

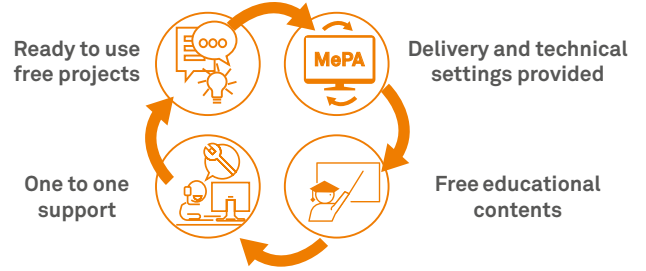
MOST WANTED

For 30 years we've been supporting schools in developing complete educational projects, in an innovative way.

Our aim

Unleash the full potential in every student and help them reach their best selves while developing a life-long love for learning.

Our Experience

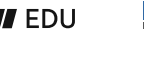
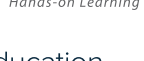
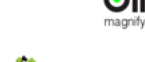
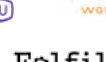
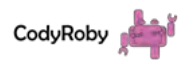
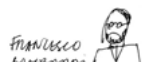


Our partners

We've been awarded as Best partner worldwide* by:



We're a solution provider and system integrator: we're the official distributor of the best educational brands, with a specific focus on high quality and best experience solutions:





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What we offer:

STEM & STEAM

Digital devices

Robotics

Artificial intelligence

Kindergarten tools

Electronics and tinkering

School furniture

Makerspace tools

Creativity

Labs

Green & sustainability

Next Generation Schools

Digital board

Virtual (AR/MR) reality



Campus Planner

Do you want to develop your own school project?

The free 3D tool for designing educational environments that enable schools to plan their own innovative layouts. No specific skills are required: it's a simple drag and drop system that generates the 3D file automatically for professional use and the list of SKUs needed to recreate the project in real life.

Easy as a game, professional as a design studio.

How does Campus Planner work?

Campus Planner is the ideal tool for reconfiguring educational environments, which in just a few clicks allows you to obtain a 3D project for free and a list of codes to then use to request a quote. The list can also be used to research the product online on the CampuStore website, and to have an idea of the overall costs of the project.

How to use it:

- Connect to the Campus Planner (frame the QR code on this page)
- Select the shape of the rooms you want to renovate
- Enter the measures of the space
- Choose, from a 3D library, the objects you want to purchase (or that you are simply evaluating)
- Place them in the space simply clicking with your mouse



Our values and purpose

For us, true innovation is in people and can only be achieved if we continue to learn.

Our goal

Something like: To help new generations become the best possible versions of themselves by helping them find inspiration and new perspectives. We offer the tools capable of rooting passions and supporting the very personal talents that each one, in their own way, has.

Our approach

We believe in hands-on learning. Everyone learns best by doing and working on projects to create and shape their minds.

Edtech at heart

We like technologies, but only when they help to include, understand, and bridge gaps. For this reason, we have always demanded reliability, researching and developing solutions for educational contexts of the highest

quality that last over time. All of our products are built for active and frequent use.

Push the boundaries

We want to bring the imagination of the children beyond the boundaries of what seems possible or reasonable, helping them to know themselves, to expand their visions, to see the possibility of solving problems in a new and stimulating way.



Campus Benefit

Campus Box

The Campus Box project is a new to use shipping boxes aimed to reduce waste. Campus Box was born from this commitment: it is our way to transform even the potential waste that we inevitably bring to schools to deliver our solutions safely and quickly into potential active and exciting teaching material, on which students and teachers can “get their hands on” to learn and teach by doing.

This is CampuStore's philosophy.

Transform waste in educational resources

Our packaging includes drawings and inspirational shapes drawn by the architect and designer Francesco Bombardi, which can be cut to build objects, both two- and three-dimensional. To accompany them we have developed a teaching guide with deliberately “open” activities, to allow each class to work in accordance with their own educational objectives.

All the proposed activities can be carried out both in an “analogical” way (combining our silhouettes with scissors, paper tape, rubber bands, ...) and in a “technological” way (for example cutting and engraving the drawings with the Laserbox or the xTool P2, and combining the artefacts obtained with the littleBits electronic modules, the Arduino boards, LEDs and other elements of simple educational electronics, to create animated models).



CampuStore is a **Benefit Company**, a formal commitment to make our vision and the values on which our corporate statute is based tangible and measurable.

Discover the **edu guide Campus Box**
Always up-to-date
and free



BROWSE THE
TEACHING GUIDE!



What we do:

Our aim | Provide the educational industry with everything it needs



30 years of history

We find solutions that allow all the learners to express themselves and follow their own passions, aptitudes and interests.

To do that we've looked all over the world for the best and most innovative solutions from the technological, cognitive and human point of view.

Through this attentive research and development process we have detected tools for a deep, effective and critical learning, answering the needs of a fast evolving world.

LEGO Education best partner of the year*

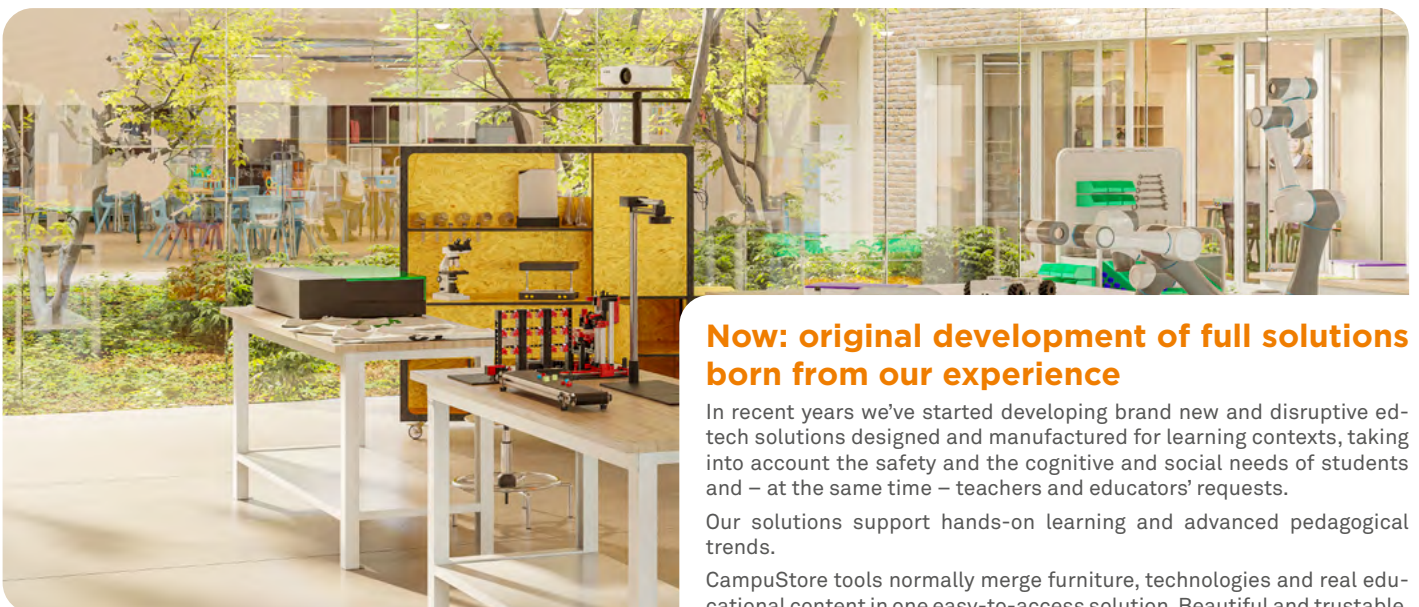
We have been the Italian distributor of LEGO Education for more than 20 years.

We also won the prize as best worldwide LEGO Education partner and this make us:

- Trustable
- Long term effective team-mate
- Experienced in education
- Guarantee of top quality



*2022



Now: original development of full solutions born from our experience

In recent years we've started developing brand new and disruptive ed-tech solutions designed and manufactured for learning contexts, taking into account the safety and the cognitive and social needs of students and – at the same time – teachers and educators' requests.

Our solutions support hands-on learning and advanced pedagogical trends.

CampuStore tools normally merge furniture, technologies and real educational content in one easy-to-access solution. Beautiful and trustable.

CampuStore and Giunti Scuola

Together to make real educational content accessible in a tech word



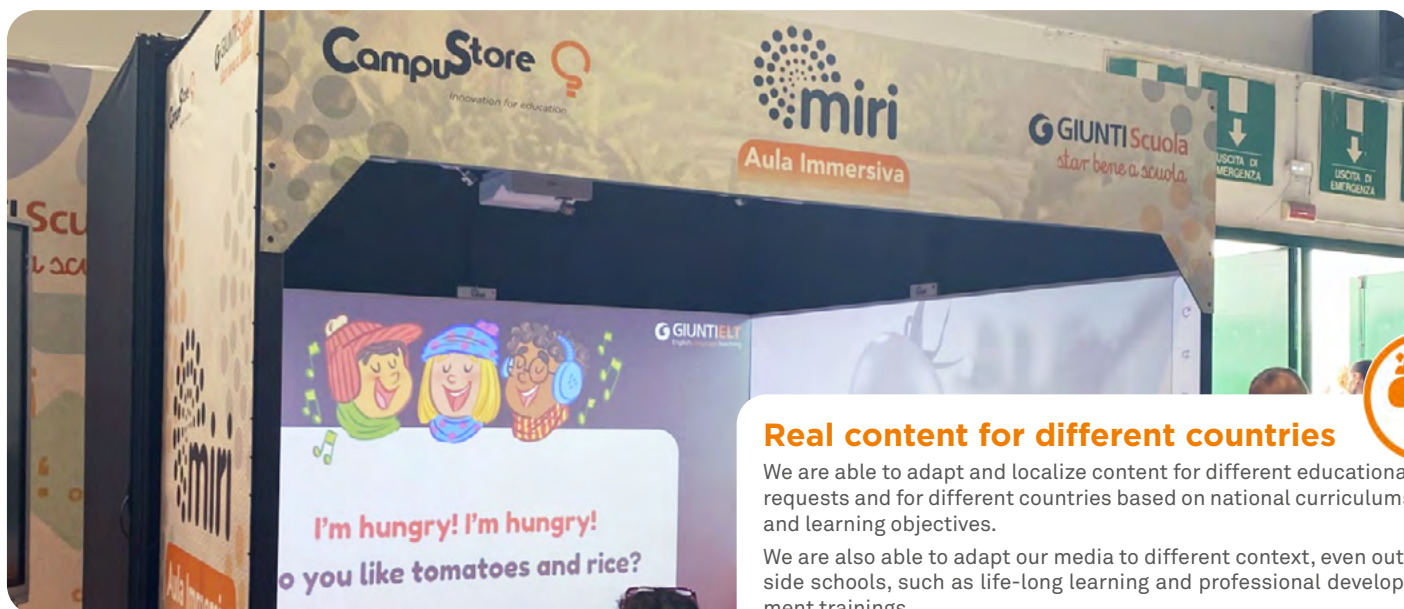
Logistics and industrial training - example of a special project developed for Germany

Collaboration

We have an industrial joint venture with Giunti Scuola.

Giunti Scuola is the **largest publisher in Italy** for Primary school and kindergarten and is part of a large international group.

With Giunti Scuola we put in place a partnership that enables us to produce **original educational content** for all our own branded products!



Real content for different countries

We are able to adapt and localize content for different educational requests and for different countries based on national curriculums and learning objectives.

We are also able to adapt our media to different context, even outside schools, such as life-long learning and professional development trainings.

What will you find in this brochure?

Our own inventions and solutions

In collaboration with
GIUNTI Scuola
star bene a scuola

Design by
FRANCESCO BOMBARDI

Caterpillar-Edu-Links

Another level of STEAM
Learn more at page 9

Edu contents by
GIUNTI Scuola
star bene a scuola

Miri

Safe, interactive and inclusive
Learn more at page 10

Edu contents by
GIUNTI Scuola
star bene a scuola

PlayFlow

Transform any floor into an animated and interactive world
Learn more at page 12

Concept by
Learning by Languages
MINISTERO DELL'ISTRUZIONE E DEL BENEAMMINO

i-Vulcani

Immersive learning for STEM
Learn more at page 18

In collaboration with
GIUNTI Scuola
star bene a scuola

eduSand

Learn digital skills playing with sand
Learn more at page 14

Edu contents by
GIUNTI Scuola
star bene a scuola

Pinguin

The interactive wooden monitor for STEM
Learn more at page 13

Design by
FRANCESCO BOMBARDI

eduBird

A smart bird house
Learn more at page 14

Design by
FRANCESCO BOMBARDI

Geometric Garden

Learn geometry by taking care of your garden
Learn more at page 14

In collaboration with
GIUNTI Scuola
star bene a scuola

Design by
FRANCESCO BOMBARDI

MagicPages

Storytelling comes to life
Learn more at page 15

Design by
FRANCESCO BOMBARDI

CodyRoby

The solutions from the approach of Prof. Alessandro Bogliolo
Learn more at page 16

Table for MakerSpace and Tinkering

Learn more at page 17

Design by
FRANCESCO BOMBARDI

CarrellIONE

STEM on the move
Learn more at page 19

Arduino PLC Starter Kit

Industrial automation become simple
Learn more at page 17

CampusGarden

CampuStore and Arduino mini greenhouse
Learn more at page 17

bett
A Hyve Event

AWARDS
WINNER 2024

GESS
EDUCATION
AWARDS
FINALIST
2024



ANOTHER LEVEL OF STEM

SPECIAL FURNITURE WITH TECHNOLOGY AND CONTENTS INTEGRATED

CONTENTS INCLUDED TECH VERSION

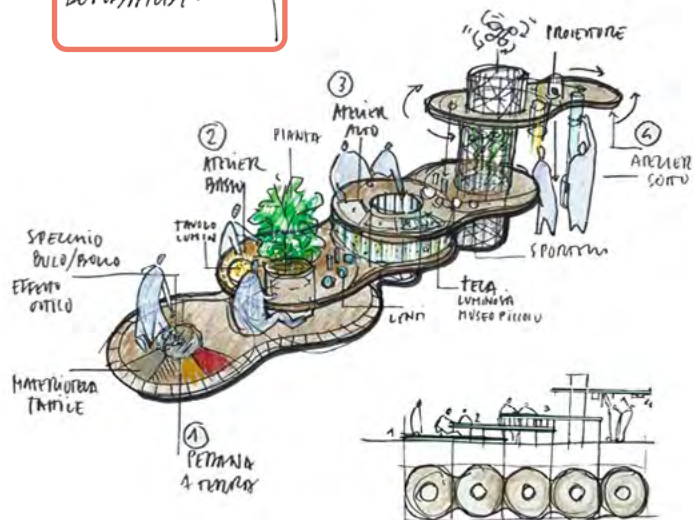
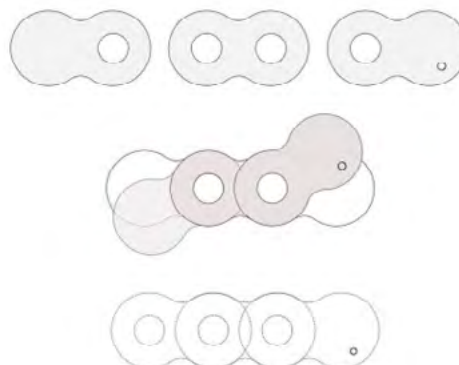
Caterpillar-Edu-Links

The Caterpillar-Edu-Links is a learning environment for kindergarten, with multiple pedagogical values related to constructiveness, scientific thinking and investigations into the states of matter, all in a special structure for multilevel learning.

The system, through the metaphor of the chain, provides multiple possible configurations, starting from the combination of tops at different heights:

- Level 1 Floor platform with material library for tactile experience
- Level 2 Low Atelier with light table and integrated magnifying glasses
- Level 3 Light cabinet for informal and natural materials - small museum
- Level 4 Suspended Atelier for hanging and projecting down

The hinge points allow the system to be adjusted at different angles so that it can be easily adapted to different school spaces.



The hinges are made up of cylindrical structures in perforated wire mesh that can host different elements, from the small garden to the wind tunnel so that students can experiment on the themes of shape, lightness and gravity. **THE BEST OPTION** is the tech version that integrate a round interactive monitor with educational content included!



356136 CATERPILLAR-EDU-LINKS CONTACT US
356134 CATERPILLAR-EDU-LINKS | TECH VERSION CONTACT US



Miri is a next generation classroom designed by CampuStore and Giunti Scuola, created specifically to help students immerse in learning activities, through content that can be used in an immersive environment where you don't need glasses or visors to be surrounded by extraordinary digital content.

Three solutions in one

Miri is available in 3 versions, to adapt to the needs of each school: modular walls, with an "arena" structure or in a "light" version, made with a composition of monitors. The 3 versions differ only in the physical structure, and so in the consequent experience that can be achieved, while the contents included are the same on all supports.

Miri is a place where you can learn through listening, observation and educational games, designed to reinforce the knowledge acquired. This immersive classroom is equipped with technology that allows the students to interact with the content, making lessons more engaging, active and participatory.

Miri

Miri classroom with modular walls

This is the most captivating and high-performance solution to bring Miri into your school: it is in fact composed of a light, flexible but very resistant structure that guarantees the best immersive experience for educational contexts.

It is a cube of 3 meters per side that does not require any building permit and can be built in any fairly large environment. The projection surface is large and engaging, with a total projection of about 135" for each wall (3 in total) in 16:9 format. Total dimensions: about 4,5 meters.

The solution consists of:

- Workstations, interactive projectors, audio system
- Workstation desk
- Software license for 3 years with cloud-based learning content
- Structure with modular walls of about 3x3 meters (width x length)

345240 MIRI - MODULAR WALLS

[CONTACT US](#)



The immersive classroom for authentic learning



Miri classroom with "arena" structure

An open structure that allows the orientation of the two side walls of Miri at angles other than 90° (immersion angle adjustment from 180° to 90°). The lateral surfaces can be reoriented over time, but a technician is required.

The projection surface is smaller than the structural solutions: it is a surface of about 100" for each wall (3 in total) in 16:9 format.

This solution consists of:

- Workstations, interactive projectors, audio system
- Software license for 3 years with cloud content
- Fixed structure with screen composed of 3 modules assembled by means of adjustable hinges.

345241 MIRI - ARENA STRUCTURE

[CONTACT US](#)



CampuStore and Giunti Scuola: together to create new frontiers of learning.

Content for all educational needs

The possibilities are endless: thanks to Miri and with the simple touch of a finger you can fly through the Universe and see the planets up close, discover the secrets of nature from a new point of view, reach faraway, or dangerous, or inaccessible places, and study their evolution, discover civilizations of the past and much more.

At the heart of this project there are contents: real dynamic lessons, created specifically to be used in schools, adapted to the most immediate and understandable language of the age of the users. Students can move around and discover unique and experiential educational resources, with a direct link to schoolbooks, for all subjects and classes. The class has multiple exclusive resources, insights, interactions and exercises at its disposal, which

allow the students to feed curiosity with a laboratory approach.

Solution for kindergarten and primary school (a version for secondary schools is also available)

- 100 immersive experiences of Literature, Mathematics, History, Geography, Science and Technology for primary school, linked to the curricular contents of textbooks.
- 25 immersive English experiences for primary school.
- 15 immersive experiences of Catholic Religion for primary schools.
- 20+ immersive experiences for kindergarten.

The total duration of an immersive experience is about 40 minutes, but each one can also be used in shorter modules.



ALSO AVAILABLE FOR SECONDARY SCHOOLS



Miri classroom with interactive monitors

A "basic" solution to bring Miri inside the school. Three interactive monitors, mounted on a trolley, hooked together to create a more flexible structure. Immersive perception is reduced, not only in size but also in terms of experience.

For this solution we provide two different options: with a 75" monitor, on a height-adjustable electric trolley, or with a 65" monitor with a fixed trolley.

This solution consists of:

- Workstations, 75" (or 65") interactive monitors, audio system and electric trolleys (only for the 75" solution if not fixed)
- Software license for 3 years with cloud content

345243 MIRI - INTERACTIVE MONITORS 65"
345242 MIRI - INTERACTIVE MONITORS 75"

CONTACT US
CONTACT US

What is it?

PlayFlow is a projection device that makes floors and tables interactive with Giunti Scuola multimedia content.

Educational benefits

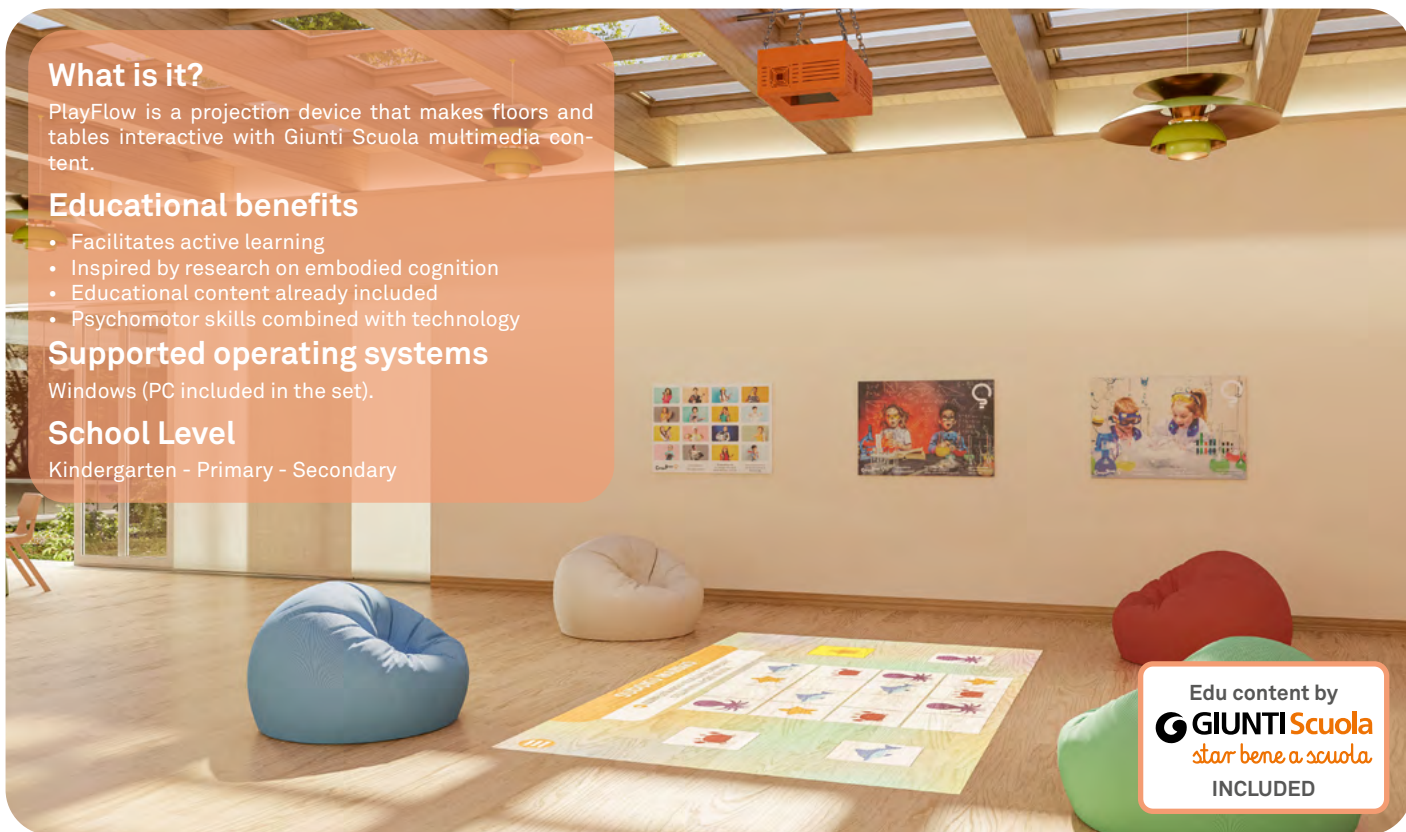
- Facilitates active learning
- Inspired by research on embodied cognition
- Educational content already included
- Psychomotor skills combined with technology

Supported operating systems

Windows (PC included in the set).

School Level

Kindergarten - Primary - Secondary



Edu content by
GIUNTI Scuola
star bene a scuola
INCLUDED

PlayFlow

Interactive floor for active learning

PlayFlow is a projection device that **makes floors, tables and other horizontal surfaces interactive**, supporting active educational activities in an innovative way, based on psychomotor skills and **embodied cognition**.

Content first

Learn on the go, even with your feet!

PlayFlow consists of a physical set and a digital environment, which **includes** a lot of **Giunti Scuola multimedia contents**, suitable from kindergarten upwards.

There are **more than thirty educational paths** proposed and each includes many different materials, including videos, “color and draw” or “observe and discover” activities, educational games and songs. The content is based on on different subjects and topics, such as time, space, nature, numbers, words,...

For this reason, PlayFlow can be of great help in **consolidating learning** using technology that actively **involves students** and allows them to **deepen specific educational content**, while activating vision, hearing, coordination and motor skills. Also perfect for students with special educational needs or specific learning disabilities.

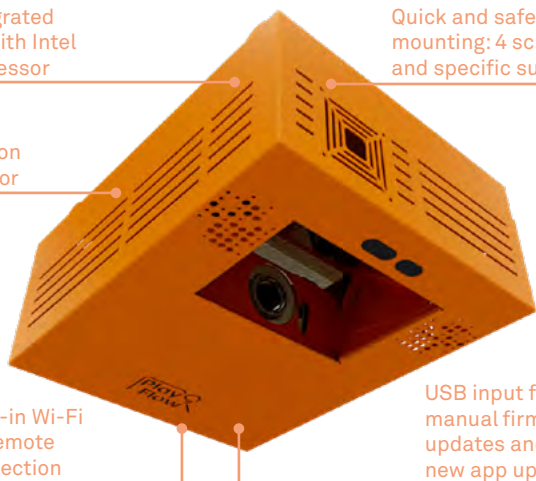
Integrated PC with Intel processor

Quick and safe mounting: 4 screws and specific support

Motion sensor

Built-in Wi-Fi for remote connection

USB input for manual firmware updates and new app uploads



GIUNTI SCUOLA CONTENTS INCLUDED

Projection specifications

Installation height	Image width	Image depth
2 m	235 cm	145 cm
3 m	350 cm	220 cm
4 m	470 cm	290 cm

Technical details

Brightness	3.200 ANSI Lumen
Contrast	13.000:1
Dimensions and weight	33x31x21 cm, 8,5 kg
Lamp life	4.000 hours
Resolution	1.280x800 (16:10)
Connections	2x USB, LAN, Wi-Fi

How does PlayFlow work?

PlayFlow consists of a very **special interactive video projector**, which is anchored to the ceiling and projects the content (on the floor or on another surface) and a computer for the teacher that includes the software to make the educational content interactive. Thanks to this technological combination, students can answer questions and quizzes by “jumping on them”, or associate figures or phrases by actively moving them with their hands, or even create sequences or drawings using their feet.

The possibilities are endless!

What is it?

An interactive STEM monitor that can be positioned in 16 different ways, with content included.

Educational benefits

- Two educational solutions in a single purchase
- Integrated Giunti Scuola content already included
- Rotation of more than 270°, 16 intermediate positions and double safety lock

Operating system

Windows

School Level

Kindergarten – Primary

Age

2 +



WATCH
THE VIDEO!



MADE
IN ITALY

Edu content by
GIUNTI Scuola
star bene a scuola
INCLUDED

Penguin

Discover Penguin, the brand-new interactive monitor born from our collaboration with SiComputer and Giunti Scuola.

Penguin's features

- **Double surface:** on one side there is an interactive monitor integrated with Giunti Scuola content, on the other a STEM set with a removable barrier (ideal, for example, if you use it for coding and robotics) so as not to drop robots or games used by children.
- Rotation of more than 270° with **16 intermediate positions** and double safety lock
- Ergonomic design, can be used **both sitting and standing**
- Made in Italy and designed for educational contexts
- Always reversible quickly, flexibly and safely

Penguin is the first digital monitor developed to do activities from kindergarten that also adapts to many different educational experiences. The double surface of use is what really characterizes it.

Side 1

On one side, there is a 32" interactive touch monitor with integrated PC, based on Windows operating system and equipped with Giunti Scuola content already installed.

Side 2

The analog side also has a perimeter barrier (which can be raised or lowered), designed for the use of educational robotics sets and for coding and creative activities.

Explore the world between analog and digital

The best of digital, analog and sensory learning in a single tool.

Safe

Penguin can be oriented and locked in 16 different positions, allowing a truly advanced customization of the learning experience. The rotation is controlled by a double device that guarantees high safety standards and a wide versatility of configurations, while making it repositionable only by an adult, protecting the children who use it as much as possible.

Interactive wooden monitor for STEM activities



Horizontal position:

Analog side

The ergonomic design does not make it only a technological tool but, first of all, allows it to be used more traditionally: individually, if used with a standard seat, or as an interactive device for group activities.



Horizontal position:

Digital side

Penguin can also be used horizontally by orienting it on the digital side: with one seat, it is perfect as a normal interactive digital device for individual use but, in addition, it already includes many educational games and additional content developed by Giunti Scuola, which opens directly when turned on, without the need of installations.



Digital vertical monitor

Children also love it when it is used vertically: this way it is ideal for viewing group content and peer interaction.

Technical specifications 32" FullHD capacitive 12-touch LCD Touch display - anti-glare and 500 cd/m brightness. Wi-fi, bluetooth, integrated audio system - Integrated PC with Windows 11 operating system Intel Graphics HD - Wi-fi 6 - Bluetooth 5.2 - External connections: On/Off • LAN • 2 USB - Dual power supply for paired device.

344209 PINGUIN - KINDERGARTEN VERSION
348769 PINGUIN - PRIMARY SCHOOLS VERSION

4.400,00€
4.400,00€



Edu content by
GIUNTI Scuola
star bene a scuola
INCLUDED

Design by
FRANCESCO BOMBARDINI

eduSand

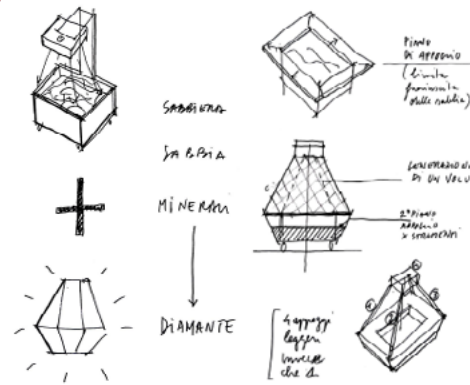
Learn digital skills playing with sand.

EduSand Diamond is a state-of-the-art interactive sandbox.

The design of the structure transforms what was a simple sand basin into an **immersive and engaging learning environment**, with a support surface around the entire perimeter and the integration of a projection machine. The Design is inspired by the geometry of the mineral world in one of its most extraordinary manifestations: the diamond!

356085 EDUSAND

CONTACT US



eduBird

A smart birdhouse

eduBird is a birdhouse consisting of two overlapping shells, one internal, made of wood that will be pleasant for the bird to make its home in, the other external, in plexiglass, which houses and protects the technological parts. At the back of the house there is a **webcam slot (webcam included)** powered by the solar panel installed on one of the sides of the roof. Once you have chosen the right place in the school garden, you can proceed with the installation of eduBird and wait for some birds to choose it as their nest.

Once this happens, it is possible to remotely **monitor life in the house**, record images and possibly sounds, and keep track of them during the passage of the seasons and generations of birds that will follow one another, hatch after hatch. Show nature from devices and digital board.

355965 EDUBIRD

400,00 €



Concept by
FRANCESCO BOMBARDINI



GEOMETRIC GARDEN

Cube
Game tunnel



Sphere
Seed bomb



Prism
Greenhouse

Geometric Garden

Learn geometry by taking care of your garden

An educational kit for outdoor learning consisting of:

- The Geometric Garden wooden system
- An Agrumino board
- A set of mixed seeds
- A video lesson on the theme of school architecture and sustainability

The Geometric Garden construction system includes **three modular 3D figures**: the sphere, the cube and the prism. It allows you to build three-dimensional figures starting from flat figures, through an interlocking system, which makes it possible to be "planted" in the ground, so that they almost become part of nature. It is also a smart kit because it transmits data, thanks to a digital connector: it includes Agrumino, a 100% open source device which measure temperature, soil moisture, brightness, water level.

343096 GEOMETRIC GARDEN

450,00 €



Concept by
FRANCESCO BOMBARDINI



MagicPages

Storytelling comes to life

A revolution for the most innovative learning environments, signed by CampuStore and Giunti Scuola: it is a physical support for reading aloud.

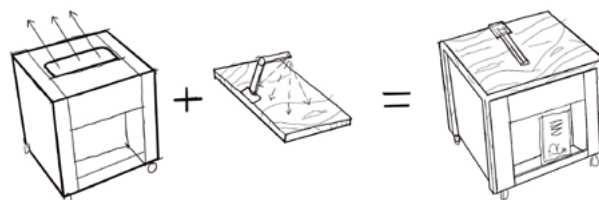
This innovative technological system makes it possible to better support the Reading aloud and life skills activities of Giunti Scuola, with which over 50,000 annual classroom experiences have already been conducted.

It is a compact table-projection cube system, all-in-one.

A real flexible and modular system, consisting of a coffee table with an integrated wireless document camera, ideal for direct use by kindergarten and primary school children, which covers a protection cube that includes a real projector in standby mode.

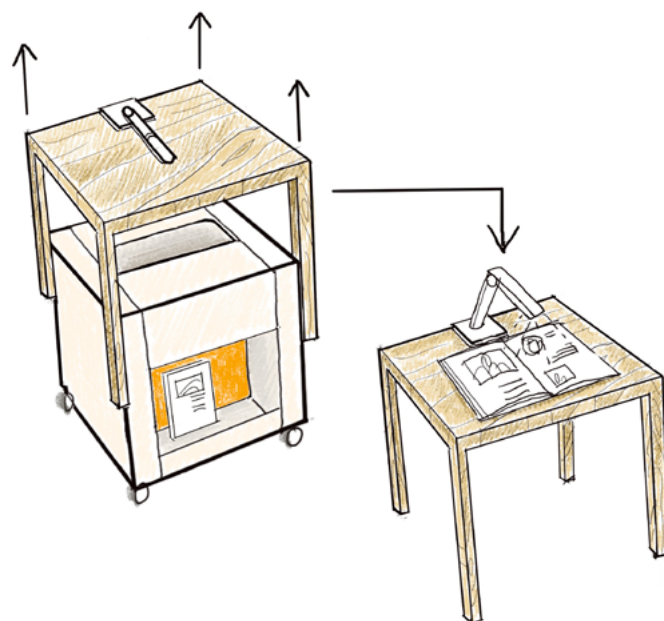
The table can be pulled out, freeing the projector mouth and activating the camera. In this way it is possible to project on the wall, creating a real cinema to support one's narratives.

FSC wood table (controlled forest certification).



356087 MAGICPAGES

CONTACT US





CodyRoby by Prof. Alessandro Bogliolo

FROM A LEARNING APPROACH TO CODING TO A PRODUCT LINE

CodyRoby is a method that allows to play and learn through programming and computational thinking, at any age and without the use of any device. It is therefore an **unplugged coding solution**. Prof. Alessandro Bogliolo, professor at the University of Urbino, ambassador of Europe Code Week, has been promoting and spreading computational thinking for years. Today, CodyRoby tools take a concrete form, designed for schools and educational environments.

CodyRoby Rug

A real chessboard of 2,5x2,5 m compliant with the CodyRoby method, made of the highest quality material certified for school use, starting from kindergarten.

In addition to the classic interlocking tiles (25), the rug is equipped with a modular border (8 pieces) that allows everyone to indicate space coordinates

A square hole in the center of each tile allows you to insert dowels (25 + 25 included) measuring 15x15 cm and which can be detached and replaced at will, to readjust the carpet in few seconds and prepare it for different uses.

In addition to the tiles present in the basic set (numbers, mathematical signs and CodyMaze QR codes) there are also additional extensions: CodyFeet and CodyColor, containing 69 tiles, and the CodyMath and CodyWord set, containing 50 tiles.

325607	STARTER SET	989,00 €
349355	CODYFEET E CODYCOLOR SET	229,00 €
325406	CODYMATH E CODYWORD SET	244,00 €



CodyRoby Cards

CodyRoby is also available as a classic playing cards game... but with an extra (computational) gear!

The CodyRoby Table Set includes: 62 playing cards (9x5 cm), the chessboard (15x18 cm), 5 pawns and 46 Tiles. The cards include the commands Go Forward, Turn Left, Turn Right, the constructs of Repeat and Selection, Procedure Definition, Procedure Invocation, Joker.

The Classroom Set includes 12 CodyRoby tabletop sets.

CodyRoby's giant cards measure 15x27 cm and are the same 62 cards as the standard CodyRoby set but much larger. They come with 8 units, 6 sensors, 8 targets. They allow students to identify with Cody and Roby and move accordingly around a physical space instead of moving pawns.

325533	TABLE SET	13,00 €
325580	CLASSROOM SET	156,00 €
325532	GIANT CARDS SET	37,00 €



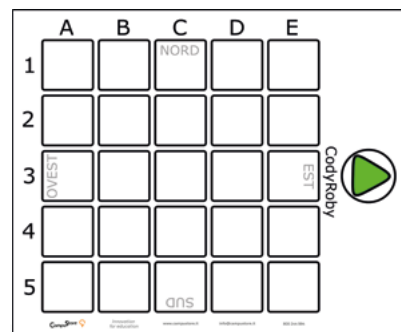
CodyRoby Kit with Bee-Bot

An exciting idea: to combine the CodyRoby method with one of the everytime STEM best-seller Bee-Bot, the robotic bees. The set includes a new path and brand-new educational activities!

The kit consists of:

- 6 Bee-Bots
- A new path for Bee-Bot inspired by CodyRoby method
- Two sets of CodyRoby cards
- A set of giant CodyRoby cards
- New illustrated didactic activity sheets designed by Professor Bogliolo

346393	CODYROBY KIT WITH BEE-BOT	605,00 €
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CodyColor Puzzle

Alessandro Bogliolo's unplugged coding becomes a School puzzle, with colored pieces and universal joints, so to compose shapes, paths, drawings and games useful for the development of computational thinking.

The included **teacher's guide** offers many **activities designed and described by Alessandro Bogliolo**, professor at the University of Urbino and ambassador of Europe Code Week.

336418	CODYCOLOR PUZZLE	74,00 €
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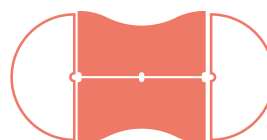


Table for MakerSpace and Tinkering activities

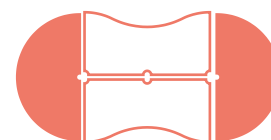
This piece of furniture cannot be missing if you want to set up a MakerSpace in an educational environment: designed specifically for laboratory activities, it allows you to collaborate with groups of different dimensions by creating work islands with different shapes. The tables are equipped with a sturdy laminated top with a high thickness (32 mm) to ensure maximum resistance over time and wheels to facilitate their movement. Available heights: 64, 72, 76 and 85 cm.

- 349732 TINKERING TABLES (GROUP OF 4) 4.000,00 €
- 349726 PAIR OF RECTANGULAR TABLES 2.500,00 €
- 349729 PAIR OF SEMI-CIRCLE TABLES 2.000,00 €

Pair of rectangular tables



Pair of circular tables



CampusGarden

CampuStore's mini greenhouse turns on Arduino

Also known as **Arduino Greenhouse Kit**, make school plants happy and use their data to create realistic, meaningful and effective educational experiences! This kit for the study of values inside a do-it-yourself small greenhouse was created with Arduino, a kit that combines the ability of the **scientific method** to investigate reality with mathematics and big data. The set provides **everything you need to build a small greenhouse**, the electronics to make it "smart", the software and cloud equipment to visualize the data, as well as **7 training video lessons** designed and carried out by Luca Scalzullo of our Academy. The project starts with a greenhouse to be built independently, with plexiglass surfaces having slits for the passage of **sensors** and **cables**. The equipment is based on an **Arduino MKR** board to be mounted in a dedicated niche, on which **sensors** such as **ambient light** and **gyroscope** are already integrated. It includes a **water pump**, a **humidity** and **air temperature** sensor, an **atmospheric pressure** sensor and a **CO2** sensor for photosynthesis control, an **LED strip** for forced lighting and a fan for air recirculation. Everything is managed by the **Arduino Cloud** platform. These components make the school plants "talk" (meaning that they become capable of transmitting data). The Cloud platform allows you to manage activities for 1 year. Then you can decide to continue the subscription or manage the data of the board and sensors with independent solutions.

What does CampusGarden include?

- A DIY greenhouse
- Accessories
- A programming board
- Sensors and electronic components
- Access to the Arduino Cloud platform
- A video course with Luca Scalzullo
- Arduino Greenhouse Kit

THE INVENTORS



Pietro Alberti
Concept



Luca Scalzullo
Edu contents



EDUCATION



343748 CAMPUSGARDEN KIT

455,00 €

Arduino PLC Starter Kit

Why is PLC training so important?

A brand new kit invented by CampuStore for Arduino. Programmable logic controller (PLC) technology is vital for industrial automation today, but there are still important gaps between current PLC training done in educational settings and the real-world needs on workplaces. To support a solid advanced technical and industrial training. Together with Arduino we have created a dedicated teaching kit: Arduino PLC Starter Kit, a bridge between theory and practice to prepare students for real-world challenges.

Arduino Opta at the core

The heart of Arduino PLC Starter Kit is Arduino Opta WiFi, already a proven success in the industrial field. Equipped with the MCU Arm® Cortex® - M7@+M4 dual-core STM32H747XI, this powerful core enables applications of control, monitoring, and predictive maintenance in real-time. Ensuring security and durability. It supports OTA firmware updates and ensures data security from hardware to the cloud through built-in security measures.

350778 ARDUINO PLC STARTER KIT

353,00 €



What it is

An immersive furniture for making and a learning environment for hands-on activities with the little ones.

What makes it special

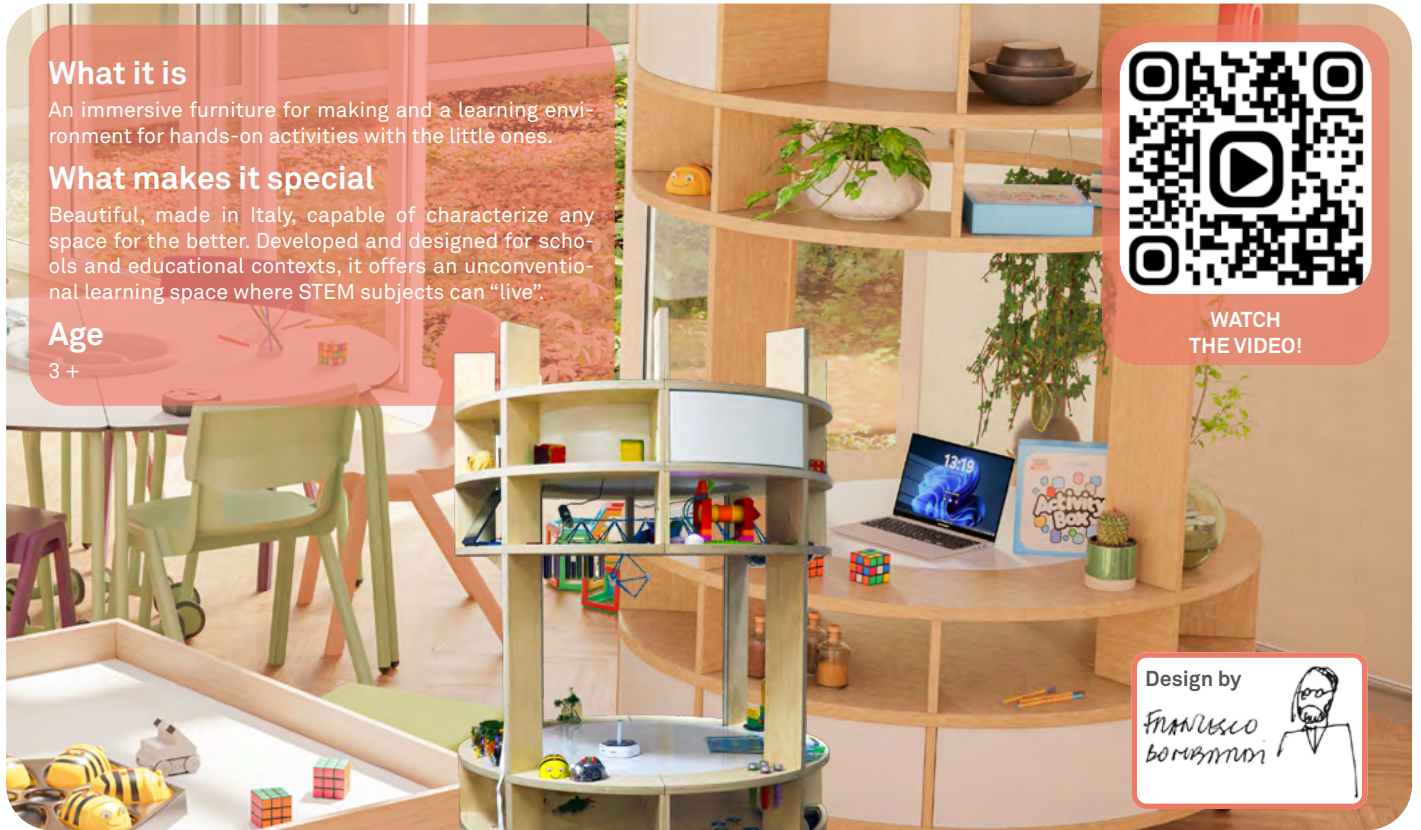
Beautiful, made in Italy, capable of characterize any space for the better. Developed and designed for schools and educational contexts, it offers an unconventional learning space where STEM subjects can "live".

Age

3 +



WATCH THE VIDEO!

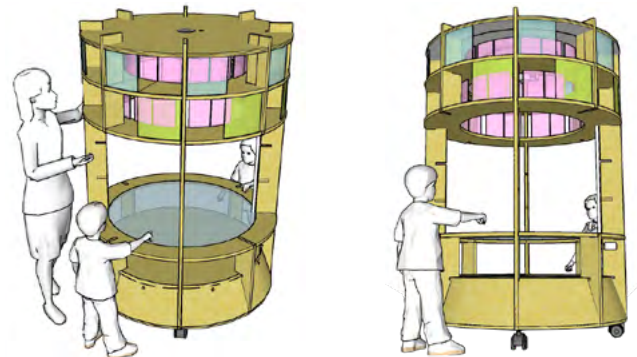


i-Vulcani

A multi-level environment for STEM learning

Immerse yourself in scientific discovery and start the STEM path

i-Vulcani is a making tool structured on multiple levels with many accessories, which make it a true **learning environment for STEM**, perfect for the little ones - who literally immerse themselves in it - magical for the older ones. From one level to another, children study the world around them, through scientific processing, observation and study of the states of transformation of matter and the principles of coding and robotics. Mounted on wheels, it can be transported to different areas of the school.



Scientific discovery in 3 dimensions

Developed on three vertical levels, it allows students to study the scientific phenomena from different points of view and angles. Every layer is characterized by different features developed for STEM study (8 containers, test tubes, closable doors, an LED illuminated shelf) supported by innovative technologies.

Furnishings enhanced by technologies

Integrated technologies enable a learning experience that is immersive and perceptive with the use of lights, colours, smells, aromas, sounds, music. It is also compatible with many and additional STEM tools.

Introductory video lesson

The purchase of i-Vulcani includes a basic technological kit (1 projector, 1 tablet, magnifiers, 1 microscope). A specific training on pedagogy and STEM can be requested and quoted separately.

The equipment of i-Vulcani can be customized upon request and the training can be developed accordingly.

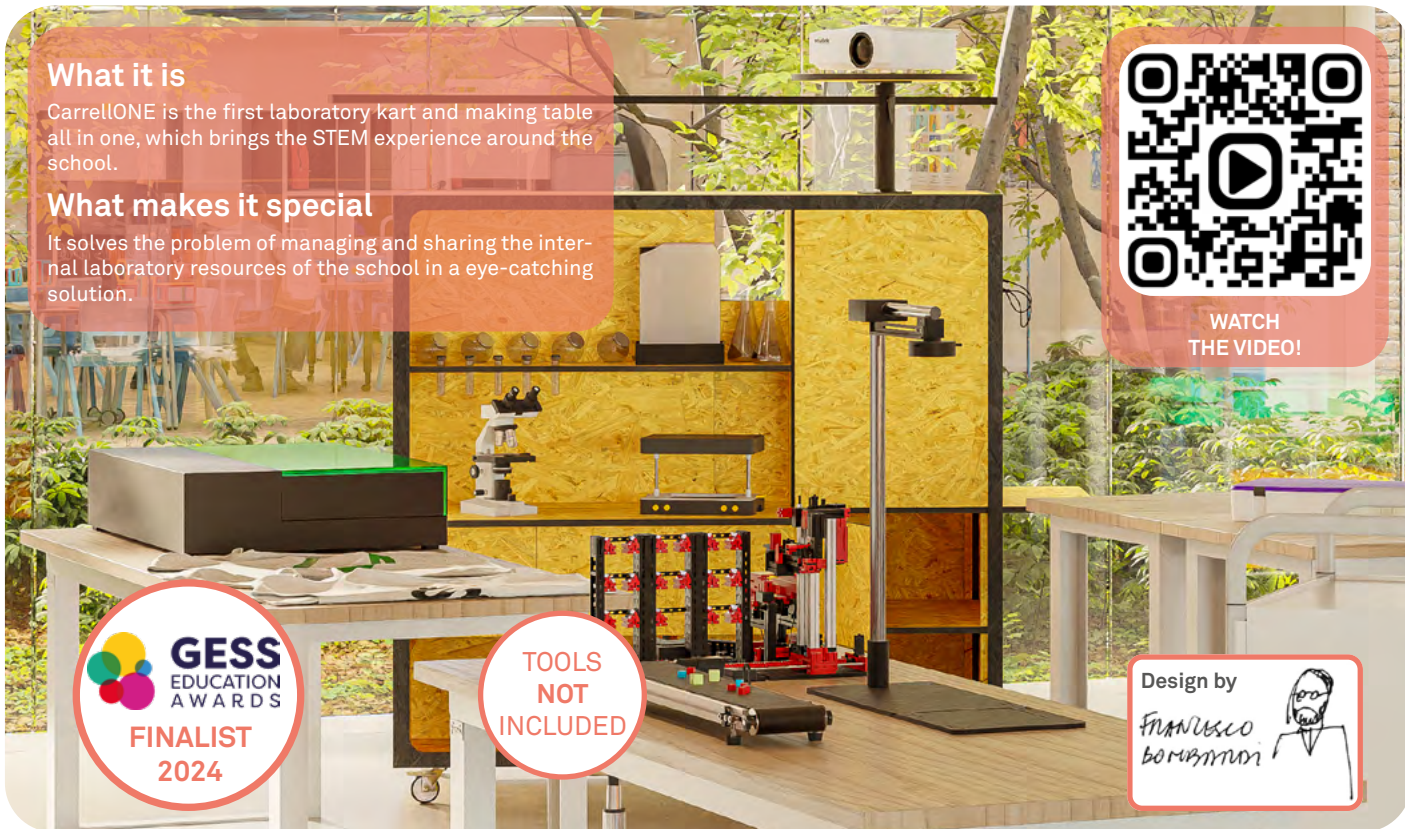
In fact, i-Vulcani is not just a table for making and observing scientific: behind its conception there is the educational method developed by Learning by Languages®.

Diameter 140 cm - height 202 cm on wheels (without 190).



i-Vulcani is a totally Made in Italy branded product Learning By Languages from a project by Sabrina Bonaccini; Design by Francesco Bombardini; Play+ Production; Technologies CampuStore; Coopselios pedagogical team, University of Studies of Trieste, IC3 Modena Daniele Barca

343231 I-VULCANI - ENVIRONMENT FOR STEM LEARNING 10.700,00 €



What it is

CarrellONE is the first laboratory kart and making table all in one, which brings the STEM experience around the school.

What makes it special

It solves the problem of managing and sharing the internal laboratory resources of the school in a eye-catching solution.



WATCH THE VIDEO!



TOOLS NOT INCLUDED

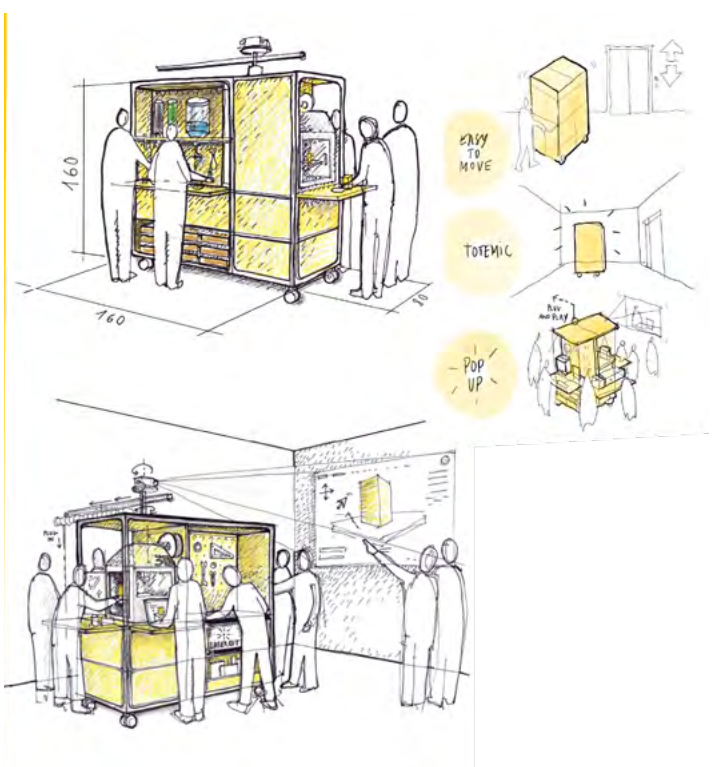


CarrellONE

CarrellONE is the first compact laboratory on wheels and a making table which brings the STEM experience widely throughout the school, where it is more useful and interesting to carry out and develop experiences of active teaching and learning.

It is a “made in Italy” project that arises from the observation of what it happens every day in schools and from the creativity of the Architect Francesco Bombardi, combined with thirty years of research on learning spaces, STEM and innovative technologies from CampuStore.

STEM on the move



A solution to a problem

How many times do we find ourselves moving equipment from a classroom to the other, struggling and risking breaking them? How many times we improvise original configurations to encourage everyone's participation e accessibility, trying to connect devices without tripping over their cables?

Furthermore, the ergonomics of a laboratory activity requires a furnishings systems and use of tools that is different from a normal classroom, designed for frontal teaching.

CarrellONE is the answer to these problems, a new way to encourage STEM activities in schools. It is a mobile laboratory and a flexible, easy to move solution, even when it has to be transfer by the elevator.

Technologies and STEM integrated into a trolley

It is a **compact microarchitecture**, inspired by ancient travel trunks used for transatlantic journeys, which opens and closes enabling a series of experiences linked to technological kits for which tailor-made accommodations are prepared.

Technologies are not included, in order to manage requests of **customization** of each school, but the CarellONE is already designed and prepared for some tools.

Among them: 3D printer, lasercutter, projector, LED lights, whiteboard writable, tool wall, drawers for robotic components, chemistry laboratory. Furthermore, the laboratory is suitable for hosting kits supplements requested by the school: it can therefore be customized on request. One side of the kart is completely writable.

337624 CARRELLONE - STEM ON THE MOVE

11.000,00 €

Innovative solutions for hands-on learning

Want to know more?

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