

Discover the fun of STEAM and coding in your classroom!



What is SAM Labs?

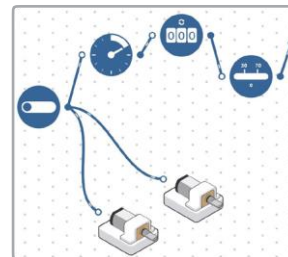
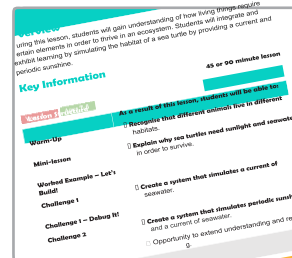
100% NGSS coverage

Curriculum-aligned courses in STEAM and coding, empowering teachers to prepare a generation of computational thinkers. Our courses provide a comprehensive teaching and learning suite, utilizing lesson content, software and hardware to give students a hands-on, minds-on experience.

Standards-aligned lesson content

Easy-to-use software

Wireless hardware



Our solution is different

Our wireless hardware blocks and intuitive, easy-to-use app unite the physical and digital to make learning visible. Students can code the behaviors of blocks in any way they can imagine, making complex creations in minutes.

Why use SAM Labs?



- Increases teacher confidence
- Eases teacher workload
- Covers curriculum objectives
- Enables real-world application



- Fosters student confidence, encouraging collaboration
- Increases student engagement and interest
- Enables stronger cross-curricular connections
- Enables creativity and critical thinking

To Learn More, Contact PowerUpEDU

888.517.3824 sales@powerupedu.com www.PowerUpEDU.com

STEAM Course



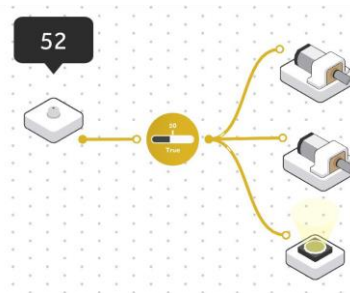
K-5 Lesson Content



Lesson Plans, Teacher Slides,
Student Handout & Step-by-Step

Download your sample Lesson
from samlabs.com now!

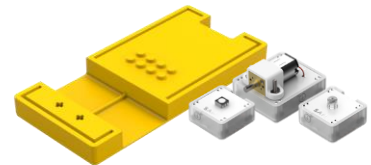
SAM Space App



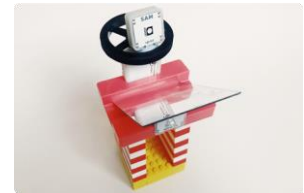
Intuitive, visual,
flow-based coding app

Compatible with iPad, Windows 10,
Android & Chromebook

Hardware



Completed Prototype



The STEAM course offers...

Comprehensive teacher and student resources, scaffolded and differentiated with opportunities for formative assessment. The SAM Space app enables students to program Bluetooth blocks, conduct experiments, build prototypes and test their designs in order to cement subject knowledge in STEAM.

Features and benefits of the STEAM Course:

- 100% aligned to *K-5 Next Generation Science Standards (NGSS)*, emphasizing a cross-curricular approach.
- Built-in opportunities for students to evidence and reflect on learning.
- Visual, interactive and guided lesson content, providing a clear structure for every lesson:

Warm-up

→ Mini-lesson

→ Worked
Example

→ Challenge 1

→ Debug

→ Challenge 2

The STEAM course makes the experience of STEAM learning...

Creative;
encouraging
innovation

Cross-curricular;
engaging critical
thinking across
the disciplines



Collaborative;
promoting
problem seeking
and solving

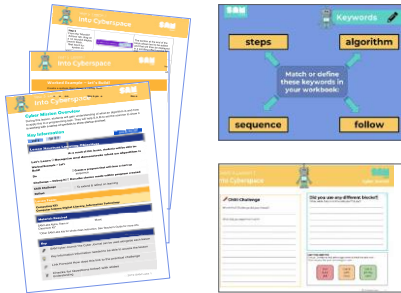
Linked to
real-world
applications

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Learn to Code Course



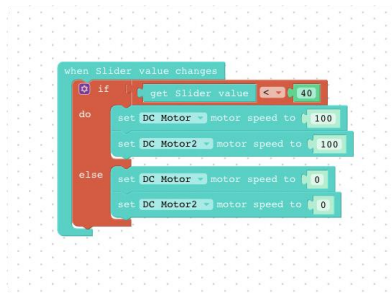
K4-8 Lesson Content



Lesson Plans, Teacher Slides,
Step-by-Step & Cyber Journal

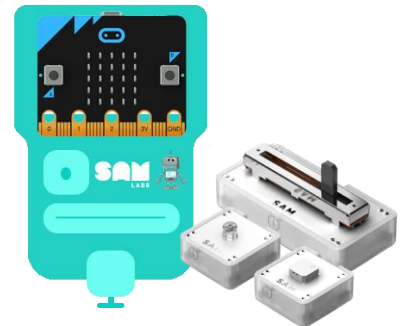
Download your sample Lesson
from samlabs.com now!

SAM Blockly App



Block-based coding app
*Compatible with all major
web browsers*

Hardware



Featuring micro:bit

In the Learn to Code course...

Students across K4–8 join our explorer on their journey through Cyberspace. Using the SAM Blockly app, students program systems, utilizing their computational thinking skills to help overcome obstacles and solve problems.

Features and benefits of the Learn to Code Course:

- 100% aligned to *K4-8 CSTA Computer Science standards*.
- Demystifies coding, providing teachers with everything they need for each lesson.
- Each lesson progresses from theory, to practical application, to reflection, with a clear three-part structure:

Learn

Key computing knowledge
& links to real-world application

Do

Worked example, small group
challenges to build the system, debug

Reflect

Evidence progress &
complete guided narrative

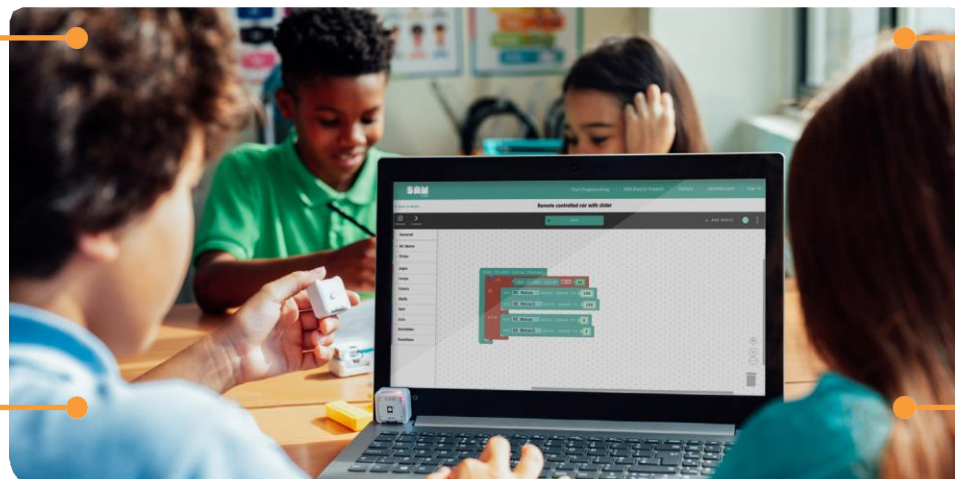
The Learn to Code course makes the fundamentals of computing...

Engaging and
context-based

Accessible
and
empowering

Easy to
understand

Linked to future
careers



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CLASSROOM COURSE SOLUTIONS

STARTER KITS

PowerUpEDU

SAM
LABS

STEAM

MAKER kit

STEAM and MAKER kit

Learn to code

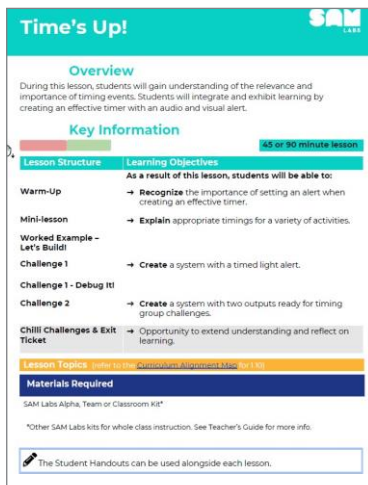
STEAM



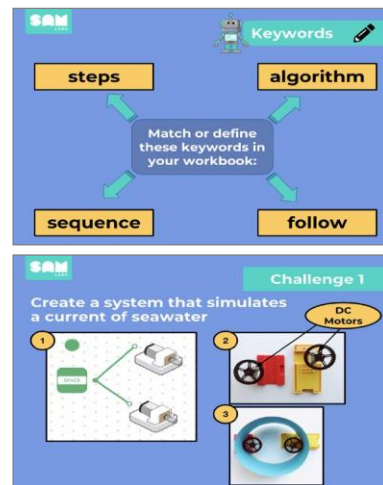
		Classroom kit	Makerspaces	Classroom Bundle	Classroom kit	Team kit	Alpha kit
Content	Age (Grade)	5–11 (K-5)	5–14 (K-8)	5–14 (K–8)*	9–14 (4–8)	5–11 (K–5)	
	Lessons	50+*	20+ challenges**	50+ & 20 challenges**	50+***	5 lessons, 1/yr grp (K1-5)*	
Hardware	SAM Blocks	40	17	57	30	12	4
	Accessories	110	28	138	30 + 10 micro:bit	33	11
Software	App	SAM Space	SAM Space	SAM Space	SAM Blockly	SAM Space	
	Virtual blocks	35+	35+	35+	35+	35+	
Charging	Multi USB Cable	Included	Included	Included	Included	Included	
	Station (40 blocks)	\$99	\$99	Included	\$99	\$99	
	Price (excludes Taxes)	\$1499	\$499	\$1,999	w/ micro:bit: \$1,599 without: \$1,449	\$459	\$159
	Students Groups	30 10	6 2	36 12	30 10	9 3	3 1

*: Grades 2-5 available now. K-1 released free of charge September 2019 **: Maker challenges available Fall 2019 ***: Content available June 2019

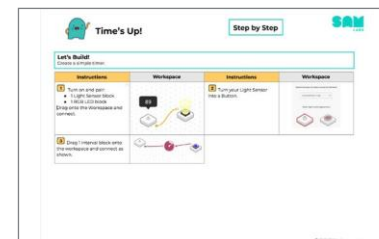
100s of ready-made teacher and student resources:



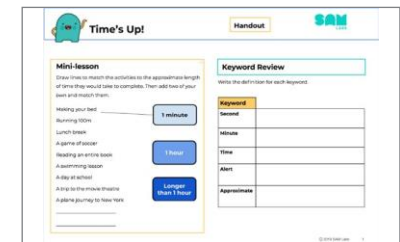
TEACHER LESSON PLAN



TEACHER SLIDES



STUDENT STEP BY STEP



STUDENT HANDOUT

