simple set-up experience, easy-to-use hardware and software, and variety of educational and support resources available, Makerbot provides an easy way to introduce the 3D design and printing process to your classroom. New from MakerBot, the Sketch Sprint is the largest and fastest model yet!

Tell me more!

3D printing offers a new approach for educators to engage students in critical thinking and problem-solving — and it brings lesson plans to life. Getting to design a 3D model and then see it come to life as a 3D print is exciting, keeps students engaged, and helps them gain a better understanding of the concepts they're learning.

Does your 3D printer need a home? With the 3D Printer Cart from Copernicus, you get a classroom storage solution that's compact, mobile, and built to last. With your printer and supplies all in one place, you can print anytime, anywhere. See page 71 for more cart information.

Possibilities:
3D printing doesn't have to be limited to a tool for STEAM subjects - 3D printers can also be integrated into **English language arts, social studies, and more!**

GRADE BAND RECOMMENDATION:
Grades K-2, 3-5, 6-8, 9-12

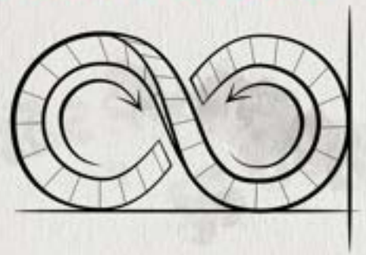
www.teq.com/browse/stem-technologies/makerbot/

Explore integrating this product into instruction with **OTIS for educators'** PD course:
MakerBot Replicator+ Basics

otispd.com/events/view/13953

LESSON PLAN

BEAUTIFUL TOPOLOGY



1. Have students create a möbius strip with a piece of paper and tape. Define topology, and discuss the innate beauty that many see in it.
2. Research the topological works of Eva Hild, a sculpture artist, and sketch an inspired design.
3. In a CAD software, try to recreate your paper möbius strip or Eva Hild inspired design.
4. 3D print your design for display.

BUILD CUSTOM CONTENT WITH
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UltiMaker

What is it?

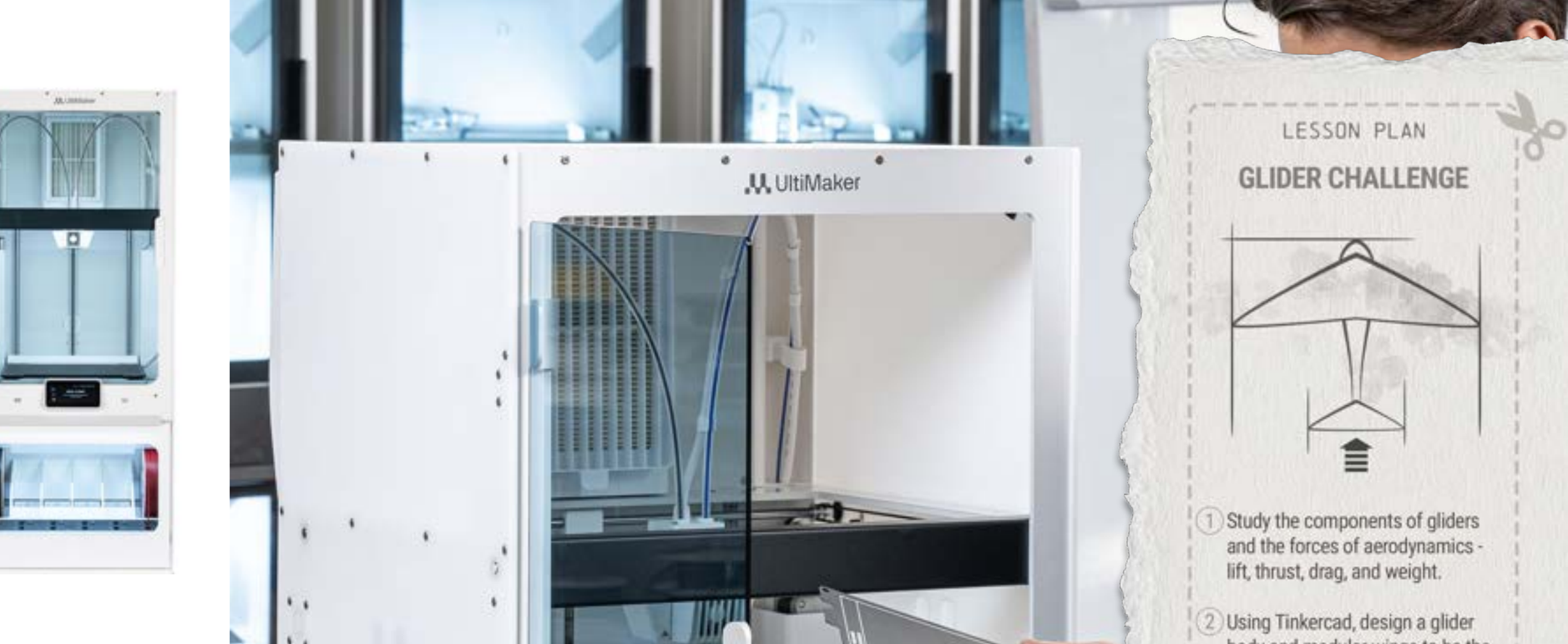
Ultimaker's line of 3D printers are the most industrial-grade desktop 3D printers on the market. Ultimaker's revolutionary active leveling and simple swappable nozzle systems lend the printers their high uptime and reliable results.

Tell me more!

A 3D printer is more than just a printer — it's an amazing tool for 21st century learning. You can use it to engage students in hands-on STEAM activities that help them learn about the engineering design process, and practice their critical thinking skills as they work through the 3D design process. Ultimaker also includes Cura, the industry-leading open-source preparation software that turns your 3D model into a file your printer can use.

Need a cart for your new 3D printer and all the gadgets and gizmos that accompany it? Check out the 3D Printer Cart from Copernicus. It's compact, mobile, and built to last.

Possibilities:
Leverage your Ultimaker printer while **teaching students about forces and interactions**! We've got a great lesson idea to get you started integrating 3D printing into your curriculum.



Explore integrating this product into instruction with **OTIS for educators'** PD course:
Ultimaker: Optimizing Your 3D Print

otispd.com/events/view/13921

GRADE BAND RECOMMENDATION:
Grades K-2, 3-5, 6-8, 9-12

www.teq.com/browse/stem-technologies/ultimaker/

What is it?

Founded at the CREATE Lab at Carnegie Mellon University in 2010, BirdBrain allows students to learn computer science and develop computational thinking skills by providing flexible and inspiring robotics products leveraging the micro:bit platform.

Tell me more!

BirdBrain kits allow students to build, customize, and program their own robots with micro:bit using craft materials and the electronic components provided. The Finch robot allows students to learn computer science and coding by having them program the robot in multiple block and text-based coding languages on any device.

Possibilities:
Students can get more out of robotics when they combine it with play and hands-on learning. Use Hummingbird to **explore basic physics concepts** as robots interact with simple machines.

Explore integrating this product into instruction with **OTIS for educators'** PD course:
Intro to micro:bit

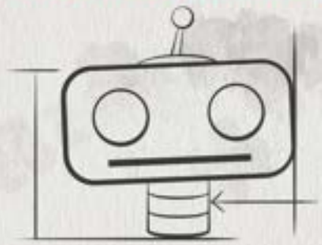
otispd.com/events/view/13954

GRADE BAND RECOMMENDATION:
Grades K-2, 3-5, 6-8, 9-12

www.teq.com/browse/stem-technologies/birdbrain/

LESSON PLAN

ROBOTIC RUBE GOLDBERG MACHINE



1. Challenge your students to design, build, and program their own robot to perform a simple task.
2. Form groups of 2-3 students to incorporate at least two sensors, two simple machines, as well as normal, everyday items.
3. Have students keep a lab journal to document their design, build, and programming process in order to refine and troubleshoot.
4. Each group will present their set-up to the class and explain their simple machines.

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What is it?

Ozobot enables students to learn robotics and programming with a hands-on approach. They're appropriate for all skill and grade levels from K–12, and are a great tool to get students out of their chairs and collaborating with each other as they learn by doing.

Tell me more!

With the stroke of a marker, students draw color codes that the Ozobots respond to. By experimenting with different combinations of these codes, students control the movement and trajectory of their robots — all while learning the fundamentals of coding. Choose from any three Ozobot models, Ari, Evo, or ORA to start coding in your classroom!

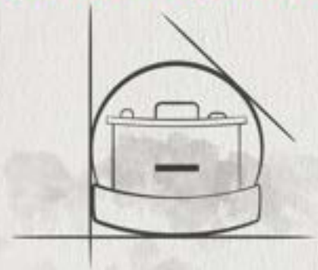
GRADE BAND RECOMMENDATION:
Grades K-2, 3-5, 6-8, 9-12

www.teq.com/browse/stem-technologies/ozobot/

Possibilities:
Did you know you can incorporate Ozobot to teach things like algebra and geometry? Hands-on PBL projects can **help students understand abstract mathematical** concepts and equations. Check out our lesson idea to learn more!

LESSON PLAN

QUADRATIC EQUATIONS



1. Choose a quadratic equation.
2. Identify key features such as solutions, axis of symmetry, point of reflection, and the vertex.
3. Using a large piece of paper, draw your quadratic equation with color-coded Ozobot actions for each of the key features identified.
4. Run your Ozobot through the drawn equation and explain why it is performing each action in each specific location.

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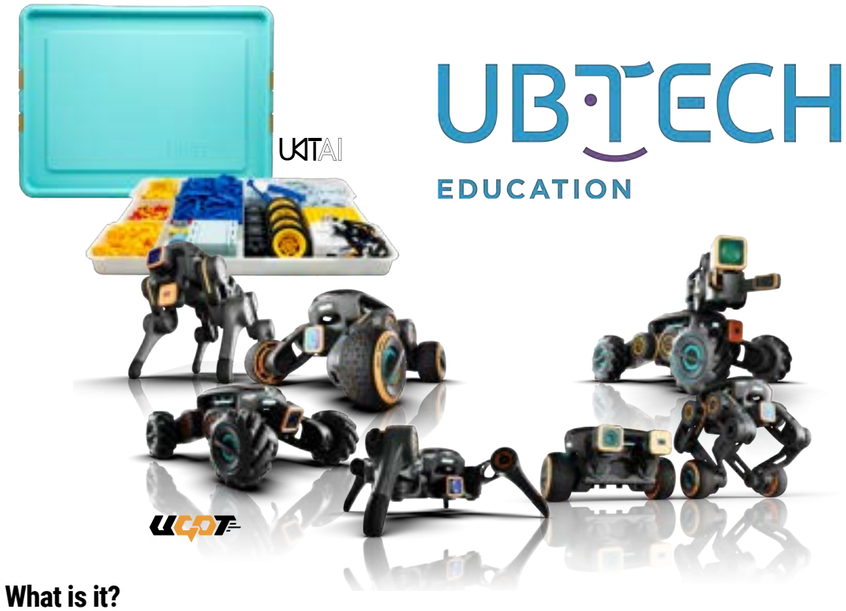
Explore integrating this product into instruction with **OTIS for educators'** PD course:
Tech-Infused Learning: Ozobot and Perspectives in Literature
otispd.com/events/view/14238



UBTECH
EDUCATION

What is it?

UBTECH Education offers programmable robotics kits for beginners to advanced users. As students move through their vertical alignment program, they will conquer multiple projects that increase in complexity while their learning progresses. UKIT, uKIT AI, and UGOT invite students to build, unbuild, and assemble pre-made models or create their own by using their knowledge of robotics and coding concepts.

Tell me more!

UBTECH Education kits combine hands-on robotics activities, cutting-edge technology, artificial intelligence, and high-quality NGSS-aligned curriculum to prepare students for success in STEM classrooms and careers. The robotics and engineering progressive program engages students in math, physical and life sciences, and language arts instruction while learning collaboration, project management, troubleshooting, and computational thinking skills.

GRADE BAND RECOMMENDATION:
Grades K-2, 3-5, 6-8, 9-12

www.teq.com/browse/stem-technologies/ubtech/

Possibilities:
Use your UBTECH kit to engage students with a design challenge where they'll construct a forklift and work through the engineering design process as they build, test, and innovate.

Explore integrating this product into instruction with **OTIS for educators'** PD course:
Growth Mindset: Addressing Failure

otispd.com/events/views/13987

LESSON PLAN

FUN WITH FORKLIFTS

1. Using the UKIT Intermediate Kit, have students work in groups to build multiple of the "Forklift" pre-made instructional model.
2. Explore engineering design concepts to build a vehicle to lift objects.
3. Observe what happens when each robot attempts the challenge.
4. Discuss which robots' engineering design concepts failed, which accomplished the challenge, and explore ideas for improvement.

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MAPLE WOOD SHOP

What is it?

Maplewoodshop is a mobile woodshop station that teaches woodworking to K-12 students and includes an online curriculum and teacher training. The station is a purpose-built tool chest with proprietary workbenches and all the necessary tools to enable any classroom to become a woodshop.

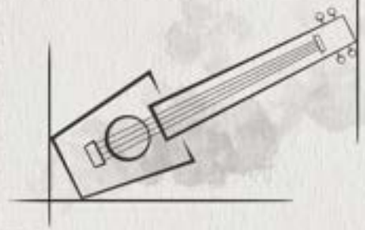
Tell me more!

Maplewoodshop teaches transferable skills and helps students explore potential trade careers through hands-on woodworking projects. By transforming your classroom into a woodshop, you can give your students the tools to immerse themselves in a safe woodworking experience that creates a lasting impact. The program helps students develop executive functioning skills, emotional intelligence, and collaboration skills.

Possibilities:
There's no end to what you can do with Maplewoodshop, but one of our favorite projects is **building a box guitar**!

LESSON PLAN

BUILD A BOX GUITAR



1. Research guitars, then brainstorm with a partner or group on how to build one. Have students draw a blueprint with exact measurements for their design and a supply list.
2. Create a guitar body: a box frame, the face of the guitar with a bridge for string attachments and a sound hole. Build and attach a neck. Attach the face to the body. Sand and finish the body.
3. Add tuning keys to the top of the neck and nuts/pins to secure and guide strings. Attach strings from bridge to tuning pins across the sound hole.
4. Extensions include: experiment with different body designs to see how they affect the sound; include advanced features like frets, etc.; include add-ons like a pick or strap; etc.

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GRADE BAND RECOMMENDATION: Grades K-2, 3-5, 6-8, 9-12

www.teq.com/browse/stem-technologies/maplewoodshop/

Breakout EDU

What is it?

Breakout EDU creates empowering experiences through game-based learning for all grade levels with the fun and excitement of an escape room. It offers students the opportunity to collaborate to solve problems, complete challenges, unlock a physical box or digital levels online, and break out! Breakout EDU's unique combination of physical and digital game options allows students to learn from trial and error while strengthening 21st century skills.

Tell me more!

Breakout EDU contains hundreds of digital puzzle games, a daily lock puzzle, and physical puzzle kits. Digital puzzles are completely customizable, enabling educators to utilize them for any subject or lesson. Plus, you can transform any space into an escape room with physical kits that allow students to collaborate to solve the clues and unlock the box.

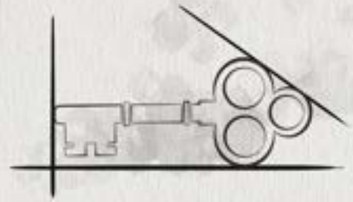
Possibilities:
There's no end to what you can do with Breakout EDU, but one of our favorite projects is to create a historical escape room based on a particular event or time period!

GRADE BAND RECOMMENDATION: Grades K-2, 3-5, 6-8, 9-12

www.teq.com/browse/stem-technologies/breakout-edu/

LESSON PLAN

DESIGN A HISTORICAL ESCAPE ROOM



1. Have students research escape rooms, code breaking, and puzzles.
2. Allow students time to brainstorm and sketch ideas for an escape room including puzzles, clues, hints, and solutions based on a specific historical event or period they have been studying.
3. Use Breakout EDU to help students bring their escape rooms to life by building them physically or digitally. Encourage students to create and use thematically appropriate props.
4. Extensions include: include other subject areas like math or science for transdisciplinary learning, build the escape room in Minecraft, use 3D printers or laser cutters to create props, etc.

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cricut FOR SCHOOLS

What is it?

Cricut makes smart cutting machines that work with an easy-to-use app to help you design and personalize almost anything — custom cards, unique apparel, everyday items, and so much more. Cricut machines can be used to develop new skills and create high-impact student projects, presentations, and artwork.

Tell me more!

Cricut cutting machines allow you to cut a wide range of materials including vinyl, paper, cardstock, leather, fabric, and more. This versatility allows makerspaces to offer workshops and classes on a variety of different projects and materials, which can appeal to a wide range of students with different interests. Create accurate patterns and precise cuts for STEM projects and/or engineering models.

Teachers can also decorate their classroom, label storage containers or promote school spirit by customizing banners, t-shirts, jerseys, water bottles, etc.

Possibilities:
Fundraising & PTOs can create items specially designed item for the events to raise funds for the school and organizations.

GRADE BAND RECOMMENDATION: Grades K-2, 3-5, 6-8, 9-12

www.teq.com/browse/stem-technologies/cricut/

LESSON PLAN

COMMUNITY FUNDRAISER

1. Have students research fundraising strategies. Then, break them into groups to brainstorm items they could create and sell in their own fundraiser.
2. Have a class discussion about fundraisers – what is the cause they want to raise funds for, what is their fundraising goal/dollar amount needed, when will it be, how can they advertise it, etc.
3. Once all the parameters have been set, have students work in groups to design and create items to sell (ideas include t-shirts, hats, mugs, signs, etc.) using Cricut and the accompanying app.
4. Extensions include: use other technologies like 3D printers for further customization, create a marketing campaign to advertise the fundraiser, create a website, expand the item selection, etc.

BUILD CUSTOM CONTENT WITH
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What is it?

MERGE empowers active learning by providing schools with AR and VR tools that are affordable, durable, and easy to use – perfect for a classroom, lab, library, or makerspace. MERGE makes STEAM learning immersive and immediate as students hold, create, share, and place virtual objects in the real world.

Tell me more!

With the MERGE Cube and MERGE Explorer app, students can watch 360° videos, explore the world, and experience STEAM learning in a whole new way as MERGE brings lesson plans and 3D designs to life.

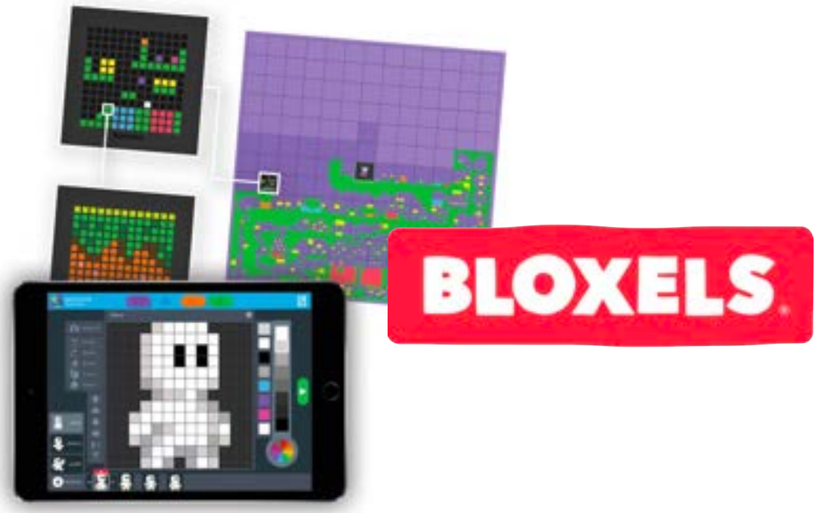
Possibilities:
So much is possible when you open up the world of AR/VR for students. Leverage MERGE in the science classroom to teach a variety of subjects, like **the life cycle of plants**, in a whole new way.

Explore integrating this product into instruction with **OTIS for educators'** PD course:
MERGE Basics

otispd.com/events/view/14221

GRADE BAND RECOMMENDATION:
Grades K-2, 3-5, 6-8, 9-12

www.teq.com/browse/stem-technologies/merge/



What is it?

Bloxels is an intuitive platform where students create 13-bit layouts, characters, and art for their very own interactive video game. All it takes is a Bloxels gameboard, blocks, a device, and, of course, imagination. Educators can easily integrate Bloxels into their traditional curriculum – history, geography, math, science, and language arts – all through the power of interactive storytelling.

Tell me more!

Students start with their story idea, and create their game using the Bloxels gameboard. Then, with the Bloxels EDU app, students turn their physical creations into a digital game. In the app, they can edit and customize everything — from what it looks like to how the different elements interact and behave. Bloxels EDU encourages collaboration and creativity while guiding students through a design thinking process.

GRADE BAND RECOMMENDATION:
Grades K-2, 3-5, 6-8, 9-12

www.teq.com/browse/stem-technologies/bloxels/

Possibilities:
When students build games, they become the writers, artists, designers, and developers of their own interactive stories. In this lesson idea, students go through a design challenge and **learn the essential elements of storytelling** as they create their own interactive game.

Explore integrating this product into instruction with **OTIS for educators'** PD course:
Tech-Infused Learning: Bloxels in the Economics Classroom
otispd.com/events/view/14202

GIF-O-GRAF®

What is it?

Gif-O-Graf is the world's first ever 2D animation machine! Using collaborative storytelling, the Animation Machine V2 can help students develop skills in animation and STEAM. All you need is construction paper, scissors, and a little bit of creativity to turn regular cut-outs into high-quality animations. Fit for schools, libraries, or makerspaces, Gif-O-Graf's simplistic design and included curriculum is perfect for any learning environment.

Tell me more!

Using cut out paper as your medium, combined with stop motion technology, Gif-O-Graf captures images of your designs to produce top-notch animations. Once the story is complete, you can send clips to your tablet or phone via QR code to show off your finished product!

Possibilities:
Suited for various grade levels, abilities and brain types, **Gif-O-Graf is perfect for any learner**. Plus, no animation experience is required!

Explore integrating this product into instruction with **OTIS for educators'** PD course:
Bringing Stories to Life with Cricut

otis.teq.com/events/preview/17946

GRADE BAND RECOMMENDATION:
Grades K-2, 3-5, 6-8, 9-12

www.teq.com/browse/stem-technologies/gif-o-graf/

Kibo

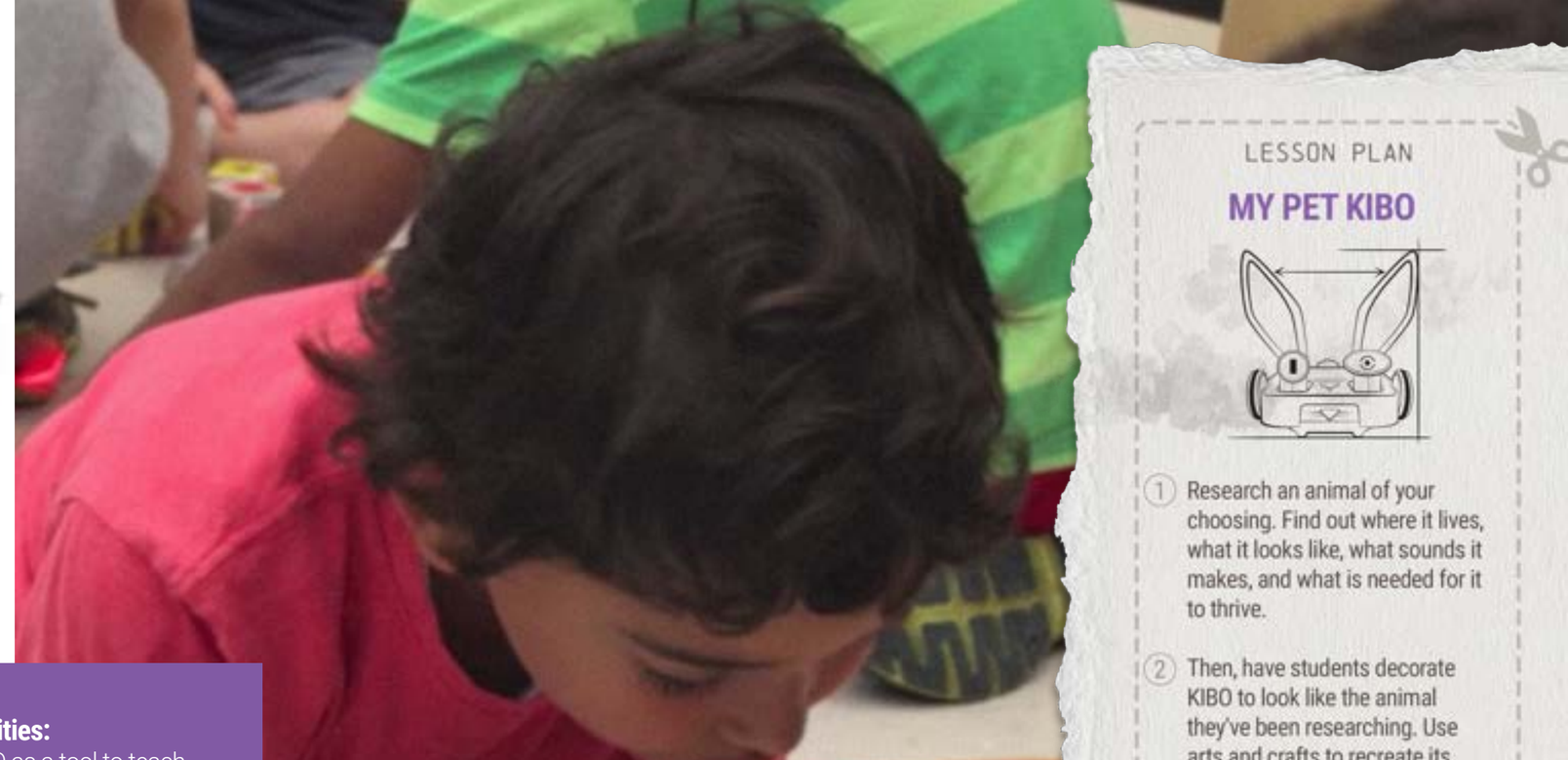
What is it?

KIBO is a robot that young children can build, program, and decorate. KIBO lets kids' imaginations soar – all without requiring any screen time!

Tell me more!

Introducing young children to important coding and programming concepts is essential, and KIBO provides a friendly, hands-on way to familiarize students with the basics while still being about play. The idea behind the KIBO robot was to take objects that are familiar to young children – in this case wooden building blocks – and use them as the foundation for introducing programming and block-based coding.

Possibilities:
Use KIBO as a tool to teach everything from **life sciences to visual arts**. In our lesson idea, students use KIBO to learn about their favorite animal and represent its habitat.



LESSON PLAN

MY PET KIBO

1. Research an animal of your choosing. Find out where it lives, what it looks like, what sounds it makes, and what is needed for it to thrive.
2. Then, have students decorate KIBO to look like the animal they've been researching. Use arts and crafts to recreate its prime environment for survival.
3. Now it's time to train the pet KIBO! Use the microphone to record sounds the animal makes. Next, create a program that lets your KIBO pet "speak" whenever a predator comes by (reenact this by clapping hands to make a loud noise).
4. Show off your pet KIBO in the environment you created for it while illustrating to the class the specific habitat of your animal, and any interesting facts you learned along the way!

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Explore integrating this product into instruction with **OTIS for educators**' PD course:
Teaching Early Ed with KIBO

otispd.com/events/view/14095

GRADE BAND RECOMMENDATION: Grades Pre-K – 2

www.teq.com/browse/stem-technologies/kibo/

KUBO

What is it?

KUBO is a screen-free coding robot that offers young students a fun and engaging way to learn coding skills! It aims to teach coding using a unique puzzle-like concept called TagTile. Learning functions, subroutines, and loops becomes as easy as putting together a puzzle.

Tell me more!

KUBO provides hands-on and digital learning options that help young learners build computational thinking skills. With options for blended learning, standards-based lesson plans, and cross-curricular challenges, KUBO is the perfect K-5 learning solution. Even the most technology-shy student will find coding easy and fun with KUBO. By emphasizing blended and intuitive learning, KUBO encourages a whole new generation of students to develop essential 21st century skills.

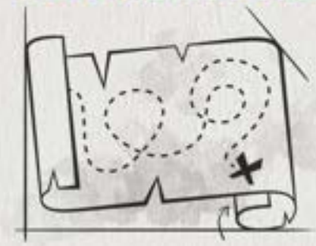
Possibilities:
Combine STEM and language arts with a lesson that will challenge students' coding and communication skills at the same time.

GRADE BAND RECOMMENDATION: Grades K-2, 3-5

www.teq.com/browse/stem-technologies/kubo/

LESSON PLAN

THE SECRET ROUTE



1. Have students work with a partner. Each student will create a secret map route for the KUBO.
2. Sitting back-to-back, one student will describe their map route verbally, the other student will create the route using TagTiles. Students will review the two versions of the route to see if they are the same.
3. Students will then switch so that each gets a turn to describe their secret route and create a route based on the communication from their partner.
4. Extensions can include secret routes that are communicated through body language only, or a competition in which one student describes the route and multiple other students attempt to complete it the quickest.

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wonder workshop

6-8

3-5

K-2

What is it?

Wonder Workshop provides two playful robots for elementary and middle school students: Dash and Dot. With the robots' unique design, engaging personalities, mobility, and built-in programmable LEDs and sensors, the Wonder Workshop robots get students excited about coding and computer science.

Tell me more!

The Wonder Workshop robots are a great tool to introduce programming and coding to students in a way that's both engaging and playful. They might look like toys, but the bots are powerful tools to explore the world of robotics in the classroom. With Wonder Workshop, robotics becomes an activity that involves the entire class, and has students thinking, problem-solving, and learning together.

Possibilities:
The applications for using robots to teach are endless. In this lesson idea, students code Dash to go along with a Map Skills unit, creating a vibrant and **multi-disciplinary learning experience**.

LESSON PLAN

DASH DISCOVERS THE WORLD

1. Lay an oversized map of the world on the floor of your classroom.
2. Code Dash to travel to three different countries on the map.
3. Have students create a story about Dash's adventures travelling the world.
4. Give students time to present their story. Stories can be in the form of a coded display with Dash, a stop-motion video, an essay, poem, and more!

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Explore integrating this product into instruction with **OTIS for educators'** PD course:
Tech-Infused Learning: Geometry with Dash

otispd.com/events/preview/14183

GRADE BAND RECOMMENDATION: Grades K-2, 3-5, 6-8

www.teq.com/browse/stem-technologies/wonder-workshop/

What is it?

Unruly Splats are interactive floor buttons that students use to play active, standard-aligned games! With a simple Bluetooth connection to your classroom device, they light up, track points, run timers, and trigger sounds. Students can load or code activities into the app. Then, the off-screen fun begins with collaborative games like Four Corners, Relay Race, or Whack-A-Mole! Designed to boost STEM exposure, strengthen math achievement, and keep students engaged, Unruly Splats brings joy to learning through movement and play.

Tell me more!

Unruly Splats transform classrooms into active, collaborative learning spaces where students build math and STEM skills through interactive, game-based programs. Unruly Splats also have their own in-house curriculum, Splats for Math and Unruly Code, where students can explore cross-curricular, hands-on concepts while moving. This curriculum is standard-aligned and designed to give students the confidence they need to tackle advanced learning subjects such as mathematics and coding.involves the entire class, and has students thinking, problem-solving, and learning together.

GRADE BAND RECOMMENDATION: Grades K-2, 3-5, 6-8

www.teq.com/browse/active-learning-spaces/unruly-splats/

Possibilities:
Pairing STEM with movement-based learning also boosts focus, comprehension, long-term retention, and supports academic growth!

Explore integrating this product into instruction with **OTIS for educators'** PD course:
What If Play Was the Curriculum? The Case for Movement-Based Learning
otis.teq.com/events/preview/18608

PIPER

6-8

3-5

What is it?

Piper is a hands-on STEAM learning experience that allows students to learn computer science, electronics, and coding concepts while building and using a fully functioning computer.

Tell me more!

The possibilities of exploring computer science concepts are endless. Along with students building their own fully functional computer, they will explore STEAM through Piper's StoryMode using the Raspberry Pi Edition of Minecraft, and PiperCode using Blockly (Google's block-based visual programming language). In addition, they will have an extended understanding of design thinking through creative games, projects, hackathons, and design challenges.

Possibilities:
Use Piper in our Coding and Classifying: Ready, Set, Sort! iBlock. An iBlock is a project-based learning (PBL) solution built to foster critical thinking and hands-on STEAM learning.

Explore integrating this product into instruction with **OTIS for educators'** PD course:
Intro to Programming Education

otispd.com/events/view/14141

GRADE BAND RECOMMENDATION: Grades 3-5, 6-8

www.teq.com/browse/stem-technologies/piper/

Strawbees®

6-8

3-5

What is it?

Strawbees are screen-free building and robotics kits with versatile connectors and building straws, allowing students to have fun creating inventions and exploring rapid prototyping. Strawbees flexible building kits help students develop complex problem-solving, critical thinking, and creative engineering skills.

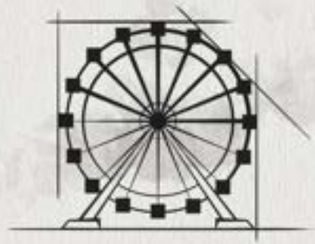
Tell me more!

The complete STEAM building solution for hands-on and collaborative learning in your classroom, Strawbees kits include flexible building materials; micro:bit boards to allow students to build and code; and access to Strawbees Classroom, which offers curriculum-aligned, class-ready lessons and resources.

Possibilities:
There's no end to what you can do with Strawbees building kits, but one of our favorite projects is to have **students create their own amusement park rides!**

LESSON PLAN

DESIGN AN AMUSEMENT PARK RIDE



1. Have students research amusement parks and rides, paying close attention to historical developments, feats of engineering, and ride designs.
2. Allow students time to brainstorm and sketch a design of an amusement park ride based on their research.
3. Use Strawbees to help students bring their blueprints to life by building their rides.
4. Extensions include: motorizing their ride with micro:bit, combining different rides into a theme park, and more!

BUILD CUSTOM CONTENT WITH
iBlocks
iblocks.com

GRADE BAND RECOMMENDATION: Grades 3-5, 6-8

www.teq.com/browse/stem-technologies/strawbees/

XTOOL

What is it?

xTool offers a line of laser engravers and cutters for wood, acrylic, and even metal. Their educational engravers, curriculum, free software, and engaging project ideas will turn sketches into tangible objects. Revolutionize learning and inspire the next generation of makers with xTool, the ultimate creative educational toolkit.

Tell me more!

xTool by Makeblock includes learning activities with standards-aligned curriculum and lesson plans. It's easy to get started right out of the box with systematic tutorials and guided projects that allow students to get the most out of the machines. xTool makes creating professional looking projects accessible with easy-to-use software, a variety of materials for purchase, and a range of tools and bundles that increase the fun of creation for all.

Possibilities:
There's no end to what you can do with xTool laser engravers and cutters, but one of our favorite projects is to have students **create a labyrinth game!**

Explore integrating this product into instruction with OTIS for educators' PD course:
Fun Time with Lasers

https://otis.teq.com/events/preview/18265

GRADE BAND RECOMMENDATION:Grades 3-5, 6-8, 9-12

www.teq.com/browse/stem-technologies/xtool/

LESSON PLAN

LEARNING LABYRINTHS

1. Have students research what labyrinths are – from ancient Greek myths to the hedge maze of Versailles, labyrinths have been around for centuries.
2. Allow students to brainstorm some ideas for their own labyrinth game design that meets specific constraints (size, goals, theme, materials available, etc.).
3. Have students create their labyrinth game with xTool. Once they are complete, students can try to 'escape' their peers' labyrinths!
4. Extension ideas: create a life size maze/labyrinth for students to explore, go even further with a full escape room, connect to math or science by discussing angles, shapes, and energy.

BUILD CUSTOM CONTENT WITH
iBlocks

9-12

6-8

3-5

FORK FARMS™

FOOD ACCESS TECHNOLOGY

What is it?

Flex Farms are easily deployable, vertical hydroponic farming systems that make growing simple, efficient, and engaging. Discover the power of fresh, accessible food and empower a community Flex Farm of advocate growers.

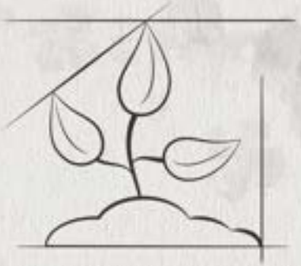
Tell me more!

Growing hydroponically is a powerful teaching tool. Students can learn about STEM, nutrition, sustainability, and global citizenship. Growing fresh food provides a unique, hands-on experience and empowers students to think creatively while engaging with their communities.

Possibilities:
Flex Farms are carefully designed to create an optimal indoor growing environment while being highly resource efficient. They're portable, only require a standard electrical outlet, and are less than 10 square feet of space. Each year, a **Flex Farm can grow over 394 pounds of fresh, healthy food**!

LESSON PLAN

FOOD DESERTS



1. Research food insecurity and food deserts - how does this affect an area near you?
2. Plan crops to plant based on research to help a specific local community.
3. Observe growth and plan/adjust factors involved in growth for the highest possible yield.
4. Students will harvest and distribute the crops (farmers market, food pantry donation, etc.).

BUILD CUSTOM CONTENT WITH
iBlocks
iblocks.com

Explore how to use this product with videos on harvesting different types of crops, such as:
Harvesting Your Branching Crops

otispd.com/events/preview/13894

GRADE BAND RECOMMENDATION: Grades 3-5, 6-8, 9-12

www.teq.com/browse/stem-technologies/fork-farms/

MAD learn®

What is it?

MAD-learn is an innovative mobile app development program that teaches students to develop their own mobile application while encouraging entrepreneurship and building future-ready skills for the leaders of tomorrow.

Tell me more!

MAD-learn engages students in the design thinking process as students brainstorm app ideas and decide which ones they're most passionate about building. Then, they'll plan, design, and build their brand by creating their own logo and more! When they're finished, students will get feedback from peers, test, and then launch their app for the class.

Possibilities:
MAD-learn provides a combination of **project-based learning, research skills development, problem-solving, and lessons in entrepreneurship**. Get cross-curricular by conducting some market research to inform eventual app creation.

GRADE BAND RECOMMENDATION: Grades 3-5, 6-8, 9-12

www.teq.com/browse/stem-technologies/mad-learn/

LESSON PLAN

FIND YOUR MARKET

1. Have students research what market research is and why it is useful. Then share ideas and examples as a class in preparation for conducting their own market research.

2. In pairs or groups, have students create a poll to discover what type of mobile app they should create. Questions can include asking participants what types of apps they use frequently, what their favorites are, what needs they have from an app, what changes they would make to current apps, etc.

3. Students will conduct market research by polling others (classmates, other classes, family and friends, etc.), collecting the data, and analyzing the results.

4. Students will use the results of their research to identify what app they will create.

BUILD CUSTOM CONTENT WITH
iBlocks
iblocks.com

Makey Makey®

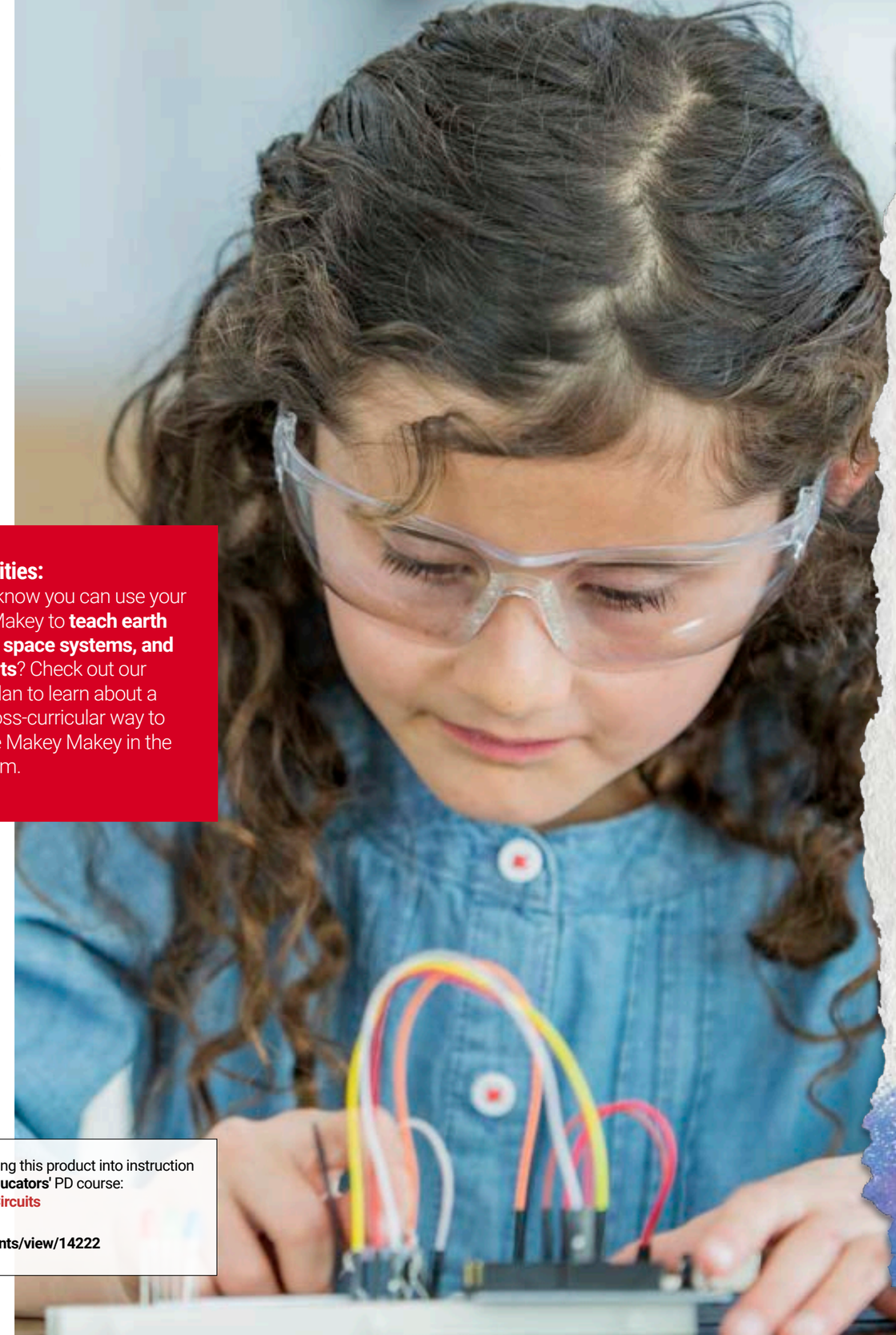
What is it?

Makey Makey is an invention kit that tricks your computer into thinking that almost anything is a keyboard. This allows you to hook up all kinds of fun things as an input. This means in no time your students will be creating game controllers, inventing musical instruments, and making voting machines and light-up paper circuits.

Tell me more!

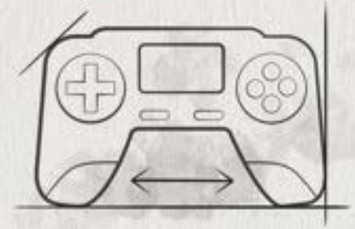
Makey Makey uses high resistance switching to detect when you've made a connection even through materials that aren't very conductive (like leaves, pasta, or people). The Makey Makey can also act like a keyboard or mouse, allowing students to get inventive with their creations. It's a great way to teach circuitry, and is an easy tool to integrate with other subjects, topics, and STEM solutions.

Possibilities:
Did you know you can use your Makey Makey to **teach earth science, space systems, and visual arts**? Check out our lesson plan to learn about a great cross-curricular way to integrate Makey Makey in the classroom.



LESSON PLAN

CREATE A GAMEPAD



1. Review the basics of circuits and block-based coding with students (prerequisite knowledge). Discuss video and computer games. Introduce the idea that student will be creating a controller and coding abilities for a game.
2. Students will create a gamepad using salt dough (or other conductive material) and their Makey Makey. Teachers can identify specific functions or buttons that will need to be used.
3. Using any free game on Scratch (perhaps a game students have previously created), students will test their Makey Makey gamepad and make any needed adjustments and improvements.
4. Extensions include coding a "special move" in the game that connects to a button, having other students test the gamepad, running a class "arcade" event, etc.

BUILD CUSTOM CONTENT WITH
iBlocks
iblocks.com

Explore integrating this product into instruction with **OTIS for educators'** PD course:
Makey Makey Circuits

otispd.com/events/view/14222

GRADE BAND RECOMMENDATION: Grades 3-5, 6-8, 9-12

www.teq.com/browse/stem-technologies/makey-makey/

9-12

6-8

3-5

MASTERY
— CODING —

YOUR STUDENTS, READY FOR THE FUTURE, NOW.

What is it?

Mastery Coding provides all-inclusive coding curricula for your school, including industry-leading courses in computational literacy, computer science, web & game development, and academic esports. Each pathway is cross-disciplinary and standards-based and can be delivered through in-person, remote, or hybrid learning.

Tell me more!

Students can explore CS concepts, discover career pathways, complete projects, build portfolios, and even gain certifications. Pathways include developing CS skills for elementary students, project-based learning STEM for middle grades, and coding courses leading to industry-based certifications for high school.

GRADE BAND RECOMMENDATION: Grades 3-5, 6-8, 9-12

www.teq.com/browse/stem-technologies/mastery-coding/

Possibilities:
There's no end to what you can do with Mastery Coding curricula, but one of our favorite projects is having students start and run their own esports team to compete in local and national tournaments.

3Doodler

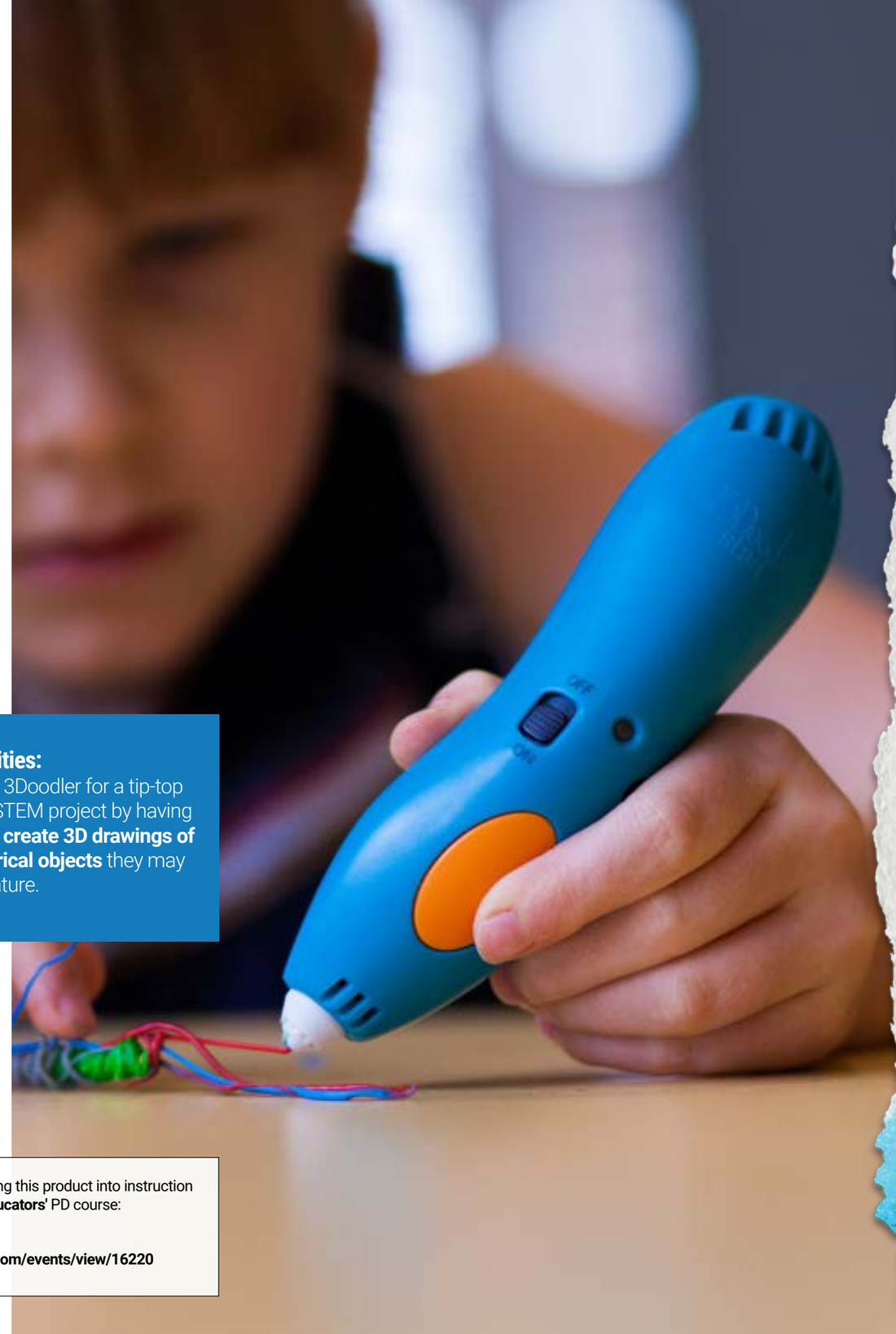
What is it?

3Doodler is a 3D pen that extrudes heated plastic from the pen's nozzle that hardens in seconds. Draw a graphic on any flat surface or even "draw" 3D structures in mid-air, then watch your creations come to life right in front of you!

Tell me more!

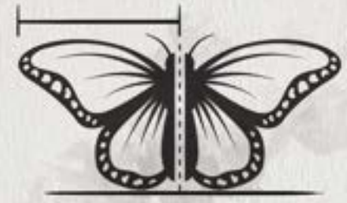
Designed for grade levels 3-12, students can enter the world of 3D drawing right from their classroom with 3Doodler models Start+, Flow, and Pro+. By using 3Doodler pens, students can explore future careers in art, design, education, and engineering, no software required.

Possibilities:
Use your 3Doodler for a tip-top shaped STEM project by having students **create 3D drawings of symmetrical objects** they may find in nature.



LESSON PLAN

SYMMETRY IN NATURE



1. Research examples of symmetry in nature. After engaging in a discussion about types of symmetry, have students brainstorm ideas for a new plant or animal that can be designed using at least one type of symmetry.
2. Provide students with time to sketch out their ideas. Encourage them to get creative!
3. Use your 3Doodler to construct the symmetrical creation. Attach pieces together using filament from the 3Doodler if necessary.
4. Extensions ideas: have students practice examples of each type of symmetry using 3Doodler, draw out and laminate any stencils for repetitive parts, involve teachers from math, science, and art in the lesson, design a 3D model of the creation using CAD software.

BUILD CUSTOM CONTENT WITH iBlocks

Explore integrating this product into instruction with **OTIS for educators**' PD course:
3Doodler Basics

https://otis.teq.com/events/view/16220

GRADE BAND RECOMMENDATION: Grades 3-5, 6-8, 9-12

www.teq.com/browse/stem-technologies/3doodler/

MAKER &CODER
EXPLORE, INNOVATE, EXCEL

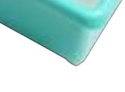
What is it?

Maker and Coder offers multi-coding, AI, and IoT robotics kits. Using an ingenious touch screen controller, Maker and Coder kits are designed for students, educators, and innovators to build, code, and control their own robots. With two different robotics kits, the MC 4.0 AIoT Kit and MC 4.0 STEAM Kit, Maker and Coder helps students develop coding skills in block-based programming, Python, C++, ROS, MATLAB, and more!

Tell me more!

Get more from Maker and Coder! MCLab, the ultimate interactive lab for both students and teachers, is a pathway to explore both block-based and script-based coding. Teachers can empower students to grasp complex programming concepts while having fun! Plus, explore hands-on, step-by-step coding instruction with MC4.0 Academy. This innovative curriculum platform will help your students go from novice coders to experts.

Possibilities:
Coding is for everyone! Maker and Coder kits are **designed to suit learners of all ages and learning abilities**.



Explore integrating this product into instruction with **OTIS for educators'** PD course:
Robot Recycling Challenge

https://otis.teq.com/events/preview/18546

GRADE BAND RECOMMENDATION: Grades 3-5, 6-8, 9-12
www.teq.com/browse/stem-technologies/maker-and-coder/

formlabs

What is it?

Formlabs 3D printing uses linear illumination and a flexible tank to turn liquid resin into flawless prints. The printers constantly monitor print performance and have integrated sensors to maintain ideal print conditions, allowing students to focus on bringing their designs to life.

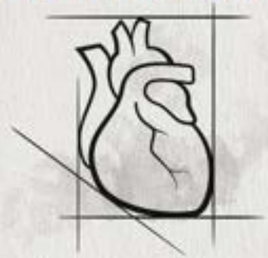
Tell me more!

Formlabs is advancing education to prepare students for the future – a future that includes digital manufacturing. 3D printing with Formlabs unlocks outstanding learning outcomes and gives students the tools they need to develop, communicate, and share their ideas.

Possibilities:
Allow students to **create their own functional and high-quality prototypes** in record time. The custom-designed laser light and mirrors deliver accurate, repeatable, and high-quality prints.

LESSON PLAN

ANATOMICAL MODELING



1. Research a particular organ or system– what is its function? How about its anatomical features? What are some issues/diseases affecting this organ or system?
2. Design a model of the organ or system.
3. Print the model using Formlabs.
4. Students will give a presentation on the organ/system, its features and functions, and a disease/disorder particular to it. They will use the model to demonstrate during their presentation.

BUILD CUSTOM CONTENT WITH
iBlocks
iblocks.com

GRADE BAND RECOMMENDATION: Grades 6-8, 9-12

www.teq.com/browse/stem-technologies/formlabs/

DOBOT

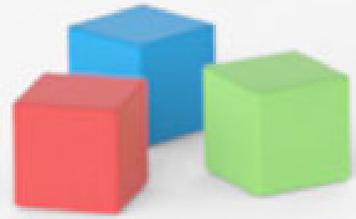
What is it?

Dobot provides industrial-grade, programable robotic arms that teach students about coding and automation. Robotic arms from Dobot fit on a desktop, are safe and easy to use, and provide immersive learning experiences with tailored course materials on robotics education.

Tell me more!

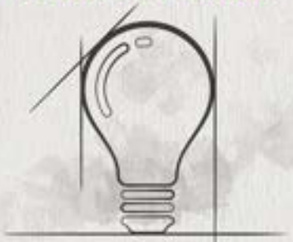
Dobot's line of education robots and associated accessories allow students to code robots that can write, draw, 3D print, engrave and more! The education line features three robotic arms, the Magician EDU, MG400, and Magician E6, plus accessories and kits for drawing, writing, 3D printing, engraving and more.

Possibilities:
There's no end to what you can do with a Dobot robotic arm, but one of our favorite projects is having students invent their very own product for mass production!



LESSON PLAN

INVENTION TIME!



1. Have students research how new products come to life (invention/ideation, design, production).
2. In groups, give students time to brainstorm a possible product that could solve a specific problem. You can choose to give students more specific parameters (e.g., invent a new or improved kitchen item).
3. Use the Dobot to 3D print the prototype, ask for peer feedback, then improve and mass produce their new invention.
4. Extensions include: researching/discussing the effect of automation on product creation, creating marketing and advertising campaigns for the products, creating product infomercials, etc.

BUILD CUSTOM CONTENT WITH
iBlocks
iblocks.com

GRADE BAND RECOMMENDATION: Grades 6-8, 9-12
www.teq.com/browse/stem-technologies/dobot/

9-12

6-8

inspirit

What is it?

Inspirit combines the latest AR/VR technology with research-based instructional practices to create captivating learning experiences in areas such as STEM and CTE. With Inspirit, students acquire necessary skills in less time than conventional methods by offering a fully immersive, scalable, and customizable learning environment.

Tell me more!

Inspirit is a highly engaging platform suitable for teaching a variety of subjects and developing student skill sets. Inspirit offers XR simulations through the web and VR including STEM for middle and high school, CTE training with Skillveri, and career discovery through short immersive experiences with MIMBUS Discover.

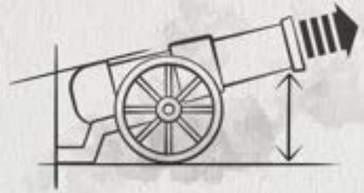
Possibilities:
There's no end to what you can do with Inspirit, but one of our favorite projects is building a classroom launcher with the help of VR physics experiments and predictions!

GRADE BAND RECOMMENDATION: Grades 6-8, 9-12

www.teq.com/browse/stem-technologies/inspirit/

LESSON PLAN

CLASSROOM LAUNCHER



1. Have students research launch machines, types, and methods.
2. Complete the Projectile Motion lesson on Inspirit VR where students can experiment and predict projectile motion.
3. Design and build a launch system in a small group. When students are done, they will be able to test their designs and compare them to other groups.
4. Extensions include: hosting a competition; using different materials; tying in social studies; using a launcher as part of a larger chain reaction, etc.

BUILD CUSTOM CONTENT WITH

iBlocks

iblocks.com

9-12

6-8

ROCKET DRONES™

What is it?

Rocket Drones help students develop technical knowledge, problem solving skills, and teamwork while getting them excited about STEM. Through drones, students can gain experience to prepare them for careers in technology, computer science, engineering, and more.

Tell me more!

Designed for 6th –12th grade students, Rocket Drones offers a variety of pathways to student success. Kick off a program with the Classroom STEM Kit, have students compete with peers in the Drone Racing Program, or even help students 13 and older get FAA certified. The sky is the limit!

Possibilities:
There's no end to what you can do with Rocket Drones, but one of our favorite projects is to **have students complete a rescue mission!**

GRADE BAND RECOMMENDATION: Grades 6-8, 9-12

www.teq.com/browse/stem-technologies/rocket-drones/

LESSON PLAN

DELIVER DISASTER RELIEF MISSION

1. Have students research natural disaster relief needs and the role drones can play. This should include accessing difficult areas, getting needed supplies quicker, and using less personnel.

2. Students will be divided into teams to plan a relief mission delivering supplies to a disaster area. They should create their lifting and carrying device(s) based on parameters given by the teacher and supplies available.

3. After creating their system and testing their strategy, students will work in teams to use their drone to run the relief mission.

4. Extension ideas: add a coding component, add a competitive component by timing missions or seeing who can deliver the most supplies in a specified time constraint, add in obstacles on the route, etc.

BUILD CUSTOM CONTENT WITH iBlocks

dugga

What is it?

Dugga is the digital assessment solution for all types of testing, which saves teachers extra time and effort! Ideal for middle and high school classes, Dugga has a multitude of options to help seamlessly create, deliver, and grade student assessments. Complete with features such as the AI-Powered Exam Engine, Anonymous Grading, feedback tools, and more, Dugga guarantees fair testing for students of all learning levels and abilities.

Tell me more!

Dugga utilizes artificial intelligence technology to ensure that every exam is safe and secure. Additionally, the platform has a multitude of tools to prevent cheating and plagiarism, such as Xit Check, Open Mode, Locked Mode, and Full Lockdown + Live/AI Proctoring. A preferred solution of Microsoft and a Google partner, Dugga can be seamlessly integrated into your school or district.

Possibilities:
Dugga conforms to educational compliance standards including FERPA, COPPA, GDPR, and Schrems II, keeping your data safe.

Explore integrating this product into instruction with **OTIS for educators'** PD course:
Teach Me How to Dugga

https://otis.teq.com/events/preview/17586

GRADE BAND RECOMMENDATION: Grades 6-8, 9-12

www.teq.com/browse/educational-technology/dugga/

SHAPER | ORIGIN™

What is it?

Shaper Origin is a handheld computer numerical controlled (CNC) machine that can adapt to any woodshop or makerspace. Cut, carve, or shape a variety of materials like wood, plastic, and metal. No programming is required for use! All you need to do to get started is begin scanning your workspace, and it will automatically be detected! With digital precision, cut correction, and an interactive touchscreen, Shaper Origin is the perfect addition to any shop or classroom!

Tell me more!

Transform the traditional shop class and effectively teach digital design, creative thinking, and problem-solving skills. Shaper Origin includes high-tech features such as an auto-correcting cutter, a project detection scanner, precise cutting technology, and a compact design. Additionally, revamp your shop class with more tools from Shaper System, including the Shaper Workstation, ShaperHub, and Shaper Studio, all guaranteed to save you time and effort.

Possibilities:
Combine Shaper Origin with a variety of STEM products including 3D printers, laser cutters, and more for the ultimate learning experience.

Explore integrating this product into instruction with **OTIS for educators'** PD course:
Using 3D Design to Support Fraction Instruction
https://otis.teq.com/events/preview/16727

GRADE BAND RECOMMENDATION: Grades 9-12

www.teq.com/browse/stem-technologies/shaper-origin/

REV ROBOTICS

What is it?

REV Robotics provide the ultimate solution for STEM education programs and even competitions! Get students interested in robotics, coding, and engineering with REV's versatile and easy-to-use robotics kits. These kits are complete with structural building systems, advanced control hardware, motors, and sensors – all tailored for hands-on learning. The REV EDU V2 Robotics Kit can help students jump into the world of robotics while building skills in problem-solving, creativity, and collaboration.

Tell me more!

REV kits include adaptable programming to meet the needs of your classroom. Plus, their academic alignment meets standards for middle school, high school, and afterschool programs. If you're looking to revolutionize your school's robotics team or prepare your robot creations for competitions, look no further than the Starter Kit V3.1 Upgrade! With everything you need to upgrade your robot from participant to champion, students can further their knowledge of robotics and even enter competitions.

Possibilities:
REV's Robotics I curriculum contains everything you need to **build a bot from start to finish**, including robotics terminology and lab safety procedures.

Explore integrating this product into instruction with **OTIS for educators'** PD course:
Implementing Robotics Deliberately

https://otis.teq.com/events/preview/18585

GRADE BAND RECOMMENDATION: Grades 9-12

www.teq.com/browse/stem-technologies/rev-robotics/

Educational Technology

NEXT

From the latest interactive displays and learning spaces that foster collaborative learning, to classroom audio systems and instructional software, technology plays an integral part in 21st century learning.

Google EDLA certified | Android 13 | 65” | 75” | 86”

Engagement elevated

Designed to make your life easier and student engagement soar, the SMART Board® MX series keeps students engaged and saves teachers time while keeping it simple for IT management.

Make room for more:

More students, more ideas, more inspiration

Only SMART provides true multi-user interactivity. Students can write, erase, touch, and use digital manipulatives at the same time without interfering with each other’s work.

An investment designed to last

Save money for years to come. The future-proofed MX series is designed to evolve alongside your classroom thanks to over-the-air (OTA) updates and OPS-based upgrade paths. Effortlessly manage and support groups of displays with included SMART Remote Management software.

Secure multi-user sign-in

Save teachers time with quick access to their own cloud storage, files, apps, and more. Easily sign-in with QR code, web link or NFC card.

Powered by iQ

Android 13 made SMART

Easier workflows for educators, a feature-rich whiteboard, built-in tools and resources and student device integration—all designed to save you time and offer a personalized user experience.

iQ puts everything teachers need to confidently teach at their fingertips, regardless of their tech comfort level.

The “walk up and teach” whiteboard

Make the most out of every lesson without overwhelming prep:

- Research-based educational templates and activities engage students in any subject
- Import multi-page PDFs effortlessly
- Whole-class device integration including polling, brainstorming and whiteboard contributions
- Ad-free YouTube and image search

Use any device - effortlessly

Teach easily, without frustrating technology interruptions. Only SMART gives you:

- Multi-touch for Windows (40 pts) and Mac (20 pts)
- **SMART Ink** - Pick up a pen and write directly into PDFs and Microsoft Office files. Write across unlimited browsers and apps without freezing the screen - unique to SMART.

Google EDLA certified | Android 13 | 65” | 75” | 86”

Explore what’s possible

Built to evolve around your needs with market-leading ease of use, the SMART Board® RX series is the only interactive display that offers user-programmable tools to help you support inclusive classrooms.

Blend physical and digital worlds

Turn static lessons into immersive learning experiences with SMART’s Tool Explorer technology for a participative learning journey like no other.

Delivering truemulti-user interactivity

Let your students write, erase, touch, and gesture at the same time without interfering with one another’s tool choices for a truly collaborative experience—only with SMART.

Security meets convenience

With NFC and QR-based-sign-in options, say hello to a secure, convenient log-in and enjoy a personalized user experience with direct access to your cloud storage.

Powered by iQ

Android 13 made SMART

Easier workflows for educators, a feature-rich whiteboard, built-in tools and resources and student device integration—all designed to save you time and offer a personalized user experience.

iQ puts everything teachers need to confidently teach at their fingertips, regardless of their tech comfort level.

The “walk up and teach” whiteboard

Make the most out of every lesson without overwhelming prep:

- Engage students with built-in digital manipulatives, graphic organizers, embedded image/video search and more
- Import multi-page PDFs effortlessly
- Increase engagement with exit tickets such as whole-class polling and a wholeclass whiteboard

Intuitive connected computer experience

Say farewell to frustrating interruptions and enjoy a fluid, uninterrupted teaching experience with your connected device. Only SMART Ink lets you annotate across applications, browsers, and connected video sources and save them directly into PDFs and Microsoft Office files.

www.teq.com/browse/educational-technology/smart-boards/

65” | 75” | 86”

Interactivity made affordable

The GX is the well-equipped, affordable option backed by SMART quality. Easy-to-use essential teaching tools and included SMART Ink desktop software make it a solid investment for your classroom.

Minimum fuss, maximum peace of mind

Engineered to meet the demands of the modern classroom and backed by SMART quality, this display is built to offer an intuitive user experience and effortless maintenance.

Interactive tools teachers love

Enrich each lesson from day one with an easy-to-use whiteboard and essential teaching tools. With SMART Ink desktop software, teachers can write directly into programs and files without freezing the screen, for a more fluid instruction.

Backed by SMART warranty

With the GX series’ SMART Warranty, coverage starts from the minute the display is shipped, so you can focus on what matters most and leave the rest to us.

Learning software teachers love

Included with all
SMART interactive displays

SMART Ink

Superior digital ink that behaves how you expect - and doesn’t interfere with your teaching.

- No overlays- write and navigate at the same time
- Intelligent activation - just pick up a pen and write
- Write, move, resize, and use ink-to-text in any application
- Save your work with multiple capture options

SMART Notebook

Developed through decades of education expertise, SMART Notebook offers teachers an easy way to build lessons they can deliver on their interactive displays to encourage active learning.

- Packed with interactive teaching tools for any grade and subject level – math, sciences, humanities and more
- Tools to help focus student attention like spotlight, screen shade and Magic Pen with disappearing ink
- Simple and intuitive design for Mac and Windows.
- Seamless integration with SMART Ink to extend your teaching tools anywhere you need them
- Thousands of free, ready-made and searchable lesson resources on SMART Exchange.

Lumio™ by SMART

What is it?

Lumio lets teachers transform lessons into active, collaborative learning experiences to engage students on their devices, wherever they are.

Tell me more!

Transform static content into interactive experiences with the world's best lesson delivery, assessment, collaborative workspace, and game-based learning software suite. Lumio is a cloud-based, flexible learning platform allowing teachers to access and deliver lessons anywhere, anytime, to any student device. Lumio was built to be easy to implement in any class – perfect for direct instruction, synchronous or asynchronous learning, flipped classrooms, project-based learning, and more. Plus, teachers can use existing files, integrate with Google Drive and Classroom, or create content on the fly.

Lumio includes on-going support and a library of free educator-created materials including graphic organizers, content-based games, STEAM, literacy, and mental wellness/SEL.

www.teq.com/browse/educational-technology/lumio-by-smart/

Want professional development to support the successful adoption of the latest instructional techniques and classroom technologies.

Teq essentials

Teq Essentials

Combine the learning power of OTIS for educators, onsite PD, and and Lumio, with Teq Essentials – an exclusive package with unparalleled learning content and instructional support.

OTIS for educators!™

Plus

Lumio™ by SMART

With a **Teq Essentials Subscription**, your entire school or district receives access to OTIS Online PD and a SMART license (Notebook & Lumio).

https://www.teq.com/pd-platforms/teq-essentials/

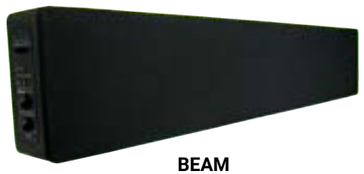
AUDIO ENHANCEMENT

What is it?

Audio Enhancement systems provide classroom sound, amplification, video, and safety solutions that enhance student and teacher interactions. Designed to work together or on their own, Teq offers Audio Enhancement speaker solutions that provide the tools for clear instruction, video solutions enhance digital content and remote learning, and schoolwide communication solutions to allow instant flexible scheduling.

Tell me more!

When students can hear better, they learn better. With multiple options and upgrade paths, Audio Enhancement systems can best fit any classroom. Teachers can reach any student from anywhere with crisp, clear audio integrations, portable speaker solutions, and live and pre-recorded video streaming capabilities.



BEAM

When students struggle to hear the lesson, they often miss key principles for understanding. **Audio solutions** distribute the teacher's voice evenly throughout the classroom so all students hear at the same sound decibel, no matter where they are sitting.

Amplify Teacher Voice
Teachers can now speak in their natural voice, resulting in reduced fatigue, stress, and absences.

Evenly and Clearly Distribute Sound
Whether you're in the front or the back of the room, all students hear clearly.

Maximize Academic Success
Studies have shown a 10% gain in achievement test scores and on-task behavior in just the first year of using Audio Enhancement systems.

www.teq.com/browse/educational-technology/audio-enhancement/

Storage and **Carts**

Tech Tub²®
Copernicus educational products

Tech Tub² family

The Tech Tub2 collection of storage and charging systems is designed to protect your classroom devices, and easily move them wherever learning takes place. With a variety of trolleys, carts, and easels available to stack and store your tubs, moving classroom devices has never been safer or simpler.

www.teq.com/sight-and-sound/tech-tub

iRover²

Perfect for elementary and middle school classrooms, the iRover2's sturdy design, ergonomic handles, and electric-lift function allows all students, including those with special needs, to interact with classroom panels.

www.teq.com/sight-and-sound/irover2

3D Printer Cart

When schools increase their 3D printing usage, the need to properly store printer tools and materials also increases. With the Copernicus 3D Printer Cart, printing equipment can be stored in one convenient location and easily moved from space to space. Ideal for libraries and classrooms with limited space.

www.teq.com/stem/ultimaker-3d-printer/3d-printer-cart

Classroom Cruiser

The new Self-regulation Classroom Cruiser is designed to provide opportunities for students, grades PreK-6, to self-regulate through movement without having to leave or disrupt the class. It is ideal for inclusive environments or in the home. The Cruiser helps kinesthetic learners and any student who needs to get the wiggles out so they can refocus and engage in learning.

Conen Mounts

Conen motorized mounts ensure classroom displays are always where they need to be. Whether wall mounted, free standing, or mobile, Conen's mounting solutions offer smooth adjustability and maximum flexibility to any interactive flat panel.

/www.teq.com/sight-and-sound/wall-mounts-mobile-stands

Collaboration Center

This new bamboo Collaboration Center offers plenty of space for STEM equipment. With a large 4’ x 3’ pegboard on one side and a magnetic whiteboard on the other, the easel can be positioned in either vertical or horizontal formats and different height setups. The Collaboration Whiteboard is a flexible solution for lessons and activities. Also included are 20 hooks to store activities, supplies, or learning materials. Multiple Collaboration Centers can connect to form partitions in common areas.

Premium Tech Tub for Phone Storage

manage and reduce students' cell phone use with an easy-to-use 30 phone storage system made from highly durable, heat-resistant ABS vented plastic to ensure proper airflow. Uses one padlock with two keys for easy access and distribution in an emergency. Use locking block and pin to lock tub to counters and tables.

Standard Tech Tub for Phone Storage

30 phone storage system made from highly durable, heat-resistant ABS vented plastic to ensure proper airflow. Uses one padlock with two keys for easy access and distributior in an emergency.

Tech Tub2 for Phone Storage

manage and reduce students' cell phone use with an easy-to-use storage system made from highly durable, heat-resistant ABS vented plastic to ensure proper airflow. Features two ergonomic handles on the door and flip up handle. 3-point lock with two keys for easy access and distribution in an emergency, includes mounting hardware to secure to a surface.

Wall Mounted Phone Storage Cabinet

manage and reduce students' cell phone use with an easy-to-use storage system made with steel body construction and hardware included to mount unit to masonry, wood stud walls or drywall. Lock with 2 keys for easy access and distribution in an emergency. Features two doors that allow for easy access to store 30 phones with cases.

Active Learning Spaces

NEXT

Find the right solutions for your physical space, be it a classroom, active learning space, STEM Lab, or makerspace. Schools are implementing new technologies into the design of their classrooms, don't let furniture stay in the past. Configurable desks and soft seating easily rearrange to fit your classroom environment.

Lü INTERACTIVE PLAYGROUND

What is it?

Lü transforms traditional school environments into immersive and interactive spaces using a vast catalog of purposeful activities and world-class audiovisual equipment.

Tell me more!

Lü breaks the boundaries of your traditional physical education program — and your gym.

Lü includes a giant wall projection, a 3D camera, and a lighting and audio system. Exclusive educational apps engage students with interactive learning activities. Lü's apps are developed using a rigorous approach that integrates core components of whole child development.

Encourage each student to bloom as a whole with learning content that engages students' minds and bodies, but also gives them an avenue for social-emotional learning.

Bring your gym to the next level.

Here are the key components of every Lü configuration.

Large scale projection system
5500 lumens WXGA projector protected in a custom enclosure, rigged to the ceiling at 18 ft (5.5m).

Interactive lighting and sound
The light module comes with 6x 200w LED PAR to manage the ambient lighting and general colors, 2x Robotized LED light fixtures for special light effects and a powerful 2000 watts sound system.

3D Camera and Realtime Processing
Ball detection on the wall is possible through our 3D camera system. Just rig the camera to the ceiling and all the magic happens.

Portable options
New to Lü, the Möve Mobile includes a quick set-up, high performance projection, and dynamic light and sound, allowing for seamless integration in any setting.

www.teq.com/browse/active-learning-spaces/lu/

ACTIVE FLOOR

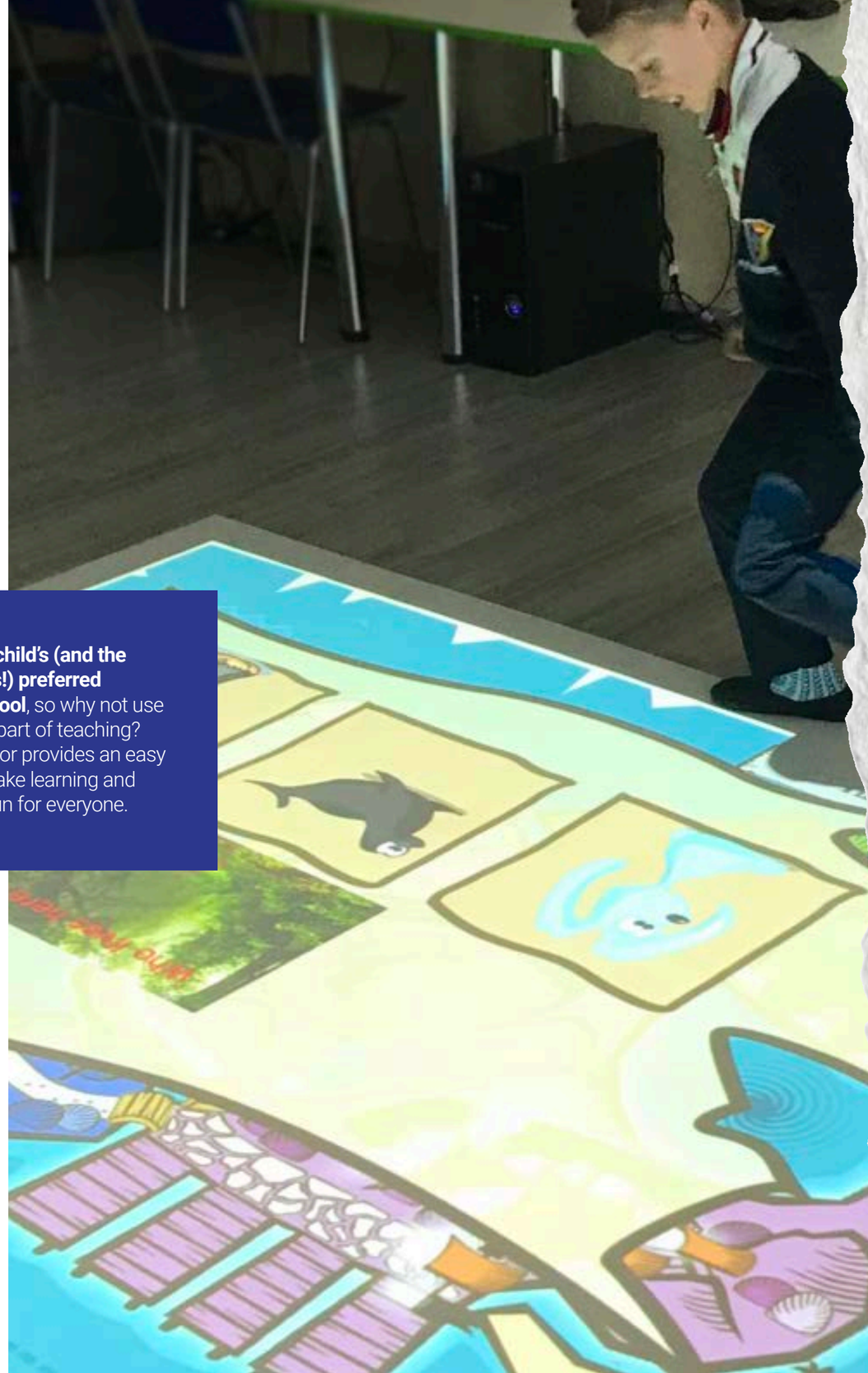
What is it?

Active Floor is an interactive solution designed to bring movement and play into learning. Research shows that physical activity and movement stimulate the neurons that store information, supporting the idea that movement supports memory and growth. Incorporating movement into a lesson helps memory, collaboration, focus, motor development, and social skills while creating an exciting and different classroom environment.

Tell me more!

Engage young students with activities that foster social learning, unlock learning potential, and deepen the pedagogical experience.

With dozens of subjects, themes, and age levels to choose from, the Active Floor software comes with a library of pre-existing learning games, as well as templates for customizable activities.



Play is a child's (and the memory's!) preferred learning tool, so why not use play as a part of teaching? Active Floor provides an easy way to make learning and moving fun for everyone.

Interactive learning through play and movement

Active Floor consists of a ceiling-mounted box with a projector, a movement tracker, and a white vinyl floor.

Active Floor takes interactive learning mobile! Now it's even easier to incorporate movement and play into classroom learning. The new Active Floor mobile unit requires no installation, comes fully assembled, and the set-up is minimal: simply plug the unit in, run a calibration, and you're ready to go.

SportsWall and SportsWall Mobile The SportsWall is an interactive wall solution and consists of a ceiling-mounted projector, a computer, and a motion-detecting camera. SportsWall covers large surface areas, ideal for well-lit rooms, and is complete with a compact and flexible installation.

www.teq.com/browse/active-learning-spaces/active-floor/

Furniture

Supporting an Active Learning Environment
How a classroom space is designed can have a significant effect on the type of learning that takes place there, because different kinds of learning activities are best supported by different arrangements of the physical space.

Configurable Classrooms
Options for classrooms, makerspaces, libraries, commons, lounges, STEM Labs, and more. Create collaborative spaces, areas for direct instruction, or space for individual work. The best classroom designs are the ones that are most flexible and can be arranged, and then rearranged, to support any type of learning.

Modular, Mobile and Adjustable
Agile and flexible desks, tables, storage, and seating connect students and teachers to lessons, to each other, and to new ways of learning. In addition, soft seating options are also available in freestanding or modular configurations.

MOORECO

NorvaNivel

Smith System

Contact us today to learn more about our furniture options:

1-877-455-9369

www.teq.com/browse/active-learning-spaces/modular-furniture/

Project-Based Learning

NEXT

Project-based learning solutions like iBlocks can help you integrate STEM into the classroom. Through these authentic engineering design projects you can foster the hands-on learning experiences that challenge students in ways that will prepare them for the future.

What is it?

An iBlock, or "instructional block," is a project-based learning solution built to foster critical thinking, spark creativity, and give students the opportunity to practice 21st century skills. It is designed to pull classroom technology and STEM learning together, transforming your classroom into a collaborative discovery space. Best of all it is completely customized for your students. iBlocks are created with student learning outcomes in mind and take into account specific areas of interest for your school, and the technology and resources you have available.

An iBlock is project-based learning
Prepare students for the road ahead by engaging them in authentic, sustained investigation that gives them the opportunity to cultivate the skills that will last a lifetime.

An iBlock is driven by the engineering design process
Problem-solving and design thinking are central components of every iBlock. You'll see a strong focus on engineering design concepts like researching, constructing, testing, evaluating, and redesigning, since an iBlock teaches students that learning is a journey — not a straight line.

An iBlock is an enhancement to your existing curriculum
Enrich your existing curriculum with an iBlock, or use it to kick off a STEAM initiative. An iBlock is designed to supplement your instruction with content that gives students a place to invent, explore, and take ownership of their learning.

Student Impact

An iBlock provides a cross-curricular, holistic learning approach, so students can benefit from an environment that supports deep and lasting understanding.

Research has shown that students learn best when they're active participants in their learning, especially when it comes to STEAM subjects. An iBlock brings this idea into the classroom, since it's student-led, hands-on, and collaborative.

School Benefit

Because an iBlock is built according to your specifications, it leads to better and brighter integration of STEAM into a student's daily instruction — and life.

An iBlock matches skills to state standards, so schools have an avenue to address those standards, and encourage students to build proficiencies in those areas. If there are particular standards you'd like to highlight, we can write your iBlock to do just that.

How we create an iBlock

It all begins with a collaboration call where we discuss your needs, goals, and interests. Then, with your school's focus in mind, our curriculum team will identify what pathways would work best for you, drawing on their experiences with STEM/STEAM pedagogies like 21st century skills, NGSS, the engineering design process, Understanding by Design, and backwards design for learning.

Step 1: Skills Matrix
The creation of an iBlock starts with the skills matrix, which provides structure for the entire iBlock, defining the goals and expected outcomes.

Step 2: Framework
The framework brings the skills together with relevant standards, and provides the details of each step of the Engineering Design Process in the form of iBlock modules.

Step 3: Student Workbook
The student workbook is a companion for students as they work through their iBlock. It scaffolds each module of the iBlock, and provides guidance, activities, prompts, thought-provoking questions, and more.

Step 4: Teacher's Guide
The teacher's guide assists educators as they facilitate their iBlock. It mirrors the student workbook for each iBlock module, and contains helpful guidance, tips, and prompts for teachers.

Step 5: Student Self-Assessments/Rubric
The student self-assessments/rubric are created as a way for teachers to gauge student understanding as they record and reflect on their iBlock work.

Step 6: Lesson Plans
Finally, we can create the actual lesson content in the shape of lesson plans that include a lesson description, desired outcomes, and detailed classroom activities.

Professional Development
Our implementation, facilitation, and professional development support can help ensure a successful outcome for students with your iBlock content. ––

Visit www.iblocks.com for more information.

Introducing iBlocks Online

We're excited to announce the arrival of iBlocks Online! All the things you love about iBlocks PBL, now even better with our dynamic digital platform.

Easy access to PBL

iBlocks Online is the digital companion to our original iBlocks PBL workbooks. It's an easy-to-use platform that allows students, teachers, and administrators to implement unforgettable project-based learning experiences.

For Teachers

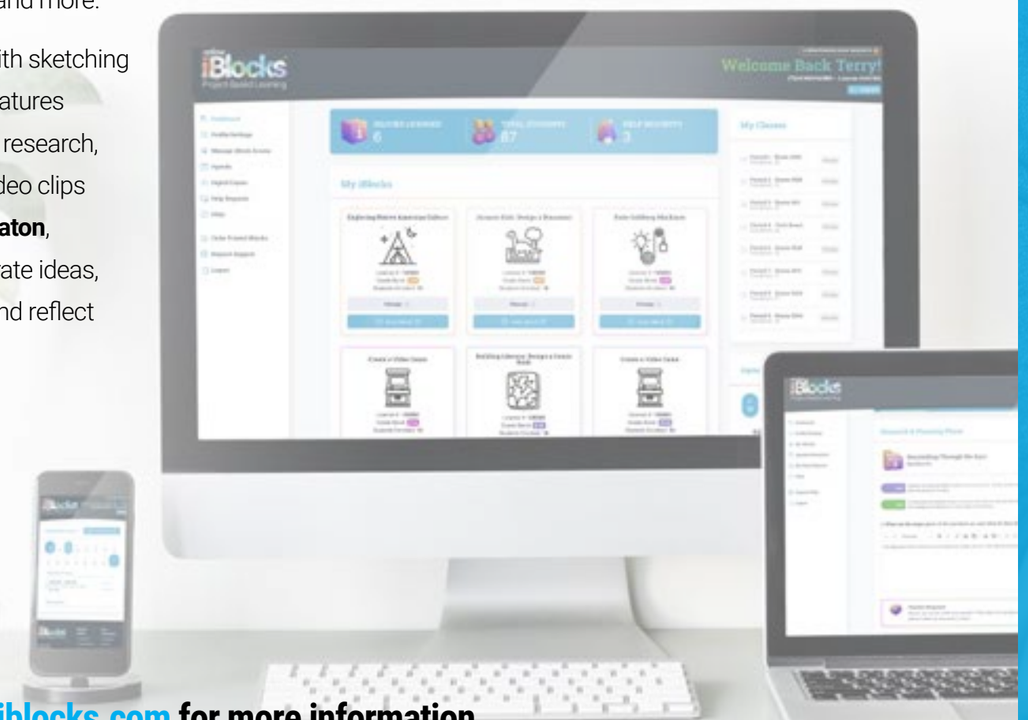
iBlocks save teachers time by taking the guess work out of planning and implementing complex projects. Follow your students' progress, leave feedback, and help where necessary.

- **Control lesson pacing** through content access management
- **Easily manage classes**, sections, and students from the dashboard
- **See all your available iBlocks** in one convenient place
- **Get notified** when a student needs help
- **See student work** and give individual feedback

For Students

The platform makes it easy for students to record information, iterate ideas, log progress, interact with their teacher, and more.

- **Get creative** with sketching and drawing features
- **Attach links** to research, images, and video clips
- **Record informaton**, brainstorm, iterate ideas, log progress, and reflect



Visit online.iblocks.com for more information.

Building the Future with iBlocks™ Project-Based Learning

Bring CTE to life while developing future-proof skills!

Level the playing field on career exploration with PBL that is suitable for any classroom. iBlocks are the perfect solution to enrich your CTE program and include:

- **Hands-on learning that sticks** because it is student-driven and teacher-guided
- **Easy implementation** with no-tech, low-tech, and high-tech options
- **Exciting topics** in all subject areas with scaffolded content for every skill level
- **Standards-aligned content** that builds skills for the 21st century workforce and beyond
- **Tangible learning** through a series of activities that culminate in projects worthy of showing off

Need funding?

These are great sources that can help.

ARP ESSER Fund

Allowable Uses:
Evidence-based summer learning and enrichment and after school programs to address lost instructional time LEAs may engage in contracts and partnerships to provide those services.

ESSER II

Allowable Uses:
Evidence-based summer learning and enrichment and after school programs to address lost instructional time.

Title 1 Part A of ESEA/ESSA

Allowable Uses:
LEAs and schools can use funds to support summer and after school learning programs which include both academic and non-academic enrichment activities.

Title IV Part A

Allowable Uses:
Activities that provide an enriched curriculum and educational experiences to all students.

Title IV Part B (21st CCLC)

Allowable Uses:
Funds can be used to support summer and after school learning programs.

Perkins Funding

Allowable Uses:
Curriculum development,professional development costs, remedial services (curculum/equipment/ classroom modification, supportive personnel, and instructional aids and devices), to provide activities to support entrepreneurship education and training.

Professional Development

NEXT

Professional development is the next step of your classroom transformation. OTIS (Online Technology and Instructional Sessions) is an online PD platform where you can learn how to use new products, build your teacher toolkit, and head back to the classroom with new skills — and inspiration. You can also take advantage of onsite PD, and have a PD Specialist come to your school to learn the basics and get your new edtech rolling in the classroom.

OTIS
for educators!™

What is it?

OTIS for educators is professional development through online video sessions that are relevant and convenient. It stands for Online Technology and Instructional Sessions, but it's also the name of our new mascot. Bringing technology into the classroom is nothing short of an adventure, and we created OTIS so you could have access to the professional learning you need every step of the way. Our courses have a strong focus on educational technology and STEAM, but you'll also find lots of great sessions on topics like social-emotional learning, ENL/ELL, literacy, civics, leadership, and more.

Technology Integration
Leveraging educational technology in the classroom isn't as simple as having the latest and greatest products – it's about effectively integrating that technology in a way that engages, supports, and inspires all learners.

Project-Based Learning
Engage students with hands-on and student-led learning experiences that give them the opportunity to build and practice future-ready skills. On OTIS for educators, you'll find countless lessons, activities, and projects that you can take back to the classroom.

Teacher Development
Teachers matter just as much as the students they teach. Leverage OTIS to get comfortable with new technologies, discover inspiring ways to incorporate technology into instruction, stay current with your own training, and become your most effective self.

As a state-approved PD provider, OTIS is a convenient and flexible way to fulfill your state-required PD hours.
Visit the map at www.teq.com/state-approved for more details.

Visit www.OTISpd.com for more information.

Ask OTIS Feature
Just ask OTIS to pair with a PD Specialist and get one-on-one support with the platform, guidance on how to get started, help with creating PD playlists, and more!

Here are some of our favorite features:

Customize Your PD
Ability to choose the category that suits you best. We offer **category-based subscriptions to specific content** covering STEM, ENL/ELL, Google, Microsoft, Apple, and SMART.

Earn Micro-credentials
Become proficient in a specific tool or technology with **micro-credential tracks** in Google, Microsoft, Apple, SMART, and more.

Get Insightful Analytics
School and district admins have access to **advanced usage analytics**, can see and track teacher progress, recommend courses, and manage licenses.

LMS and LTI Integration
Use an existing learning management system to access OTIS. Import and update users and login quickly with **Google, Classlink and Clever**.

Drive Technology Initiatives
Relevant and targeted PD is a crucial part of any successful technology roll-out, and our **playlists** are made to help you get you from Point A to Point B.

Build and Share Your Own Content
Able to **upload your own** PD content and use our platform as a place to host the in-house training that's essential for your school or district.

Facilitated Viewing
Bring teachers together with our **group viewing** feature and engage in PD together while still getting individual credit.

onsite

ONSITE PROFESSIONAL DEVELOPMENT

What is it?

Our PD Specialists will visit your school and provide hands-on training. You'll learn all about your new edtech products — how they work, and how they can impact student success.

Tell me more!

Purchase PD days and work with us in a mentoring/coaching capacity, or receive a bundle of days with your technology purchase. Whatever your needs, we're here to help with implementation, integration, and instructional support.

Make it virtual

All of our focused, in person PD options are also available virtually. That means our team is able to conduct all ranges of training in the way that is most appropriate for your school or district.

The best of both worlds

If you can't decide between OTIS and onsite PD – don't worry, you don't have to! We also offer an option to blend both, so your PD package can take the shape that works best for your school or district.

Here are some of our onsite PD options:

Training
Full-day training/workshops for up to 15 participants on the topic of your choosing.

Mentoring
Work one-on-one with a PD Specialist.

Coaching
Focused, small group training around your specific goals.

Co-Teaching
Lesson delivery/facilitation with a Teq PD Specialist.

Lesson plan development
Assistance with integrating technology into lesson plans, lesson content, and unit plans.

Product demos
Hands-on demonstrations of STEM solutions and other classroom technologies.

PD planning
Collaboration on a comprehensive PD plan to support your technology initiatives.

About the team
Our PD Specialists are state-certified teachers with classroom experience and a passion to share edtech with other educators. Harness their know-how and expertise in your classroom as you get hands-on with your products, and explore how to integrate technology into instruction.

www.teq.com/browse/professional-development/onsite-professional-development/

Grade Band and Compatibility Chart

Curriculum versatility indicates products with a higher versatility, meaning they can be used in multiple subject areas or grade levels compared to products that are more subject and/or grade specific. **Ease of use** ranks the complexity level for teachers as they implement the product into their instruction.

A **solid circle** indicates the grade band for which the product is most appropriate, while **outlined circle** indicates other grade bands where it can also be successfully applied.

	K-2	3-5	6-8	9-12	Curriculum Versatility	Ease of use
KIBO	●	○			Medium	Easy
KUBO	●	●	○		Medium	Easy
Kaibot	●	●			Low	Easy
Cricut	●	●	●	●	Low	Intermediate
UltiMaker (Makerbot)	●	●	●	●	High	Intermediate
3Doodler	○	●	●	●	Low	Easy
Strawbees	○	●	●	●	high	Easy
Ozobot	○	●	●	○	Medium	Intermediate
ActiveFloor	○	●	●	○	Low	Intermediate
Lu Interactive	○	●	●	○	Low	Intermediate
Wonder Workshop Dash	○	●	○		Medium	Intermediate
Maplewoodshop	○	●	●	●	Low	Easy
Fork Farms	○	●	●	●	Medium	Intermediate
xTool	○	●	●	●	Medium	Intermediate
BirdBrain - Finch		●	●	●	Medium	Intermediate
BirdBrain - Hummingbird		●	●	●	High	Intermediate
Bloxels		●	●	○	Medium	Intermediate
Piper		●	●	○	Medium	Intermediate
MAD-learn		●	●	●	Medium	Intermediate
Merge		●	●	●	Medium	Intermediate
Formlabs			●	●	Low	Intermediate
UBTECH		●	●	●	High	Intermediate
Inspirit		○	●	●	High	Intermediate
Mastery Coding		●	●	●	High	Intermediate
Raspberry Pi		●	●	●	High	Advanced
Rocket Drones		○	●	●	Medium	Intermediate
Dobot			○	●	Medium	Advanced

The compatibility chart below illustrates which devices are compatible with each product, and indicates the product's programming type. Depending on a product's specific application, its programming type can be further categorized as:

Device Free Programming (Grades K-2)

Programming concepts do not just have to be taught by using an app or a smart device, they can also be taught by utilizing physical objects to help students learn and understand basic programming concepts.

Block-Based Programming (Grades 3-7)

Involves dragging and dropping instruction blocks together to form a program. These blocks represent different text lines of code and make it easier for students to learn and understand basic programming concepts. Scratch and Blockly are popular block-based programming editors.

Text Based Programming (Grades 7-12)

Text-based programming involves writing outlines of code in text form. These type of programming languages should only be taught after developing an understanding of basic programming concepts through device free and block-based programming.

Manufacturer	Product	Windows	Google (Chromebook)	Android	Amazon Fire Devices	MAC OS	Apple iOS	Mobile Device	Coding Language	Additional Coding Languages	Additional Languages Available
BIRDBRAIN TECHNOLOGIES	Finch	●	●	●	●	●	●	●	Snap, Python & Java		
	Hummingbird	●	●	●	●	●	●	●	MakeCode	Arduino	
BLOXELS	Bloxels		●	●	●		●	●			
cricut FOR SCHOOLS	Venture	●				●			N/A		
	Maker3	●	●			●	●	●	N/A		
	Explore3	●	●			●	●	●	N/A		
	Joy Xtra	●	●			●	●	●	N/A		
	Joy	●	●			●	●	●	N/A		
cubelets	Cubelets (with blutooth hat)	●	●			●	●	●			
DOBOT	Dobot Lab	●	● Limited (Blockly Only)	N/A					Blockly,Python, Teaching & Playback		
formlabs	Form 4	● Windows 7 (64-bit) or higher	N/A	N/A		●	● OS X 10.12 or higher	N/A	N/A		
inspirit	Pico	●	●	●	N/A	●	●	●			
	Meta Quest	●	●	●	N/A	●	●	●			
KinderLab robotics	KIBO	N/A	N/A	N/A	N/A	N/A	N/A	N/A	KIBO uses physical blocks to help teach coding concepts	N/A	N/A
KUBO	KUBO Robot	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A		
	KuboPlay	●	●	●		●	●	●	Block Based		
MAD learn	Software	●	●	●	●	●		●			
Makey Makey	Makey Makey	●	●	●	●	●	●	●	block based coding		
MERGE	MERGE Cube		●	●			●	●			
ozobot	Ozoblocky	●	●	●		●	●	●	Color Coding and Blockly	Java	Japanese, Korean, and Polish (Ozoblockly only)
	Ozobot Evo App			●			●	●	Color Coding and Blockly	N/A	Japanese, Korean, and Polish (Ozoblockly only)
PIPER	Piper Computer	●	●		N/A				Pipercode		
	Piper Make	●	●		N/A						
pi-top	pi-top								Python	Scratch, JavaScript	
Raspberry Pi	Raspberry Pi								Python	C/C++, JavaScript, HTML5, Scratch, Java	
Strawbees	With Robotics Kit	● (Windows 7 or above)	Using app from Chrome web store	●	N/A	● Mac OS	● iPad		Microbit		
UBTECH EDUCATION	UKIT Beginner		●	●			●	●	Block-based	Text based preview in Python	
	UKIT Intermediate		●	●			●	●	Block-based	Text based preview in Python	
	uKit Explore (Advanced)	●	●	●		●		●	Block-based	Dual text-based programming	
	uKit AI Beginner	●	●	●		●	●	●	Drag and drop coding w/ Python text preview	Drag and drop and MicroPython text coding	
	uKit AI Intermediate	●	●	●		●	●	●	Drag and drop coding w/ Python text preview	Drag and drop and MicroPython text coding	
UltiMaker	Cura	● (Windows 10 or later)		● Linux 64 Bit		● Mac OSX					
wonder workshop	Dash		●	●	●		●	●	Blockly		German, Mandarin Chinese, Mandarin Taiwanese, French, Korean, Spanish (Go, Path, and Xylo are availalbe in English Only)
XTOOL	F1	●		●	N/A	●	●	●	N/A		
	P2	●		●	N/A	●	●	●	N/A		
	S1	●		●	N/A	●	●	●	N/A		

Teq ALL TERRITORY CONTRACTS

All States

OMNIA
11-69, RFP# 37-22

TIPS
Contract 230504 Information Technology Equipment, Software, and Services 8/1/23-7/31/28

Buyboard
Contract 749-24
Instructional Technology Equipment and Related Services
11/24-10/30/27

PEPPM
Contract CA - KCSOS (Kern County Superintendent of Schools)
22-12/31/25 (*new lines through 2026)
Contract PA - CSIU (Central Susquehanna Intermediate Unit, IU #16)
Teq (CDW) 22-12/31/25
* Teq 23-1/31/26

Sourcewell Cooperative Purchasing Contract
010725-TEQ

NY, NJ, OH, WV, DC, VA, SC, GA, FL, KY, TN, IN, IL, MO, MN, SD, CO, AZ, NM, TX

Purchase Pros
Contract 10101126-CLS2022.070
Instruction, Instruction: Professional Development
Technology, Technology: Audio Visual
06/24-12/31/2025

New York State

OGS
NYS Vendor ID Number 1000005634, Group 73600, Award 22802, Contract# PM67354 - INFORMATION TECHNOLOGY UMBRELLA CONTRACT 11/30/15-11/29/25 (extended)
23185 STEM/STEAM And Science Laboratory Educational Supplies and Equipment 8/21/20-8/20/25
22802 SMART 9/30/15-10/29/25

Erie One BOCES
07/01/2023-06/30/2026

Ed Data
Bid# 12907 MSRP Tech/AV/Computer/Interactive Whitebds
Bid # 12883 MSRP-3D Printers
Bid # 12905 MSRP-Robotics
11/30/2025

Sachem Central Schools, NY
Bid # 060723-3 Technology Education Supplies
6/30/2026

Eastern Suffolk BOCES
23-25-1122 Interactive Whiteboards, Displays & Equip 2/1/20-1/31/26
2025-011-1008 AV Supplies (SMART) 1/1/25-12/31/25
PD Professional Services 7/1/18-6/30/25 (Extended)

Putnam / Northern Westchester BOCES
7/1/23-6/30/25

Connetquot
24-030823-3 Hardware & Software Catalog 06/30/2025

New York State (continued)

Western Suffolk BOCES
23/24-05P-E4S1-MB AV Equipment and Installation 7/1/23-6/30/24
22/23-90IE2-MB FURNISH AND INSTALL LU (OR EQUAL) INTERACTIVE PLAYGROUND GYM FOR THE 215T CENTURY SCHOOL (extended thorugh 6/30/24)
Misc License 06/2025

Nassau BOCES
22/23-007 Audio Video Equipment - 5/5/23-5/5/26
24/26/002 Smart Board Accessories

New York City

MTAC
#R1077 Instructional Technology 9/1/21-8/30/26
#R1179 PD For School Leaders (NYC) 7/1/20-6/30/25
#R1253 PS 7/1/20-6/30/25

New Jersey

Ed Data
Bid# 1257 MSRP Tech/AV/Computer/Interactive Whitebds
Bid # 12838 MSRP-3D Printers
Bid # 11750 MSRP-Robotics
12/1/24-12/1/25

Hunterdon County, NJ Cooperative Purchasing
Interactive Technology for Classroom #HCESC-Cat-23-07
4/11/23-4/11/25

California

PEPPM
Contract CA - KCSOS (Kern County Superintendent of Schools)
22-12/31/25 (*new lines through 2026)
Teq 23-1/31/26

Texas

Southwest ISD, Texas
RFP 2223-122 Professional Development 8/1/23-7/31/28

Illinois

ILTPP
ILTPP-024TEQ01 07/31/2025 1yr extention

50 YEARS

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