



SELECT PRODUCTS

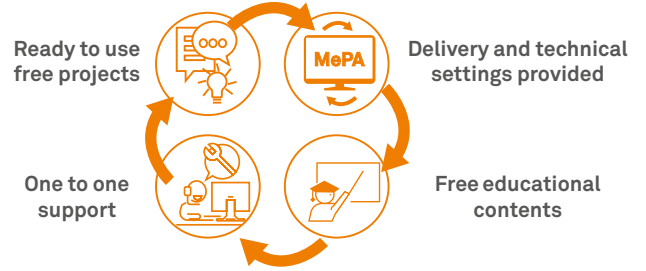
For 30 years we've been supporting schools in developing complete educational projects, in an innovative way.

Our brands, our partners

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



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.

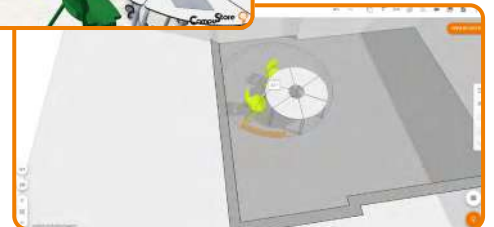
Easy as a game, professional as a design studio.

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.



Our values and purpose



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

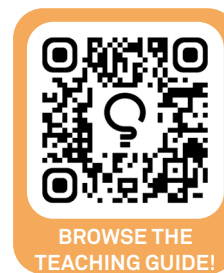
Our packaging includes drawings and inspirational shapes drawn by the architect and designer Francesco Bombardi, which can be cut to build objects, both two- and three-dimensional. To accompany them we have developed a teaching guide with deliberately “open” activities, to allow each class to work in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

What we do



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*

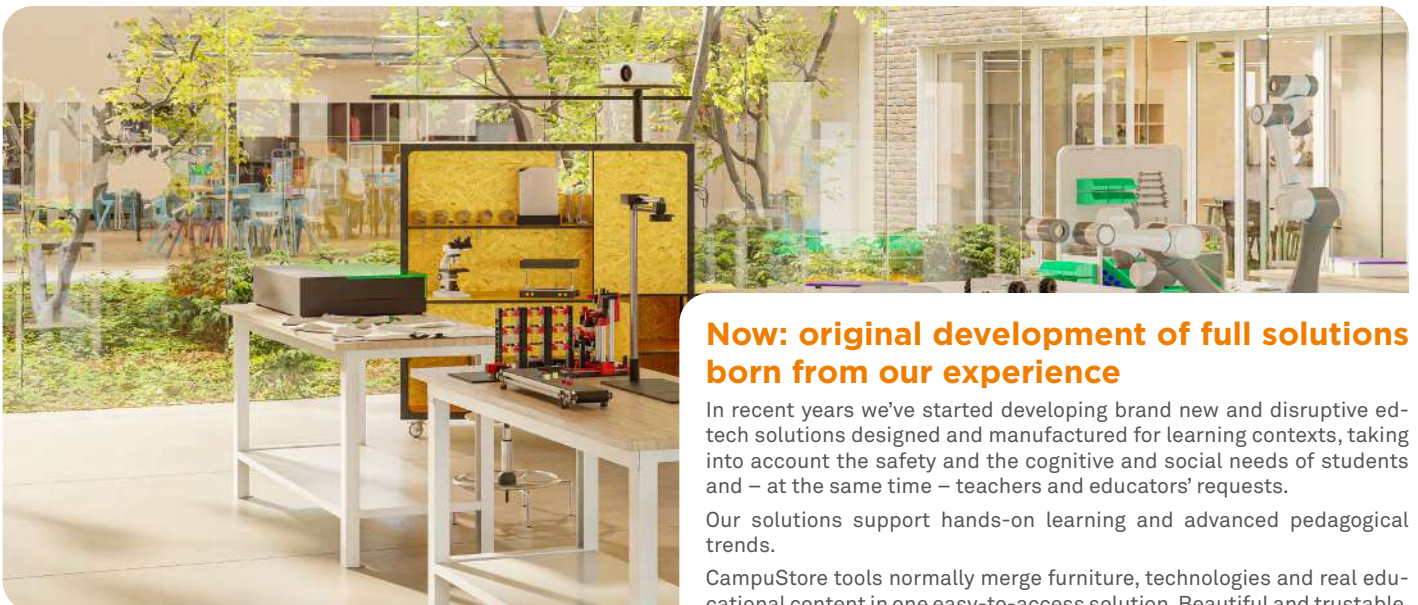
We have been the Italian distributor of LEGO Education for more than 20 years.

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



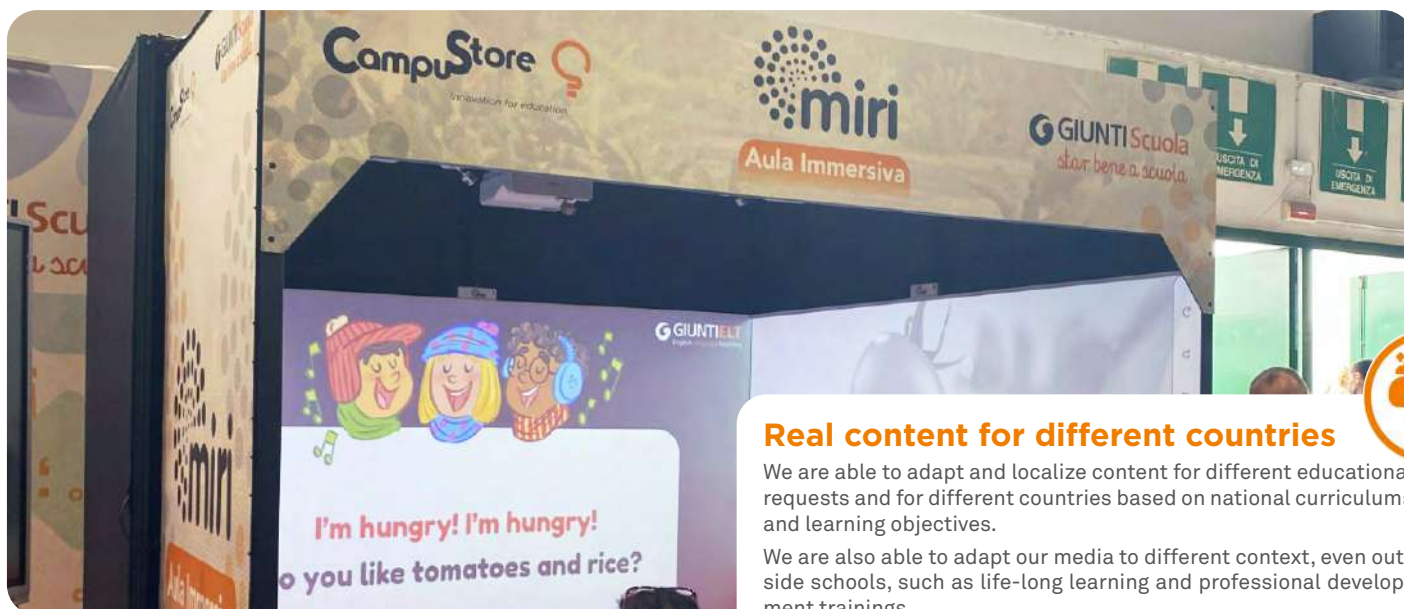
Logistics and industrial training - example of a special project developed for Germany

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 BORZONNI**

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 BENE UMANO



Design by **FRANCESCO BORZONNI**

i-Vulcani

Immersive learning for STEM
Learn more at page 18

In collaboration with **GIUNTI Scuola**
star bene a scuola



Design by **FRANCESCO BORZONNI**

eduSand

Learn digital skills playing with sand
Learn more at page 14

Edu contents by **GIUNTI Scuola**
star bene a scuola



Pinguin

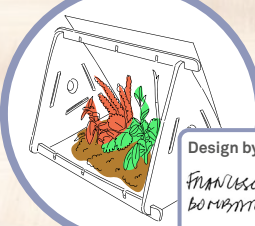
The interactive wooden monitor for STEM
Learn more at page 13



Design by **FRANCESCO BORZONNI**

eduBird

A smart bird house
Learn more at page 14



Design by **FRANCESCO BORZONNI**

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 BORZONNI**

MagicPages

Storytelling comes to life
Learn more at page 15



Design by **FRANCESCO BORZONNI**

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 BORZONNI**

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



Caterpillar-Edu-Links

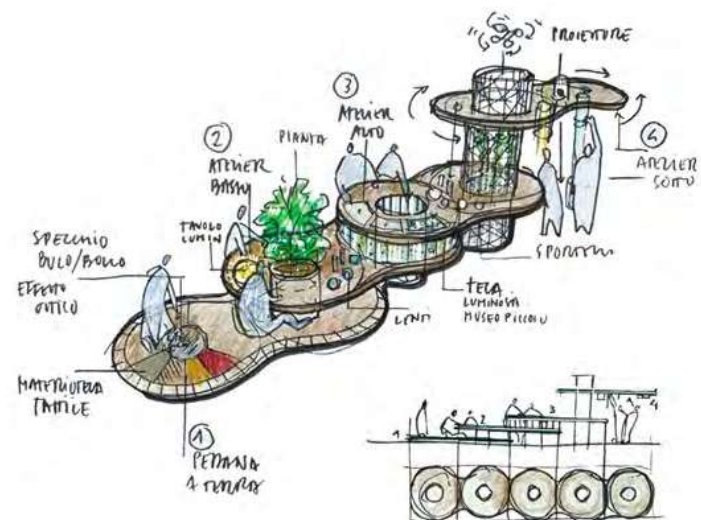
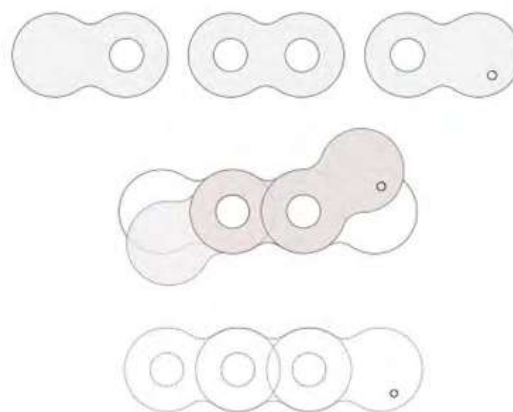
The **Caterpillar-Edu-Links** is a learning environment for kindergarten, with multiple pedagogical values related to constructiveness, scientific thinking and investigations into the states of matter, all in a special structure for multilevel learning.

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 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!**

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



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

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CONTACT US

ALLA SCOPERTA DEI DINOSAURI

Scopri i nomi e le caratteristiche dei dinosauri.

TRICERATOPO

Il triceratopo era erbivoro. Aveva una grande testa e un grande collare in osso. Aveva un corno sulla punta del naso e due come sopra gli occhi. Era lungo 9 metri, alto 3 metri e pesava circa 12 tonnellate.

TIRANNOSAURO

Il tirannosauro era uno dei carnivori più grandi e feroci. Era alto più di 5 metri e lungo oltre 12 metri. Possedeva un cranio molto grande e una dentatura molto sviluppata. Cacciava le sue prede, ma si nutrivano anche degli animali già morti che trovava.

VELOCIRAPTOR

Il velociraptor era un piccolo predatore, con lunghe braccia e gambe forti, adatte a compiere grandi balzi e brevi scatti. Aveva un artiglio a forma di falce sul secondo dito di ogni piede. Era ricoperto di piume e aveva penne su braccia e coda.

STEGOSAURO

Lo stegosauro era un grosso dinosauro vegetariano. Aveva il capo piccolo rispetto al resto del corpo, e alcune placche sul dorso. Viveva in ambienti aperti dove brucava felci e arbusti.

bett

• A Hyve Event

AWARDS
FINALIST 2024

Edu content by

GIUNTI Scuola
star bene a scuola
INCLUDED

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

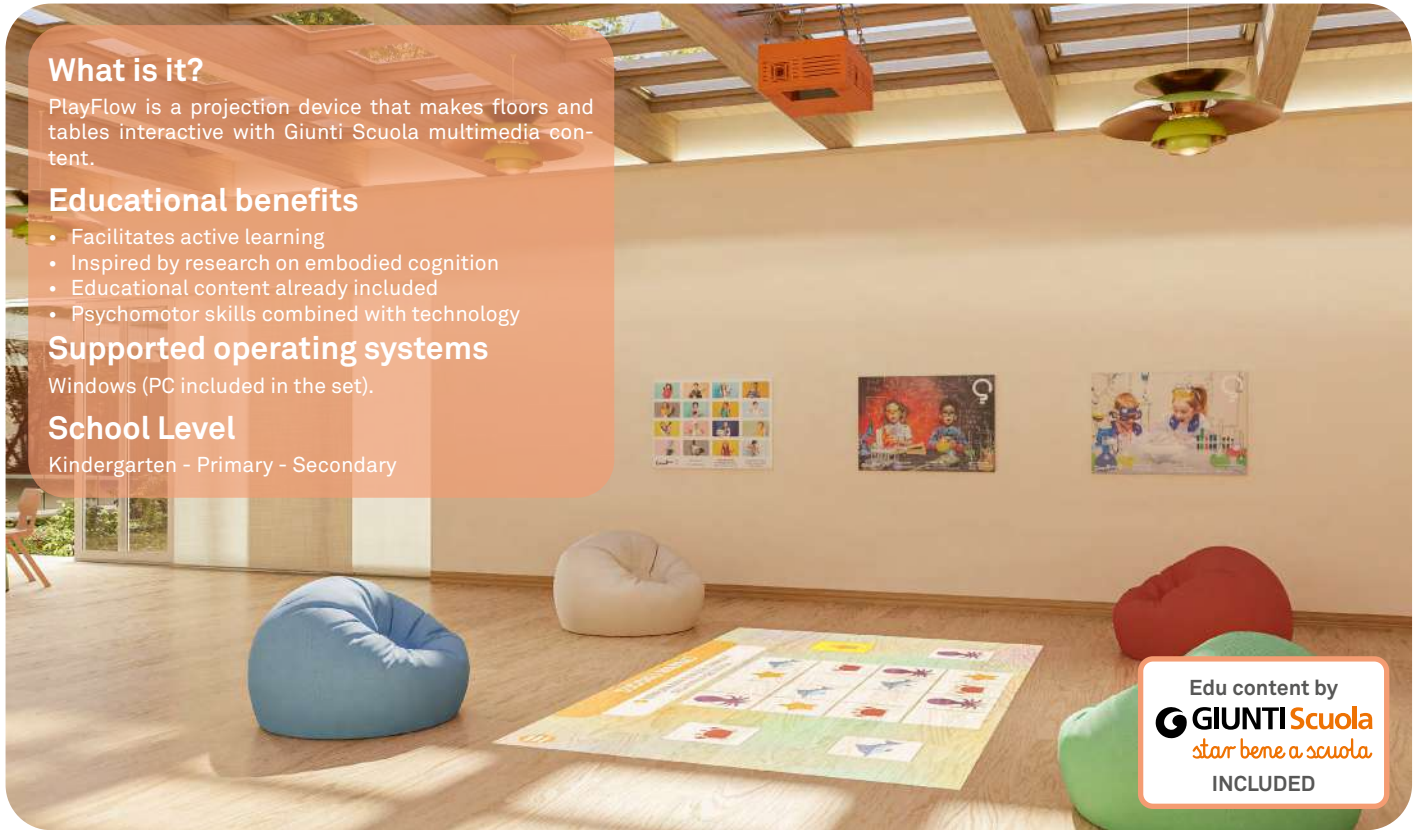
- Facilitates active learning
- Inspired by research on embodied cognition
- Educational content already included
- Psychomotor skills combined with technology

Supported operating systems

Windows (PC included in the set).

School Level

Kindergarten - Primary - Secondary



PlayFlow

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**.

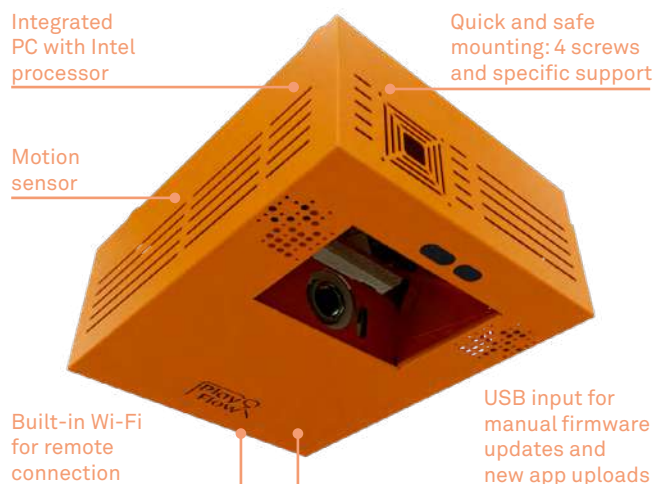
Content first

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 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.



Interactive floor for active learning

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

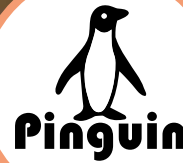
Windows

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 PENGUIN - KINDERGARTEN VERSION
348769 PENGUIN - PRIMARY SCHOOLS VERSION

4.400,00 €
4.400,00 €



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 €



Geometric Garden

Learn geometry by taking care of your garden

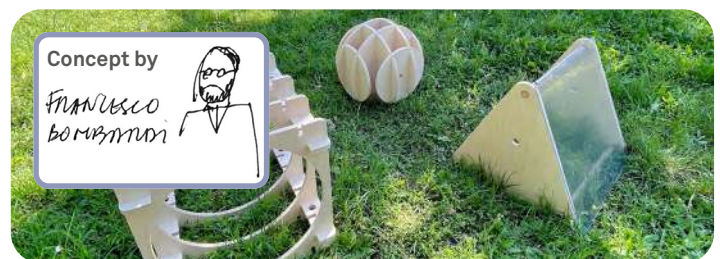
An educational kit for outdoor learning consisting of:

- 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 €





Design by
FRANCESCO
BOMBARDI 

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 €



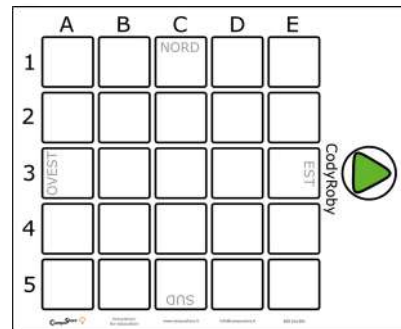
CodyRoby Kit with Bee-Bot

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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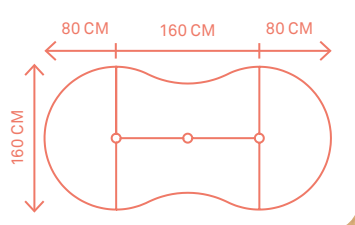
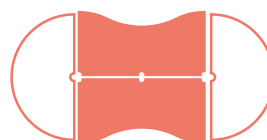


Table for MakerSpace and Tinkering activities

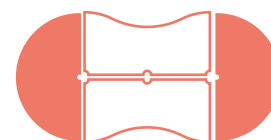
This piece of furniture cannot be missing if you want to set up a MakerSpace in an educational environment: designed specifically for laboratory activities, it allows you to collaborate with groups of different dimensions by creating work islands with different shapes. The tables are equipped with a 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 +

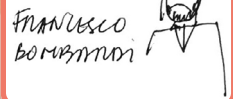


WATCH THE VIDEO!



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

Design by

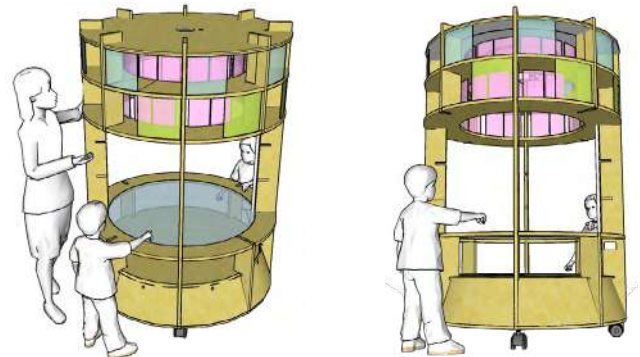


i-Vulcani

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.



Loggy

Discover Loggy, the cylindrical light table that transforms every moment of play and learning into a unique experience! Made of high-quality wood, Loggy is not just a simple table: it is a real educational theater that stimulates the creativity of the little ones. Thanks to its soft light, it creates a magical atmosphere, ideal for manipulation, reading and storytelling activities. Perfect for nursery school, it helps children explore the world with imagination, supporting the development of cognitive and social skills in an engaging and fun way. A brilliant idea for teachers and parents who want to enrich learning with a touch of magic!

356971 LOGGY - LIGHT TABLE

CONTACT US

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

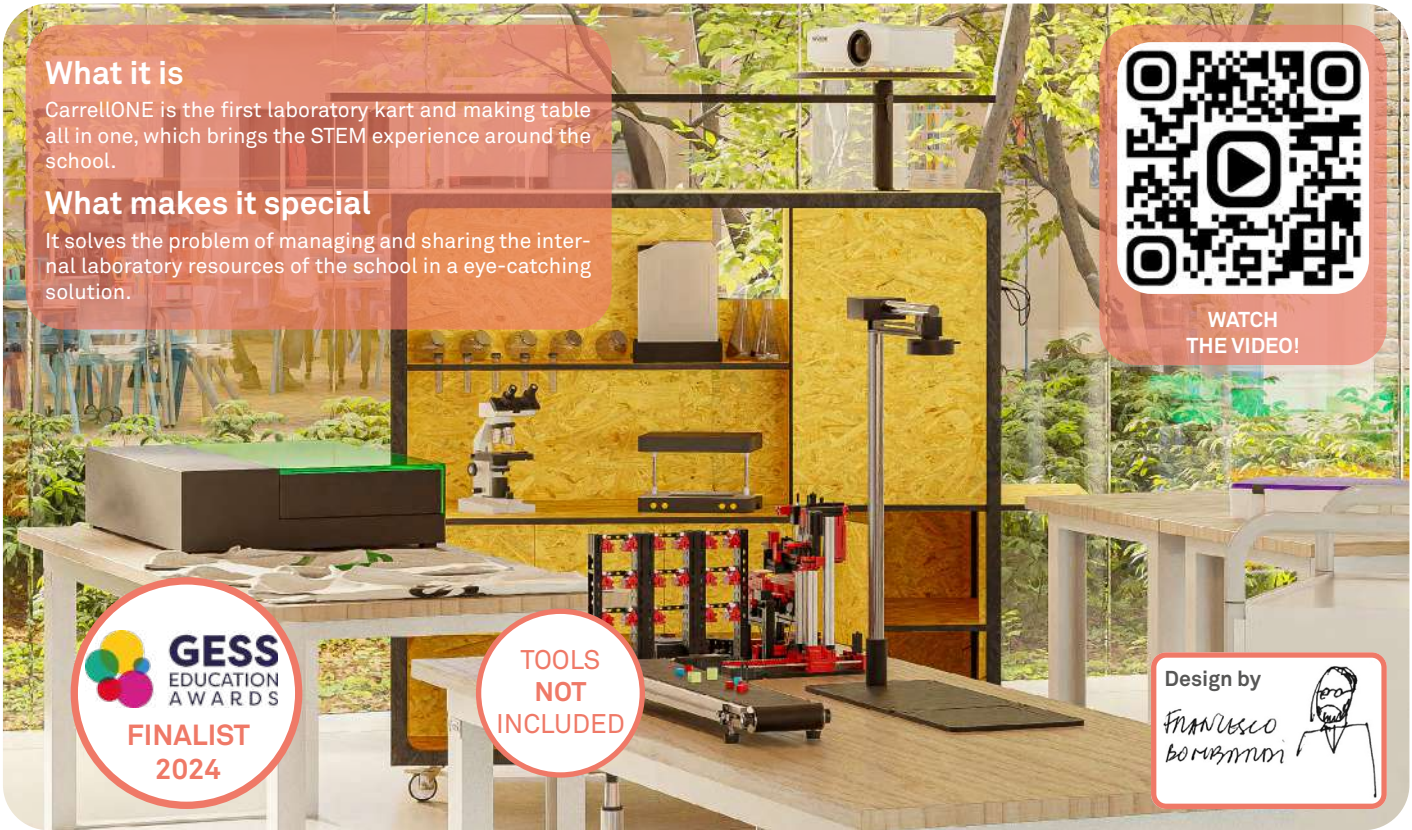
The purchase of i-Vulcani includes a basic technological kit (1 projector, 1 tablet, magnifiers, 1 microscope). A specific training on pedagogy and STEM can be requested and quoted separately.

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).

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

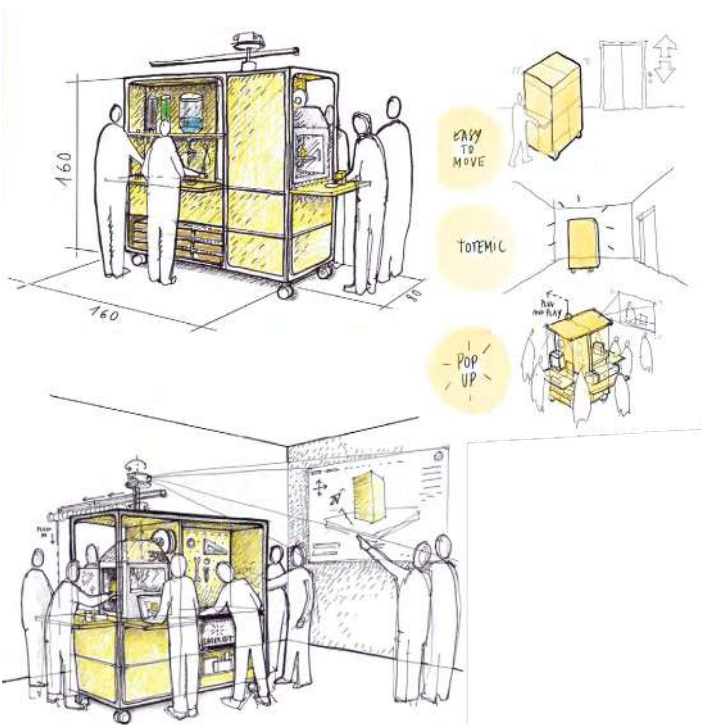


CarrellONE

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 Bombardieri, 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 €



Charging Cart with Fans

This Campustore charging cart is perfect for ensuring flexible learning in educational institutions, enabling the sharing of digital resources between different classrooms while adding a vibrant citrus-colored touch.

Equipped with an intelligent charging system, pull-out shelves with flexible and durable device slots, and a cable management and power distribution system, it is designed to optimize space. The interior features numbered spaces for devices, further enhancing organization. The shelves are adjustable for easy access.

It can hold up to 36 devices up to 17 inches.

Dimensions: 68 x 58 x 112 cm (H).

354560 36 DEVICES WITH FANS

1.390,00 €

Smart charging

Smart charging refers to a method in which the cart automatically manages the charging process based on the needs of the devices.

Key Features:

- **Device prioritization:** The cart detects which devices need charging the most and prioritizes them.
- **Power management:** It optimizes power distribution to ensure all devices are charged efficiently without overloading the electrical circuit.
- **Adaptive charging:** The system adjusts to the charging requirements of different devices, modifying the charging speed as needed.
- **Battery health:** By preventing overcharging and reducing heat generation, smart charging helps prolong the battery life of devices.

Benefits:

- **Efficiency:** Maximizes the use of available power and reduces overall charging time.
- **Safety:** Reduces the risk of electrical overloads and overheating.
- **Convenience:** Requires minimal manual intervention as the system automatically manages charging priorities.

Charging and Storage Cabinet for Smartphones

No Phones Allowed in Class

Are phones no longer welcomed in class? A convenient and organized solution is needed to store them when entering the classroom. There are various options available, ranging from fabric PhoneWall wall-mounted units, numbered and possibly linked to the class register, to more sophisticated solutions, such as cabinets with locks or even mobile carts for transporting and charging smartphones (CAM certification). These options are particularly ideal for protecting personal devices in unsupervised areas or common spaces within the school.

This type of cabinet with individual slots is designed to store students' smartphones. It is available both as a charging station and simply as a storage container.

Overall Dimensions: 61,2x72,2 cm

Individual Compartment Dimensions: 22x12x10 cm

It features an integrated magnetic closure; once the student removes their phone, the door can be closed without the need for a lock. The cabinet also includes four adjustable feet pre-installed at the bottom to protect the surface.

Contact us for more information.

355652	CAMPUS PHONELOCKER - 20 DEVICES	434,00 €
355655	CAMPUS PHONELOCKER - 25 DEVICES	480,00 €
355597	CAMPUS PHONELOCKER - 30 DEVICES	893,00 €



Meta Quest 3 - Kit with case

They include a suitcase with wheels and pre-shaped foam padding, for storage and protection of both headsets and controllers.

356024	CAMPUSQUEST - 6 QUEST 3 512GB - 3 ANNI	4.750,00 €
356025	CAMPUSQUEST - 6 QUEST 3 512GB - 5 ANNI	4.999,00 €



Microcosmo

Climate-controlled Greenhouse for Plant Monitoring

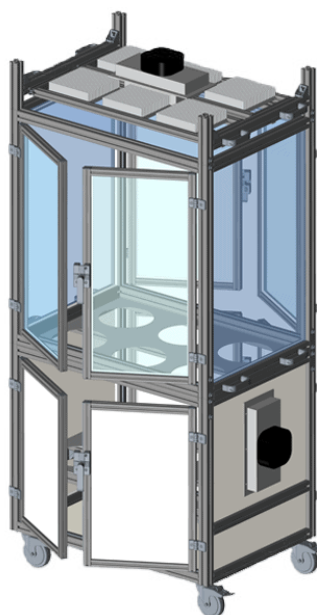
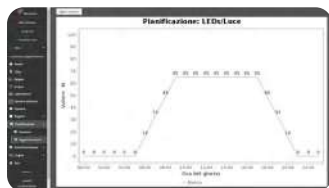
Microcosmo is a smart field simulator, a system designed to support and assist students, researchers, and professionals in who work or study in the agricultural or agri-food sectors, by providing them with valuable insights into: how, what, and where to cultivate, when to plant, the risks that may threaten crops.

Microcosmo – The Smart Field Simulator – is a **patented innovation** by the FOS Group and ENEA (National Agency for New Technologies, Energy, and Sustainable Economic Development). It **simulates the cultivation** of particular types of plants, both in **traditional fields** and in **environments normally unsuitable** for plant growth.

This is the **first smart two-stage field simulator**, featuring a unique system capable of replicating natural conditions anywhere, allowing laboratories to study plant growth under experimental conditions.

342624 MICROCOSMO

CONTACT US



Auge 2 / 2MP



Auge 4 / 5MP



Auge 5 / 8MP

MicroCampus Auge

Advanced Microscope for Education

Broaden your view of the world with this line of microscopes designed specifically for schools. The MicroCampus Auge microscopes are designed for observing biological samples, offering a total magnification of 40x to 400x (optical) and 40x to 1600x digitally. The adjustable lighting system, both incident and transmitted, allows optimal illumination.

Fully Equipped

The microscope comes with a fabric carrying case to protect it from light and dust, a set of 10 biological glass slides, and an SD card to start lessons right away. **Auge 2** has excellent optical performance and a 2MP digital sensor, **Auge 4** features a 5MP sensor, **Auge 5** opens the door to high resolution, with a sharp 8MP sensor, a digital measurement system, and the ability to be controlled via a touch screen or Bluetooth mouse (not included).

351454 MICROCAMPUS AUGE 2
350376 MICROCAMPUS AUGE 4
347488 MICROCAMPUS AUGE 5

205,00 €
287,00 €
369,00 €

CampuScopio

A portable microscope for STEAM activities on the move

The CampuScopio digital microscope is a high-performance device designed for a wide range of educational applications (biology, geology, mineralogy, food science). It combines optical microscopy with digital imaging technology to provide high-definition images and videos, making it easier to observe and record microscopic details. Includes a Manual with 6 educational activities and a template to create a set of cards for 22 additional explorations.

Key Features:

- High-definition images and videos for clear visuals.
- Multi-level digital magnification.
- Real-time preview on a screen or mobile device.
- Data storage for future analysis.
- Zoom system for detailed images.

Technical Specifications:

- Optical System: 4x objective, magnification from 9x to 72x.
- Imaging System: 2MP CMOS sensor, resolution 1920x1080.
- Display: 4.3" (800RGBx480), capacitive touch screen.

354962 CAMPUSCOPIO
354963 CAMPUSCOPIO STAND

100,00 €
50,00 €



CampuSprint3D 5.0

Invent. Design. Create. Safely.

CampuSprint3D 5.0 is the latest and improved version of one of our most beloved products: the 3D printer designed specifically for educational environments. The real strength of this line of printers has always been its ability to provide a compact, **easy-to-set-up** tool with excellent value for money and **safety**. If the printer door is accidentally opened, the print stops immediately, minimizing the risk of direct interaction with potentially harmful surfaces or materials.

CampuSprint3D 5.0 features a **larger, 4.3" HD IPS touchscreen** at the top of the printer with large, intuitive controls.

- Start printing without needing a computer.
- Preview your files on-screen.
- Removable print bed for easy removal of prints.
- 8 GB internal memory to store models directly on the printer.
- Software feature to split models into smaller parts for easier printing.
- The ability to convert 2D images into 3D models.

Technical Features

Extruders	1
Nozzle Diameter	0,4 mm
Extruders	0,6-0,8 mm (not included)
Resolution	0,1-0,4 mm
Printer Dimensions	380x400xh453 mm
Print Area Dimensions	220x220xh220 mm
Extruder Temperature	Up to 280°C
Bed Temperature	Up to 110°C
Supported Materials	PLA, PETG, TPU, ABS, ASA
Connectivity	USB, WIFI, Ethernet, Cloud
Supported Software	Flashprint, Cura, Orca Slic3r
Compatibility	Windows, Mac, Chromebook



The kit we offer includes a set of 3 spools and a starter video course on how to use the 3D printer. The warranty for consumable parts is 3 months (extruder, PEI print bed).

352696 3D PRINTER CAMPUSPRINT3D 5.0 PRO

1.045,00 €

Safe technology



AstroSafe

Safe Internet for All!

With AstroSafe, teachers can create a protected online environment that allows students to **browse safely** and only on educational content. From websites to videos, AstroSafe is designed to allow students to surf the web without the risk of inappropriate content or ads.

Teachers can easily create and share lessons and worksheets through a web portal, filling them with **free and safe links, videos, and activities**.

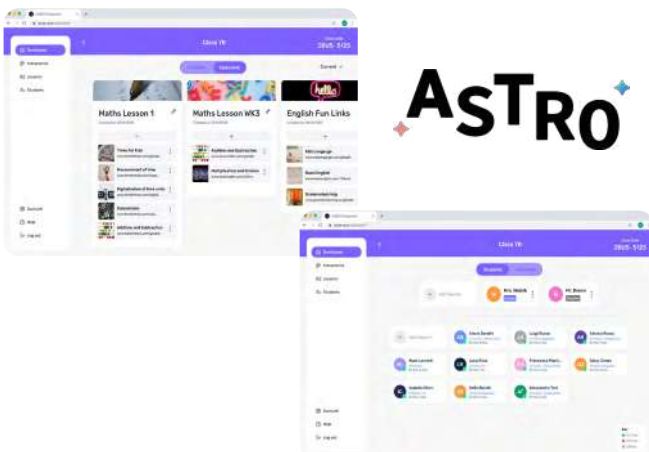
Students can browse the content prepared through an app that lives on their devices, in a protected environment that only allows them to navigate links shared by teachers.

AstroSafe **blocks advertisements, social media**, and allows constant **monitoring of every online activity** by students, sending targeted **alerts** to the teacher when a student encounters **cyberbullying**, inappropriate content, or shows **signs of depression** or anxiety.

Search results from browsers and search engines are filtered by the student's age, showing only age-appropriate content, but this feature can also be customized based on personal values and educational goals to further narrow the filter.

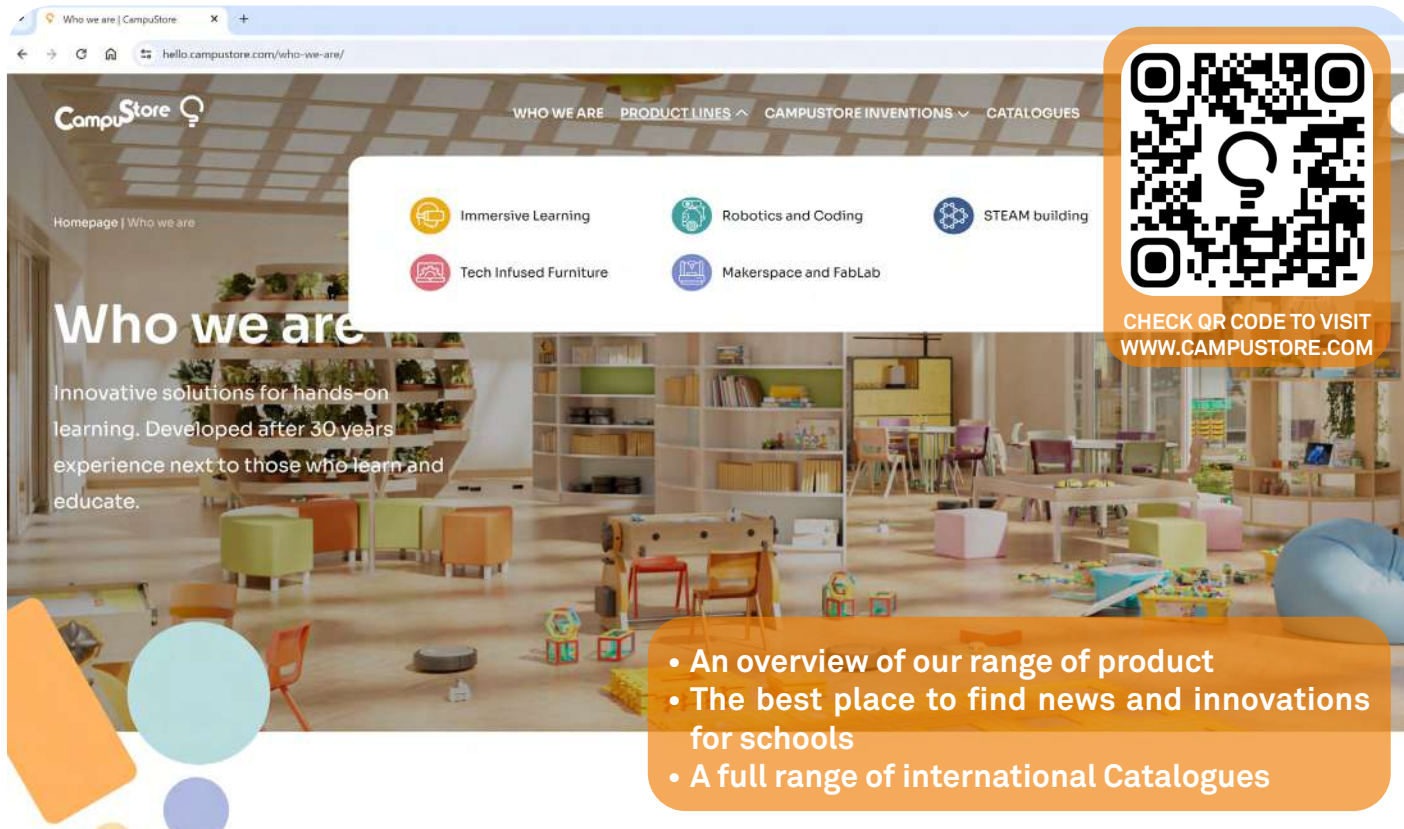
Each day, new content is published on the AstroSafe homepage, chosen to offer a positive, fun, and informative approach to the digital world and current events.

Finally, AstroSafe includes an ad-free version of YouTube, without comments or distracting suggested content.



- 350949 CLASSROOM PACK - 50 LICENZE 1 ANNO
- 350950 YEARGROUP PACK - 100 LICENZE 1 ANNO
- 350951 SCHOOL PACK - 300 LICENZE 1 ANNO

749,50 €
999,00 €
2.397,00 €



A brand new **International Website**

Educational Approaches

HANDS-ON and ACTIVE TEACHING

We do not want to fill buckets but to light fires: knowledge is not transmitted or dropped from above, but discovered together. In doing so, it helps to get your hands dirty, do experiments, conduct active experiences that stimulate curiosity and questions, before giving answers. All our products are laboratory-based, but in particular we went wild in the sections dedicated to Educational Robotics and MakerSpace.

PEER LEARNING and COOPERATIVE LEARNING

Getting your hands dirty often means working in a group, like small teams of scientists. The group stimulates active involvement, comparison with others, mediation, responsibility, autonomy. To work "in teams", furniture is essential: modular, flexible, reconfigurable, unconventional, technological. This is how we looked for it.

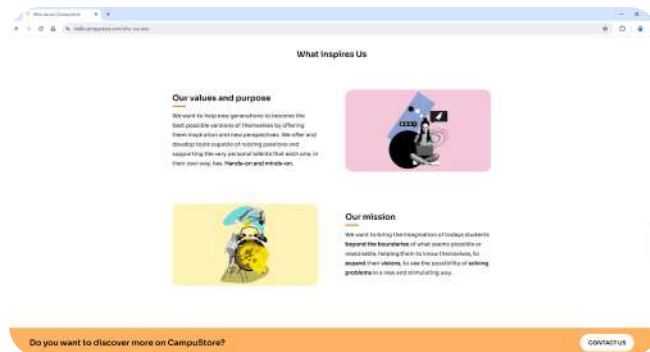
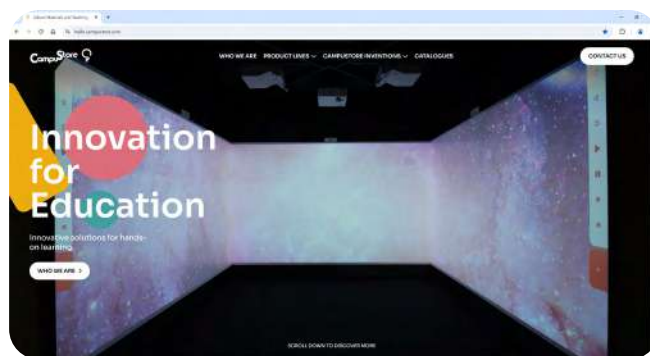
STEM

Over 20 years of choices in this field and the largest catalog of educational robotics in Europe: our living and beating heart is STEM, pervasive in every section of this catalog. We love them because they transform the classroom into a laboratory, allow you to work on multiple subjects and skills at the same time, and because they convey knowledge that truly prepares students for the present and the future.

EBL and PBL

We like problem-based learning because it is metacognitive and makes the phases of the process very visible: it poses students a problem asking them for original solutions. To obtain them, it is necessary to analyze hypotheses and premises, devise and select resolution strategies, acquire new knowledge, produce an answer and then reflect and share the path taken. Many of the technologies for digital teaching, individual or collective, that we have chosen, are also designed to support and facilitate this teaching idea.

Our website is based on researches on innovative



HOLISTIC LEARNING

At school, not only the cognitive and rational aspects of the human experience are cultivated. If it is true that we are made up of thoughts, but also of emotions, relationships, a body that moves and values and ideals, then, in class, all these spheres must be involved, accompanied and educated. This is the first catalogue in which we explicitly state the need for Wellbeing at school and the intersection between the spheres that make up the person has been our point of reference, especially for the childhood section.

Innovative solutions for hands-on learning



CHECK OUT OUR UPDATED
ENGLISH CATALOGUE
ALWAYS AVAILABLE ONLINE

Want to know more?

CampuStore Srl - Benefit company
www.campustore.com - sales@campustore.it

+39 0424 25 29 25