







# **Shaping Curious Minds into Future Innovators**

Redefining learning through STEAM, technology, and innovation.

Aligned with NEP 2020 & NCF 2023



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Our Website

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# Get to know **Inventant Education!**

Welcome to the world of Inventant Education, a pioneering publishing company that stands at the forefront of STEAM Education.

Established 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, Arts, and Mathematics (STEAM), this dynamic publishing company has made it its mission to empower students, educators, and schools with cutting-edge resources.





At Inventant Education, our vision is to be a global catalyst for transformative STEAM education. We envision a world where every learner, regardless of their background, is empowered to explore, understand, and excel in the fields of STEAM.

# Mission ,

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

# **Our Books Reflect NEP Principles & Curriculum**





















# **Your AI Classroom Companion**

Inventant Education introduces an advanced Al-powered educational chatbot, InventoGPT!

Designed to make learning smarter, faster, and more engaging, InventoGPT acts as an intelligent assistant for students and teachers, offering instant answers, interactive explanations, and personalised chapter-wise support across all subjects.









InventoGPT is here to answer your queries and make your journey smarter, simpler, and more enjoyable.







# The Global STEAM Championship!

Inventant Education in partnership with The Educators Guild of India, proudly presents Steamathon, a one-of-a-kind Global STEAM Championship Series designed for classes 3 to 8 to challenge and inspire young minds.

Steamathon tests students across Science, Technology, Engineering, Arts, and Mathematics (STEAM), encouraging creativity, critical thinking, and problem-solving.

# Why Steamathon?



Certificates to enhance academic portfolio



**Evaluates knowledge** and creativity



**Promotes STEAM** Learning



**Encourages** learners to explore



**SCAN the OR Code** for More Details









Textbooks offering a comprehensive and innovative approach to mastering Information Technology, Computational Thinking, Artificial Intelligence, Interactive Coding, Robotics, and Technological Innovations, making learning both engaging and relevant for today's world.

Latest Series Aligned with NEP 2020 (CBSE | State Boards)



## Tech Trails 2.0

Tech Trails Series: Unleashing Brilliance, One Byte at a Time.

**Based on:** Windows 10 MS Office 2016

#### **Book Elements:**











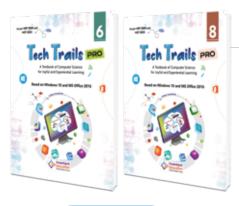




Class 1 to 8

**Key Features:** 

- Prompt Engineering Computational Thinking Machine Learning Cyber Security
- Coding Transition Al Integration Cyber Olympiad Digital Citizenship Project-Based Learning
- Chapter-Wise QR Code



# Tech Trails Pro

Tech Trails Pro: Where Every Code Sparks Innovation.

**Based on:** Windows 10 MS Office 2016

#### **Book Elements:**













#### Class 6 to 8

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



Revised



#### **Cursor Pro**

Transcripts of Tomorrow: Master Computational Thinking with Cursor.

Based on: Windows 10 MS Office 2019

#### **Book Elements:**











Class 1 to 8

**Key Features:** 

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

New Release





#### Tech Bits 2.0

Future Begins Here: Tech Bits 2.0 for the Innovators of Tomorrow.

Based on: Windows 10 MS Office 2016

#### **Book Elements:**













#### Class 1 to 8

- Computational Thinking Competency-Based Questions Teacher's Resources
- Project Work Cyber Olympiad Activity Zone Solved Projects Glimpses of Windows 11
- Al Adventure Holistic Progress Card Python Fun Libraries





## Tech Ninja

Guiding Kids to Explore the World of Coding and Creativity.

Based on: Windows 11 MS Office 2021

#### **Book Elements:**















Class 1 to 8

**Key Features:** 

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



## Digiverse (Modular Series)

A step-by-step computer learning series where each grade masters one key software tool.

**Based on:** Windows 10 MS Office 2016

#### **Book Elements:**













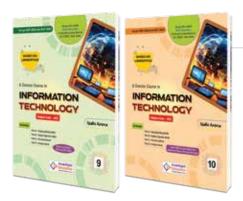




Class 1 to 9

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





## A Concise Course in Information Technology

Your Gateway to Learning and Technological Advancement.

As per the latest syllabus prescribed by CBSE

**Libre**Office Based on:

**Book Elements:** 







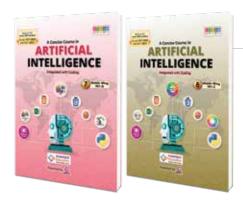


Class 9 & 10 Subject Code-402

**Key Features:** 

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

Revised



#### A Concise Course in Artificial Intelligence (Integrated with Coding)

Exploring Al Through the Prism of Human Learning. As per the latest syllabus prescribed by CBSE

**Book Elements:** 













Class 6 - 8 (Middle Stage 901- A,B,C)

- Domains of Al Computer Vision Statistical Data Natural Language Processing Al Ethics
- Al Project Work Al in Action Al Games Al Jargons Coding Transition Projects with Computational Thinking



New Release





## **Tech Infinity**

Exploring the Future of Learning with Computers, AI, Coding, and Robotics.

**Based on:** Windows 10 MS Office 2016

**Book Elements:** 













#### Class 1 to 8

**Key Features:** 

- AIM Approach Financial Literacy Project-Based Learning Foundation of Robotics
- Scratch Extensions Inquiry-Based Learning Coding Transition Python for AI
- Holistic Progress Cards Assessment & Progress Al Extension using PictoBlox



## A Concise Course in Artificial Intelligence

A comprehensive AI series empowering learners with practical knowledge, innovative thinking, and project-based experience.

Based on the latest syllabus of CBSE

**Book Elements:** 









Class 9 & 10 Subject Code-417

- Artificial Intelligence Python Generative AI Data Literacy Math(Statistics & Probability)
- Statistical Data Natural Language Processing Computer Vision Al Project Cycle



### Latest Series Aligned with NEP 2020 (ICSE)



## I.C.E- Integrated Computing Essentials

I.C.E: Unlocking Seamless Integration and Next-Gen Computing.

Based on: Windows 10 MS Office 2016/2019

**Book Elements:** 











Class 1 to 8

**Key Features:** 

- Computational Thinking Cyber Olympiad Project Work Solved Project
- Teacher's Resources Activity Zone Foundation of Robotics





# **Computer Applications**

A Comprehensive Guide to Computer Fundamentals and Hands-On Programming Skills, Aligned with the Latest ICSE Syllabus.

#### **Book Elements:**









#### Classes 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





Turning every math problem into a step toward mastery with our thoughtfully designed textbooks to make numbers meaningful and problem-solving exciting.

Latest Series Aligned with NEP 2020 & NCF 2023 (CBSE)

lew Release





Class 1 to 8

#### **MathQuest**

Discover mathematics the STAR way: See, Try, Apply, Revise.

Components:

Textbooks

Teacher's Manuals

**☑** E-Books

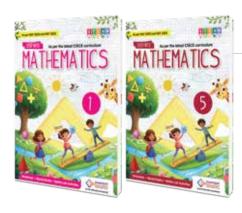
Animations

Test Generators

**Key Features:** 

• Panchapadi • Panchakosha • Art Integration • Experiential Learning • Competency-Based learning

## Latest Series Aligned with NEP 2020 (ICSE)



## **Step into Mathematics**

Build a strong foundation in mathematics with clear concepts and engaging activities.

Textbooks

Teacher's Manuals

**✓ E-Books**

Animations

Test Generators

Class 1 to 5

- Art Integration Experiential Learning Competency-Based learning Know Your India
- Worksheets Cross-Curricular Links Life Skills Value Building





Step into the world around you! The Environmental Studies textbooks are designed to help young learners explore and understand their immediate surroundings.

Latest Series Aligned with NEP 2020 & NCF 2023 (CBSE | ICSE | State Boards)



Class 1 to 5

# The Joy of Nature: A Textbook of Environmental Studies

Where Classroom Learning Meets Nature in Engaging and Experiential Ways.

Based on: The National Curriculum Framework

**✓ E-Books**

Animations

Teacher's Resources

Worksheets

**Key Features:** 

• Art Integration • Picture-Based Question • India Connect • Case Study • Competency-Based Learning

• E-Book (For Teachers) • Activity Zone • Experiential Learning • Real-life Connections

Vew Release



Class 1 to 2

## Step into My World

Introducing young learners to the wonders of their environment through engaging stories and activities.

✓ Textbooks

Teacher's Manuals

**✓ E-Books**

Animations

Test Generators

**Key Features:** 

- Panchapadi Panchakosha Art Integration Experiential Learning Competency-Based learning
- Real Life Connect Life Skills

#### **ALIGNED WITH NEP 2020 & NCF 2023**

- ✓ Critical Thinking
- ✓ Creativity
- ✓ Communication
- ✓ Collaboration
- ✓ Information Literacy ✓ Media Literacy
- ✓ Technology Literacy
- √ Flexibility ✓ Leadership & Responsibility
- ✓ Initiative ✓ Productivity & Accountability
- Verbal Testimony Non-apprehension

Postulation

**The Six Pramanas** 

Perception Comparison





Step into the world of science like never before! Our textbook series is carefully crafted to spark curiosity and inspire young minds.

Latest Series Aligned with NEP 2020 & NCF 2023 (CBSE)





Class 1 to 8

### SciQuest: Explore the World of Science

Designed to spark curiosity and inspire exploration, turning learning into an engaging and thought-provoking experience.

- - ✓ Textbooks
  - ✓ Teacher's Manuals
  - **✓ E-Books**
  - Animations
  - ✓ Interactive Exercises
    - Test Generators
    - Games

**Key Features:** 

- Panchapadi Panchakosha Art Integration Experiential Learning Competency-Based learning
- Amazing Indian Science Worksheets STEAM Activities

Latest Series Aligned with NEP 2020 & NCF 2023 (ICSE)





Class 3 to 5

#### **Step into Science**

Step into Science encourages young learners to explore the wonders of the natural world through curiosity-driven activities and experiments.

- Textbooks
  - ✓ Teacher's Manuals
  - **✓ E-Books**
  - Animations
  - **⊘** Interactive Exercises
  - **Test Generators**

- Panchapadi Panchakosha Art Integration Experiential Learning Competency-Based learning
- Amazing Indian Science Worksheets

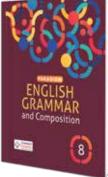




Learn English Effectively Through Textbooks That Make Communication and Writing Fun and Informative.

### Latest Series Aligned with NEP 2020 (CBSE | ICSE | State Boards)





## Paradigm English Grammar & Composition

Lighting the Way to Precision in Language and Expression.



- **✓ E-Books**
- Animations
- ✓ Teacher's Resources
- Worksheets

Class 1 to 8

**Key Features:** 

• Art Integration • Revision Exercises • Hands-on Learning • Activity-Based Exercises



Class 1 to 8

# **Practice English Grammar & Composition**

Achieve Proficiency in English Grammar and Expressive Composition.

- **⊘** E-Books
- Animations
- ✓ Teacher's Resources
- Worksheets

Key Features:

• Skill-Based Worksheets • Art Integration • Activity-Based Exercises • Revision Exercises











# AI & ROBOTICS INNOVATION LABS



An innovation-driven ecosystem for learning and creativity in Coding, Artificial Intelligence, Machine Learning, and Robotics.

Scan the QR Code to **View 3D LAB** 



## **Al & Robotics Innovation Labs Focus On**



**Problem Solving** 



**Critical Thinking** 



Creativity & Innovation



Collaboration & Teamwork



**Core Technical** Skills



Adaptability & Resilience

# What's Included

Coding







**Machine Learning** 

Aligned with CBSE/ICSE Skill Subjects and NEP 2020

# Implementation Roadmap





**Teacher Training** & Curriculum Inclusion





**Doubt Session** & Year-long Support





**Annual Innovation** Festival & Competition





#### Infrastructure

- No additional space/infrastructure is required.
- If you have an existing computer lab of 500 sq. ft or higher, the lab will be an upgrade of the existing lab.
- Only additional requirement in this case will be the storage racks for lab equipment.



#### Manpower

- ▶ No additional manpower is required.
- We upskill the existing computer teachers to cover the curriculum along with year-long handholding.



#### **Special Period**

- ▶ No additional period is required in your timetable.
- ▶ If the school has 2 or more periods for computer education, 1 period can be dedicated to the lab.



#### **IT Requirement**

- Uses the existing IT infrastructure in the Computer Labs.
- Ix Projector and Computer for Teacher
- ▶ 1x Laptop/Tablet per group (Total 12-15 Devices)

# Lab Packages

C.B.S.E.

#### **Classroom Bundle**

- 12 Al & Robotics Kit
- Consumables
- Lab Decoration
- Curriculum for Classes 3-12
- PictoBlox Licensing
- Aligned with CBSE Skill Subjects
- Teacher Training (2 Days)
- 200 Complimentary Books

#### **Genius Lab**

- 18 AI & Robotics Kit
- DIY Kits
- Consumables
- Lab Decoration
- Curriculum for Classes 3-12
- PictoBlox Licensing
- Aligned with CBSE Skill Subjects
- Annual Innovation Festival & **International Competition**
- Teacher Training (3 Days)
- 400 Complimentary Books

#### STAR Lab

- DIY Kits
- Lab Decoration
- PictoBlox Licensing
- Aligned with CBSE Skill Subjects
- International Competition
- Teacher Training (5 Days)
- 600 Complimentary Books

I.C.S.E.

#### **BASIC**

- 10 Al & Robotics Kit
- 10 Arduino
- Consumables
- Lab Decoration
- Curriculum for Class 3-12
- PictoBlox Licensing
- Aligned with ICSE Skill Subjects
- Teacher Training (5 Days)
- 200 Complimentary Books

#### **PRIME**

- 30 Al & Robotics Kit
- 10 Arduino
- DIY Kits
- Consumables
- Lab Decoration
- Curriculum for Class 3-12
- PictoBlox Licensing
- Aligned with ICSE Skill Subjects
- Annual Innovation Festival & **International Competition**
- Teacher Training (5 Days)
- 600 Complimentary Books

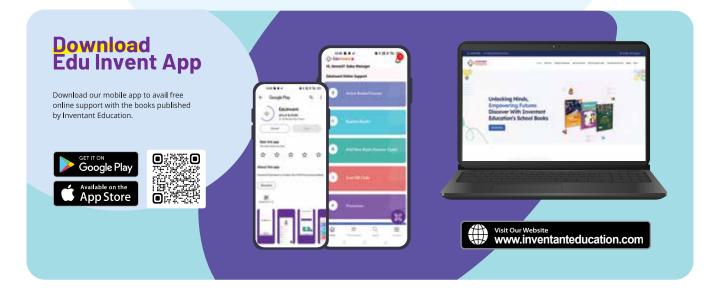




#### **OUR TECHNOLOGY SOLUTIONS**

Edu-Invent Learning App, powered by InventoGPT, is an innovative digital platform designed to deliver a comprehensive and interactive STEAM learning experience. Driven by a passion for sparking curiosity and nurturing creative thinking, the Edu-Invent App stands on the belief that the future belongs to those skilled in Science, Technology, Engineering, Arts, and Mathematics (STEAM). Its mission is to empower learners, educators, and schools with cutting-edge tools and resources that make learning smarter, engaging, and future-ready. It provides exciting learning opportunities in the form of :





# **Teacher Upskill Programme**

360° Holistic Development and Enhancement Programme for Educators

**Behavioural Workshops** 

**Subject Specific Workshops** 

**Skill-Based Workshops** 

**General Workshops** 

# Workshops/Webinars

Inventant Education provides workshops/webinars for teachers as well as students.

- Preparing Next Gen School: Enhancing Classroom with Coding, Al, and Robotics
- Integrating ChatGPT and other Al tools for Educational Purposes
- Using Open-Source Tools for Computer Education in schools
- Classroom Management
- NEP 2020
- Education 4.0
- High Impact of Teaching
- Stress Management for school students
- Python
- Mobile Application Development
- GIMP (GNU Image Manipulation Programme)

- o Animate 2021
- Filmora
- Gamification in Learning
- Online Ethics and Safety Measures
- Cyber Security
- Krita
- O Cybersecurity Awareness and Internet Sáfety
- Artificial Intelligence
- o Computational Thinking & Coding
- Scratch
- Blockly
- MakeCode Arcade
- Global STEAM Summit



This list is only for your ready reference. There are more topics which could be covered by our Team of Experts. If you have any suggested topics, please share with us.





# India's <mark>Biggest</mark> Educator's Community

A one-stop platform for educators to connect, support, and share empowering journeys in education



# Join Our WhatsApp Community

Connect with Fellow Educators in Your Subject Area





Scan to Join Whatsapp Community

# **Choose Your Preference**



- \* Professional Networking
- \* Exclusive Resources Access
- \* Mentorship Opportunities
- \* Recognition and Awards
- \* Discussion Forums



- \* Leadership Visibility
- \* Influence in Education
- \* Professional Networking
- \* Institutional Brand Building
- \* Industry Insights



- \* Greater Visibility
- \* Earning Opportunities
- \* Networking & Collaboration
- \* Growth & Development
- \* Community Contribution



- \* Guest Teaching
- \* Curriculum Development
- \* Content Creation
- \* Product Trainer
- \* Professional Workshops



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Associated with Inventant Education

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