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ABOUT INVENTANT EDUCATION

Welcome to the world of Inventant Education, a pioneering publishing company that stands at the forefront of STEM education. Founded with a passion for igniting curiosity and fostering innovative thinking, Inventant Education has emerged as a beacon of educational transformation. Rooted in the belief that the future belongs to those who are adept at Science, Technology, Engineering, and Mathematics (STEM), this dynamic publishing company has made it its mission to empower students, educators, and schools with cutting-edge resources.

Vision

Mission



At Inventant Education, our vision is to be a global catalyst for transformative STEM education.

We envision a world where every learner, regardless of their background, is empowered to explore, understand, and excel in the fields of Science, Technology, Engineering, and Mathematics.

Our mission at Inventant
Education is to revolutionize STEM
education by providing dynamic
and accessible learning
resources that ignite curiosity,
enhance understanding, and
facilitate practical application.



Our Books Reflect NEP Principles & Curriculum

















Computer Science

Textbooks with comprehensive and innovative approach to understand Information Technology, Computational Intelligence, Interactive Coding, Robotics and Technological Innovations, making learning fun and relevant for the times.

REVISED

Latest Series Aligned

with NEP 2020 (CBSE | State Boards)

Tech Trails 2.0 & Tech Trails Pro

Empowering Minds, One Byte at a Time: Tech Trails Series Unleashes Tech Brilliance

Based on: Windows 10 1 MS Office 2016

Main Topics: Python | MYSQL | Canva | Scratch | HTML
Artificial Intelligence | Machine Learning | Cyber Security
MakeCode Arcade | Krita (Tech Trails 2.0) | Adobe (Tech Trails Pro)

Tech Trails 20

A hattack of Committee Street

A hattack of Co

Class 1 to 8

Highlights:

- Prompt Engineering
 Computational Thinking
 Coding Transition
 Al Integration
 Cyber Olympiad
- Digital Citizenship Tech Rangers Project-Based Learning Chapter-wise QR Code





Cursor Pro



Transcripts of the Future: Unravel Computational Thinking with Cursor

Based on: Windows10 1 MS Office 2019

Main Topics: Python | MYSQL | HTML5 | App Development ScratchJr | Paint 3D | MakeCode Arcade | Artificial Intelligence

Class 1 to 8

- Computational Thinking Activity Zone Project-Based Learning Prompt Engineering Cyber Olympiad
- · Chapter-wise QR Codes · Teacher's Resources · Coding Transition · Al Integration · Digital Citizenship

with NEP 2020 (CBSE | State Boards)





Tech Ninja



Introducing Young Minds to Coding and Creativity in Simple Steps

Based on: Windows 11

MS Office 2021

Main Topics: Python | HTML5 | ScratchJr | Scratch | MYSQL Krita | Canva | Paint 3D | Audacity | Openshots MakeCode Arcade | Artificial Intelligence

Class 1 to 8

Highlights:

- Experiential Learning Coding Transition Project-Based Learning Prompt Engineering Al in Action
- Natural Language Processing
 Chapter-wise QR Codes
 Cyber Olympiad
 Teacher's Resources

Digital Wizards

Mastering Coding, Artificial Intelligence, Robotics, and ICT with Fun Activities

Based on: Windows 10 1 MS Office 2019

Main Topics: Canva | Tux Paint | PictoBlox | Artificial Intelligence





Class 1 to 8

- Artificial Intelligence Lab Activities Coding 21st Century Skills Codeavour Competition
- Story Animation

with NEP 2020 (CBSE | State Boards)





Tech Bits

Path to 'Learning and Tech Innovation'

Based on: Windows 10 MS Office 2016

Main Topics : Mail Merge | PowerPoint | Email | Scratch Files & Folders | Excel

Class 1 to 8

Highlights:

- Computational Thinking Competency-Based Questions Teacher's Resources Project Work SDGs
- Cyber Olympiad Activity Zone

Digiverse

Guiding Young Learners On a Journey to Digital Mastery

A Modular Series Based on : Windows 10 MS Office 2016

Main Topics: Activity-Based(1 & 2) | Paint 3D(3) | Word(4) Scratch(5) | PowerPoint(6) | Excel(7) | Krita(8)

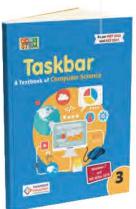




Class 1 to 8

- Model Test Papers Project Work Activity Zone Cyber Olympiad Teacher's Resources
- Knowledge Nuggets

with NEP 2020 (CBSE | State Boards)





Taskbar

Today's Tasks Lay the Foundation For Groundbreaking Innovations For Tomorrow

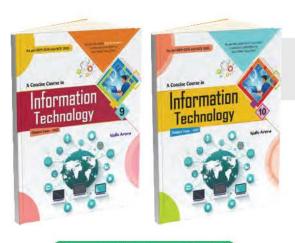
Based on: Windows7 H Office 2010

Main Topics: Python | Krita | Natural Language Processing HTML | Artificial Intelligence | ScratchJr

Class 1 to 8

Highlights:

- Computational Thinking - Project Work - Teacher's Resources - Activity Zone - Case Study-Based Questions



Class 9 & 10 Subject Code-402

A Concise Course in Information Technology

Pathway to Learning, and Informative Technological Transformation



As per the latest syllabus prescribed by CBSE

Based on: LibreOffice

Main Topics: Advanced Electronic Spreadsheet | SQL & DDL Database Management System | Digital Documentation Digital Presentation

- Experiential Learning Inter-Disciplinary Learning Life Skills & Values Art Integration
- Computational Thinking
 Subject Enrichment

with NEP 2020 (CBSE | State Boards)

A Concise Course in Artificial Intelligence



Enlightening the World of Artificial Intelligence through a Human Learning Journey

As per the latest syllabus prescribed by CBSE

Main Topics: Artificial Intelligence | Python | Generative Al Data Literacy | Math (Statistics & Probability) | Data Science Natural Language Processing | Computer Vision



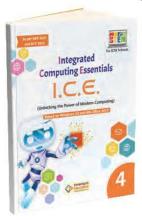
Class 6 to 10 Subject Code-417

Highlights:

- Subject Enrichment SDGs Art-Integration Life Skills & Values Project Work
- Competency-Based Questions
 Activity Zone

Latest Series Aligned

with NEP 2020 (ICSE)





I.C.E - Integrated Computing Essentials

Unlocking the Power of Integration and Modern Computing with I.C.E

Based on: Windows 10 Ms Office 2019

Main Topics : Cloud Computing | Operating System BlueJ (Java) | Computer Networks

Class 1 to 8

Highlights:

· Computational Thinking · Cyber Olympiad · Project Work · Teacher's Resources · Activity Zone

Latest Series Aligned with NEP 2020 (ICSE)





i-Boot

Boot-up Your Potential and March Towards Technological Breakthroughs

Based on: Windows 7 H Office 2010

Main Topics: BlueJ (Java) | Networking | Algorithms & Flowcharts Operating System

Class 1 to 8

Highlights:

- Cyber Olympiad Project Work Teacher's Resources Worksheets Case Study-Based Questions
- Activity Zone

Computer Applications



A Guide to Understanding Computer Fundamentals and Practical Programming Skills

As per the latest syllabus prescribed by ICSE

Main Topics : Class | Arrays | String Handling | OOP BlueJ (Java) | Graphical User Interface





Class 9 & 10 Subject Code - 86

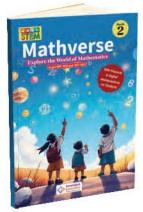
- Exercises & Projects Activity Zone Teacher's Resources Programming Skills Project Work
- Model Test Papers
 Application-Based Question
 Practical Question
 Definition
 Extra Time

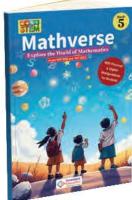
Mathematics

Our mathematics textbook develops problem-solving skills, nurturing reasoning, and highlighting number's impact on daily life.

Latest Series Aligned

with NEP 2020 (CBSE)





Mathverse <u>REVISED</u>

Dive into the Mathematical Universe of Mathverse, Where Exploration Knows no Bounds

Class 1 to 8

Highlights:

- Physical Manipulatives
 Case Study-Based Question
- Case Study-Based Questions Competency-Based Questions
- Teacher's Resources
 Worksheets

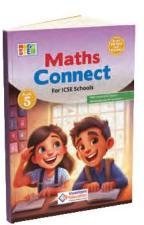
Latest Series Aligned

with NEP 2020 (ICSE)

Maths Connect

Where Minds Connect, and Insights Multiply Through the Magic of Mathematics





Highlights:

Class 1 to 5

- Physical Manipulatives Child-Centric Methodology Theme-Based Approach
- Innovative Teaching Approach Interactive Exercises Real World Application

The Joy of Nature (EVS)

Our Environmental Studies Textbook explores the wonders of the environment, teaching children about nature, ecosystems, and the importance of caring for our planet.

Latest Series Aligned

with NEP 2020 (CBSE | ICSE | State Boards)





The Joy of Nature A Textbook of Environmental Studies



Connecting Classroom Knowledge with Nature Using Engaging and Interactive Methods

Based on: The National Curriculum Framework

Class 1 to 5

Highlights:

- Art-Integration
 Picture-Based Question
 Case-Study
 Competency-Based Learning
- E-book (For Teachers) Activity Zone Experiential Learning Real-life Connections

ALIGNED WITH NEP 2020 & NCF 2023 ✓ Critical Thinking ✓ Information Literacy ✓ Flexibility The Six Pramanas Leadership & Responsibility ✓ Creativity ✓ Media Literacy Inference Perception Comparison ✓ Communication ✓ Technology Literacy ✓ Initiative ✓ Collaboration ✓ Productivity & Accountability Verbal Testimony Non-Apprehension Postulation Social Interaction

Science

Embark on an engaging voyage of scientific endeavors through our meticulously crafted textbooks that serves as a captivating guide with Comprehensive Content, Interactive Learning, Cutting-Edge Research and Teacher Support.

Latest Series Aligned

with NEP 2020 (CBSE)





Sciverse

Fuel the Flame of Inquiry and Inspire a Journey of Scientific Discovery with Sciverse

Class 1 to 5

Highlights:

- Experiential Learning Case Study Life Skills Art Integration Picture-Based Analysis
- 21st Century Skills Animation Lecture E-Book (For Teachers)

Latest Series Aligned

with NEP 2020 (ICSE)

Science Connect

Building the Future by Bridging Minds Through the World of Science Connect





Class 1 to 5

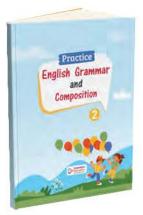
- Experiential Learning Case Study SDGs Art Integration
- Picture-Based Analysis
 21st Century Skills

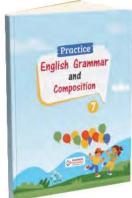
ENGLISH GRAMMAR

Textbooks with engaging and informative approach to English language learning and efficient communication and writing skills.

Latest Series Aligned

with NEP 2020 (CBSE | ICSE | State Boards)





Practice English Grammar & Composition

A Comprehensive Guide to Mastering English Grammar and Effective Composition



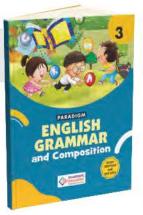
Class 1 to 8

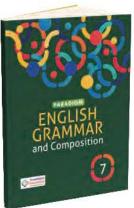
Highlights:

- Skill-Based Learning Art-Integration Exercises Teacher's Resources Activity-Based Exercises
- · Revision Exercises

Paradigm English Grammar & Composition

Illuminating Pathways to Flawless Communication and Writing





Class 1 to 8

- Art-Integration
 Revision Exercises
 Hands-on Learning
 Teacher's Resources
- Activity-Based Exercises





AI & ROBOTICS INNOVATION LABS

An ecosystem to foster Learning, Creativity, and Innovation in Coding, Artificial Intelligence, Machine Learning & Robotics.









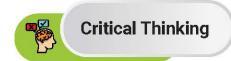
Inventant AI & Robotics Innovation Labs

Al & Robotics Innovation Labs for schools provide the perfect ecosystem & platform for students to develop the necessary technical knowledge to become future-ready. The platform is designed to help students gain an in-depth understanding of Coding, Artificial Intelligence, and Robotics through hands-on experiments & learning by doing approach. With the help of our cutting-edge technology, students can explore, experiment, and build projects of their own, all while developing their critical thinking and problem-solving skills.



AI & Robotics Innovation Labs Focuses On-



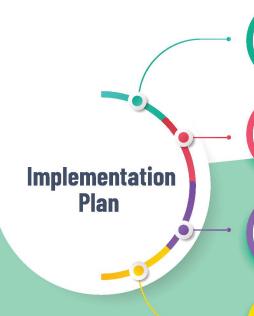


















Annual Innovation Festival & Competition



Doubt Sessions & Year-long Support



- No additional space/infrastructure is required.
- If you have an existing computer lab of 500 sq. ft. or higher, the lab will be an upgradation of the existing lab.
- Only additional requirement in this case will be the storage racks for the lab equipment.
- No additional manpower is required.
- We upskill the existing computer teachers to cover the curriculum along with year-long handholding.





- No additional period is required in your timetable.
- If school has 2 or more periods for computer education, 1 period can be dedicated to the lab.
- Uses the existing IT Infra in the Computer Labs.
- 1 x Projector and Computer for Teacher
- 1 x Laptop/Tablet per group (Total 12-15 Devices)
- Min. System Specs: Windows 7/Linux/MacOS with 4 GB RAM with WEBCAM & MIC
- Internet Access



Edu-Invent Learning App

OUR TECHNOLOGY SOLUTIONS

Edu Invent Learning App is an online digital learning platform that offers comprehensive learning experience of STEM education. Founded with a passion for igniting and fostering innovative thinking, Edu Invent App is rooted in the belief that the future belongs to those who are adept at Science, Technology, Engineering and Mathematics (STEM) to empower learners, educators and schools with cutting edge resources. It provides exciting learning opportunities in the form of-



