

Agenda

- Overview
- Vision
- Mission
- Target Audience
- Why Partner with PLEX
- About PLEX Education
- Philosophy
- The Team
- Problems faced by students and teachers
- Benefits to students and schools
- Sample Primary Program (coding, animation, 3D modelling, poems)





Vision



Equipping students to lead transformative change, addressing global challenges, and shaping a brighter, equitable world through innovative education and purpose-driven learning.

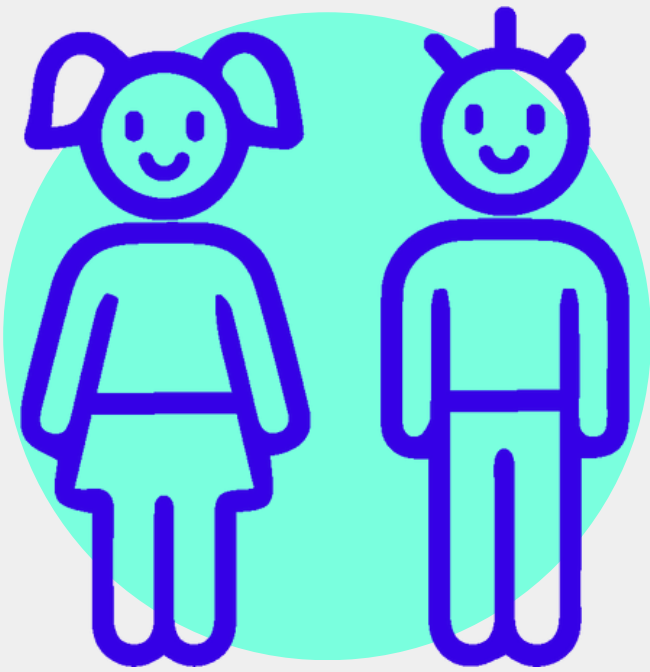


Mission



Empower students with knowledge, tools, and inspiration to tackle global challenges, fostering critical thinking, compassionate leadership, and creating meaningful global impact.

PIEX Target Audience



Primary school students

Main beneficiaries of educational change.



Primary school educators

Seeking modern methods, tech integration.



Schools

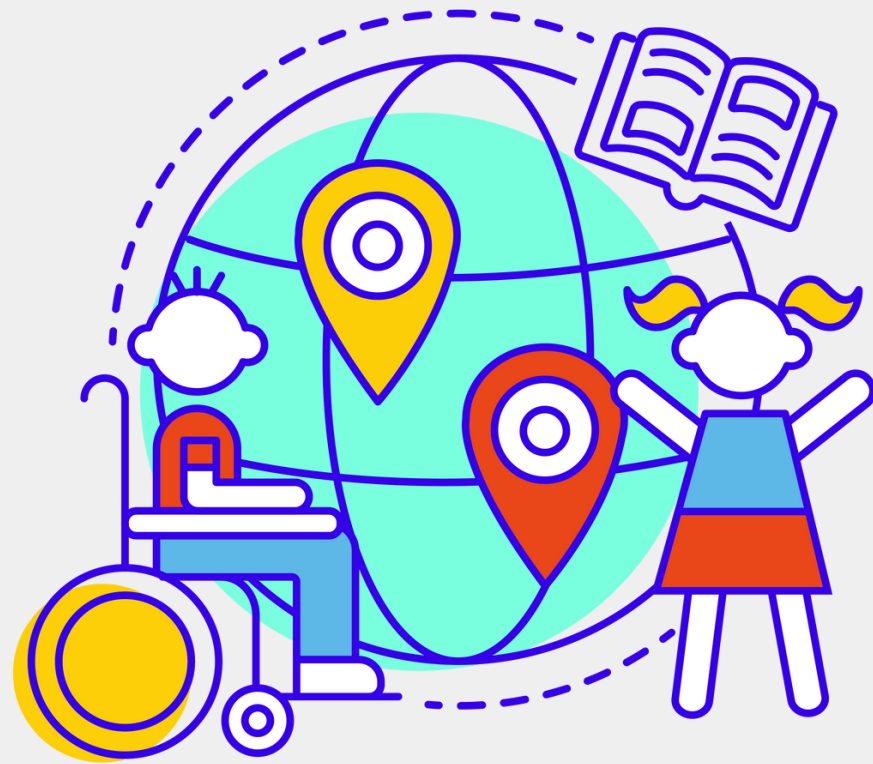
Boost enrolment by harnessing the power of technology in your school.



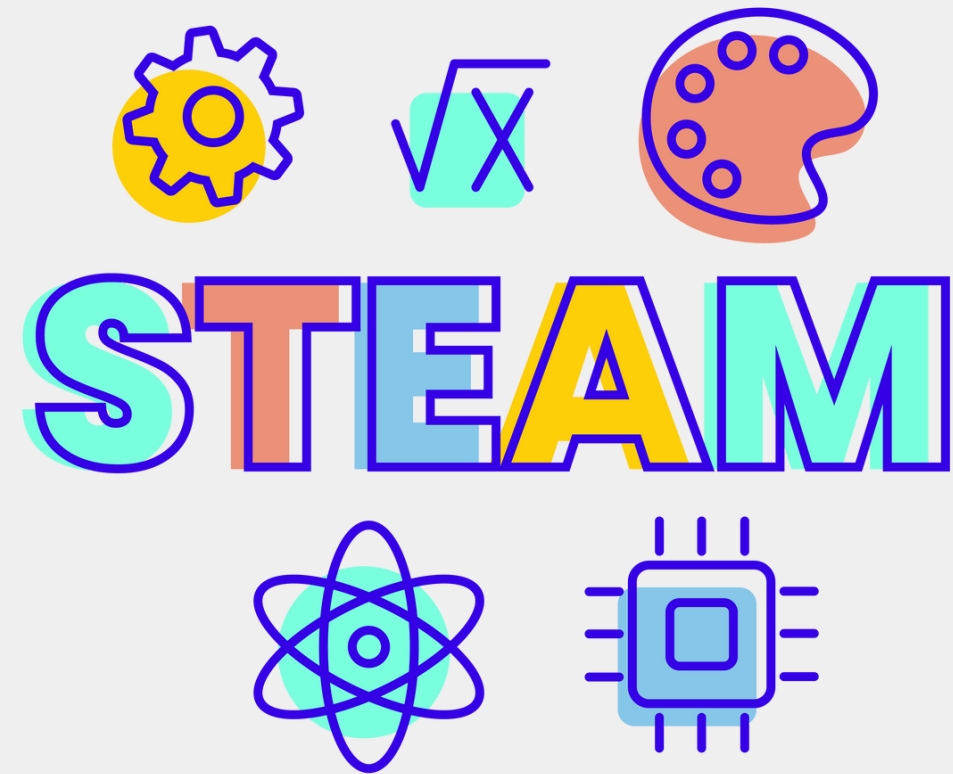
Parents

Involved in child's learning and progress.

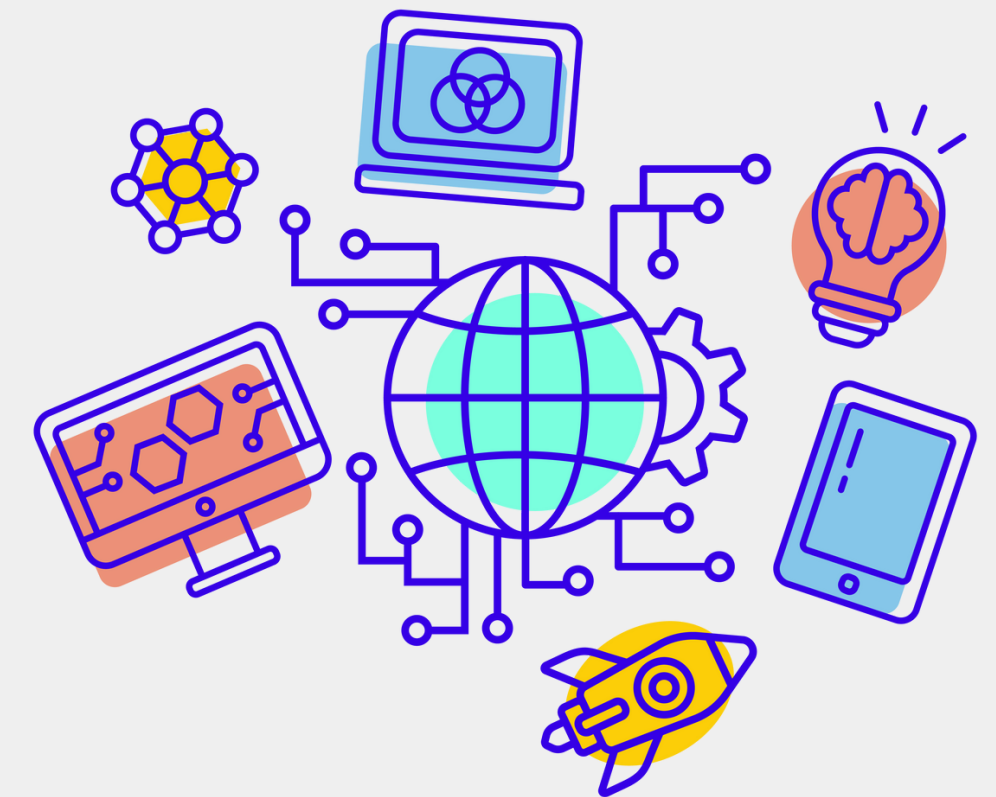
Why Partner with PLEX



Improve **education access for all**, regardless of socio-economic background.

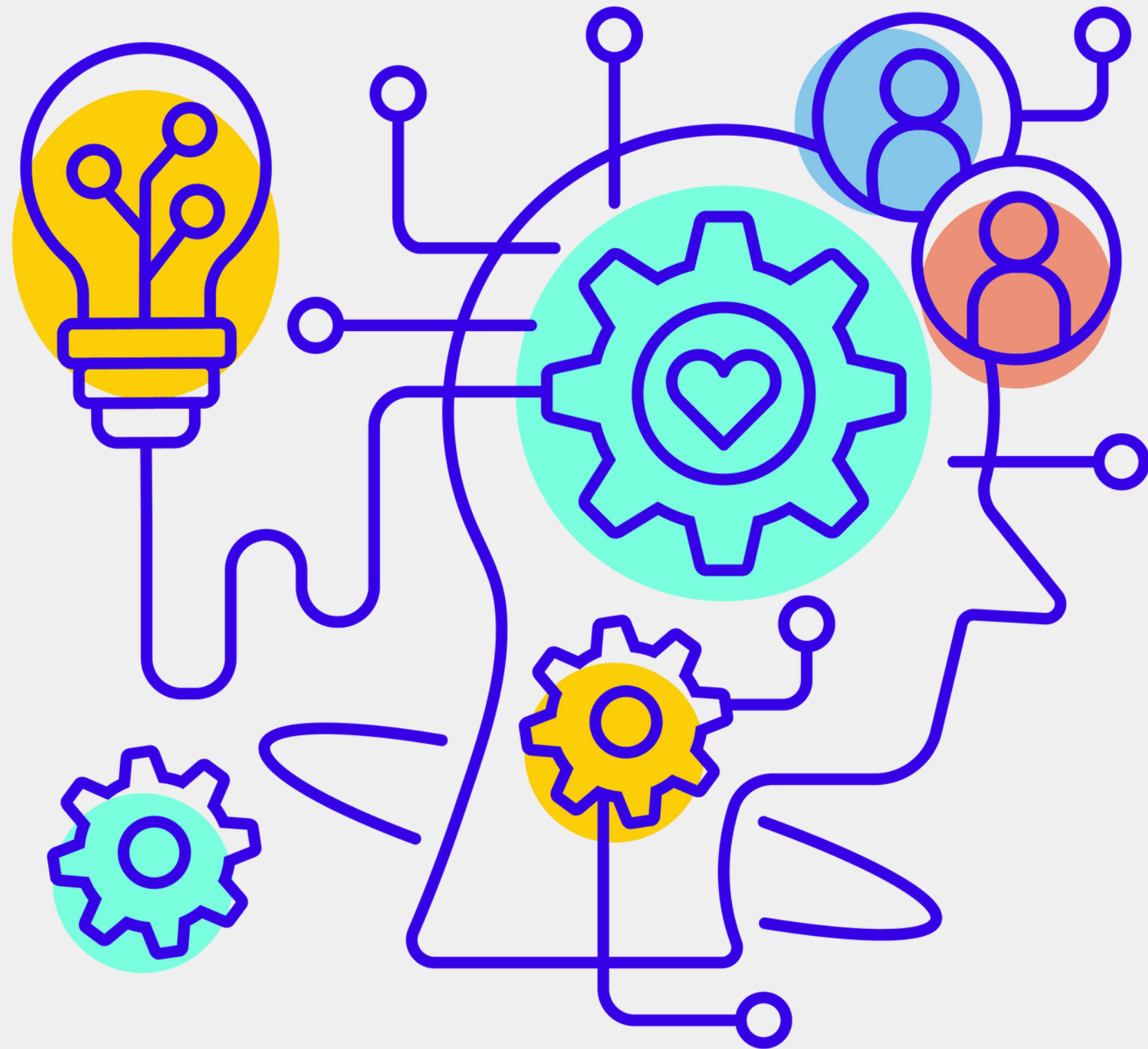


Advance **STEAM education** for future-ready students with social-emotional skills.



Use **technology to enrich learning** with interactivity and engagement.

About PLEX Education



Innovative technology and social-emotional growth, empowering students to conquer real challenges and build a comprehensive, future-ready skillset.

PIEX's Philosophy



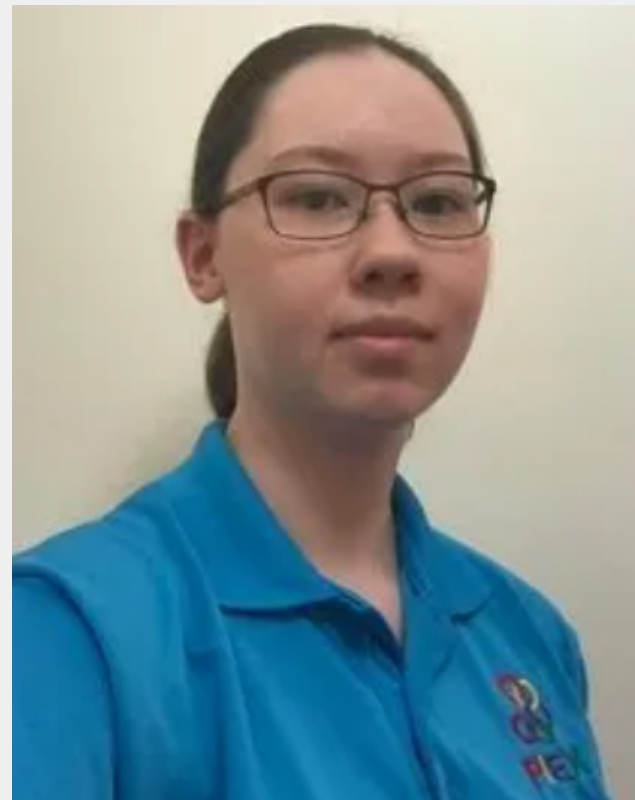
At PIEX Education, we foster engaging and challenging environments that **promote critical and creative thinking**. We believe in holistic learning, encouraging students to **explore interests and skills beyond the classroom**. Our challenge-based learning approach **cultivates innovative problem-solving** for real-world complexities.

The Team



Liling Ong

Founder of PIEX
Education



Petra Warr

*Lead Coach
2D animation*



Sam Nairn

*Lead Coach
3D game design*



Belinda Thjin

*Lead Coach
Coding*



Isaac Velayo

*Lead Coach
Coding*



Problem (Student)

Solutions



Limited Practical Learning: Some primary education systems prioritise rote memorisation over practical skills and critical thinking.

Combine 3D modelling and 2D animation software for interactive tools bridging theory and practice, enhancing engagement and understanding.



Lack of Relevance: Students struggle to relate school learning to real-world use, causing disengagement.

Integrate project-based learning that connects classroom concepts to real-world challenges, using technology to research current events and propose solutions, fostering practical understanding.



Preparation for the Future: Students feel education falls short in readying them for post-high school life, encompassing college, careers, and life skills.

Integrate coding, robotics, animation, and game design in primary education to foster problem-solving, creativity, and digital literacy, preparing students for careers in technology, STEM, communication, and interactive media.



Problem (Teachers)

Solutions



Workload and Time: Teachers manage extensive tasks like planning, grading, and administration.

Lesson plans aligned to the school curriculum provided to teachers.



Resource Scarcity: Limited access to teaching materials and professional development hampers high-quality education.

Establish online resource hubs with educational materials, lesson plans, multimedia, and interactive activities, offering teachers a comprehensive toolkit.



Support Shortage: Limited professional development hinders teachers from enhancing methods and staying current with trends.

NESA accredited training available online and in person.

Benefits to students



- **Relevance and Engagement:** Linking classroom content to real-world contexts heightens student interest and motivation, fostering active participation.
- **Skill Growth:** Educational apps and games nurture problem-solving, critical thinking, creativity, and digital literacy.
- **Digital Age Readiness:** Early exposure to tech and tools cultivates vital digital literacy for a technology-focused future.



Benefits to students



- **Confidence and Agency:** Solving challenges and aiding the community heighten students' self-esteem and agency.
- **Enhanced Motivation:** Gamified aspects, rewards, and challenges spur active engagement and achievement in learning.



Benefits to schools



- **Increased Enrolment:** Tech-embracing schools draw students and parents seeking innovation, boosting reputation and enrolment.
- **Improved Retention:** Engaging lessons, personalised learning, and tech-driven activities curb dropouts and boost retention.
- **Strong School Image:** Integrating technology presents a school as contemporary and forward-looking, appealing to parents and students valuing up-to-date educational methodologies.



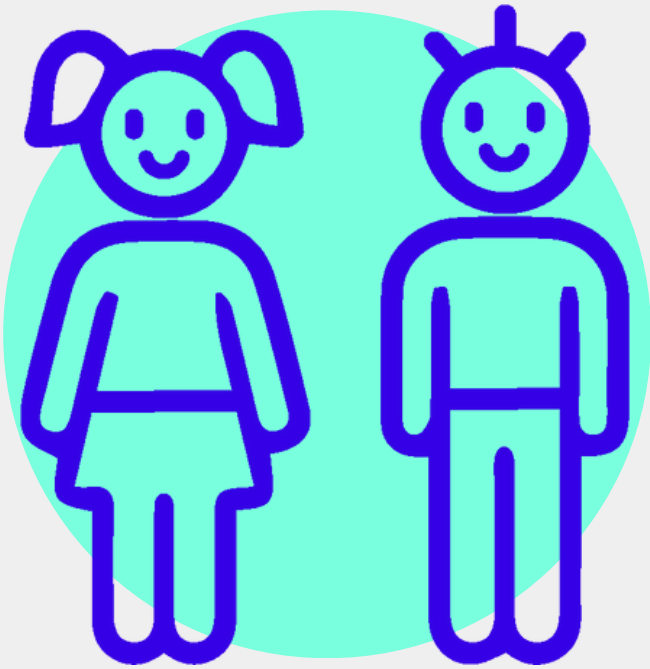
Benefits to schools



- **Digital Readiness:** Tech-incorporating schools signal dedication to readying students for the digital future, assuring parents of practical, relevant skills.
- **Competitive Edge:** Technology-savvy schools gain appeal as forward-looking choices for students seeking cutting-edge education.

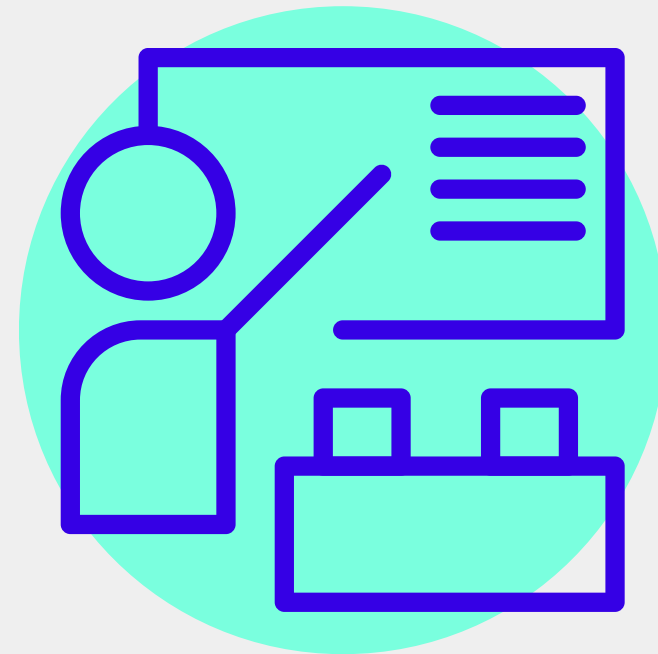


Testimonials



Students

I love it!
It is amazing!
I want longer sessions!



Educators

Allow students to develop strong understanding and skills which linked to our grade topics



Schools

A compelling selling proposition for our school to drive sustained growth in enrollment numbers over the years



Parents

My son showing great interests and always look forward to PLEX weekly in-school programs

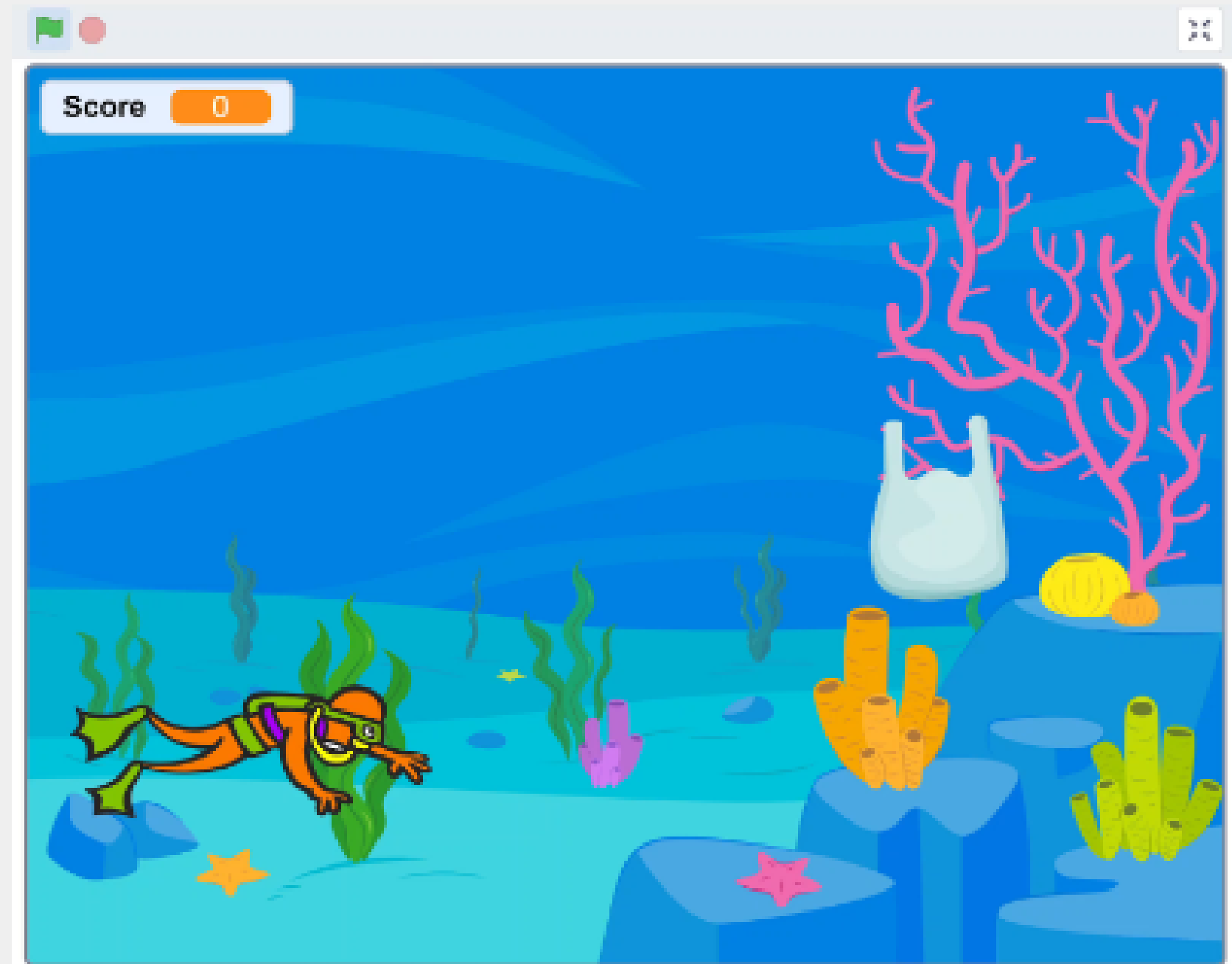


Sample Programs & Lesson Plans

Coding Program



**Environmental
sustainability**

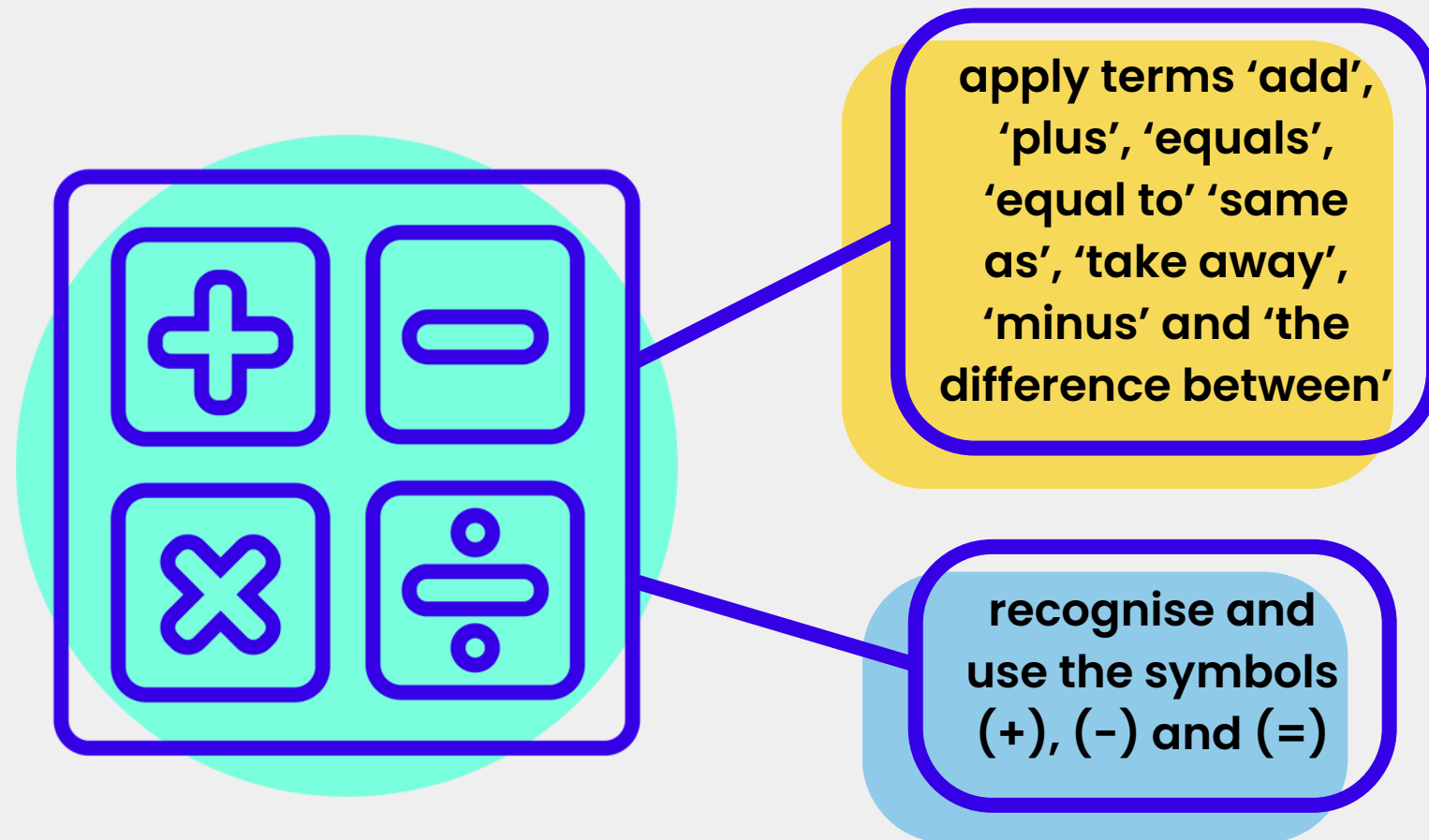


Children create games and animation
using Scratch coding software

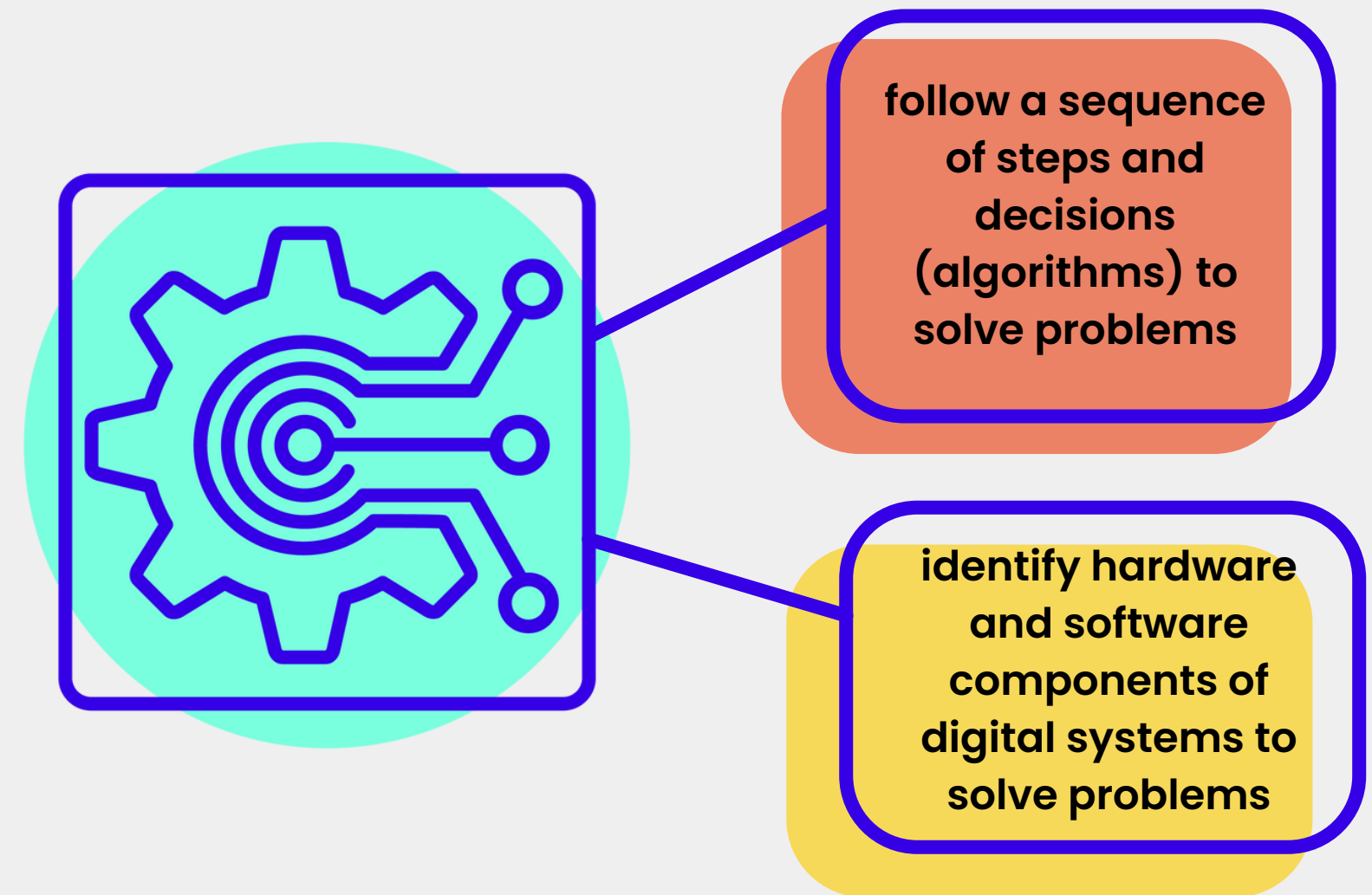
Learning Outcome



Mathematics



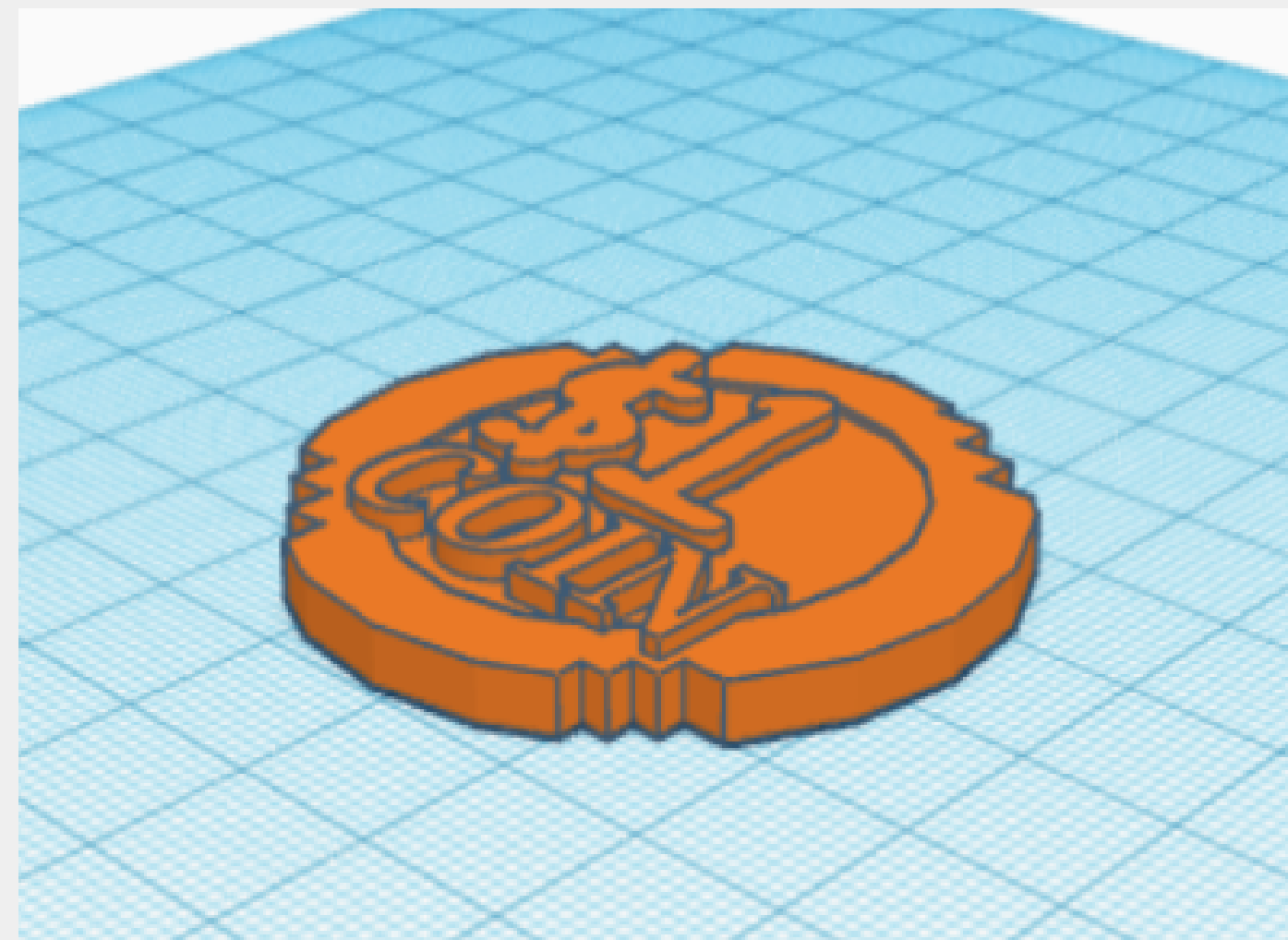
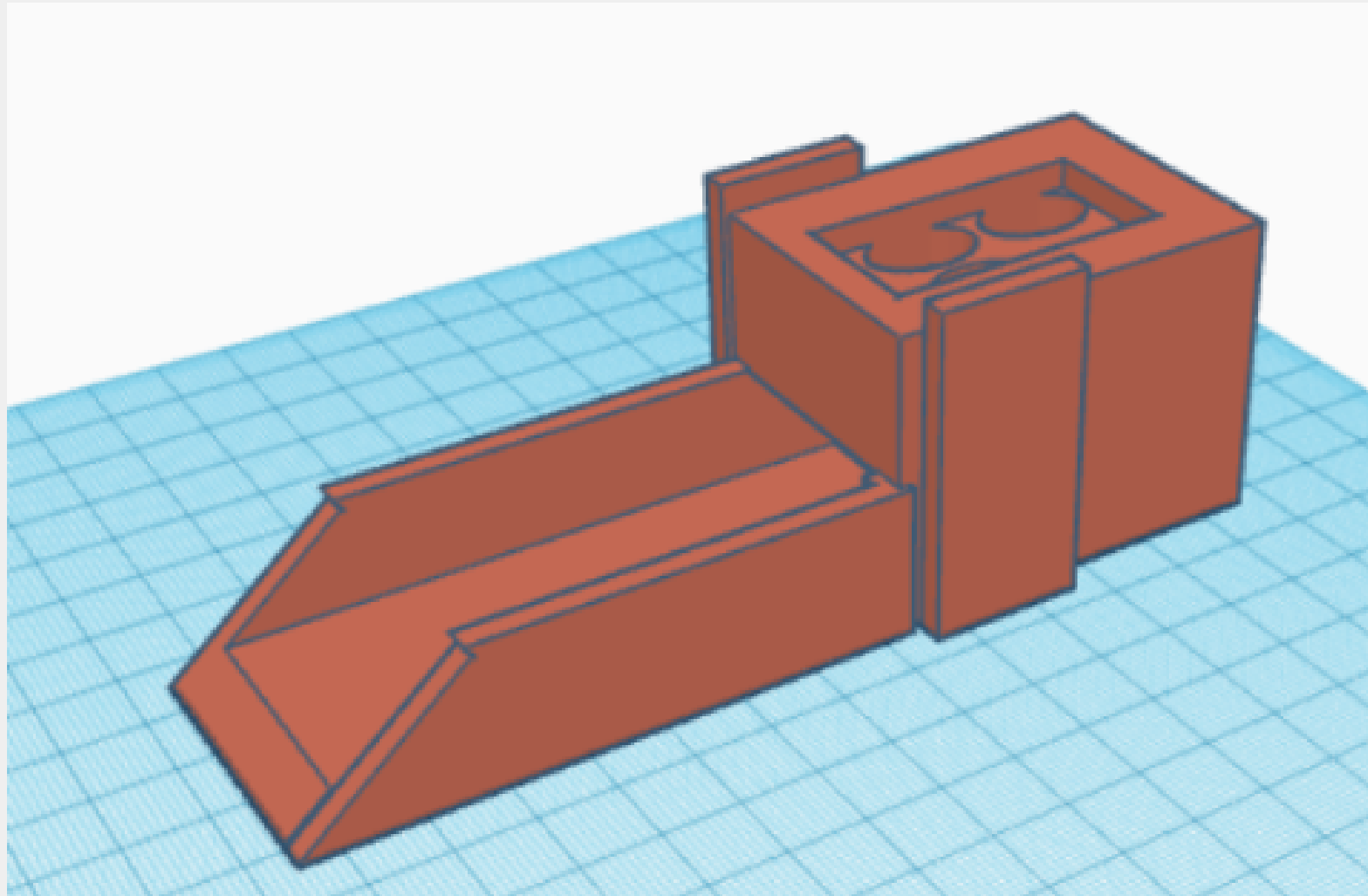
Digital Technology



3D modelling Year 3 Program



Trade and Travellers

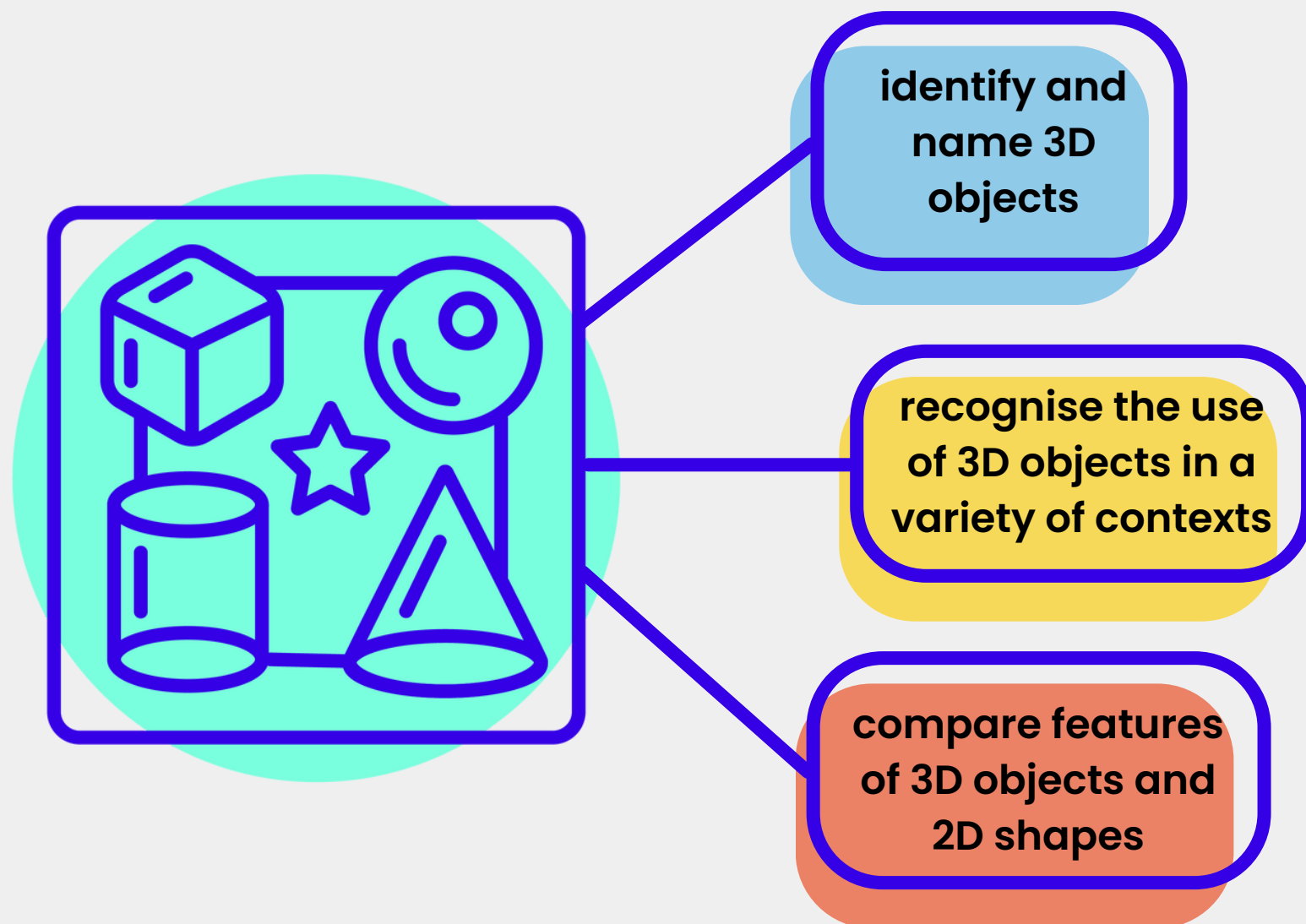


Children create 3D coins and rocker box using
TinkerCAD modelling software

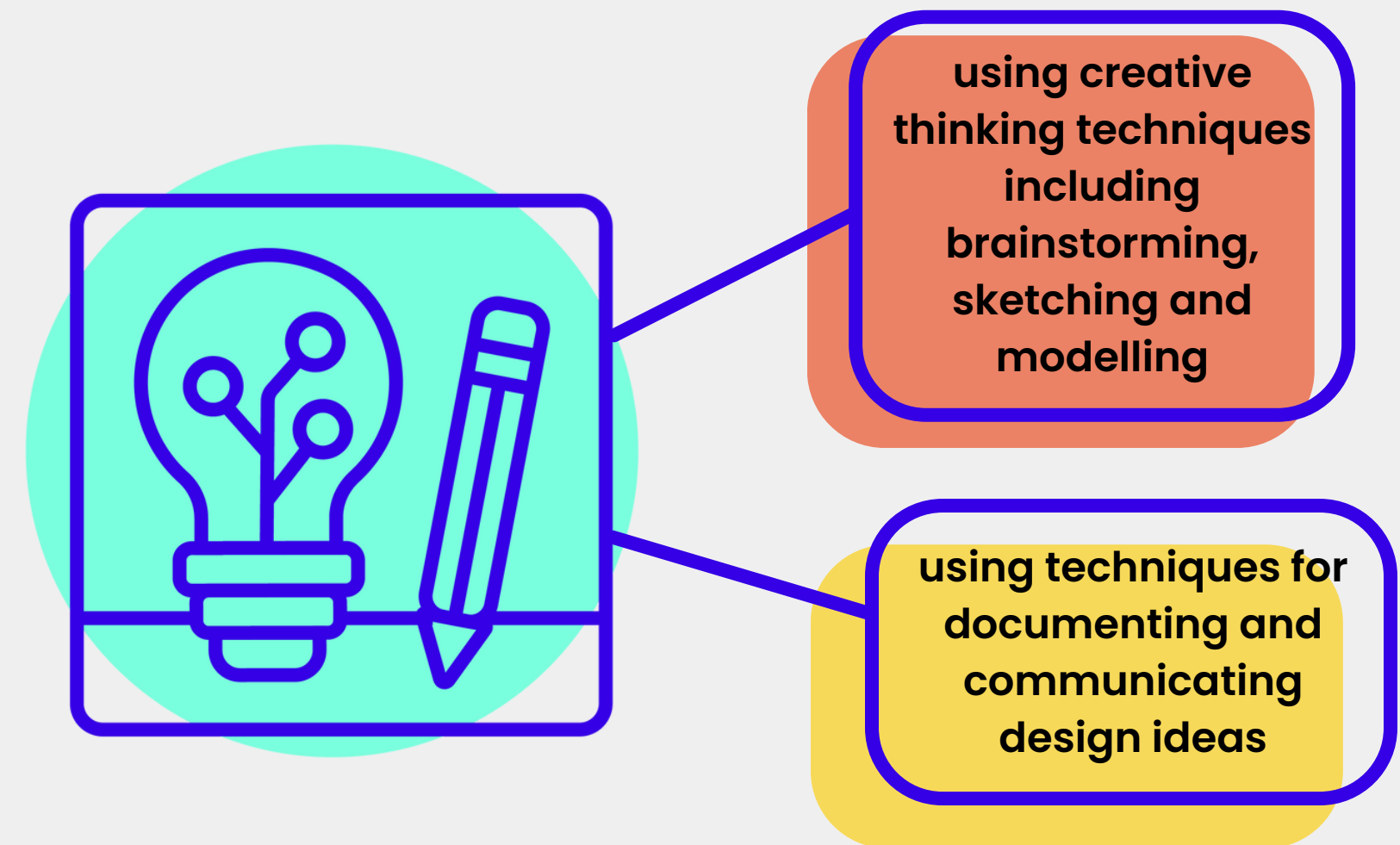
Learning Outcome



Mathematics



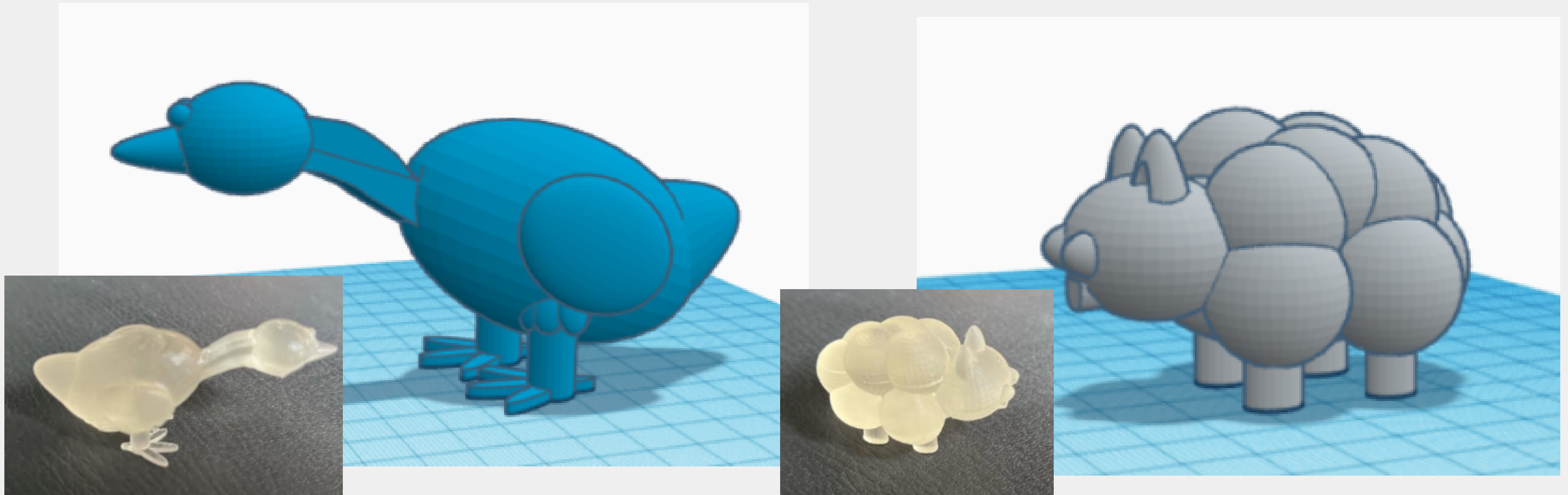
Working Technologically



3D modelling Year 4 program



Charlotte's Web literature

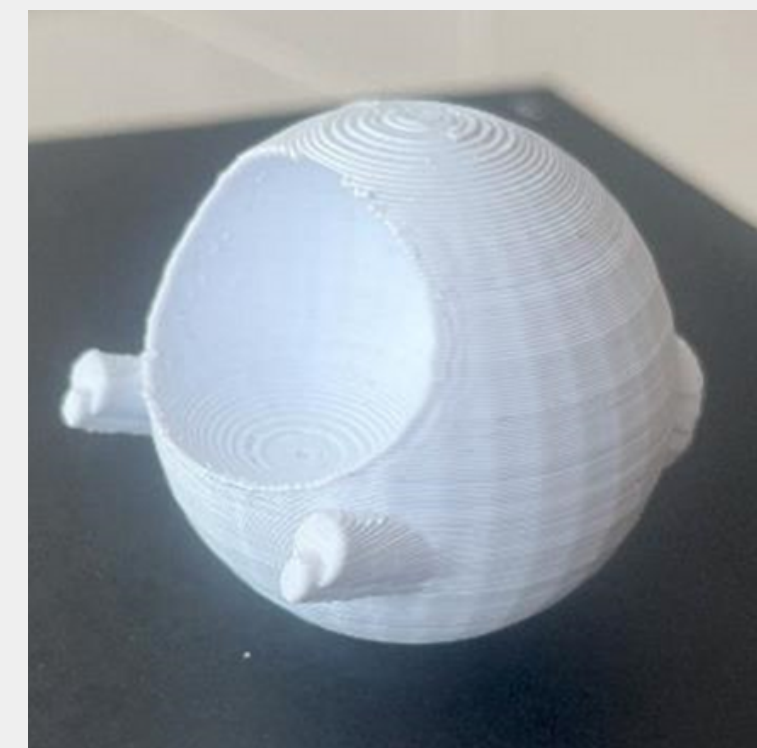
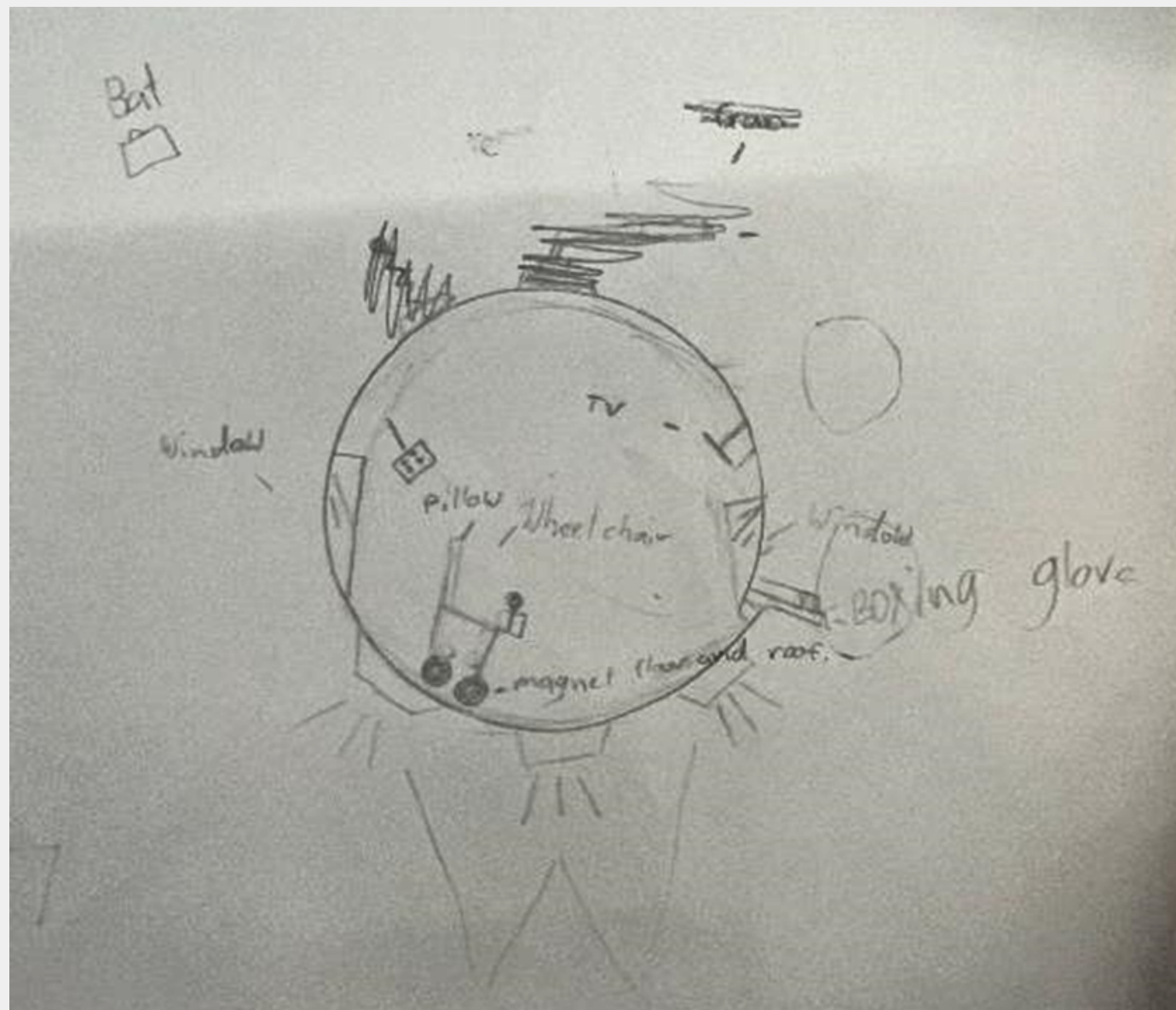


Children create 3D animals using TinkerCAD modelling software

3D modelling Year 4 program



The Future of Transportation

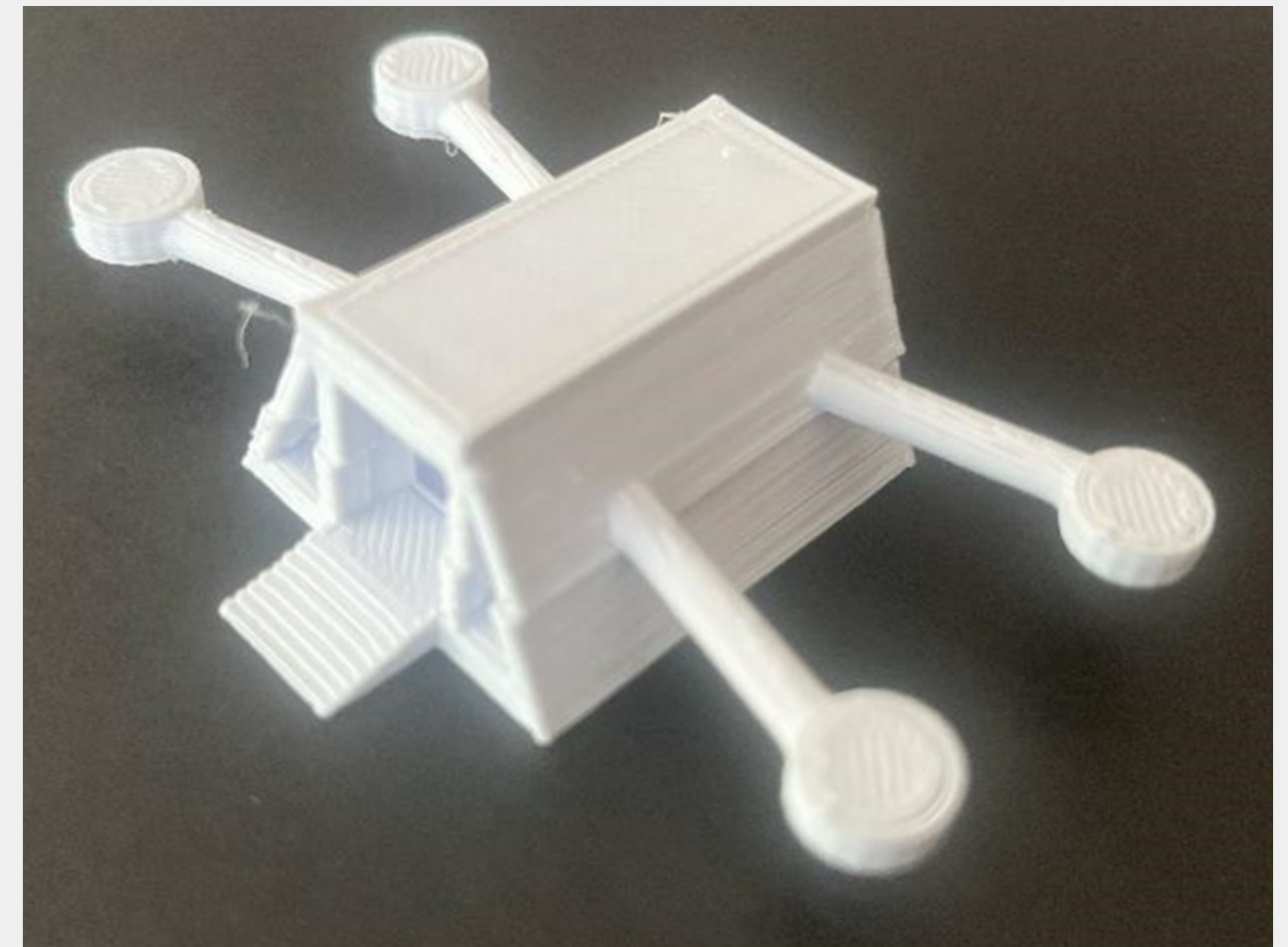
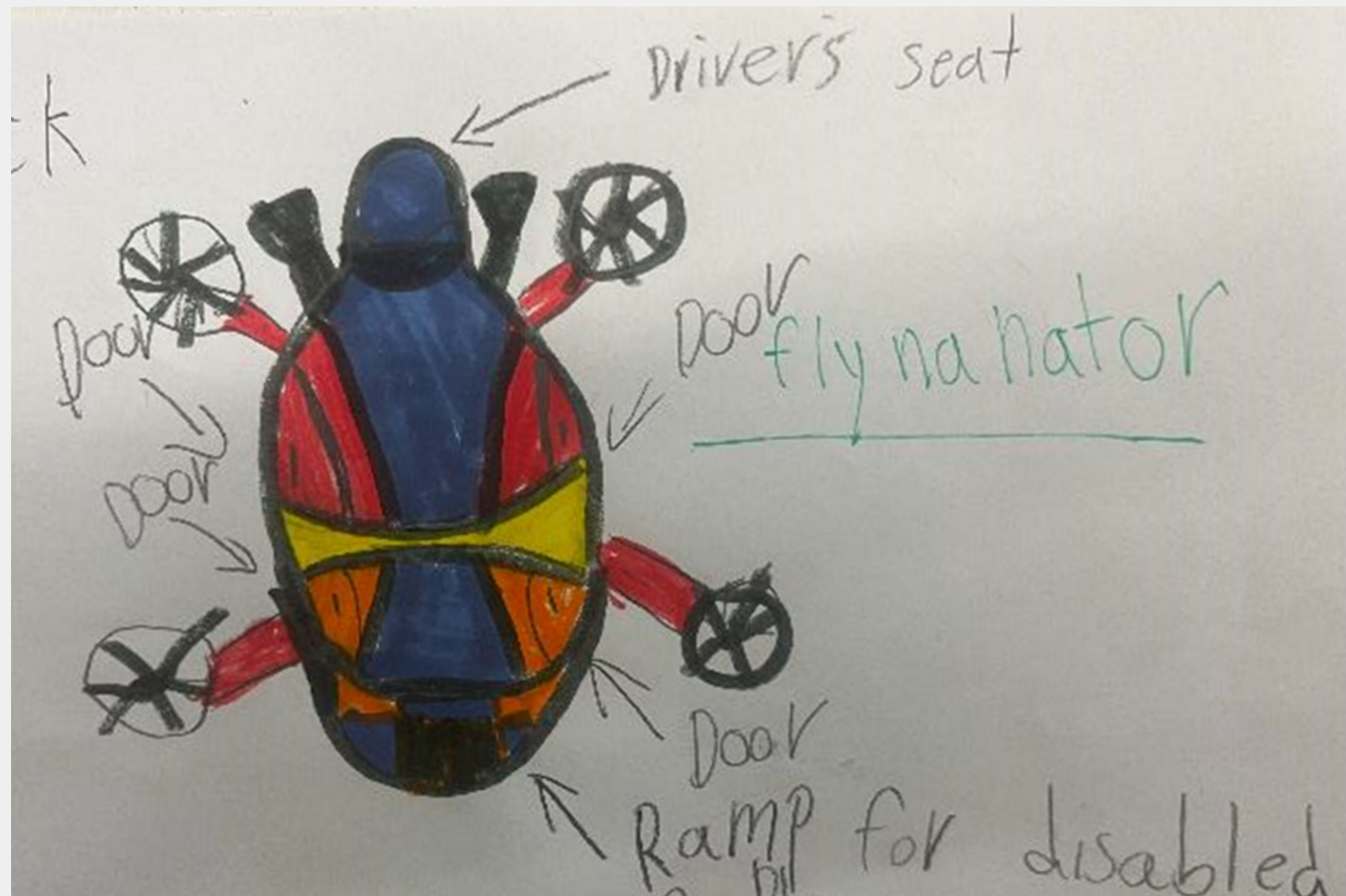


Children create 3D animals using TinkerCAD modelling software

3D modelling Year 4 program



The Future of Transportation

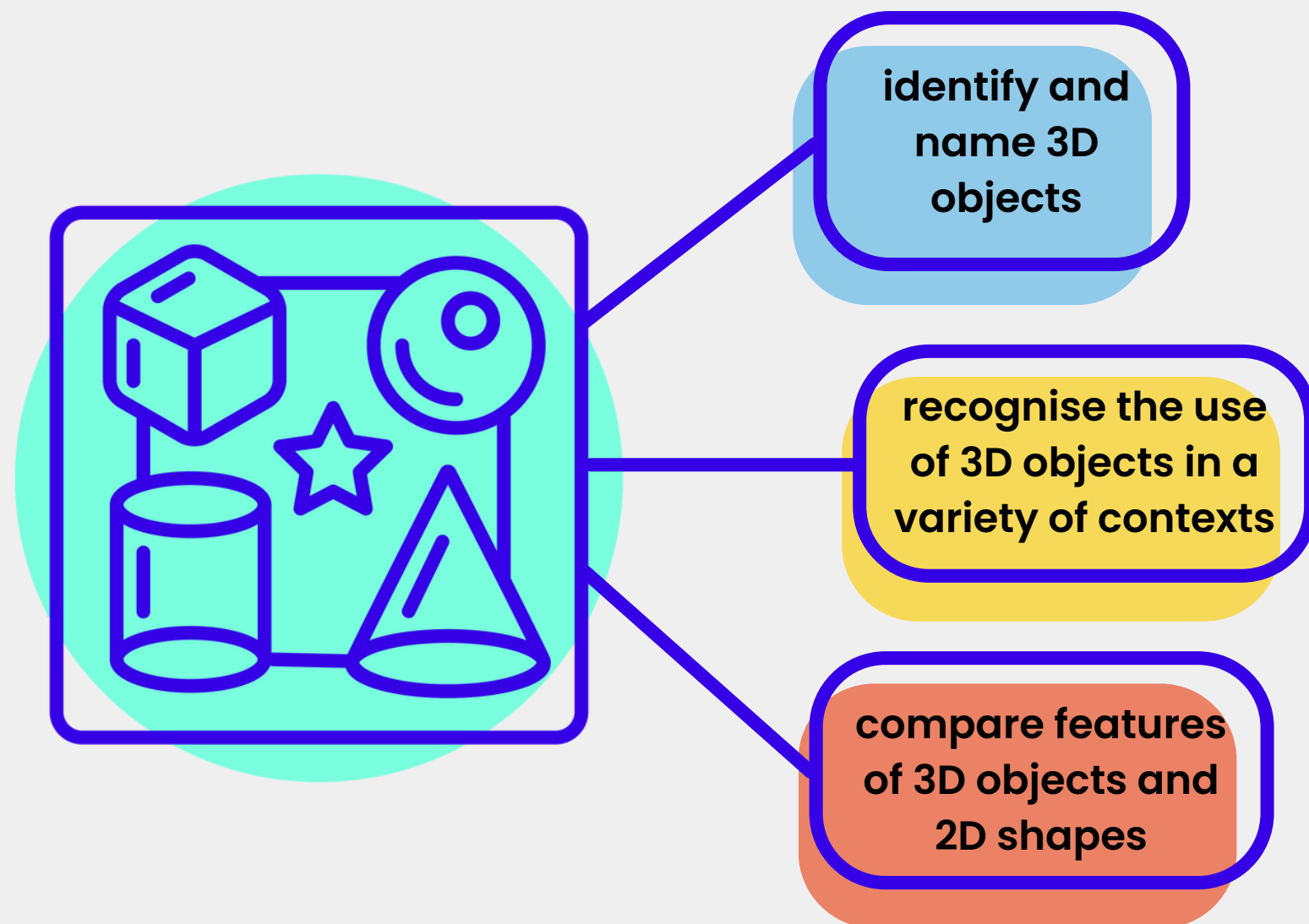


Children create 3D animals using TinkerCAD modelling software

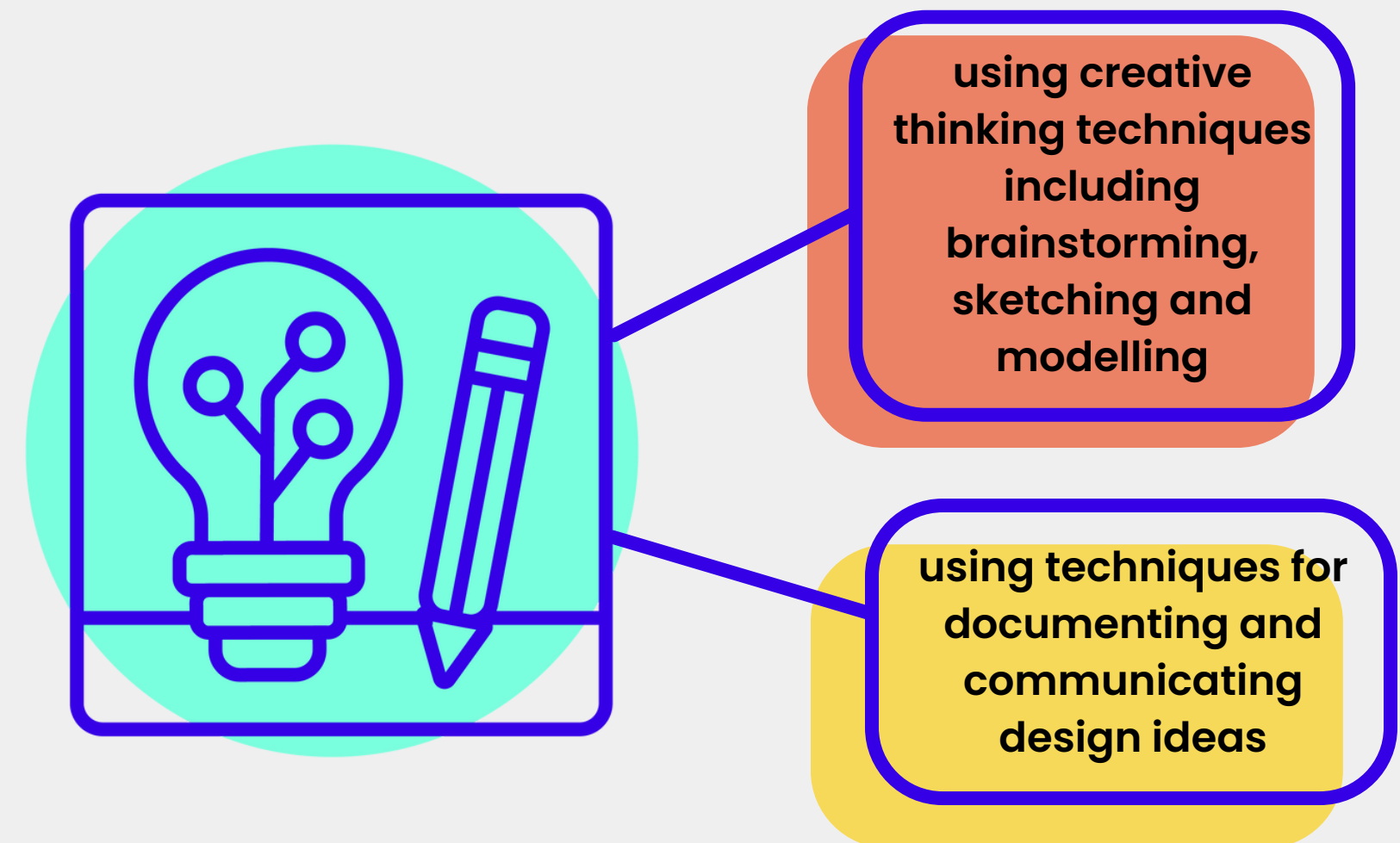
Learning Outcome



Mathematics



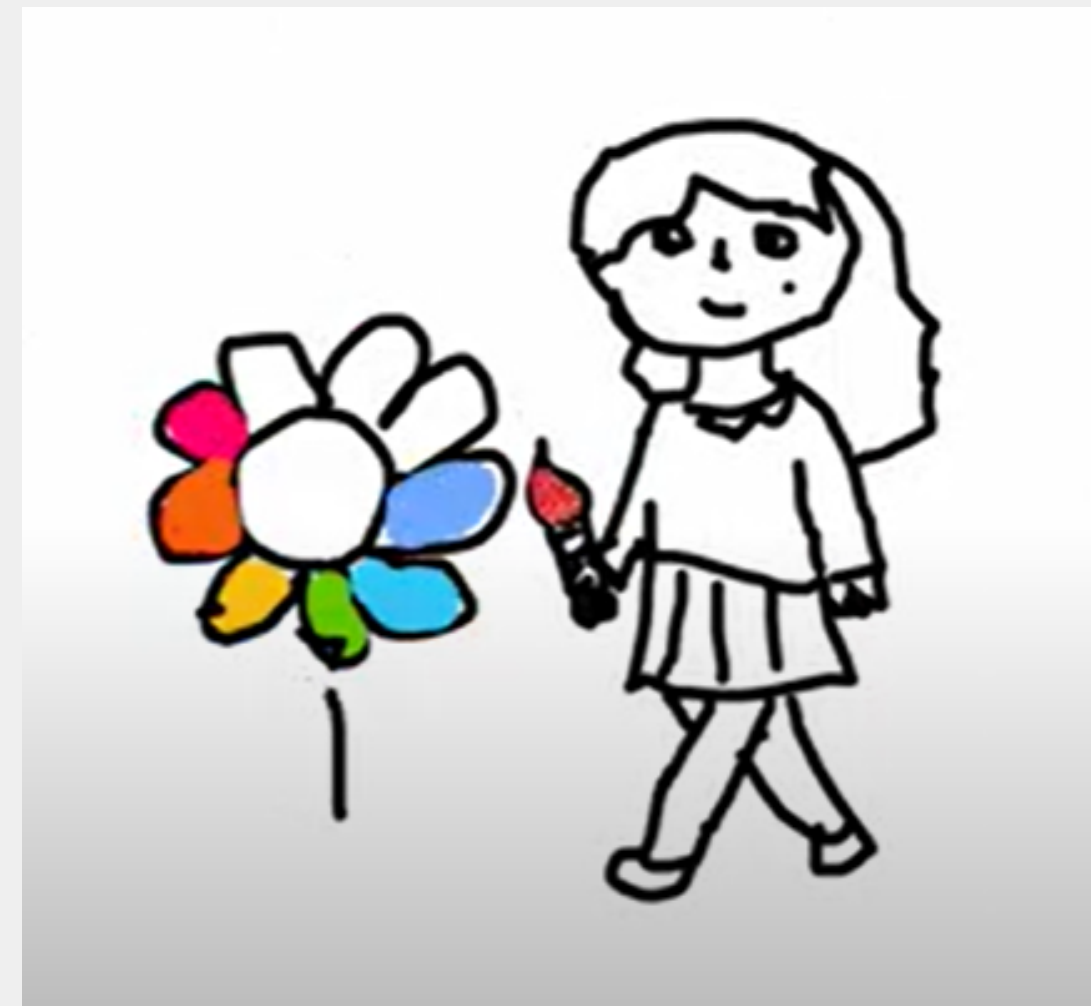
Working Technologically



2D animation program



Bring Art to Life at School



Children learn the 12 principles of animation, design their own character and bring their stories to life!

Digital story book program

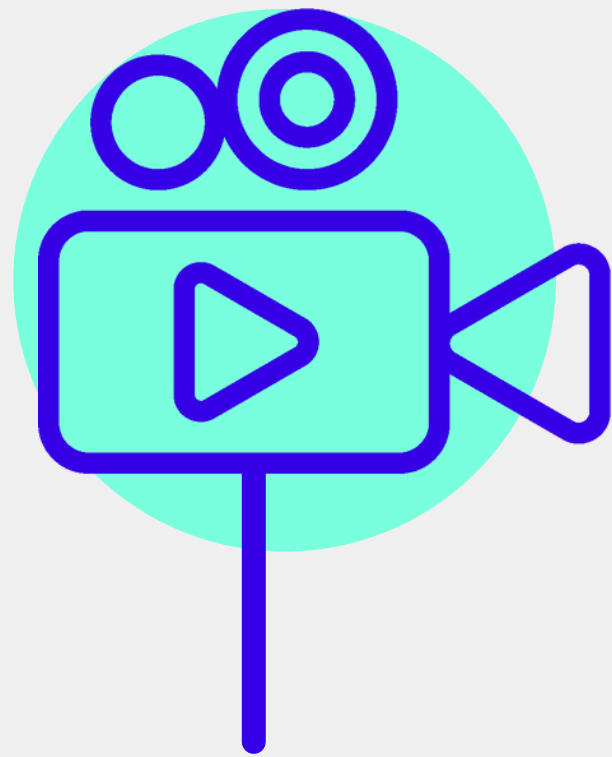


Write a book and change the world



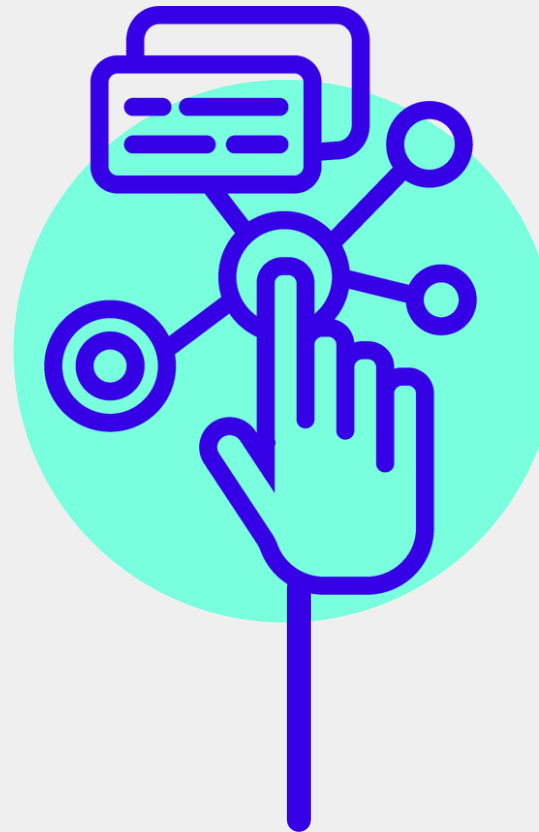
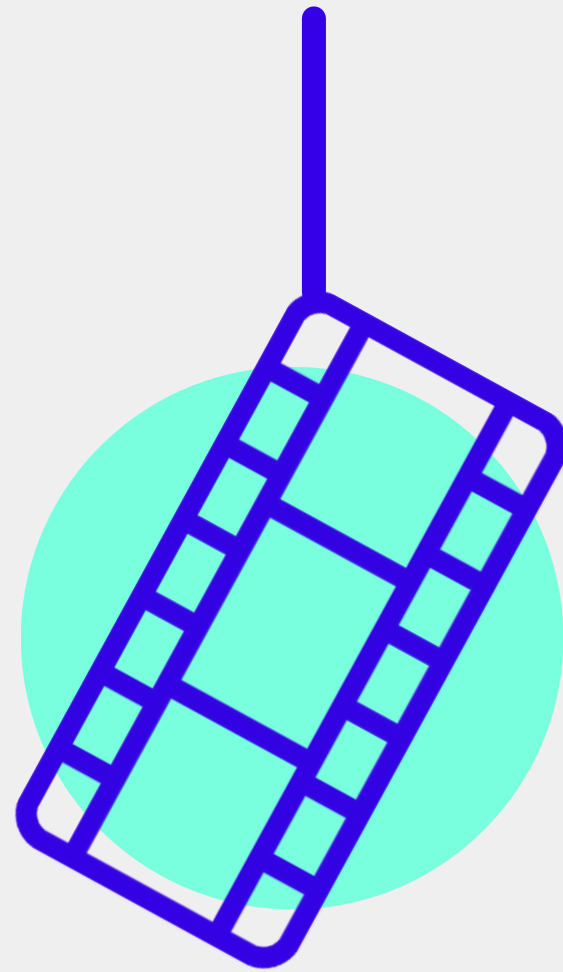
Children write and publish their own books which shows values such as empathy, sharing, kindness and more

Other Primary Programs



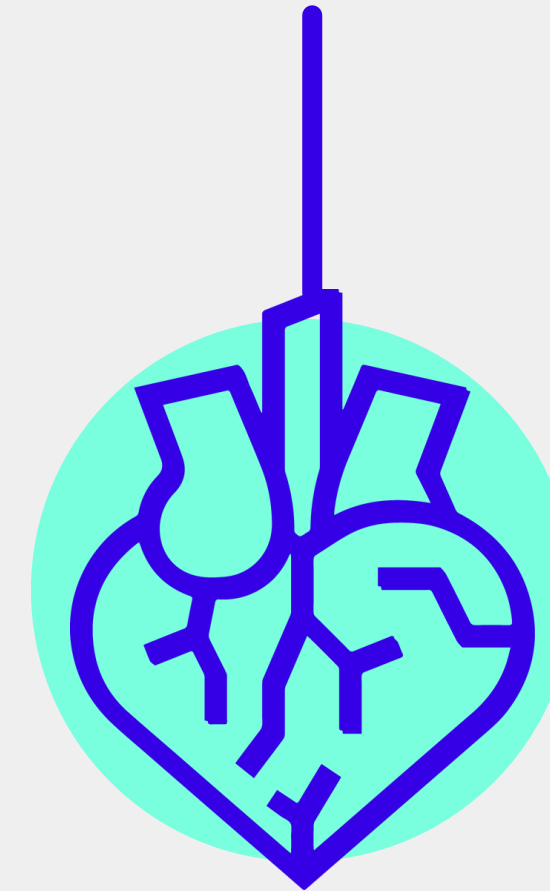
2D animation –
ceremony and
commemoration

Stop motion
animation



Create
infographic with
interactive
animation

Augmented
Reality Human
Anatomy



Augmented
reality sandbox
geography