

e.Do™

# LEARNING LAB

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## APPLY

AN EDUCATIONAL TOOL ENABLING  
TEACHERS TO DELIVER HANDS-ON  
LESSONS WITH ROBOTICS

COMAU

# e.Do™ LEARNING LAB

in short

## WHAT IS e.DO™ LEARNING LAB?

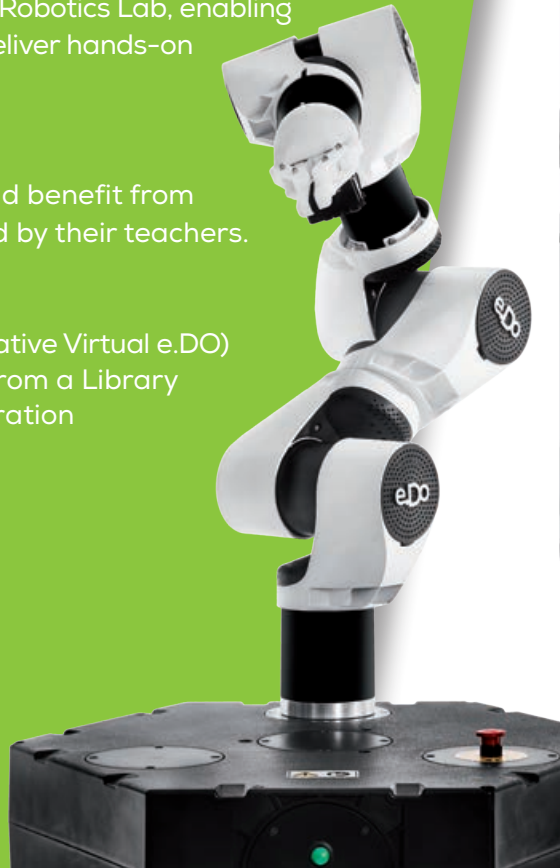
A fully equipped educational Robotics Lab, enabling teachers to use Robotics to deliver hands-on lessons at school.

## WHO IS THE TARGET?

Students aged 8 to 19 years old benefit from lessons prepared and delivered by their teachers.

## HOW DOES IT WORK?

- 1 to 5 e.DO installed (or in alternative Virtual e.DO)
- 3 to 10 didAPPs, to be chosen from a Library
- Lessons are designed with a duration of 1 hour





e.DO Learning Lab offers teachers a great opportunity to run an Educational Robotics laboratory in complete autonomy, achieving optimal engagement with students 8 to 19 years old.

e.DO Learning Lab comes with ready-to-use material, specifically designed to lead and support the teachers in the delivery of their subject through the use of robots.

It can be run with up to 5 installed e.DO robots or, as an alternative, with a virtual version of e.DO.

**Virtual e.DO**

**e.DO +  
Gripper  
& Marker Holder**

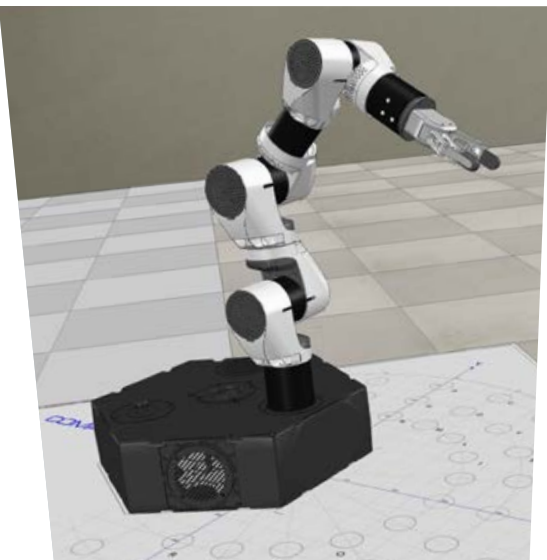
**didAPP Library  
Working Board  
didAPP BOX**

**- DIDACTIC KIT -**

**e.DO  
LAB CARE**

**- SERVICES -**

**Tablet**



All the didAPPs (1 hour each) are designed as an integration of a particular discipline (Robotics, Math, Coding, with Artificial Intelligence and Physics to be developed soon) with a specific cross-over competence (Teamwork, Problem Solving, Creativity), which is practiced within a simulated working environment or with a case study.

Regardless of the subject area, every didAPP includes a Teacher's Guide with lesson plans, training materials such as slides, videos, exercises and evaluation tools, a Virtual e.DO visualizer and complementary learning resources.

didAPP	Age: 8-10	Age: 11-13	Age: 14-19
ROBOTICS 1	Robot parts and movements	Robot parts and movements	Robot parts and functionalities
ROBOTICS 2			Robot movements and degrees of freedom
MATH 1	Operations and their properties	Cartesian plane	Points and segments on the Cartesian plane
MATH 2	Height, weight and other measurements	Scientific method	Lines on the Cartesian plane
CODING 1	Visual Programming Language	Visual Programming Language	From flowchart to program
CODING 2	Operators and conditions	Computational thinking and problem solving	Process optimization and problem solving

e.Do



For further information and contacts:

[www.BurgundyTech.com](http://www.BurgundyTech.com)