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Xploris

One stop shop for k-6 STEAM

Unique STEAM solution

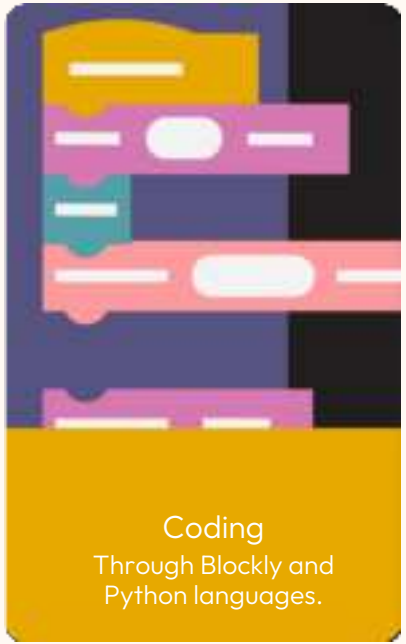
Xplrois does it all: An orchestra of STEAM learning in a compact, hand-held disc

Engineering

By producing various control outputs.

Science & Math

Experimentation with Xploris 5 built in sensors.



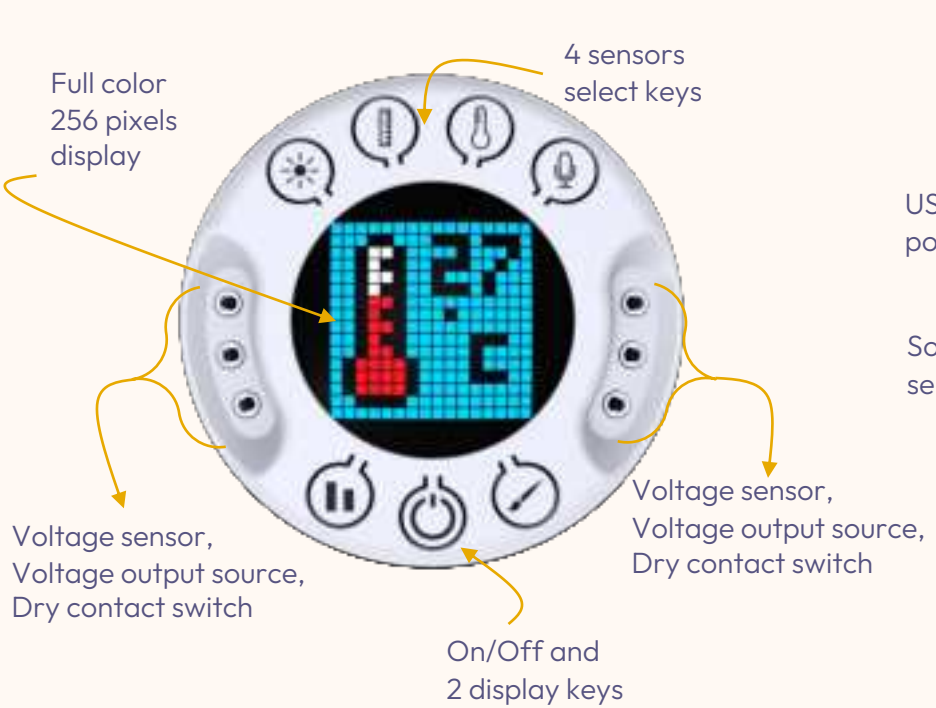
Coding

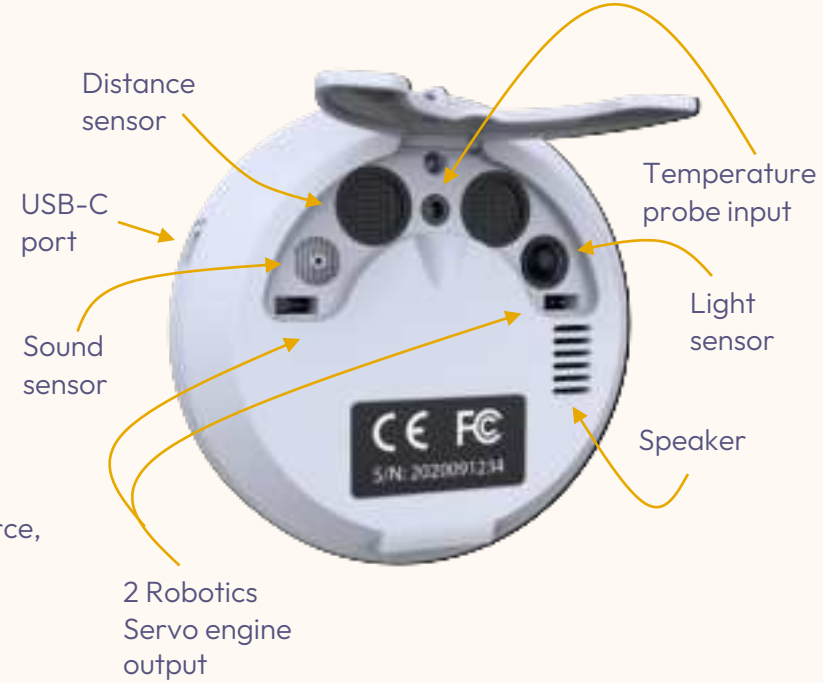
Through Blockly and Python languages.

Art

By creating pixel-art images/animations.

Xploris – ports and controls





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Hardware features

Sensing & Data logging

- 5 sensors: Light, Temperature, Sound, Distance, Voltage.
- Displaying numeric sensor value and sensor bar graph.

Art

- 16x16 RGB LED matrix.
- Using the full color pixel matrix for creating graphics and animations.

Coding

- Internal processor directly supporting Python and Blocks.

Control

- 2 on/off outputs.
- 2 voltage output.
- 2 servo engine outputs.

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XploriLab - full suite of STEAM apps

Science senssing, datalogging, coding, control and art.

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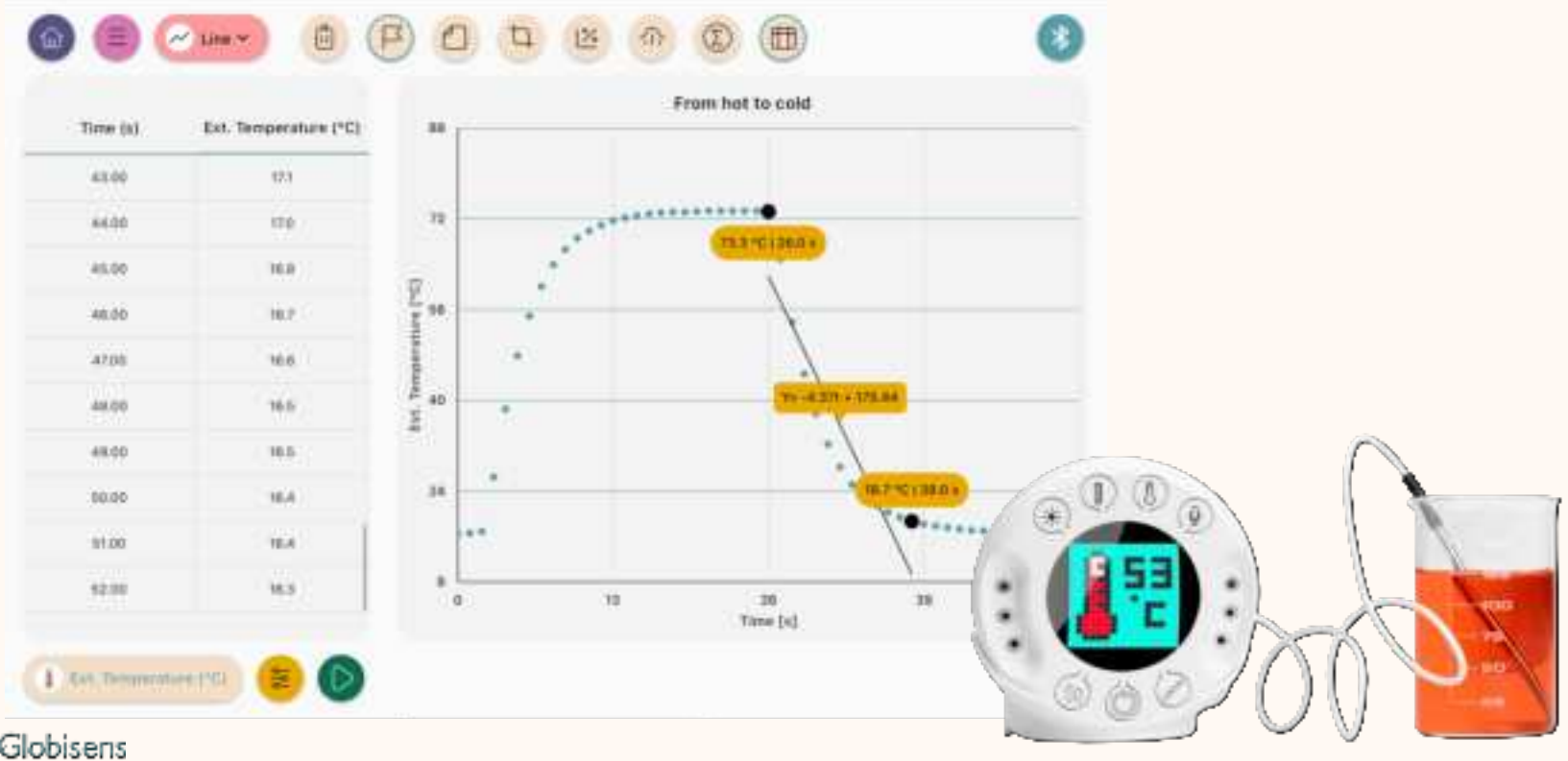
For science & math



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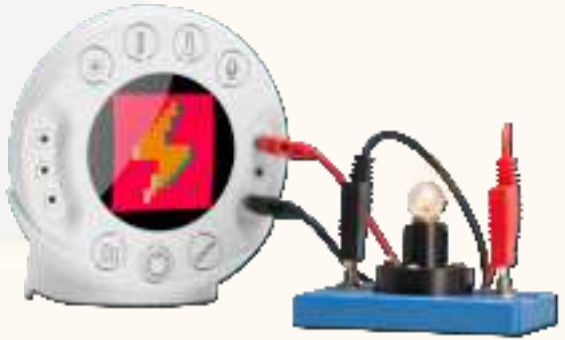
For coding



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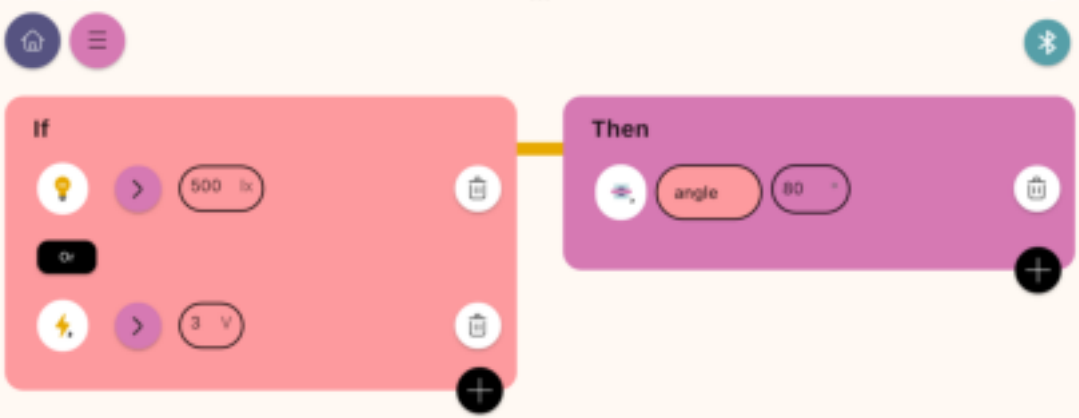
For control & engineering



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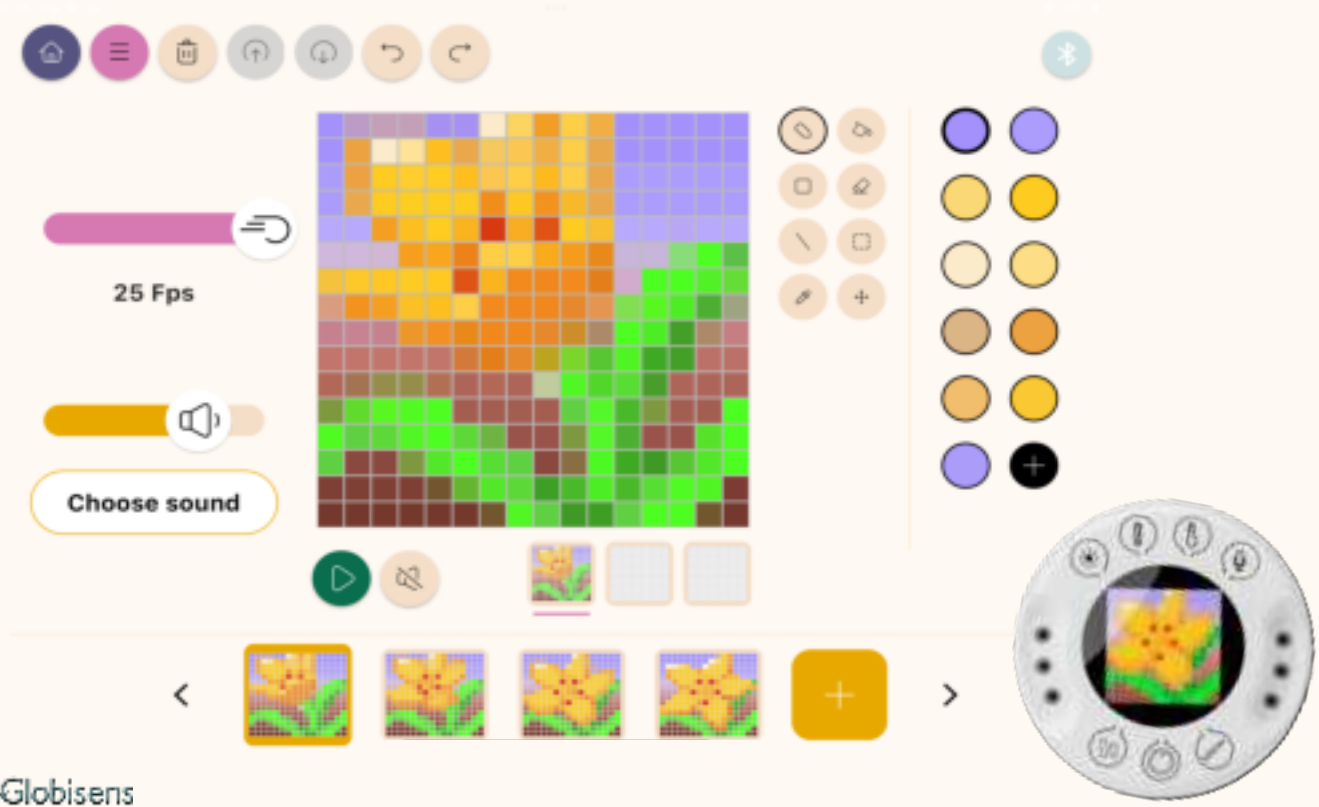
For art



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Pedagogic coverage

Full integration of all STEAM subjects

Science & Math

- **Data visualization**: gauges, pictographs, bar graphs, tables, line graphs.
- **Data analysis:** markers, annotations, linear regressions, Export to EXCEL.

Coding

- **Platforms**: Blockly, and Python editor.
- **Covering**: data types, variables, logical operators, If/else conditions, loops, Input and output operations.

Art

- **Introduction to**: colors, drawing, pixel art and character creation.
- **Covering**: frame by frame animation, shapes and geometry, sensors and code controlled animation.

Control

- **Method**: sensors based output levels.
- **Controlling**: animation speed, servo speed, servo angle, contact open/close, 5V output on/off.

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Xploris offers students an integrated end-to-end STEAM experience, from creating a pixel art flower animation to apply coding that opens the flower’s leaves when sunlight is projected on a light sensor”

FCC Statement

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Caution: Any changes or modifications to this device not explicitly approved by manufacturer could void your authority to operate this equipment.

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

RF Exposure Information

The device has been evaluated to meet general RF exposure requirement. The device can be used in portable exposure condition without restriction.

Thank you!