Education

Bringing STEAM education to life

Shape Robotics

Shape Robotics is bringing innovative technologies and hands-on learning experiences directly to classrooms in partnership with Lenovo.

1

Who is Shape Robotics?

Shape Robotics is a publicly listed EdTech company that provides schools with classroom technology for Science, Technology, Engineering, Arts, and Mathematics (STEAM) education.

Its flagship product is Fable, a modular construction system that allows students to create their own robot in seconds and start programming in minutes—motivating students to build self-confidence and embrace new technologies.

shape robotics
SMART LEARNING

Shape Robotics also builds and installs STEAM Labs for schools and higher education institutions that integrate new technologies into an interactive, safe learning environment for students and teachers. The STEAM Labs can be customized to include everything from Fable educational robots and AR/VR glasses to 3D printers and hydroponic systems. Shape Robotics also delivers Mobile STEAM Labs, for schools that don’t have the space or budget to install a fixed lab.

Committed to delivering the best educational experience, Shape Robotics also provides teachers with free access to video training on the in-house SchoolfliX platform, as well as ongoing support for educators. The company recently launched STEAMLab Assistant, an AI-based application that helps students and teachers to get the most out of the equipment and resources.

2

The Challenge

It is estimated that more than 50% of today's jobs require some technology skills, with experts predicting that this figure will rise to 77% in less than a decade.

Shape Robotics believes that teaching STEAM in schools is essential—not only to prepare students for the future and help close the skills gap, but to foster creativity and innovation, and to provide students with a well-rounded education. "With every STEAM Lab we deliver, we aim to redefine the future of education—making it inclusive and innovative for all," says Moises Pacheco, Co-Founder and CTO of Shape Robotics.

In the past, Shape Robotics primarily supplied Fable robotics kits to schools. As it prepared to bring its STEAM Labs and Mobile STEAM Labs offerings to market, the company looked for a technology partner to provide the PCs and video conferencing solutions needed to support student learning.

“All our labs include high-performance PCs to enhance classroom learning and video conferencing to support remote learning. We searched for a technology partner who could supply robust, reliable, cost-effective devices for our STEAM Labs.”

Călin Butunoi
Alliance Director, Shape Robotics

Trusted technology partner

Shape Robotics found the partner it was looking for in Lenovo. Today, STEAM Labs and Mobile STEAM Labs are kitted out with Lenovo ThinkSmart collaboration devices for seamless video conferencing, supporting remote and hybrid learning. The devices enable students and teachers to join remote classes and webinars hosted by Shape Robotics and partner institutions—quickly and easily.

Shape Robotics uses the Lenovo ThinkSmart Manager cloud platform to monitor, manage, and troubleshoot the smart collaboration devices from a single point of control—and remotely. This means that the company can keep every school's ThinkSmart devices up to date and running smoothly.

The STEAM Labs and Mobile STEAM Labs also come equipped with Lenovo ThinkCentre desktops and/or Lenovo ThinkBook and ThinkPad laptops as standard, for use by both students and teachers. The Lenovo PCs deliver reliable performance across a wide range of education use cases, including coursework, multimedia content consumption, collaboration, programming, research, mobility, productivity, and virtual learning environments.

Hardware

Lenovo ThinkBook 16 laptops
Lenovo ThinkCentre M70q Tiny desktops
Lenovo ThinkPad T14 laptops
Lenovo ThinkSmart Core Full Room Kit for Microsoft Teams Rooms
Lenovo ThinkSmart Core + Controller Kit for Microsoft Teams Rooms

Software

Lenovo ThinkSmart Manager Premium with Intel vPro
Microsoft Teams Rooms

Services

Lenovo Premier Support

“Lenovo PCs and smart collaboration technology are a foundational component of both our STEAM Lab and Mobile STEAM Lab offerings.”

Mark Abraham
Vice President of Business Development,
Shape Robotics

3

Results

Supported by Lenovo, Shape Robotics is bringing innovative technologies and hands-on learning experiences directly to classrooms—enabling students from all backgrounds to access cutting-edge resources and opportunities.

Moises Pacheco states: “STEAM Labs give students the experience of solving real-life problems through technology, helping them to develop digital literacy and 21st century skills such as innovation, collaboration, critical thinking, and creativity.”

The Mobile STEAM Lab is making STEAM education even more accessible. All the technology—from laptops to robots to AR/VR headsets to the height-adjustable interactive display—is housed in a single compact mobile cart with in-built device charging. Now, schools no longer need to reserve an entire room to teach STEAM education at the highest level. With the Mobile STEAM Lab, teachers can wheel in the cart and teach STEAM in any classroom, at any time.

- Turnkey offering
- Robust hardware
- Ongoing support

Inspiring the next generation

One school reaping the rewards of the STEAM Lab is Spectrum International School Cluj in Romania. Izabella Szász-Fülöp, a primary teacher at the school, takes up the story: “Shape Robotics helped us to install a complete STEAM Lab with 25 seats to serve our 300 students, and we couldn’t be happier. It empowers us to teach STEAM in a practical, hands-on way that really engages students. In fact, kids will often come to the STEAM Lab during their break to keep working on their projects—there is almost always a student in the lab.

“It gives me real pleasure to see how much enjoyment my students get from the STEAM Lab. They are really motivated to learn, solve problems, and make the world a better place. Recently, a student had the idea for a robot that could sort building blocks by color to help his brother tidy up his toys more quickly—and with STEAM Lab, he turned his idea into reality.”

With student interest in technology growing all the time, Izabella has started sharing STEAM educational content online at profatare.ro. And, following the success of the school's Cyber Heroes event in Cluj, Izabella is organizing a national conference that will bring together students, parents, and teachers from across Romania to learn about cyber safety, cyberbullying, and safeguarding personal information—all with the aim of helping kids stay safe online.

She concludes: "Shape Robotics has been so supportive of our STEAM teaching journey. They provide ongoing training and support as well as teaching materials, webinars, and online lessons. Whenever we need any help or advice, Shape Robotics is there for us. It's fantastic to see how the STEAM Lab is inspiring kids to find solutions to everyday problems, and to develop the technical skills that they will need for the future."

Image credit: Spectrum International School Cluj

Making learning fun

Students and teachers at Hyperion Theoretical High School in Chisinau, Moldova are also delighted with their STEAM Lab. The school has installed a fixed lab and is already looking to invest in two Mobile STEAM Labs to further improve the accessibility of STEAM education.

Vasile Manica, history teacher at the school, elaborates: “The flexibility of the Mobile STEAM Labs make them a very attractive proposition. Being able to move the carts around will enable us to have STEAM lessons in primary classes and the gymnasium, so even more students can benefit.”

He continues: “It’s amazing to see how quickly the kids absorb information through hands-on, experiential learning. The STEAM Lab technologies enable us to simulate real-world problems and find solutions for them. For example, we can create water purifiers using 3D printers while VR headsets enable us to travel back in time to pivotal moments in history. Learning seems like a game.”

The STEAM Lab is even attracting new students to Hyperion Theoretical High School, as Vasile explains: “We’ve had parents move their kids to our school because they read about our lab in the press. More and more parents are becoming aware of the importance of digital skills, and they want their children to get the best STEAM education possible.”

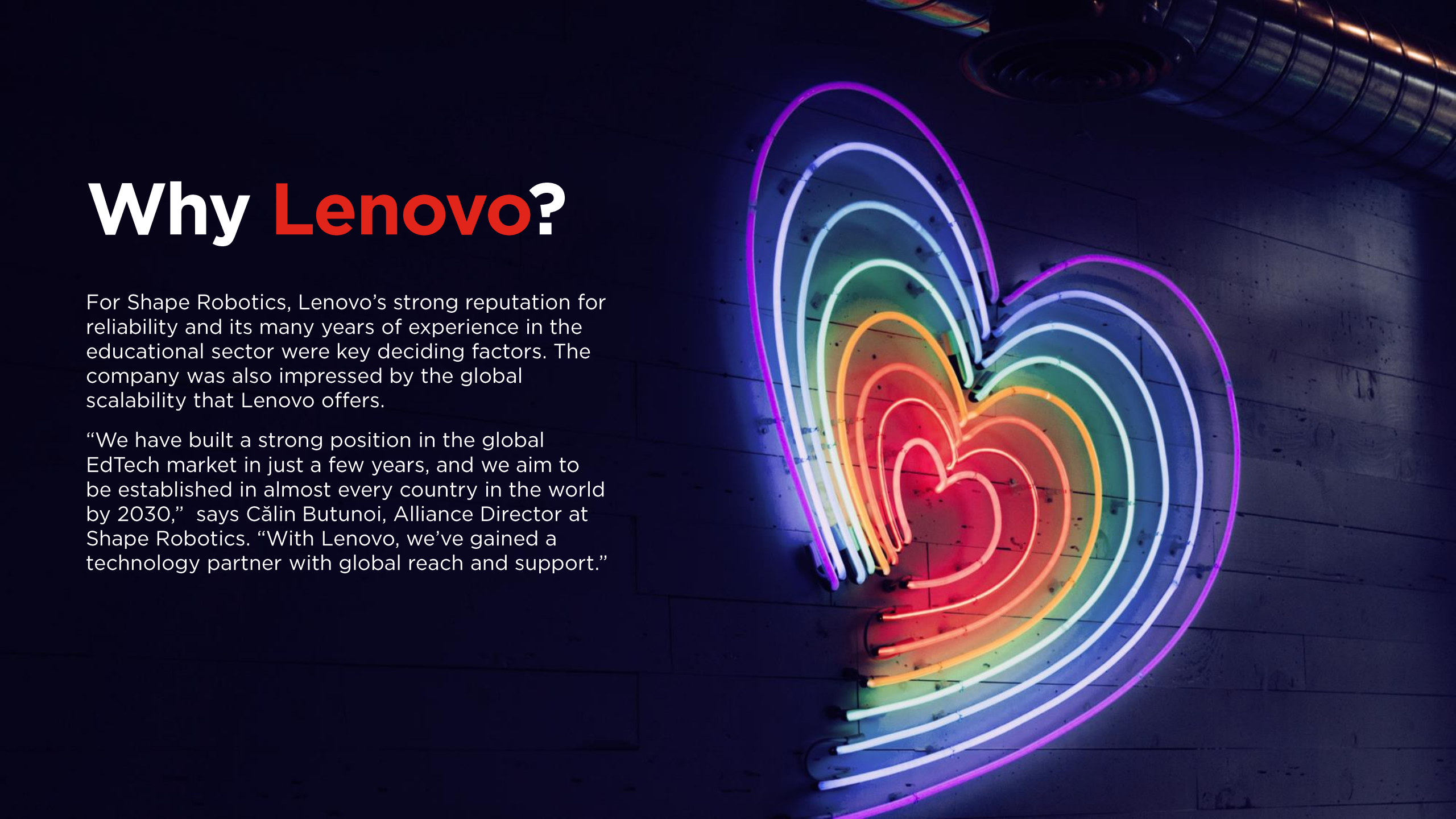
“We’re proud to bundle our STEAM Labs and Mobile STEAM Labs with Lenovo technology. The Lenovo devices are powerful, sturdy, and simple to use.”

Mark Abraham
Vice President of Business Development,
Shape Robotics

Why Lenovo?

For Shape Robotics, Lenovo's strong reputation for reliability and its many years of experience in the educational sector were key deciding factors. The company was also impressed by the global scalability that Lenovo offers.

"We have built a strong position in the global EdTech market in just a few years, and we aim to be established in almost every country in the world by 2030," says Călin Butunoi, Alliance Director at Shape Robotics. "With Lenovo, we've gained a technology partner with global reach and support."



How can schools make STEAM education more accessible and engaging?

Shape Robotics has partnered with Lenovo to bring the technology and tools to teach STEAM, in one turnkey offering.

Explore Lenovo Education Solutions