



STEAM

INNOVATORS PROGRAMME

Creating Bright Futures

Equip learners with future skills to spark creativity, critical thinking, and tackle real-world challenges.

Premium Learning Partner



24 to 30
Sessions



Grades 1 to 10
All Boards

PROJECT-BASED LEARNING: EMPOWERING THE NEXT GENERATION OF INNOVATORS

Get Set Learn's STEAM Innovators programme, co-created with U.S.-based TinkRworks, focuses on 21st-century skills, encompassing AI concepts and python programming. Learners explore real-world problems through individual and group projects.

Robotics Project		Grades	Project Description
STEAM Academy		1 - 2	Learn about science, arts and design with programming
Smart Lamp		1 - 2	Learn how to express emotions through programming
Pushes, Pulls & Pins		1 - 3	Learn about concepts of force with coding
Art Electric		1 - 5	Learn interactive art using electronics
Pampered Plant		3 - 5	Learn about plant monitoring with light and sensors
LaunchPad		3 - 6	Learn to code lights and sounds with electronics
Tech A Sketch		4 - 5	Learn to code an LCD display to create art
Weather Station		4 - 6	Learn how to program weather sensors
Planetary Pathways		6 - 8	Bring planetary and lunar orbits to life with programming
Tinkrsynth		6 - 8	Discover the fundamentals of coding through music
TinkRexplorer		8 - 9	Experiment with different sensors
Tinkrpy		8 - 10	Automate robot sensors with Python

KEY PROGRAMME TAKEAWAYS

Get Set Learn provides all the essential learning components to ensure successful STEAM implementation in schools — powered by our extensive trainer network.

Standards-rich Curriculum and Pedagogy

We integrate modern learning methodologies and tenets of NEP 2020, NCF, 21st century skills, and SDG goals.



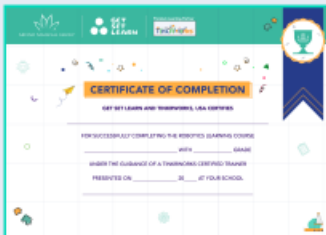
Teacher Support and Training

We offer certified teacher training alongside teaching materials like lesson plans, scripts, and assessment rubrics.



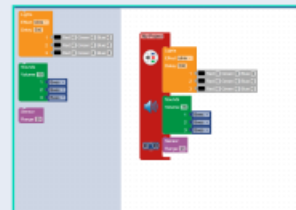
Certificate, Assessments and Report Card

Learners get a certificate, and a performance report card based on assessments and project completion.



Block-based Coding Platform & Resources

Learners can use a coding platform to develop algorithms and upload their project code, and resources, like worksheets and booklets.



SKILLS GAINED

This programme ensures a focus on skill development built on **NEP 2020**, and **SDG** goals, focusing on **21st century learning**.

3L
Literacy
Learning
Life Skills



FLIPS



Flexibility



Leadership



Initiative



Productivity



Social Skills

4Cs

Creativity
Collaboration
Communication
Critical Thinking



PROGRAMME PATHWAY

We follow a structured programme pathway aligned with the school calendar to ensure both teachers and learners benefit throughout the entire academic year.

One-time Activities

1

School enrolls for the program



2

School provides lab space for the deployment of kits

3

Teacher training/ GSL trainer is provided



4

LMS based engagement using kits and coding platform

Through the Year Activities

1

Learners work on projects in the school lab



2

Masterclasses and mentorship

3

Robotics projects showcase and competition



4

Certificate on completion



Backed by the iconic Arvind Mafatlal Group with over 100 years of legacy, Get Set Learn is curating and co-creating 21st century skill-building programs with the best partners in education.



U.S.-based TinkRworks is a provider of STEAM curriculum designed to transform learners to innovators with STEAM Project-based Learning.

Contact Us:



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