# Science, Technology, Engineering and Math, as taught by the technology leaders

The Samsung Lab in a Box Solution

Samsung and STEM Fuse bring real world, project-based online curricula to STEM education

Samsung and STEM Fuse combine to present STEM education in a powerful, relevant way. The Samsung Lab in a Box Solution includes the Galaxy Tab® E for a hands-on and interactive student engagement tool, along with STEM Fuse. STEM Fuse is a complete digital curriculum that presents challenging, real-world projects in a collaborative environment. Students apply what they learn while being exposed to new applications of STEM, encouraging them to discover new interests in the various STEM fields. Curriculum is fully web-based, aligns with state and national standards, and requires no additional training to teach. Additionally, professional development tools help educators learn how to get the most from STEM Fuse. Together with the Galaxy Tab E, it's a complete solution that empowers students and prepares them with the skills they need to succeed in the 21st century.

SAMSUNG + **STEM FUSE**
A Revolution in STEM Education
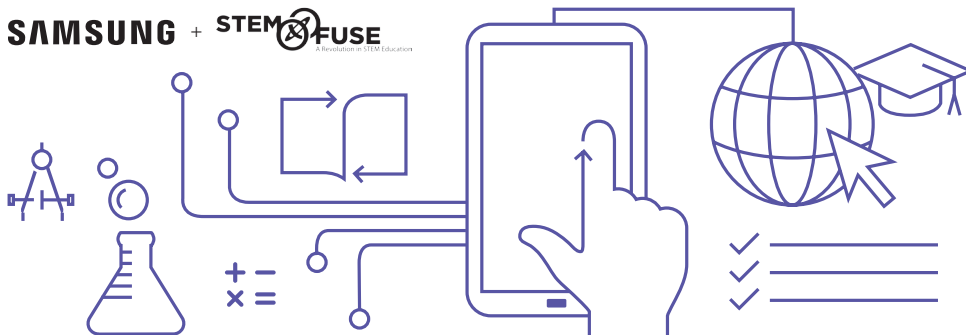
Contact us
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samsung.com/us/education

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Samsung offers two ways to improve STEM education:

Samsung Lab in a Box Solution without Reading

10 Samsung Galaxy Tab® E 9.6" tablets

10 STEM Fuse Curriculum without Reading licenses for 90 days

01 Online professional development for all curriculum included in bundle

Samsung Lab in a Box Solution with Reading
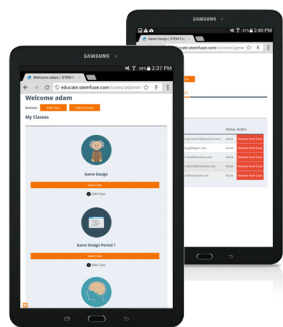
10 Samsung Galaxy Tab® E 9.6" tablets

10 STEM Fuse Curriculum with Reading licenses for 90 days

01 Online professional development for all curriculum included in bundle

SAMSUNG + **STEM FUSE**
A Revolution in STEM Education

Both versions of Samsung Lab in a Box Solution include:

Samsung Galaxy Tab® E tablets for education engage students and bring STEM subjects to life

- Large 9.6" display makes sharing ideas simple
- 7300 mAh battery easily lasts all day, up to 7.5 hours
- Slim, streamlined profile of just 0.38" thin, and light weight of just 1.21 pounds makes it easy for young hands to handle
- Fast 1.2GHz Quad-Core processor to get more learning out of each day

STEM Fuse curriculum license gives you access to the complete curriculum

- Includes everything teachers need for a complete semester or year-long class: discussion topics, presentations, assignments, Teacher's Guides, Answer Keys and much more
- Aligns with state, national and/or Common Core standards
- Teaches current technology, including Unity/C# Programming & Advanced Game Design, Blender/3D Modeling & Texturing, Android Studio/Java Programming & Mobile App Development, and more

STEM Fuse online professional development

STEM Fuse provides 60- to 90-minute professional development webinars for each course. The courses provide training on the digital delivery system and a demonstration of each course. Each course is broken down by unit and educators are provided with tips, strategies and resources to get the most from the STEM Fuse curriculum.

Samsung Lab in a Box Solution without Reading

STEM Fuse Pack Courses

Game:IT Elementary (K-5) Teaches the fundamentals of computer programming and game design using the popular Scratch game engine. Students will build games that incorporate if/then statements, loops, user input, animation, graphing and more! Materials are perfect for use in a technology class, after-school club or summer program.

Game:IT Junior (6-8) Students are introduced to the math and physics theories used in game development, use of the engineering design cycle and computer programming concepts as they build 5 games. They'll learn about loops, arrays, variables, if-then statements, events and actions, animation and more in our programming lessons. Requires installation of Construct 2 Software

Game:IT (9-12) In this project-based STEM course, students follow step-by-step instructions to build 5 games to learn the programming skills needed to complete the final project, designing an original game. In addition, students will explore careers in the game design industry and learn about the math & physics concepts that are critical to making realistic games. Requires installation of Construct 2 Software

Game:IT Intermediate (9-12) Students will get the experience of being part of a Game Development team, including conducting market research, storyboarding, presenting ideas to a focus group and making changes accordingly, working together as a team while assuming individual roles, testing, and hitting deadlines while programming original games. Requires installation of Construct 2 Software

Game:IT Advanced (10-12) This course introduces students to C# programming and advanced game development using Unity. Students will also gain experience in 3D modeling and texturing with Blender. There is a strong focus on collaboration, problem solving, critical thinking, and troubleshooting in this course Requires installation of Unity & Blender Software

Math Course 2 (7th grade) This curricula aligns with Common Core math standards but was designed to better engage students by incorporating relevant discussions, activities, games and examples that show students how math is used in everyday life. Topics are taught over multiple days to increase student retention.

Math Course 3 (8th grade) This curricula aligns with Common Core math standards but was designed to better engage students by incorporating relevant discussions, activities, games and examples that show students how math is used in everyday life. Topics are taught over multiple days to increase student retention.

Algebra1 This curricula aligns with Common Core math standards but was designed to better engage students by incorporating relevant discussions, activities, games and examples that show students how math is used in everyday life. Topics are taught over multiple days to increase student retention.

Website Design (9-12) Students will learn technical skills like coding (HTML & CSS), site building using a GUI, website development processes, testing, debugging, project management and deployment. Students will work individually and in teams to design, publish and promote fully functional websites of varying difficulty using a project based-approach.

Start:IT (9-12) At the end of this entrepreneurship course students will have learned: How to turn an innovative idea into a business; how to write a business plan; how to market and brand their business; how to use social media for business use vs. personal; how to seek investors. This course includes hands-on practice using Google Docs.

Health:IT (9-12) This course is a study of how technology is used in recordkeeping practices in hospitals and physicians' offices. The student is given an opportunity to learn about the latest technologies and software used in today's healthcare system.

Mobile App:IT (10-12) This course introduces students to fundamentals of the Java programming language and development of mobile applications for Android devices. Through hands-on projects, students will learn about Types & Variables, If/Then Statements, Methods, Loops, Classes and more. Finally, they will develop and publish apps. Requires installation of Android Studio Software

Biomedicine (10-12) This STEM Fuse course introduces students to the field of clinical laboratory science. Medical laboratory scientists and medical laboratory technicians collect samples and perform tests to analyze body fluids, tissue and other substances. Most medical laboratory scientists and technicians work in healthcare laboratory facilities.

Biotechnology (10-12) Biotechnology is a solution for feeding, cleaning and healing medicinal world problems. It is identified as a mainline for the future of professional occupational advancement for a variety of disciplines including agricultural advancement, industrial advancement, environmental solutions and medicinal therapy. Career opportunities are endless.

Samsung Lab in a Box Solution with Reading Courses
(Includes all the courses above PLUS the reading courses below)

The READ:IT! reading program aligns with all five components recommended by the National Reading Panel: phonemic awareness, phonics, vocabulary, fluency and comprehension. Written in a format ready for RTI (Response to Intervention) implementation, this research-based curriculum provides a step-by-step multisensory approach that is more teacher-friendly than any program of its kind. As it is aligned with the reading and spelling common core standards, teachers are guaranteed to teach all necessary skills and strategies at the appropriate developmental levels of their students.

STEM Fuse Reading Courses
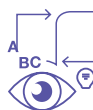
Read:IT K	Read:IT 3rd
Read:IT 1st	Read:IT 4th
Read:IT 2nd	Read:IT 5th

Learn more samsung.com/us/education
Product support 1-866-SAM4BIZ   1-800-SAMSUNG
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Samsung Electronics has been named 2015 ENERGY STAR Partner of the Year in the product manufacturing category by the U.S. Environmental Protection Agency (EPA).

ENERGY STAR AWARD 2015 PARTNER OF THE YEAR