



# S M I L E

Students Mastering Important Life skill Education

STEM | ROBOTICS | AI | CODING | IOT | VR EXPERIENTIAL  
LEARNING | ASTRONOMY | SMART DIGITAL CLASS | BASIC  
COMPUTER LITERACY | LIBRARY SETUP- BOOKS/ E-BOOK WITH  
TAB | SCHOOL RENOVATION | SOLARIZATION OF SCHOOL



COMPREHENSIVE  
TRAINING LEARNING  
METHODOLOGY


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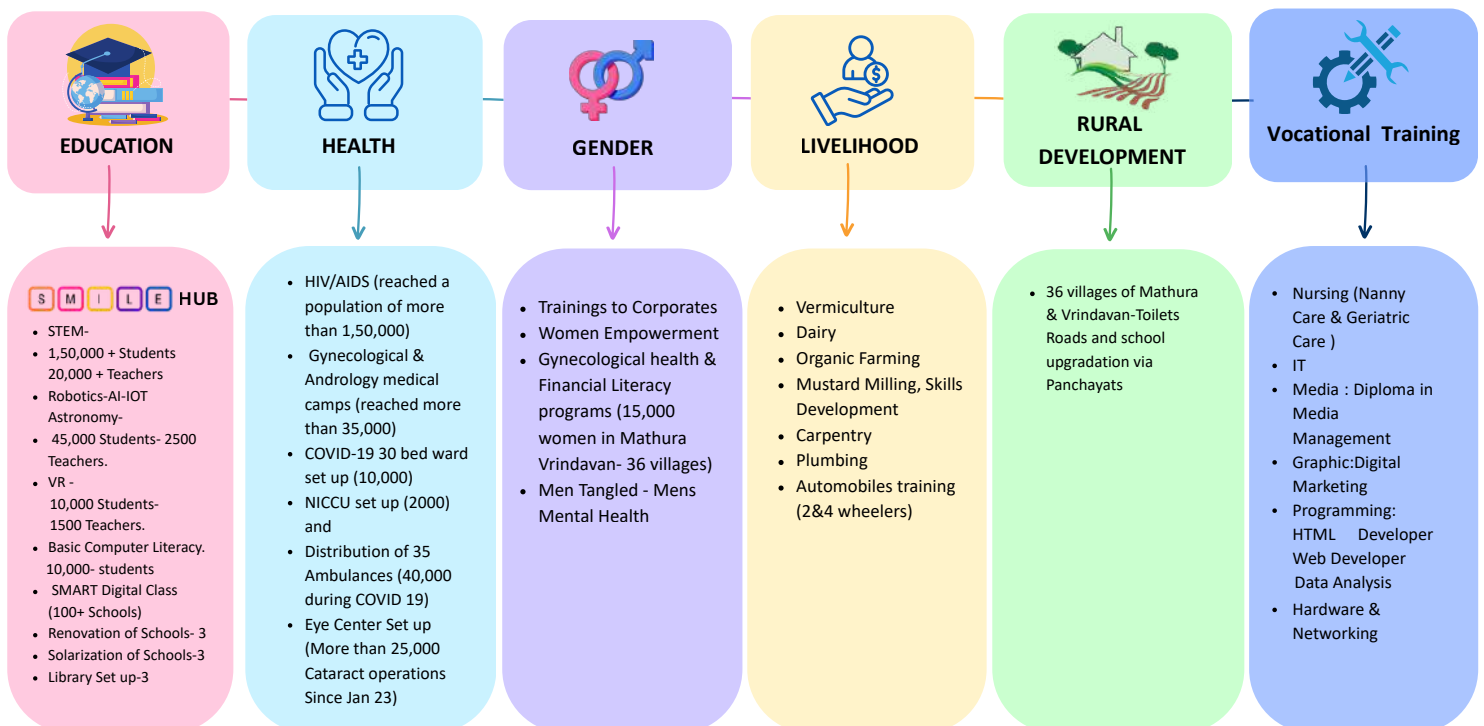
## PROJECT SUPPORT REQUESTED UNDER THE CORPORATE SOCIAL RESPONSIBILITY

### ABOUT US

Samabhavana is Not for Profit Charity venerated 25+ year- old Registered Organization with Charity Commissioner office having being certified under CSR 1, NITI Aayog as well as IICA- Ministry of Corporate Affairs- Ministry of Social Justice, Department of Social Justice, Govt. of India and our aim is to ensure that underprivileged children are given the right opportunities to move ahead in life and gain an edge in the competitive world.

For more information about us please visit: [www.samabhavana.in](http://www.samabhavana.in)

Samabhavana work in the last 25+ years have been in the thematic area of:





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SAMABHAVANA S M I L E HUB program is the ONLY 360° One stop learning solution- A stepping stone in building the capacity of the students, teachers & upgradation of school to use an amalgamation of options of learning via STEM + Robotics + AI-IoT+ VR Experiential Learning + Astronomy + SMART Digital Class + Basic Computer Literacy + Library Setup- Books/ E-book With Tab + Renovation +Solarization Of School - as a technology tool with our on ground Implementation Partner RoboSpecies Technologies Private Limited- Noida- Uttar Pradesh.

S M I L E HUB creates a child friendly sustainable environment meriting foundational learning which is fun and enjoyable which is otherwise out of reach of the underprivileged students.

The state-of-the-art principles of STEM + Robotics – AI – IOT- Astronomy + Virtual Reality Experiential Learning along with SMART Digital Class + Basic Computer Literacy + Library Setup- Books / E-book with Tab (optional) creating learning curiosity and passion for students to explore learn & nurture a technological mind set appropriate to be technologically future ready.

Empowering up grading capacity of teachers with latest technological teaching skill teaching pedagogy by use of S M I L E HUB Components which ensures better engagement of teachers in schooling from day 1 of the program.

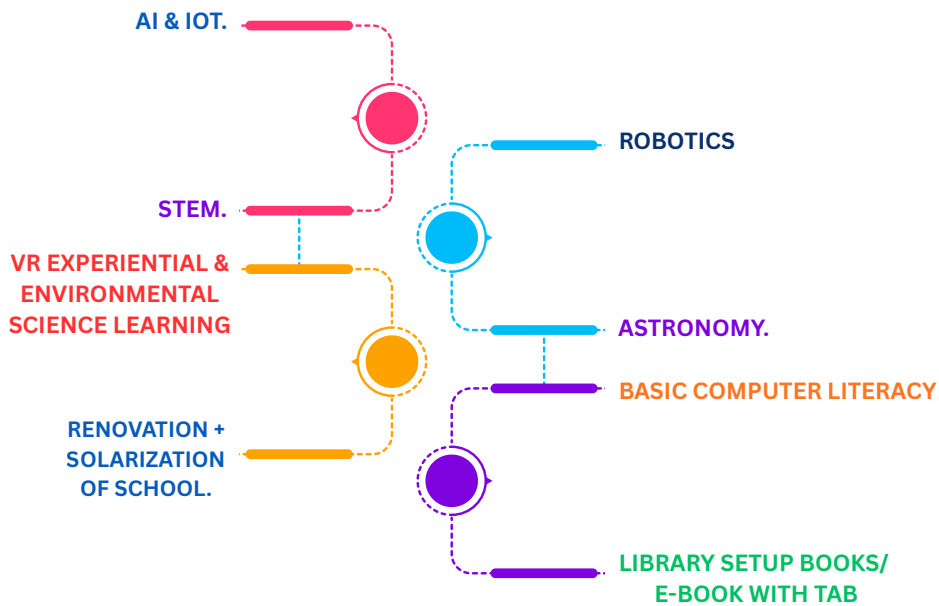
The S M I L E HUB Project inculcates Peer learning methodology wherein higher division students will engage in training lower division students in a cyclic manner, so as to ensure firstly revision of content learned by senior year students & inculcating a hand holding practice, furthermore, Teachers trained be able to have a Peer lead structure that will develop an ecosystem of sustainability lead by students & teachers ensuring the continuation of S M I L E HUB post its funding cycle.

GOAL is to enable children to culture of thinking by being motivated and engaged in Science, Mathematics and Technology (SMT) through observation, testability experimentation, inference drawing, model building, rational reasoning, etc.; by creating curiosity, excitement, and exploration to promote enquiry-based learning in underprivileged Schools.







**NO TO PASSIVE LEARNING & EMBRACING ACTIVE LEARNING**

# S M I L E

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## USP<sub>s</sub>

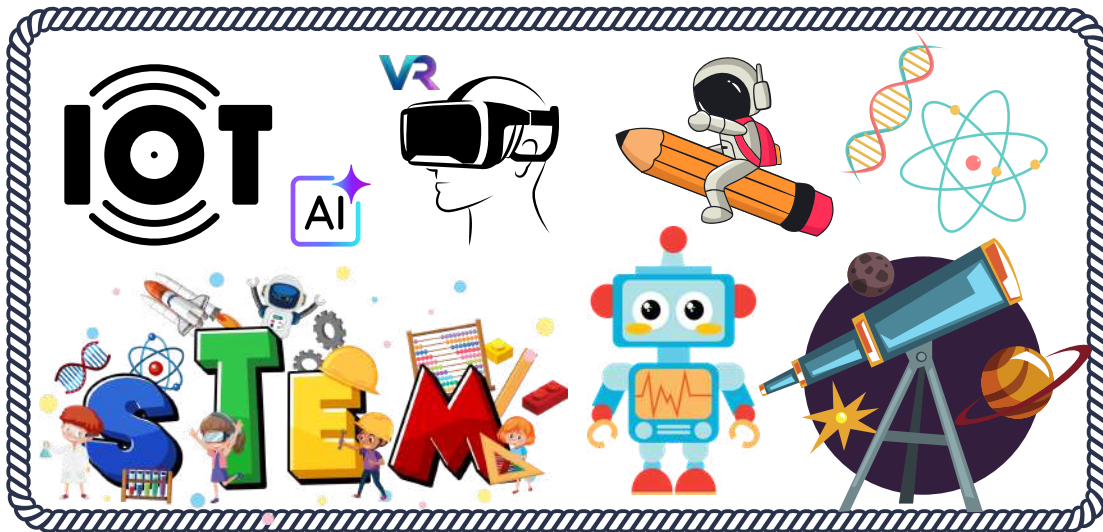
- K-12 NSCERT/SCERT mapped curriculum. 
- Story based, thematic & game based learning 
- Dynamic backend MIS available for M&E purpose 
- Holistic and Experiential learning (As per NEP-2020). 
- Visual + Audio + hands on practical learning. 
- Layered/structured pattern basic to advance level. 



# S M I L E

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A 360° HUB ONE STOP EDUCATIONAL SOLUTION FOR CLASS 1ST TO 12TH



A Stepping Stone in building the capacity of the student to use a amalgamation of options of learning via - 85 STEM Plug & play models + 40 DIY Kits along Robotics Kits + VR Experiential Learning (12 Themes) + 25 Astronomy Models along with India Space Journey History wall + SMART Digital Class + Basic Computer Literacy + Library Setup-Books/ E-book with Tab.

A very educative innovative systemic approach aided With Informative Sunboard Backdrops covering the class wall along with Teachers Training Manual providing hands-on proficiency for learning.

Hub becomes a catalytic conduit that is designed to be made interactive, engaging & fun that's aimed to raise learnings, grasp the information & strengthen the aptitude foundation of children educational growth simultaneously also supports the teachers pedagogy - with a focus on Science, Technology, Engineering & Math's.

Teachers will be able to complete curriculum faster with the aid of technological tools to supplement their teaching and students grasping power increases with the support of the hands-on play & plug audio visual technological tools

# S M I L E

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## PROJECT SUMMARY STATEMENT

**S M I L E** Students Mastering Important Life skill Education 360° Hub is a very educative innovative systemic instrument that uses Technology to revolutionize STEM Robotics-AI-IOT + VR Experiential Learning + Astronomy + SMART Digital Class + Basic Computer Literacy + Library Setup- Books/ E-book With Tab- Learning that makes studying accessible via hands on plug & play models supported with DIY kits.

## EXPECTED OUTCOME

Technologizing Aptitude for development of Scientific Temper in students. The ONLY one stop 360° Inimitable amalgamation of technological elements of STEM & Robotics + AI + IOT + VR Experiential Learning + Astronomy + SMART Digital Class + Basic Computer Literacy + Library Setup- Books/ E book with Tab- Learning – transforming the school into a Technology Incubation Hub.

Ensuring holistic growth of child by simplification of learning difficult subjects & transforms education into child friendly eco system which is fun and enjoyable. Empowering teachers with easy teaching aids that will reduce teaching time and ensure timely completion of curriculum ensuring better engagement of teachers in teaching. The project design ensures sustainability post the program period.



**Fostering Entrepreneurial Spirit over- Cultivating Job providers to Job seeker**

# SMILE

Students Mastering Important Life skill Education



## SWOT ANALYSIS

### STRENGTHS

#### STRENGTHS (INTERNAL FACTORS)

- ONLY 360° One stop learning solution- A steppingstone in building the capacity of the student & teachers & upgradation of school & teachers & upgradation.
- Timely set up of project.
- STEM + Robotics-AI +IOT + Astronomy + VIRTUAL Reality Experiential Learning.
- SMART Digital Class Curriculum aligned with SSC/ICSC/CBSC.
- Basic Computer Literacy.
- Dedicated Trainer to ensure program delivery.
- Planned M&E Process.
- Backdrops are designed in attractive fashion to ensure lively environment in class.
- Aligned with curriculum.
- Assuring Social Returns on Investment (SRoI) after 3<sup>rd</sup> Year.

### Weakness

#### WEAKNESS (EXTERNAL FACTORS)

- There is a probable delay in delivery of programmatic offerings due to natural causes.

#### STRENGTHS (INTERNAL FACTORS)

- Structured TLM program with result-oriented Training overseen by dedicated SMILE Hub coordinator
- Systematized Monitoring & Evaluation overseen by dedicated SMILE Hub Evaluation officer.
- Trust of Public Sector Undertakings (PSUs) - more than 100 donors.
- Successfully implemented Projects in different geographies -PAN India.

#### WEAKNESS (EXTERNAL FACTORS)

- School may not be available in specific designated geography.
- School room not suitable for SMILE Hub set up.

<p><b>OPPORTUNITY (INTERNAL FACTORS)</b></p> <ul style="list-style-type: none"> <li>• Constant development &amp; updating of new models &amp; offerings.</li> </ul>	<p><b>THREAT (EXTERNAL FACTORS).</b></p> <ul style="list-style-type: none"> <li>• None, as the Organization is managed by professionals and overseen daily by its Secretary &amp; E.O</li> </ul>
<p><b>OPPORTUNITY (INTERNAL FACTORS)</b></p> <ul style="list-style-type: none"> <li>• Endeavoring to our donor partners delight by constantly bettering our offerings.</li> <li>• Strengthening of TTP and M&amp;E by our learning's, experience &amp; donor partner's valuable feedback.</li> <li>• Cloud Resource Management (CRM) for one stop donor monitoring.</li> </ul>	<p><b>THREAT (EXTERNAL FACTORS).</b></p> <ul style="list-style-type: none"> <li>• Probability of delay by the school in taking ownership beyond the project period.</li> <li>• Trained teachers being transferred.</li> </ul>

Our Cloud Resource Management (CRM) will provide stakeholders real time reporting



## SUSTAINABILITY

Samabhavana`s planning ensures program sustainability and Social Return of Investment (SROI)



## PROJECT SUSTAINABILITY

**S M I L E** HUB-360° Technological tool safeguards that the learning needs of the schools are augmented and furthermore meet its existing syllabus. HUB-360° model is replicable and scalable program Zero Operation Cost post 3rd year. Inculcating Peer learning methodology wherein higher-division students will engage in training lower division students in a cyclic manner, so as to ensure firstly revision of content learned by senior year students & secondly peer system developing A vibrant network of Peer lead teachers will be available for sustainability post 3rd year.

Ensures development of Scientific temperament in students & Preparing student for lifelong learning and adaptability in a rapidly changing world



## FINANCIAL SUSTAINABILITY

One time infrastructure set up cost that ensures permanent due credit to the donor partner ensuring Social Returns of Investment (SROI).



## DUE CREDIT

Samabhavana- 360° **S** **M** **I** **L** **E** HUB ensures long term visible due credit for the Project of STEM + Robotics-AI-IOT + VR Experiential Learning + Astronomy + SMART Digital Class + Basic Computer Literacy + Library Setup- Books/ E-book With Tab.

The Project is development of the school infrastructure warranting long term visibility and due credit - Commencing from the entrance of the SMILE Hub-room where models are inscribed with donor partners name and logo, such as:

- Main Gate Banner
- Stickers on Models and play cards
- Model reference leaflets
- Teachers Training book



# BANNER



## ROBOTICS + AI + IOT

To prepare students & equipping with hands-on experience in Robotics, Coding, Internet of Things (IoT), 3D Printing, and Drone Technology. These cutting-edge technologies foster innovation, critical thinking, and future-ready skills across a wide range of real-world applications. Technology Covered: Robotics, Coding, IoT( Internet Of Things), AI(Artificial Intelligence), 3D Design & Printing, Drone, Solar Technology etc..



## STEM (SCIENCE-TECHNOLOGY- ENGINEERING –MATHS)

STEM Tabletop Models are compact, hands-on educational tools designed to introduce and reinforce key concepts in Science, Technology, Engineering, and Mathematics (STEM) across grades 1st to 5th & 6th to 12th. These interactive models allow students to engage directly with real-world principles through experiential learning, making abstract ideas tangible and easier to understand



The STEM DIY Kit is a hands-on educational toolkit designed to engage students from grades 4 to 10 in exploring core concepts of Science, Technology, Engineering, and Mathematics (STEM) through build-it-yourself projects. Each kit includes materials, components, and instructions to help students construct working models, conduct experiments, and solve real-world problems in a fun, interactive way



## ASTRONOMY

This Helps Students to Study About the Universe Which is Beyond the Atmosphere of Earth and help them understand satellites, telescope, solar system via our models and DIY Kits. Furthermore, Student Will Also Learn About the History of Indian Space Journey through our INDIA IN SPACE | Wall Museum & Different Model- A Wall Museum that visually catalogues India`s glorious space journey which is certified by ISRO



## VR EXPERIENTIAL & ENVIRONMENTAL SCIENCE LEARNING

This innovative learning program harnesses the power of Virtual Reality (VR) to create immersive educational experiences through thematic videos designed specifically for students in grades 5 to 12. By integrating VR technology with curriculum-aligned themes, students are transported beyond the traditional classroom, allowing them to explore complex concepts in a highly engaging, interactive, and memorable way.



## SMART DIGITAL CLASSROOM- CLASS 1ST TO 12TH

The Smart Digital Classroom will be equipped with an Interactive Panel, offering K-12 educational content in both English and the local language. Enhances interactive learning through multimedia resources, making lessons engaging and accessible for all students. Supports diverse learning styles and promotes a tech-enabled, inclusive educational environment.



## BASIC COMPUTER LITERACY

The Basic Computer Literacy offers proficient in basic computer skills, including Microsoft Excel for data entry and simple calculations, Word for document creation and formatting, and PowerPoint for designing clear, impactful presentations. Familiar with basic graphic design principles to create visually appealing materials.



## LIBRARY SETUP- BOOKS / E-BOOK WITH TAB.

This Will Include General Knowledge + Moral Stories For Students



## RENOVATION / SOLARIZATION OF SCHOOL.



## STUDENTS SUMMER / WINTER CAMP



## VOLUNTEER ENGAGEMENT





# DONOR - PARTNERS

## Indian Public Sector Undertaking (PSU) Donor Partners



## Indian MNC Donor Partners



## Indian Government Donor Partners



## Academic Partners

