



Emeritus Smart Kids Academy
— LEARN • GROW • SUCCEED —

PRODUCTS

&

SERVICES



Emeritus **Smart Kids** Academy
LEARN • GROW • SUCCEED



Our **STREAM** **Products & Services**

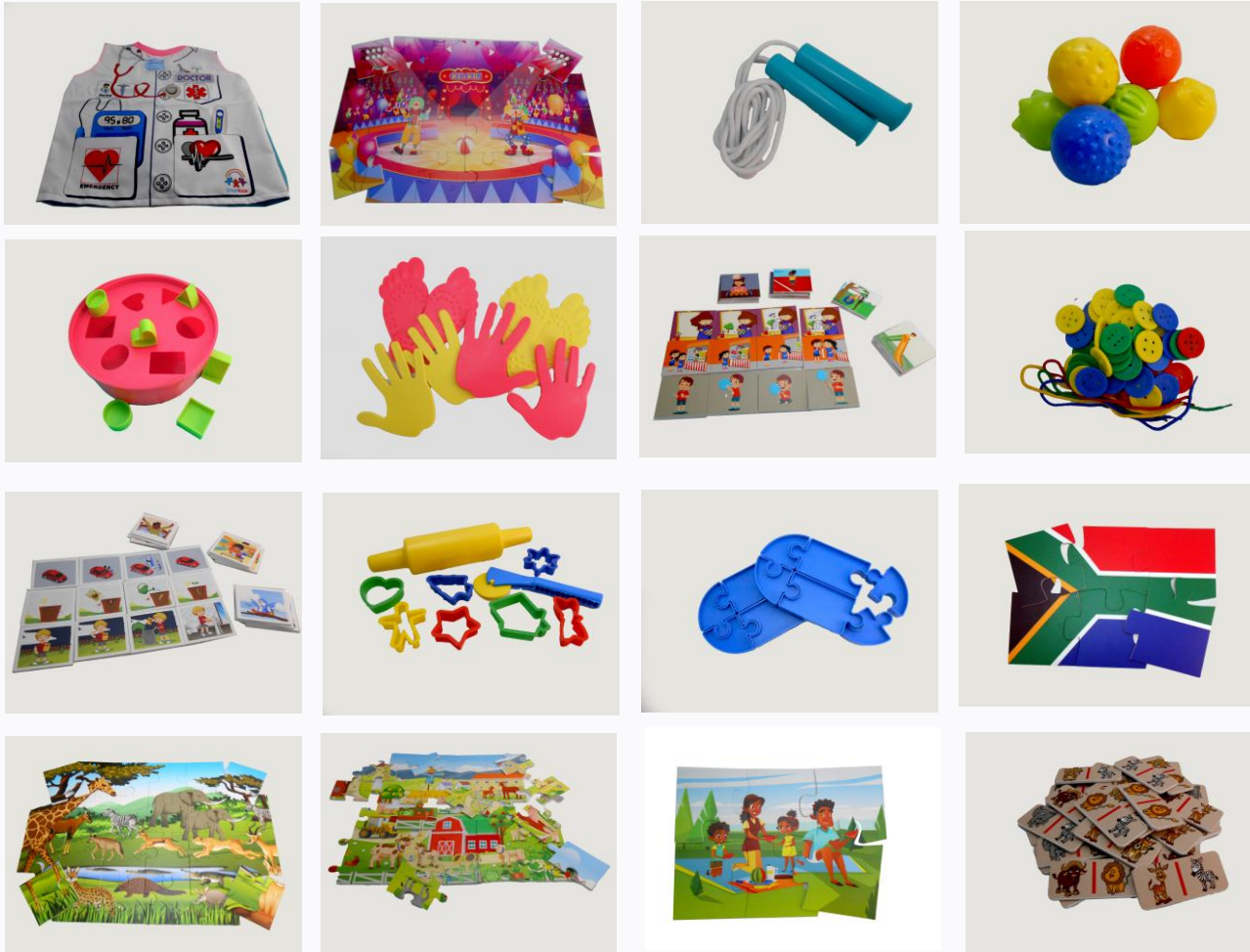


2026

STREAM SOLUTIONS

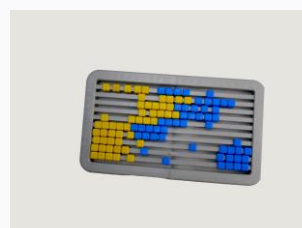
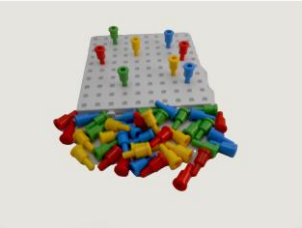


LIFE SKILLS





NUMERACY





TECHNOLOGY





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LITERACY





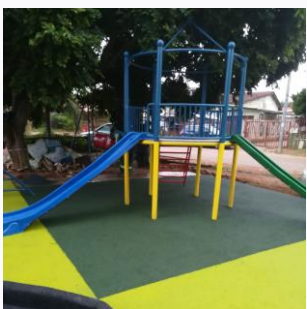
CONSUMABLES

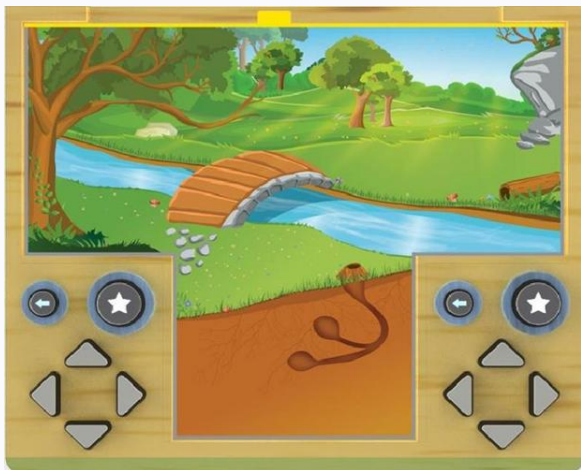




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Jungle Gym





Meet Spark



Children



Families and Friends



Neighborhood



Nature



In the Garden



Carnival of Colors



Magical Math



Building Blocks



Early Language



My Content



About EduQuest

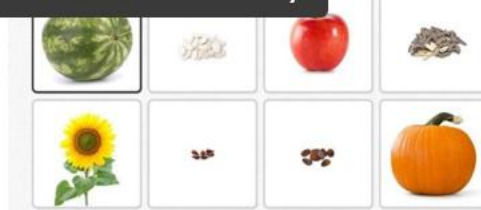
Maze



Classification



Match and Memory



Select the Correct Answer(s)



Movies



Explore



Meet Spark

Children meet the central characters, Spark and his friends, and learn about the Illuminated Keyboard.

1. Illuminated Keyboard
2. Amazing Friends



Children

Through challenging games, puzzles and a variety of activities about parts of the body, senses and feelings, young learners explore both their physical and emotional selves.

1. My Body
2. My Body Up Close
3. Senses
4. How I Feel
5. More Feelings
6. Same and Different



Families and Friends

Identifying family members and their roles through stimulating stories, games and creative activities broadens the children's understanding of what family is. Learning about the value of friendship cultivates prosocial behavior.

1. Families
2. Friends
3. Clothing
4. What Comes First?





Neighborhood

Students learn about neighborhoods, jobs, transportation and more. Matching and sorting activities broaden vocabulary and develop logical and associative thinking.

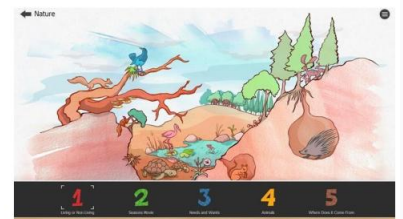
1. In the Neighborhood
2. Getting Around
3. At the Store



Nature

Students are exposed to the concept of living and non-living things. They also begin to differentiate between needs and wants, learn about animals and their habitats as well as how the seasons influence animals, plants and people.

1. Living and Non Living
2. Seasons
3. Needs and Wants
4. Animals
5. Where Does it Come From?



In the Garden

Exploring gardens and taking a close-up look at trees, their leaves and seeds piques children's curiosity about the world around them. Vocabulary enrichment, mathematical skills, logical thinking and memory are some of the goals of the challenging activities in this topic.

1. Garden Treasures
2. All Kinds of Leaves
3. Planting Seeds
4. Patterns and Puzzles



Carnival of Colors

Students learn the names of the colors, how they mix to form new colors and where they are in a rainbow. Logical and creative thinking, memory and attention are developed through patterning and creative activities.

1. Ice Cream Colors
2. Blending Paints
3. Bunches of Colors
4. Colorful Cubes
5. Rainbow Patterns
6. Crazy Colors



Building Blocks

Using cloud shapes, household items, beautiful gems and interaction with real wooden shapes, children explore the rich world of geometry. Visual-spatial ability, visual discrimination and imagination are just some of the competences developed in this topic.

1. Shapes in Clouds
2. Treasure Hunt
3. Build a Treehouse
4. Models





Early Language

Language competence is developed through stories, exploring, identifying and classifying items that surround young learners in real life. A variety of activities including sentence completion, riddles and word building games, encourage the children's developing language proficiency.

1. Talk About It
2. At Home
3. Sounds and Letters
4. Stories



Magical Math

Numbers, counting, sorting, shape recognition, measuring, comparing, adding and subtracting are just some of the skills that students develop through numerous fascinating activities, stories and art.

1. Thinking Brain
2. Tricky Fingers
3. Nosy Numbers
4. Counting Fun
5. Nothing Zip Zero
6. More or Less
7. Part Whole Discovery
8. Towers

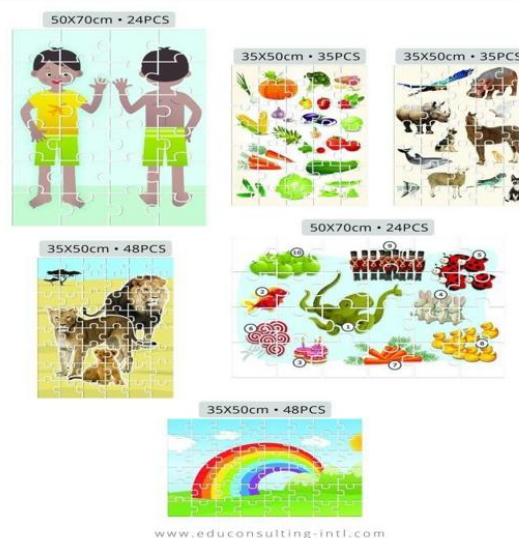


Puzzles

Courseware puzzles are complemented by jigsaw puzzles to be put together on the activity mats or as large floor puzzles.

Puzzles

EduQuest
Edu-Consulting



www.educonsulting-intl.com

STEAM CATALOG

JULY 2026 | ISSUE 01

TRANSFORMING THE FUTURE

*Can AI Think Like Us?
Ethics of Machine
Decision-Making*



CODING & ROBOTICS KITS

The Rise of Intelligent Systems and Their Global Impact





Foundation Phase Coding & Robotics

	1	2	3	4	5	6	7
A							
B							
C							
D							

Coding Mats

Table Mat 70cm x 50 cm
Floor Mat 3m x 3m

Coding Cards

Magnetic Coding Cards + board





Coding & Robotics





Coding & Robotics - Accessories



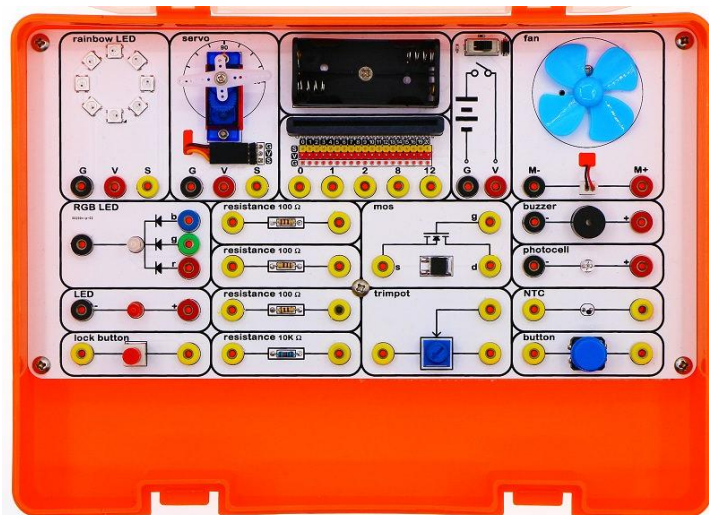


Coding & Robotics –





Coding & Robotics –



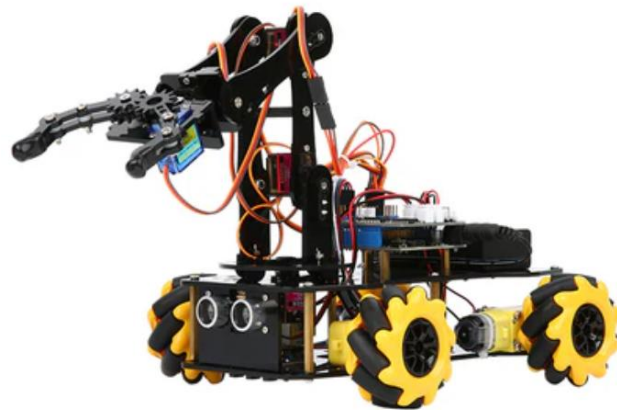
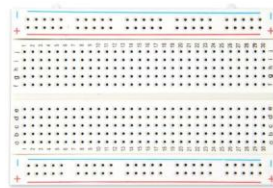


Intermediate Coding & Robotics



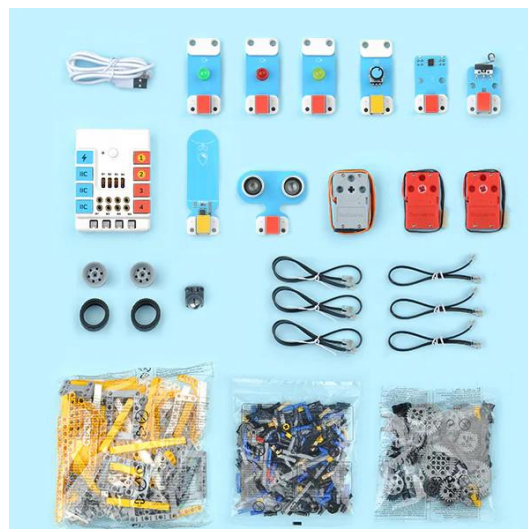
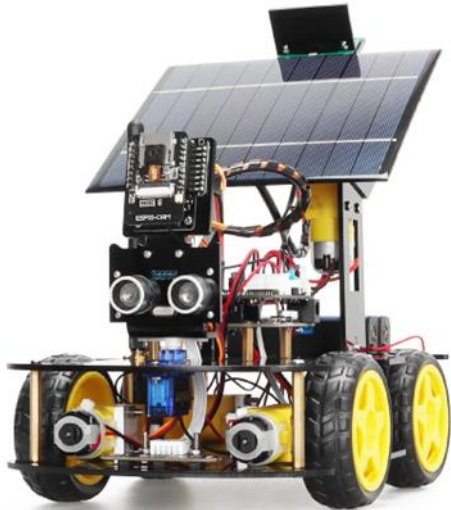


Senior Phase Coding & Robotics





Senior Phase Coding & Robotics





Senior Phase Coding & Robotics





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THANK YOU