



**SMART SOLUTIONS BEYOND  
ROBOTICS, UNIVERSITY  
ADMISSION AND THE LIMITS  
OF THE CLASSROOM!**

Credit: O Globo  
newspaper  
& Mariana  
Anunziato



i9group is an innovative company that provides **solutions and smart platforms** designed to the **Education Sector**. It is present in large teaching networks of southeastern and northeastern Brazil, such as PUC-RJ CAP, Anglo-Americano and Rede Franciscana de Ensino.



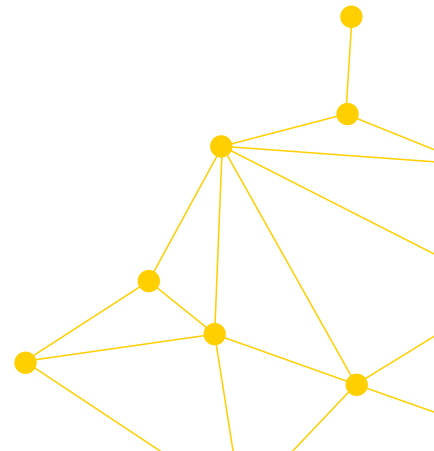
In order to follow a successful path in this age, you got to go **Neural!**

As neurons, we must continuously seek knowledge, we must be able to apply it smartly, adapt ourselves and create ethical, synergistic and efficient connections at all times, whether with ourselves (intrapersonal), with others (interpersonal) and with the environment in which we live.

Preparing students for university is not enough; you must prepare them for life! The classroom is no longer restricted to the school environment.

**Learning by doing**, putting the hands on, combining theory with practice is a must-do. This is done through experiments and projects, developing the learners' technological, entrepreneurial, social & emotional and financial **intelligences**, among others.

To put it into practice, i9group developed two **smart solutions**:



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## Technological and Entrepreneurial Intelligence as a Subject

In the Technological and Entrepreneurial Intelligence subject, students are encouraged to create and manage entrepreneurial projects every year and become **Makers** by learning to code robots, automation devices, games, applications, 3D drawings, websites, as well as technological prototypes involving electronics and mechanics. The **Educational Maker Culture** aims to disseminate the theoretical learning by means of a practical, hands-on approach. In the i9group, we encourage the development of Maker projects under the STEAM methodology.

Its goal is to educate by creating multidisciplinary projects that convey Concepts in the fields of sciences, technology, engineering, arts and mathematics. They are developed in **Maker-STEAM spaces**, which are areas designed by the i9group with a customized and friendly architecture that encourage curiosity, experimentation, interaction, teamwork and the development of students' creativity and social-emotional skills.

Learning by doing is not only part of modern education: it awakens skills and improves students' school performance. The implementation of the subject may cover the nine services below:



### **Anyone Can Code**

We teach to create robots, automations, games, apps and much more, in a practical and friendly manner!



### **Full Education**

We educate full stack developers, capable of dealing with design, coding, prototyping and much more!



### **Hands-on**

We build immersive and efficient Maker-STEAM spaces so students can get their hands on!



### **Anyone Can Tube**

We build EduTube spaces where students can learn how to be YouTubers and develop their public speaking skills!



### **Entrepreneurship**

We develop social & emotional and entrepreneurial features with the i9Project Way methodology!



### **In-school Training**

All teachers can be trained in the school and disseminate the STEAM culture!



### **Competitions**

Students work in teams for the i9Challenge's Maker Battles held in the school!



### **Events**

We hold promotion events in the school, not only to exhibit projects, but also to retain and attract students!



### **Blended Learning**

We use the i9learn social media to include Blended Learning in the Technological Intelligence subject!



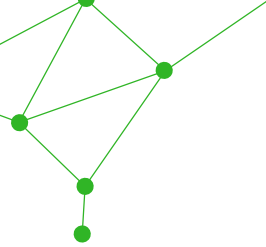
## i9learn Social Media

Probably the world's first Social Media dedicated to blended-learning education! I9learn Social Media offers students the opportunity to perform their academic activities in a dynamic, practical and playful way, through quizzes and even RPG **games**. Moreover, trivia questions (about curiosities, sports and games, for example) are interspersed with more academic ones, making the learning process more pleasant.

The resulting **data** is transformed into reports, dashboards and statistical graphs that describe students' individual and collective performance, allowing students, policymakers and educators to take preventive and proactive action before the actual exams! Students have access to didactic content in their teachers' profiles, in the form of a blog, with images, videos and files for download.

Likewise, knowledge can be shared among classmates through each student's unique **virtual notebook**, where they can create private or public posts.

I9learn Social Media enables the implementation of a **Blended Learning** model, which combines online with face-to-face teaching, thus allowing classroom time to be used to consolidate and experiment with the previously learned content. Other than **connecting teachers and students**, the platform empowers teachers, who can better manage their students and become **EduTubers and EduBloggers**. The implementation of i9learn social media may cover the nine services below:



### Quizzes Anywhere

We offer the students the opportunity to perform activities through quizzes!



### EduBlogs

The platform provides an exclusive blog to be used by teachers, in multiple formats!



### Shared knowledge

Featured as a time line, each student's unique Virtual Notebook allows them to post class notes!



### Gamification

It uses games, such as quizzes in RPG format, to challenge and engage students!



### Challenges

It allows organizing contests with the purpose of encouraging the constant search for knowledge!



### EduTube space

The EduTube space allows Blended Learning to become a reality in schools!



### Business Intelligence

Data generated is transformed into reports that demonstrate students performance!



### Marketing

The platform is highly customizable, allowing schools to insert banners, vignettes and ads!



### Academic excellence

It gives education institutions the opportunity to create their own database!



**CONNECT TO THE I9GROUP, GO NEURAL!**

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