kidu.
STEAM for life

From Concepts to Competencies

MASTER SCHOOL CATALOGUE

Learning by Doing.

Every Child. Every Year.

Annual Mathematics, Science & STEAM Experiential Learning Program



CURRICULUM LINKED
Aligned to school curriculum

HANDS-ON LEARNING
Activity-based & gamified

INDIVIDUAL TAKE-HOME KIT
One kit for every child

BUILDS COMPETENCIES
Concepts to real-life application

Grades 1-8 | Individual DIY Activity Kits | 8 Activities • Every Year

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STEAM for life

Hands-on Experiences Real Learning



THE KIDU MODEL

The product is participation.

The school keeps the learning space. KIDU brings fresh, curriculum-linked activity experiences to every participating child, every academic year.

01 RECEIVE



Individual kit for every child

02 BUILD



With own hands

03 TEST



Play / experiment

04 RECORD



Show learning

05 TAKE HOME



Keep the experience

THE LAB STAYS WITH THE SCHIOOL.

THE LEARNING GOES HOME WITH THE CHILD.

CURRICULUM LINKED
Aligned to school curriculum

HANDS-ON LEARNING
Activity-based & gamified

ONE KIT ONE CHILD
Every participating child

BUILDS COMPETENCIES
Concepts to real-life application

Annual recurring model • 8 activities per student per academic year

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STEAM for life

From Circular to Classroom

CBSE expects Experiential Learning.

KIDU makes it easy for every school.

Curriculum-linked Hands-on Activity Kits as per CBSE Guidelines

CBSE Circular

Experiential Learning for Classes 1 to 8

केन्द्रीय माध्यमिक शिक्षा बोर्ड
CENTRAL BOARD OF SECONDARY EDUCATION

CBSE/Acad/Experiential Learning/2024 Dated: 12.12.2024

Subject: Integration of Experiential Learning in Classes 1 to 8 – Implementation Guidelines.

All schools affiliated to CBSE are advised to integrate Experiential Learning in the teaching-learning process for Classes 1 to 8 through hands-on activities, projects, art-integrated and real-life applications to develop competencies and 21st century skills.

Key Focus Areas from the Circular:

- Activity-based, hands-on learning
- Real-life applications and problem solving
- Integration across subjects (Maths, Science, TWAU, Arts)
- Development of competencies and 21st century skills
- Use of age-appropriate, low-cost TLM
- Art-integrated and experiential pedagogy
- Regular implementation for all students

KIDU Response

Curriculum-Linked Activity Kits for Classes 1 to 8

CBSE Circular Expectation	How KIDU Enables
Hands-on, experiential learning	DIY activity kits for every child **(One kit • One child)**
Real-life application & problem solving	Activity-based models and games linked to daily life situations
Integration across subjects	Mathematics, Science, TWAU & Art-integrated kits
Competencies & 21st century skills	Builds conceptual understanding, creativity, critical thinking & communication
Age-appropriate, low-cost TLM	Affordable, school-ready, easy to implement kits for Classes 1 to 8
Art-integrated experiential pedagogy	Many kits integrate art, design, local context and creativity
Regular implementation for all students	8 activities per subject, per academic year for every student

KIDU Annual Experiential Learning Program

Mathematics | Science | TWAU | Art-Integrated

8 Activities Per Subject | Every Student Every Year | Individual Take-Home Kit



Mathematics
Concepts to Application



Fraction Pizza
Visual & Hands-on Learning



Soil Investigation Lab
Real-world Exploration



Forces & Motion
Experiment & Observe



Human Body Explorer
Understand & Apply

THE LAB STAYS WITH THE SCHOOL.

THE LEARNING GOES HOME WITH THE CHILD.

kidu.
STEAM for life

ANNUAL SCHOOL PROGRAM

From Classroom Challenges to Real Competencies.

Aligned with CBSE Experiential Learning Guidelines (Classes 1 to 8)



CLASSROOM CHALLENGES







KIDU SOLUTION

Curriculum-linked activity kits



REAL COMPETENCIES

- Understand Concepts
- Think & Solve
- Be Creative
- Apply in Real Life

COVERS ALL KEY SUBJECTS



Mathematics



Science



Social Science



English

- As per Your Curriculum
- Hands-on Learning
- Individual Take-Home Kit
- Builds Competencies