INTERNATIONAL

CampuStore

Originals 2026

Teach-infused furniture & Disruptive solutions for learning

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We are partner of the brans shaping the future of education:

An ecosystem that fosters innovation

CampuStore no longer represents the ideas and vision of a single company, but a true ecosystem, increasingly structured and robust, to best meet the needs and dreams of the educational system.

MUSYE · IFE Academy · SIMBI · CampuStore · sogloo · CampuStore DE

SIMBI | To design educational experiences and training courses for students and develop innovative solutions, in particular virtual worlds based on AI and 3D.
Musye | Founded with Giunti Scuola, the first Italian school publisher, here we create educational content for our "CampuStore original" products.
Sogloo | Our brand aimed at the professional and corporate world.
IFE Academy | services and training courses for schools and teachers.
CampuStore DE | in Germany we have a local company working directly with schools and teachers.

Our values

Our purpose

PROVIDE THE EDUCATIONAL INDUSTRY WITH EVERYTHING IT NEEDS. IN AN INNOVATIVE WAY.

- We stand with those who learn and teach
- We provide solutions that allow all the learners to **express themselves** and **follow their own passions**, **aptitude and interests**.
- We offer tools for a **deep**, **effective** and **critic learning**.
- We develope solutions designed for educational contexts, taking into account the **safety** and the **cognitive and social needs of students**.
- We listen to **teachers and educators' requests**.

Campus Box

All our boxes are teaching materials. The Campus Box project is our way of transforming even the potential waste we inevitably bring to schools to deliver our solutions safely and quickly into potential teaching materials, with which students and teachers can "get their hands on" to learn and teach by doing. This project fully represents our philosophy and approach.

Teaching resources with ideas and instruction provided

CampuStore: One stop shop for edu needs. For 30 years.

Widest range
We offer over 30.000 active products

Curriculum relevant
We look for and develop resources to achieve the right learning outcomes

Best brands
We have hundreds exclusive world-class education brands

Specialized team
We have a specialty edu team covering all levels of schools spread all over Italy

Delivery Everywhere
We pack and ship daily, delivering to different countries and regional areas, island included

Certifications
We provide all the certifications required by the edu system and give a minimun 12 month warranty on our resources

CampuStore Original

Thanks to our ecosystem and to more than 30 years of expertise in developing educational projects that integrates technology with space and contents, We innovate the way of learning, teaching, and transmitting culture. We do this in our designs, in the resources we make available, and in the development of original, unique products, under our own brand - the so-called "CampuStore originals" - created to inspire and surprise, to redefine the boundaries of what's possible in education. Our own solutions are comprehensive ideas that combine innovation with tradition that works.

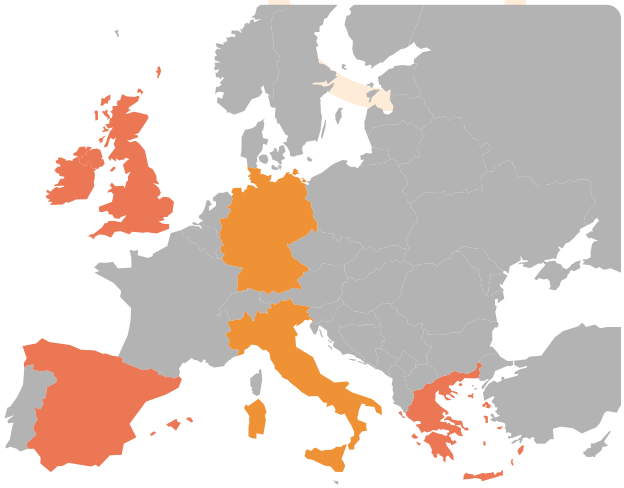
Furniture and phisical structures
Our solutions are composed of a physical dimension, characterized by functional design, quality materials, and support for active, collaborative, and inclusive methodologies to foster flexible, safe, and future-oriented learning environments.

Digital environment
Our tech-infused furniture integrate technology into spaces to enhance the educational use of technology. This merge real world and online environments, to make educational experiences accessible, up-to-date and consistent with innovative methodologies.

Contents
Thanks to an internal publisher, that is part of our ecosystem and through a network of cooperation we're able to develop for our partners educational contents already adapted to new media, giving to the final customers real turnkey and useful solutions.

CampuStore: educational tradition that spread innovation.

We're currently working in 5 different Countries and we can now export our solution abroad working with partners.



Want to know more or work with us? We're looking for partners also in other Countries.

CONTACT US

sales@campustore.it
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+39 333 208 8720

Our numbers & history

Among the 1.000 **fastest growing companies in Europe** (Financial times)

+1182% of turnover in 8 Years

First Company **to bring an educational robot** in Italy (1999)

First distributor of **LEGO Education** in Italy (**Best Worldwide partner** in 2022)

We invented the first Immersive & interactive room for schools, Miri (**BETT Award finalist 2024**)

We developed the 2024 BETT Award Winner of Most innovative product (Arduino Greenhouse)

We're certified by the Italian MOE as an official trainer for teachers.

Over 60.000 hours of paid trainings sold in 2025 (**+200.000 teachers** and headmasters trained)

Over **40.000 customers & 8.000 schools reached**

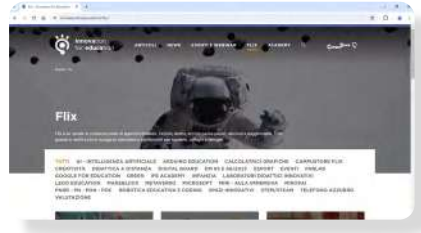
120.000 downloads of our catalogue per year

Website: **2.400.000 views** a year

Keep fostering innovation

International websites

For schools, teachers & professionals with a B2B separate environment



Digital Assets | Webinars & Videos

We have an educational channel with quick multi-language content

Newsletter

Best way to stay up to date on present & future of edtech

Social media

Follow us on:
Linkedin Instagram Facebook

Campus Planner

Free 3D tool for designing educational environments.

Tech infused furniture

Miri

The immersive classroom for authentic learning

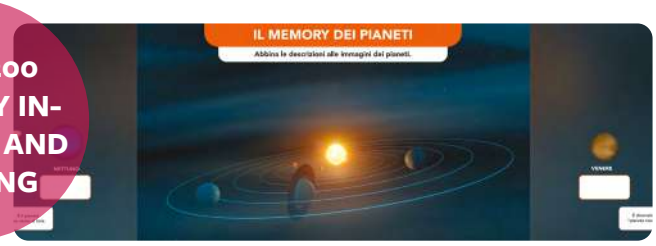
Content at core

Miri integrates **traditional learning models with digital technology**.

It includes **over 160 ready-made** immersive **learning path**, developed from educational publisher contents (Giunti Scuola), directly linked to subjects and teaching focus. Each of these path consists of different **immersive content (more than 1.000)** and lasts at least 40 minutes.

Thanks to this focus on content, Miri is **unique in the world**, integrating traditional teaching with immersive content, which helps foster curiosity and enhance the effectiveness of the lessons.

OVER 200 ALREADY INSTALLED AND RUNNING



Composer - Create your lessons in one click

Create your lessons easily with Composer, the **authoring system** for Miri. With Composer Miri content is fully customizable and adaptable to the teaching needs of each teacher: with a simple touch, you can **create** or upload **your own materials, make them interactive** and exploit the full potential of the immersive experience.

With Composer, creating or embedding videos from **YouTube**, projects from **Canva**, activities from **Genially** and other major content creation platforms, **and making them interactive** is as simple as a "click."

We co-create educational content with you

A special service only for our partners | Do you work in a Country with a very specific school **curriculum** and need reliable, ready-made content? Thanks to our in-house educational publisher, we can create a package of educational paths or individual content, for an entire school-**segment** or for individual **subjects** upon request, localizing existing paths or creating them from scratch with you. Contact us to create a customized collaboration project that meets your specific needs: **sales@campustore.it**

4 DIFFERENT SETTINGS

Miri is a concept that **combines**

furniture

innovative technologies

content

The Cube

Immersive Classroom with Modular Walls

This is **the most** captivating and **high-performing solution** to bringing Miri into your school: it is composed of a flexible yet very durable structure, which guarantees the best immersive experience for educational contexts. It is a cube measuring 3 meters per side that does not require special building permits and can be installed in any sufficiently large space. The **projection surface is large and engaging**, with a total projection of approximately 135" for each wall involved (3 in total) in 16:9. The basic kit includes:

- Workstation, interactive projectors, audio system
- Workstation support
- 3-year software license with cloud-based educational content
- Structure with modular walls measuring approximately 3x3 meters

364686 **MIRI - THE CUBE**

SIMBI Experience – Hospitality Lab

A special content for high schools and professional context, an immersive environment that takes students to the heart of the hospitality world: explore realistic virtual spaces, interact with key hotel elements, and design multilingual hospitality experiences that combine theory and practice, fostering professional skills.

Interactive Monitors

A Starter Solution

A "basic" solution for launching an immersive classroom experience. Three interactive monitors, mounted on a cart, are connected together. The immersive experience is **reduced**, not only in size, but also in the experience, which **cannot be considered complete**. But at least it's a start. Two options available: a 75" monitor with a height-adjustable cart, or a 65" monitor with a fixed cart. The kit includes:

- Workstation, interactive monitors, audio system, and carts
- 3-year software license with cloud-based content

364687 **65" MONITORS**
364688 **75" MONITORS**

The Arena

Immersive classroom with an "open" structure

An excellent compromise between **flexibility and quality** of experience. An "open" structure that allows the two side walls of Miri to be oriented (from 180° to 90°, reorientable over time with the intervention of a technician). Projection **surface** of approximately **100"** for each wall involved (3 in total) in 16:9. The basic solution consists of:

- Workstation, interactive projectors, sound system
- 3-year software license with cloud content
- Fixed structure with adjustable hinges.

364689 **THE ARENA**

Discover the **CodyRoby Add On**
A mat for coding inside the room

Miri Learning Space

The all-around immersive experience that transforms a space

Miri, the truly immersive classroom for learning environments, has been enriched with a new look to better meet the needs of the education system.

Miri Learning Space

Miri Learning Space is a structure that can be **placed in the center of a room** and it's useful and **functional on all sides**.

The projection surface (90" for each wall) is enhanced by:

- At the **back**, a storage system that can be used as a bookcase, cabinet, or niche for STEM, robotics, or creativity sets.
- On the **sides**, two "**blackboards**": on one side, a slate panel for writing with chalk; on the other, a glossy white panel for erasable markers. Made of metal, it is suitable for **use with magnets** for letters, geometric shapes, and numbers.
- At the **top**, a space for "Green", with a **system of basins** that can host an **indoor garden**. It can also be accessorized with sensors and data measurement cards for teaching activities on sustainability, science, math, and the 2030.

All these amazing features are already included.

Content and editor always included

As with all other versions of Miri, the package already includes all the basic content developed by the educational publisher Giunti Scuola: over 100 educational paths already optimized for immersive learning.

Create your own lessons

For the same reason, it includes Composer, the extremely easy system for creating your own content, optimized for the immersive classroom, in just a few clicks.

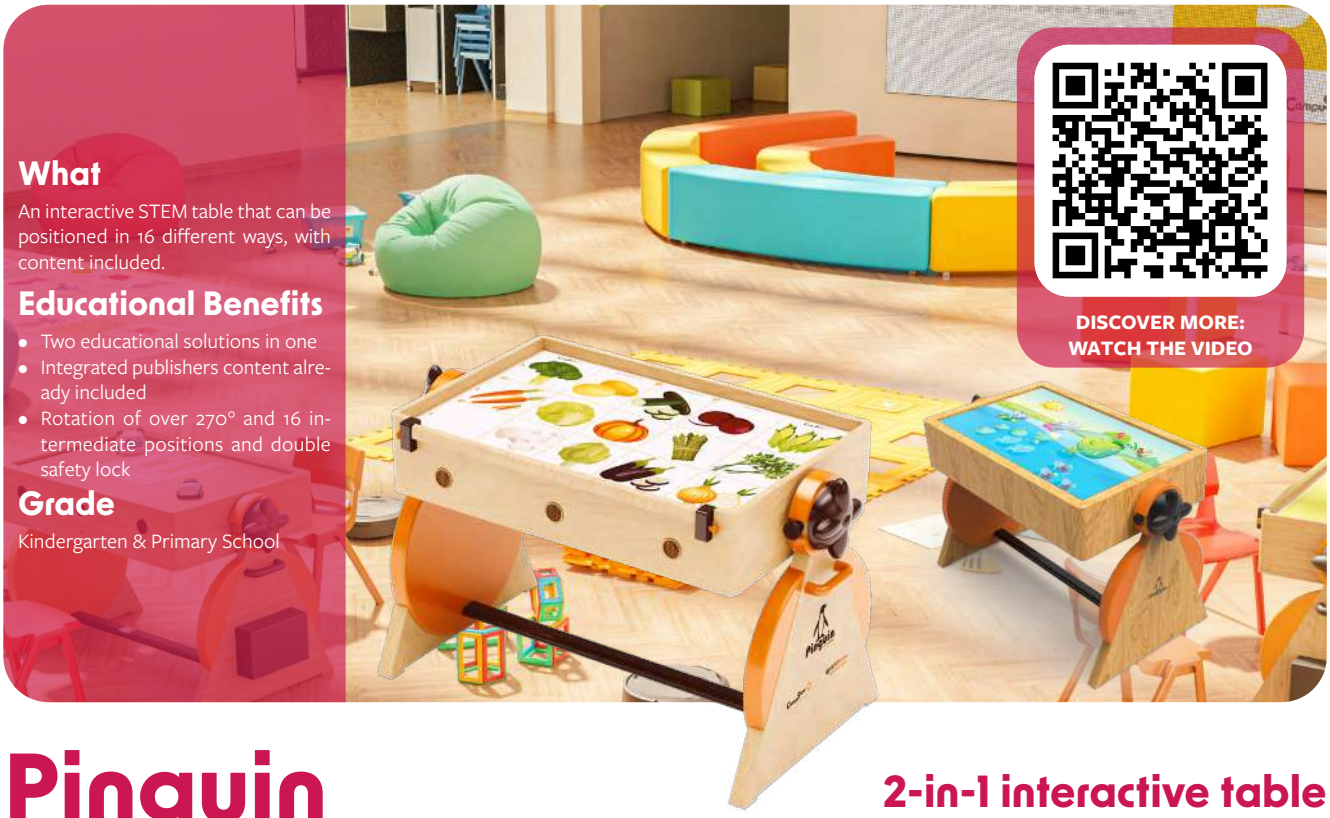
A customizable project

It is already set up in an accessible and adaptable standard version. Such a versatile space, however, can have many possible additional implementations and configurations. For example, we can also provide it complete with:

- Robotics - STEM - creativity - making kits
- Books
- Interactive monitor adapted to the structure so you can also use the rear wall as a "classroom."

For this features, we invite you to contact us for the most suitable customized configuration: **sales@campustore.it**

364684 MIRI LEARNING SPACE
364685 MIRI LEARNING SPACE PRO



What

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

Educational Benefits

- Two educational solutions in one
- Integrated publishers content already included
- Rotation of over 270° and 16 intermediate positions and double safety lock

Grade

Kindergarten & Primary School

DISCOVER MORE:
WATCH THE VIDEO

Pinguin

2-in-1 interactive table

Discover Pinguin, the **2-in-1 interactive desk**: on one side, a school desk with a removable edge for STEM and fun hands-on activities, and on the other, an interactive monitor with lots of preloaded **educational content**.

What makes Pinguin special?

- **Dual surface**: on one side, there's an integrated interactive digital surface with preloaded **educational content**, and on the other, a student desk with a removable ruffle (ideal, for example, for coding and robotics) that avoids robots or toys falling
- Rotation of over **270°** with **16 intermediate fixed** positions and a double safety lock.
- **Ergonomic design**, suitable for both sitting and standing.
- Made in Italy and **designed for educational settings**.
- Always reversible, quickly, flexibly, and safely.

Developed for activities starting in preschool and is suitable for many different educational experiences.

Side 1 · Digital

On one side, there's a **32" interactive touchscreen monitor** with a built-in PC based on a Windows operating system and featuring publishers content.

Side 2 · Analog

The analog side also features a **perimeter barrier** (which can be raised or lowered), designed for use with educational robotics sets and for coding and creativity activities.

Explore the world of analog and digital

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

Safety first

Pinguin can be oriented and locked in **16 different positions**, for a truly advanced customization of the learning experience. Rotation is guaranteed by a **dual locker system** (easy for adults, nearly unlockable for the youngest) that guarantees high safety standards and wide configuration versatility, making it repositionable only by teachers and educators, maximizing the safety of children who use it.

Horizontal.

Analog side

Pinguin can be use **by individuals**, with a standard seat, or as a support for **collaborative** and **group** activities, with robots and **STEM** sets, thanks to the raisable edge that prevents tools on the desk from falling. In this sense it can be accessorized with **personalized robots mats**.

Horizontal

Digital side

It can be used with a seat, it is as a normal **big digital interactive device for individual use**, with many educational games and content developed by the educational publisher Giunti Scuola, which run directly when Pinguin is turned on, without the need for installation.

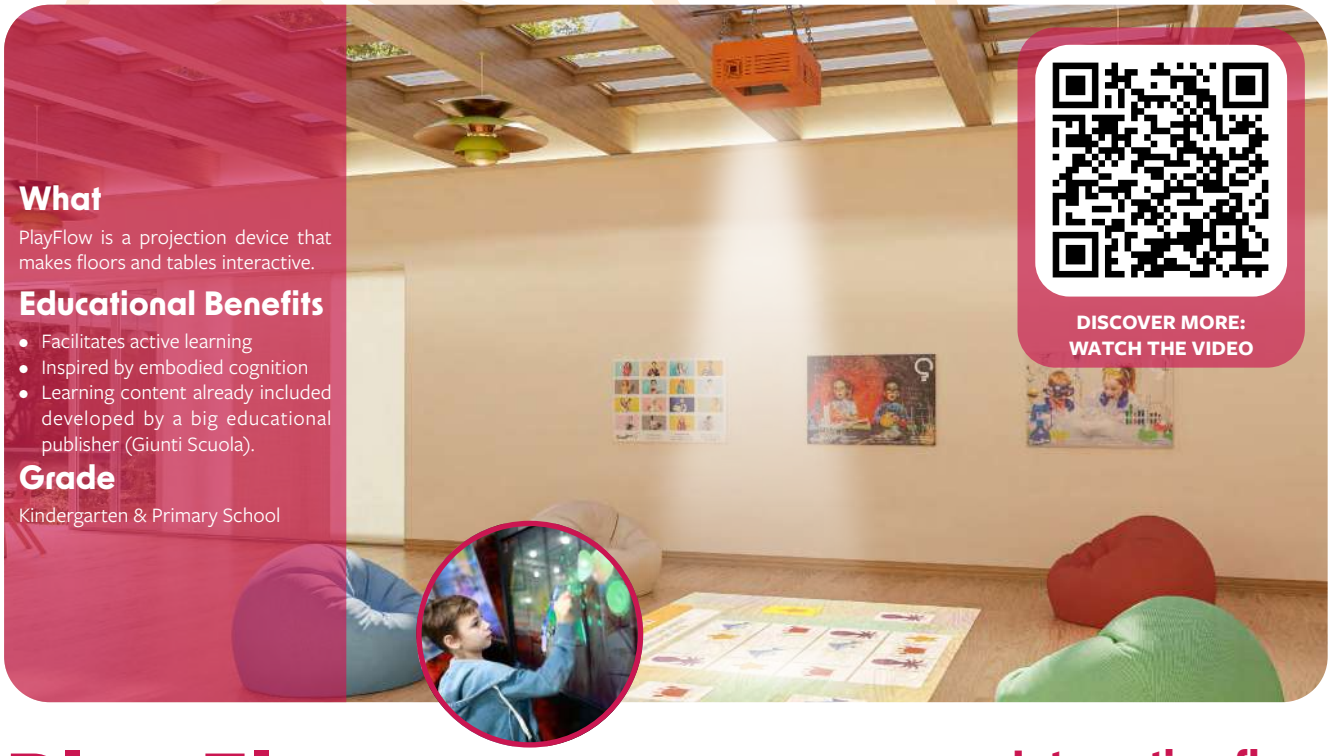
Vertical

Digital side

Kids also love it when Pinguin is used vertically: this setup makes it ideal **for viewing group content** and interacting with peers while developing **digital skills**.

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.

364709 PINGUIN FOR KINDERGARTEN
364710 PINGUIN FOR PRIMARY SCHOOL



What

PlayFlow is a projection device that makes floors and tables interactive.

Educational Benefits

- Facilitates active learning
- Inspired by embodied cognition
- Learning content already included developed by a big educational publisher (Giunti Scuola).

Grade

Kindergarten & Primary School

DISCOVER MORE: WATCH THE VIDEO

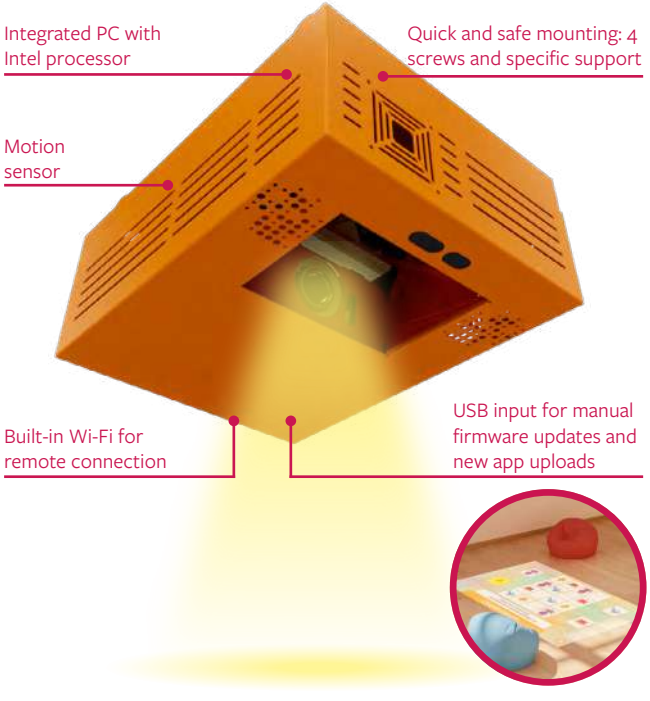
PlayFlow

Interactive floor for active learning

Transform any surface into an interactive space. PlayFlow is a projection device that makes floors, tables, and other horizontal surfaces interactive, innovatively supporting active learning activities based on **embodied cognition**. In addition to enhancing lessons, PlayFlow can transform recess and school breaks into moments of active play for skill development.

Content at the Core

PlayFlow consists of a **physical** set and a digital **environment**, which includes a wide range of **multimedia content** from Giunti Scuola. There are more than thirty educational programs available, each including a wide variety of materials, including videos, observation and discovery activities, educational games, and songs. The content is based on **various subjects and topics**, such as time, space, nature, numbers, words, and more. It facilitate in-depth exploration of specific educational content, while simultaneously activating vision, hearing, coordination, and **motor skills**. Also perfect for children with **special educational needs** (SEN) and learning disabilities.



In addition to enhancing lessons, PlayFlow can transform school recess and breaks into moments of active play for skill development.

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 ore
Resolution	1.280x800 (16:10)
Connections	2x USB, LAN, Wi-Fi

How does PlayFlow work?

PlayFlow consists of an interactive video projector that is anchored to the ceiling and projects content onto the floor or another surface, and a teacher's computer that includes software that makes the learning content interactive. Thanks to this technological combination, students can "answer" questions and quizzes by "jumping" on them or create sequences or drawings using their feet. The possibilities are endless!

364708 PLAYFLOW

What

CarrellONE is the first mobile lab and making table in one, bringing the STEM experience to the entire school.

Educational Benefits

- It solves the problem of managing and sharing laboratory resources within the school.
- It makes possible activities in unconventional areas of the building.
- Many tools, only one outlet needed

Grade

All grades

CarrellONE

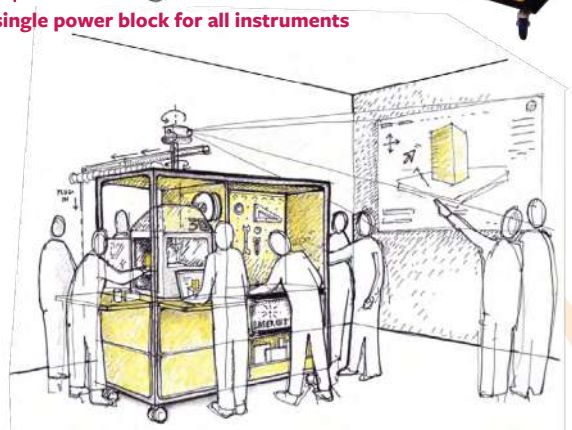
STEAM on the move

CarrellONE is the first compact, wheeled laboratory and making table, that brings STEM learning to the entire school, wherever it's most useful and interesting to carry out and develop active learning experiences.

A compact support to labs activities

It solves the problem of managing and **sharing the internal laboratory resources** of the school in a eye-catching solution. It is a **mobile laboratory and a flexible**, easy to move solution, even when it has to be transfer by the elevator (standard measure). CarrellONE opens and closes easly, enabling a series of experiences linked to technological kits for which tailormade accommodations are prepared.

A single power block for all instruments



Ideal accommodations to host different resources

The solution of a problem

How many times do we find ourselves moving equipment from one classroom to another, struggling and risking breaking it? How many times do we improvise original configurations to encourage everyone's participation and accessibility, trying to connect devices without tripping over cables?

CarrellONE is the answer to these problems, a **new way to promote STEM** activities in schools. It is a mobile and **flexible laboratory**, easy to move, and its compartments are lit and equipped with sockets.

Technologies and STEM integrated into a mobile cart

It is a compact micro-architecture, inspired by ancient transatlantic travel trunks, which opens and closes, enabling a series of experiences related to technology kits for which custom-made (electric) housings are provided.

It comes with a projector, LED lights, a blackboard, a tool wall, drawers for robotics components, and holes for a chemistry lab.

Additional infos

CarrellONE is a project born from observation of what happens every day in schools and from the creativity of the Architect Francesco Bombardi, combined with CampuStore's thirty-year research into learning spaces, STEM, and innovative technologies.

Some technologies are not included, so as to be able to handle customization requests,

but the CarellONE is already designed and prepared for some instruments. These include: 3D printers, laser cutters, and many more.

364714 CARRELLONE

Labs complements

MakerSTEAM Kart

The CampuStore MakerSTEAM Kart allows you to **easily transport STEAM tools around the school**.

Flexible and mobile thanks to the sturdy wheels on which it is mounted, it is delivered to the school already pre-assembled and equipped with a decorative **"STEAM" sign** that immediately characterizes any space with vivacity and originality.

The colors of the trays and accessories have been customized and chosen to ensure inclusion and harmony because we believe that the more **pleasant** and **welcoming** a place is, the better learning occurs.

It also features a **magnetic surface** to which you can attach special robots, geometric shapes (such as Polydrons magnetic), or magnets, and a **built-in writable whiteboard** that supports explanations and teaching in any environment.

364699 MAKERSTEAM KART
364683 TRAYS SET

Tinkering and MakerSpace table

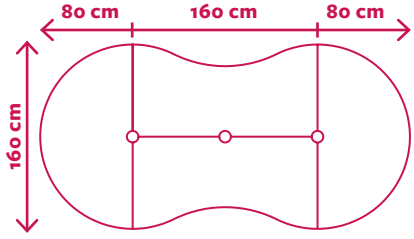
This piece of furniture is a must-have if you want to set up a MakerSpace in an educational setting: specifically designed for laboratory activities, it facilitate **collaboration** with groups of all sizes, creating **work islands** in various shapes.

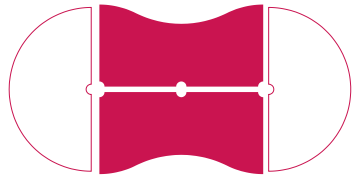
The tables feature a **sturdy**, extra-thick (32 mm) laminated **top to** ensure maximum **durability** over time, and wheels for easy movement.

Available in heights of 59, 64, 72, 76, and 85 cm, suitable for **preschool**, **primary**, **secondary school**, and **adult settings**.

364711 TINKERING TABLE (4 PIECES)
364744 RECTANGULAR SLICES (2 PIECES)
364745 SEMICIRCULAR SLICES (2 PIECES)

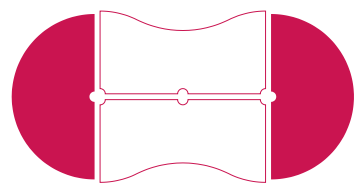
Contact us for all the other SKUs heights.





Rectangular slices

Circular slices



Campus TeachSpace

Well-being for teachers, energy for learners

Why Campus Teach Space

This idea enhances the work of teachers, prioritizing well-being and professional development. It transcends the traditional concept of a rigid, frontal "lecture desk."

The teacher workstation becomes a flexible workplace that adapts to any type of teaching methodology: whether you're a fan of active learning or traditional and frontal setting TeachSpace helps you to build teachers space in a more human and involving way, giving to the teacher the support and the space to feel welcomed.

We called this solution TeachSpace because is the space where teachers can fully develop their teaching skills, optimally supporting teacher well-being.

Large teacher desk

Mobile workstation

What

Campus TeachSpace consists of **a big and comfortable teacher desk** plus **a mobile and flexible workstation** to support both the teachers and the students. Specification of the set:

- **A large teacher desk** (140x70 cm) with 2 wheels for mobility and 2 fixed legs for stability. Convenient, flexible, equipped with a storage tray, a foldable compartment, an open accessory compartment, a monitor arm, two 60W USB-C power ports, one 12W USB-A power port, one Schuko tabletop power outlet, a bag hook, pen holders, and a cup/water bottle holder.
- Wireless **document camera** that can be connected to the classroom monitor (or IWB/projector, not included).
- A rewritable **whiteboard** with accessorizes
- **Mobile teaching workstation** (60x50 cm) with height adjustment (75-110 cm) and a **tiltable tabletop** with multiple angles. Ideal for sitting or standing. Thanks to the **small edge on the underside** the tabletop secures documents, tablets, or laptops, even when tilted. Includes pen or **water bottle holder**.

Recommended additional accessories (not included but providable):

- A comfortable teacher armchair
- Digital Board
- Plexiglass panel (speech wall)
- Shelves and self-produced machines (lasercutter, printing, etc.)
- Flexible students desks and flexible classroom settings

How to set it up

The TeachSpace should be positioned at a 90° angle to the monitor, overcoming the incorrect tradition of the teacher's desk in front od an interactive whiteboard or monitor.

By using the mobile teaching workstation and taking advantage of mirroring, the teacher can move around the classroom and use any point of the room to teach ensuring active involvement of the entire class.

The mobile workstation can also be a valuable support for students, for presentations or public speaking.

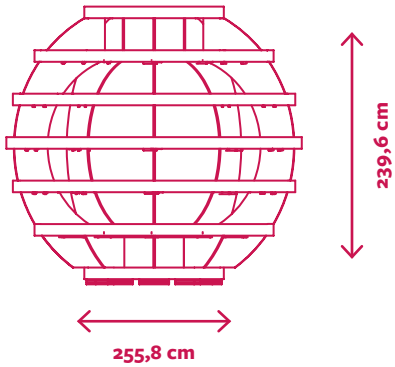
364694 CAMPUS TEACHSPACE

GrowRoom

An inside circular garden for educational buildings

A school farm? With this piece of furniture, you can now create a real indoor spherical garden. It makes it easy and enjoyable to address increasingly important issues related to agri-food, environmental care and sustainability, healthy and responsible nutrition, and innovation in these sectors. Create your own green classroom! The next step? Make your GrowRoom smart with our **smart garden sensors** set (not included), developed to collect data and input from your plants and use them in the classroom for a variety of educational activities!

364701 GROWROOM



Campus Charging karts

A full line of charging karts

Perfect for ensuring flexible teaching, these karts allow you to share digital resources between different classrooms while also adding a vibrant splash of color to the building environment. The snap-lock doors are designed for a padlock (not included).

Notebook & Chromeboook

It features a smart charging system, removable shelves with slots for flexible and durable devices, and a power supply and cable management system. It can hold 36 devices up to 17". Dimension: 68x58x112H cm.

VR, AR, MR Visors kart

It gives the possibility to store virtual and augmented reality headsets in a dedicated space and to charge them simultaneously via USB-C. Each slot measures 33x13x22 cm and can hold headsets of different brands and models, as long as they are of the right size. It can hold 24 VR visors. Dimensions: 89x60x125H cm.

354560 KART FOR DEVICES
355657 KART FOR VR/AR HEADSETS

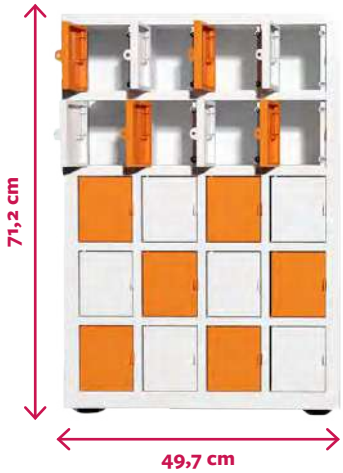
Campus Charging lockers

This lockers with individual slots can hold students smartphones.

Available both with a charging system and as a purely storage solution. Individual compartment dimensions: 22x12x10 cm.

Featuring a built-in magnetic lock: as soon as the student removes their smartphone, the door can be closed without a padlock.

Four adjustable feet on the bottom. Different sizes available.



364748 CAMPUS LOCKERS FOR 20 DEVICES
364749 CAMPUS LOCKERS FOR 20 DEVICES AND CHARGING
364750 CAMPUS LOCKERS FOR 30 DEVICES

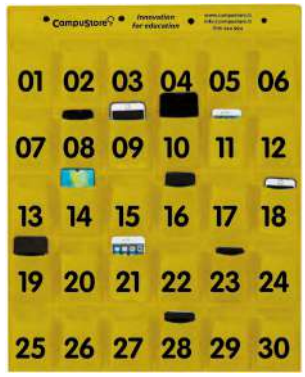
Campus PhoneWall

Colorful fabric organizer to hang on the classroom wall, holding up to 30 student smartphones/ phones in specially numbered pockets.

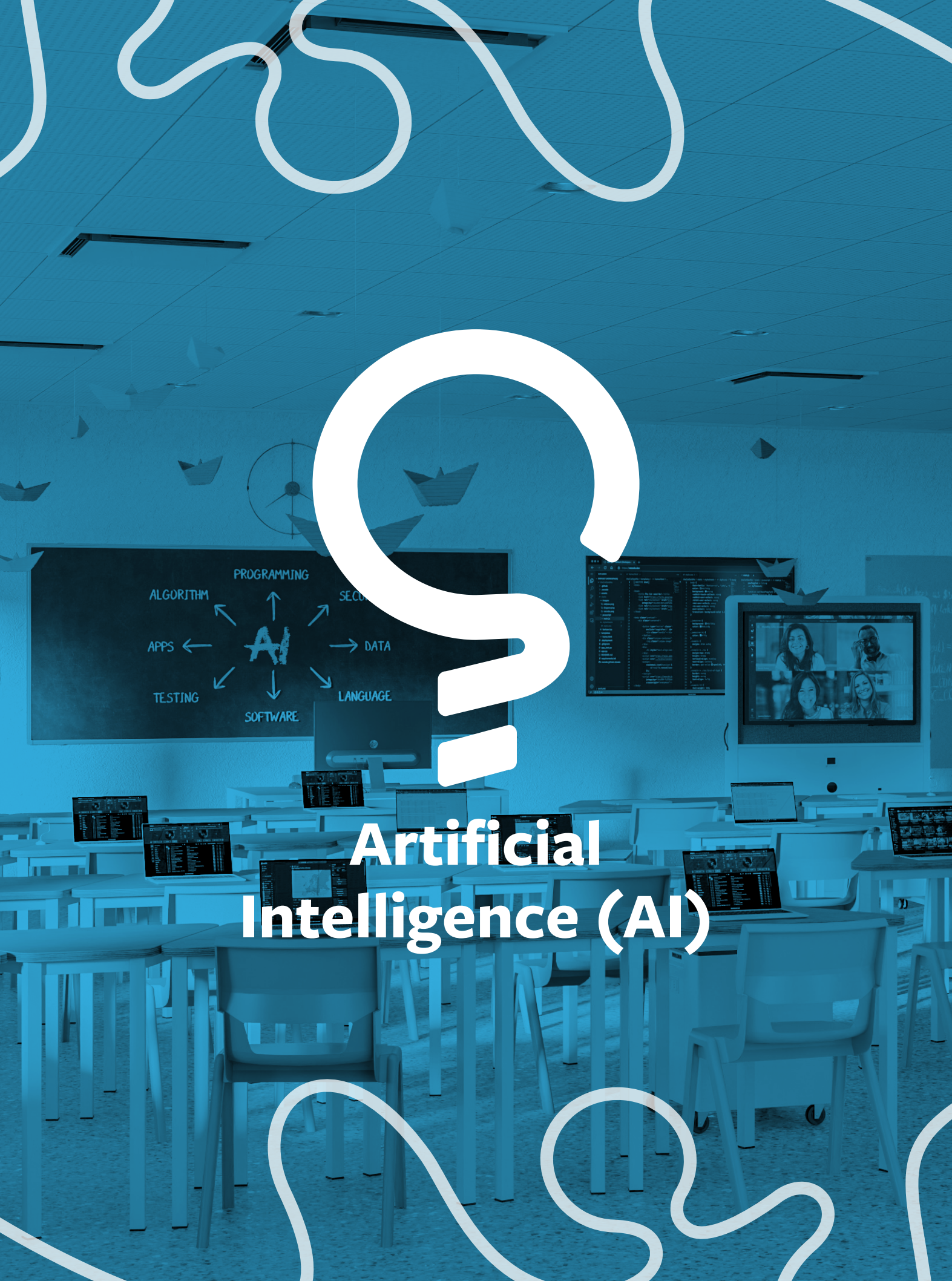
Affordable and lightweight, it's the perfect solution for the classrooms where cell phones aren't allowed, providing an accessible holder for multiple areas of the school.

Dimensions: 87 x 66 cm

Mobile phone banned?



364693 CAMPUS PHONEWALL



Artificial Intelligence (AI)

What

CampusAI is an artificial intelligence platform for creating lessons and worksheets aligned to specific curriculum, subjects or topics and considering specific technologies available in the institution.

Educational benefits

- Easy to use
- Reliable sources
- Privacy first & Data sovereignty
- Great support for Self-learning and reflection

Grade

All

CampusAI

Developed for teachers, powered by AI

CampusAI is an artificial intelligence (AI) platform that allows you to organize your teaching activities. It adapts to the subject matter and can **generate original documents**.

How it works

The generated documents range from **lesson planning** based on the **chosen teaching methodology** to content production, including **handouts**, exercises, **tests**, and **assessment rubrics**.

Output parameterization allows materials to be adapted to the level of the class or student groups. To generate content, the platform's AI **relies on the national guidelines** for the various disciplines and on additional documents and prompts prepared by teaching experts along with technical experts in the various disciplines and fields.

The main difference with the most common generalist AI is the generative artificial intelligence system underlying CampusAI, that enables the creation of supporting resources, with **intelligent cross-references** and **accurate factual content**.

This guarantees **low-failure output** with no hallucination and **guaranteed accuracy**, only from verified institutional sources.

364716 CAMPUS AI

PRIVATE LOCAL

SMART

YOUR DATA

YOUR CONTENT

YOUR AI

Ethical AI solution for education

- Factual
- Managed
- User centric
- Customizable
- Full control in quality control without drawing in the prompts

Reliable sources

- CampusAI **also accepts content provided**, such as the annual calendar, presentations, and lab worksheets developed over the course of teaching years.
- The documents generated by AI are **all editable by the teacher**; generation is **facilitated and guided**, to meet teaching and curricular needs, adapting to different requirements and objectives.

CampusAI stores these personal resources and the generated responses **exclusively within the school's information systems** and uses them only for the purposes of the institution. It **does not share** them or draw on them to generate external responses and documents, thanks to the **exclusive use of a storage system hosted** locally and on-premise (physical or virtual) **by the school** (provided), which guarantees **full data sovereignty and privacy first**. GDPR compliant.

Benefits for

Teachers

- Easy usability
- Assisted search for sources and documentation
- Personalized and personal resources
- Authority

Students

- User customization
- Provides additional knowledge and support suggestions
- Cognitive interactions related to the lesson topic

School

- Reliable platform
- School-specific resources
- Real-time analysis of learning results and progress for each class, subject, and student (with reports and data)

The sources are always trustable and expandable on request: for specific sets and verticals, contact us for a personalized quote.

+39 424 252 925 | www.campustore.com | sales@campustore.it

What

A reliable and Privacy first AI solution that reduces the bureaucracy that weighs on administration offices.

Educational Benefits

- Monitoring of programmatic documents
- Reduces human error
- Safe purchases
- Speeds up document drafting

Grade

All

eduXia Office

AI to support school organization

eduxia

eduXia Office is an indispensable, secure tool based on a human-centric conception of artificial intelligence: designed for schools administrators and management, and to support the overall school organization in a safe and easy way..

Do you want to streamline bureaucratic processes and secretarial work? eduXia Office it's indispensable.

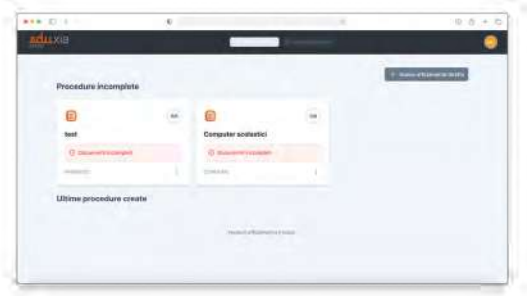
How it works

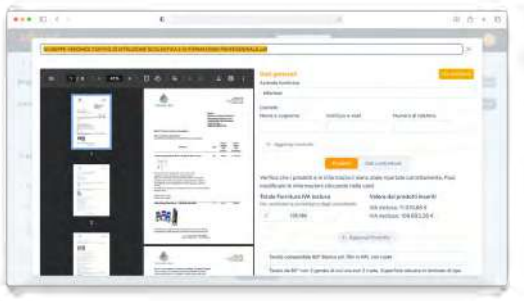
A digital tool based on generative AI, extremely easy to use and indispensable for school administrators and management team: EduXia Office quickly **creates all the documentation** needed **for procurement and administrative procedures**, easing the burden on secretariats, streamlining back-office processes, and reducing errors and processing times.

It helps with the stipulation of negotiated procedures for various types of direct procurement, facilitating their completion and creation. For example, it can create:

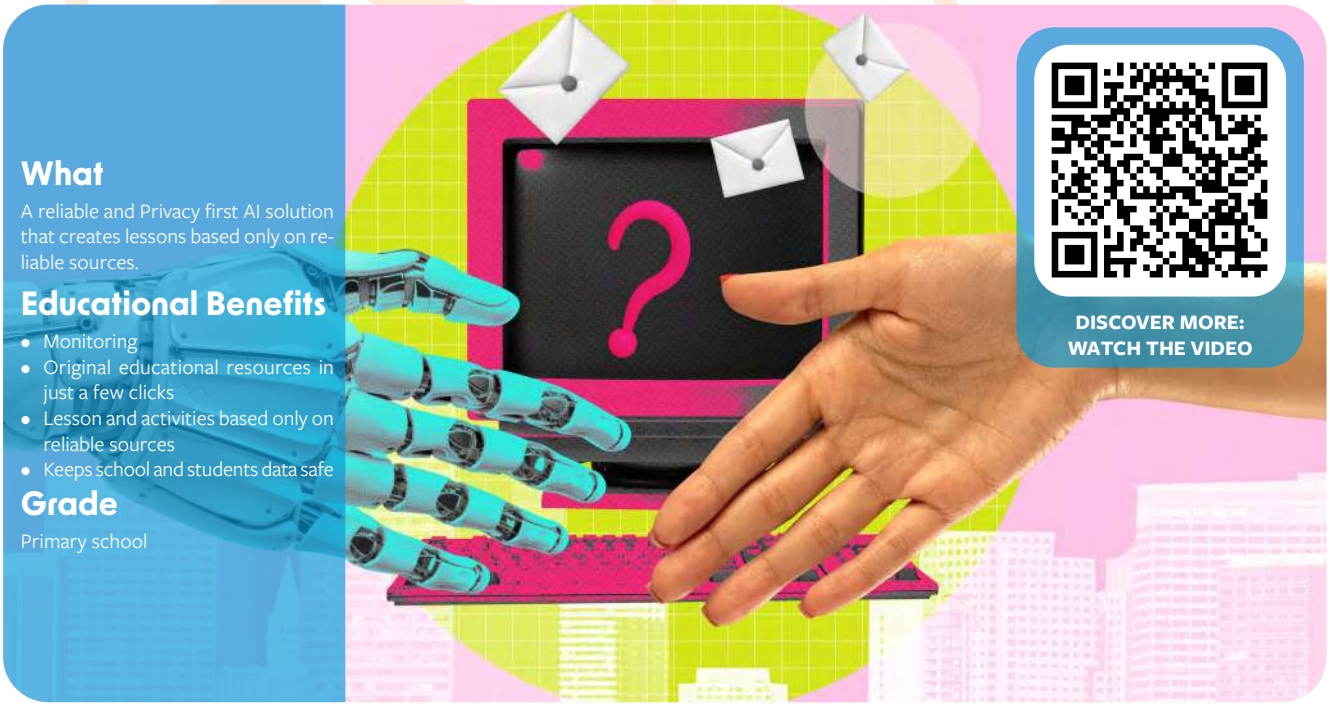
- Contracts and standard procedures
- Legal value declarations based on national standard documents for public administrations
- Bid evaluation reports
- Detailed comparison/examination of bids
- Calculation of abnormally low bids
- Investigative assistance
- Supply contract

Suitable for all school levels, need to be adapted and educated on specific national standards and requirement: contact us for specifications on your Country. **sales@campustore.it**





364715 EDUXIA



What

A reliable and Privacy first AI solution that creates lessons based only on reliable sources.

Educational Benefits

- Monitoring
- Original educational resources in just a few clicks
- Lesson and activities based only on reliable sources
- Keeps school and students data safe

Grade

Primary school

DISCOVER MORE: WATCH THE VIDEO

eduXia School

AI to support teachers and educators

eduxia

EduXia School creates authoritative and original lessons based on a human-centric conception of artificial intelligence.

How it works

EduXia School is an **AI system born for teachers**: it allows you to **generate teaching resources from only reliable sources**, and ensures that everything generated remains the sole property of the school.

It assists teachers in the **development of lesson planning** and enriching the curriculum offer of the school.

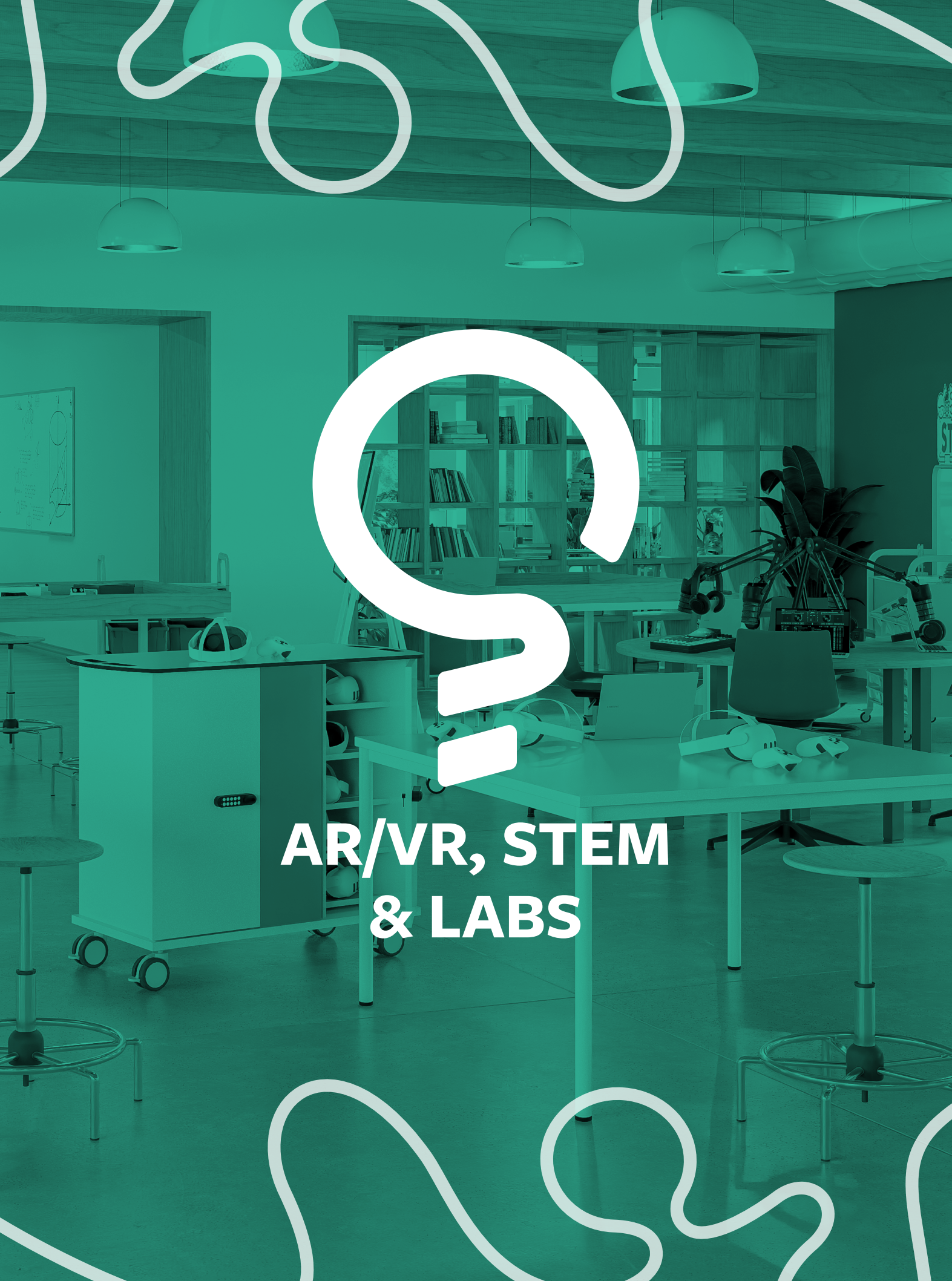
It provides support for the **creation of** various types of **teaching materials**, including:

- **Textual content** for use in lessons
- **Slide** presentations, including for digital boards, MIRI - the immersive classrooms, or simple devices
- It includes resources for customizing **content for special educational needs (SEN)**
- Along with the text and lesson scheme, it creates images, rhymes, **music and songs** relevant to the lessons generated: the objective is to offer a complete multi-sensorial approach to learning
- **Assessments**, remediation, and consolidation exercises included

EduXia School is based on **content curated and validated by the teaching/editorial team of Giunti Scuola**, the first educational publisher in Italy: this means that, unlike most common artificial intelligence tools, the reliability of the sources is certain and verified, making the results both reliable and virtually free of hallucinations.

Currently available version: for primary schools.

364715 EDUXIA



AR/VR, STEM & LABS

Auge 2 / 2MP

Auge 5 / 8MP

Auge 4 / 5MP

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).

364737 MICROCAMPUS AUGE 2
364738 MICROCAMPUS AUGE 4
364739 MICROCAMPUS AUGE 5

CampuScope

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:

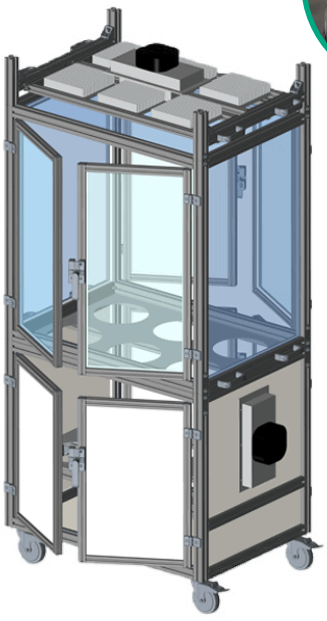
- Optical System: 4x objective, magnification from 9x to 72x.
- Imaging System: 2MP CMOS sensor, resolution 1920x1080.
- Display: 4.3" (800RGBx480), capacitive touch screen.

364793 MICROSCOPE + STAND
364740 CAMPUSCOPE MICROSCOPE
364729 CAMPUSCOPE STAND

Movable microscope

Stand

PIANO GREEN



Microcosmo

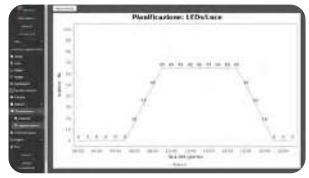
Climate-controlled Greenhouse for Plant Monitoring

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 c**apable of replicating natural conditions anywhere**, allowing laboratories to **study plant growth under experimental conditions**.

364730 MICROCOSMO



CampusGarden

Invented by CampuStore, powered by Arduino

Make your school's plants happy and use their data to create realistic, meaningful, and effective educational experiences!

Built with Arduino at heart, this CampuStore original set is aimed to study values in a DIY **mini greenhouse**, a kit that combines the scientific method's ability to investigate reality with **mathematics** and **big data**.

The kit includes everything needed to build a small greenhouse, the electronics to make it "smart," the software and cloud services to visualize the data, as well as 7 training video lessons. The project starts with a greenhouse to build independently, with plexiglass surfaces and slots for sensors and cables. The kit is based on an Arduino **MKR board** mounted in a carrier that already has **sensors integrated**, such as ambient light and a gyroscope.

It includes a water pump, an air temperature and humidity sensor, an atmospheric pressure sensor, and a CO_2 sensor for photosynthesis control, an LED strip for forced lighting, and a fan for air circulation.

Everything is managed by the Arduino Cloud platform for one year. After that, you can decide to continue enrollment or manage the board and sensor data with your own solutions.

What does CampusGarden include?

EDUCATION

- A DIY greenhouse structure
- Accessories
- A programming board
- Sensors and electronic components specifically developed for this project
- Access to the Arduino Cloud platform
- Video courses to start teaching with the kit

These components make the school's plants "talking" (i.e., capable of transmitting data).

364726 CAMPUSGARDEN

Want a more accessible greenhouse? Try the Agrumino board version of the set.

Raspberry at heart Explore our other EDU solution in the next page

364731 COMPLETE LAB SET
364747 BASIC LAB SET

WeLab

The portable scientific lab

An innovative portable and modular analysis station that revolutionizes the approach to scientific experimentation, bringing the power of a laboratory directly into your hands, wherever you are. Designed for modern teaching and field research, WeLab combines advanced technology with maximum accessibility. The heart of the system is a **main module based on Raspberry Pi**, a guarantee of flexibility and performance. Thanks to **interchangeable modules**, such as the **microscope** and **photometer**, this compact laboratory allows you to perform complex optical and chemical analyses using the power and intuitiveness of smartphones and tablets. Lightweight and compact, it is the ideal tool for teachers, students, researchers, and enthusiasts who need a nimble solution for experiments in the classroom, outdoors, or on the go.

Educational Benefits

- Maximum **portability** and flexibility: only 200-300 grams and powered by a standard power bank, WeLab is designed to go wherever you go. Forget the constraints of a traditional laboratory: now you can conduct your analyses directly in the field.
- **Smart Connectivity**: use Wi-Fi to connect the laboratory to your smartphone. The dedicated Android app allows you to manage every phase of the analysis, view data in real time, save and share it instantly.
- **Scalability**: modular design isn't just an advantage, it's a promise for the future. Start with your preferred configuration and enhance your laboratory over time. The system is designed to evolve, ensuring a long-lasting investment that adapts to new educational and scientific needs.

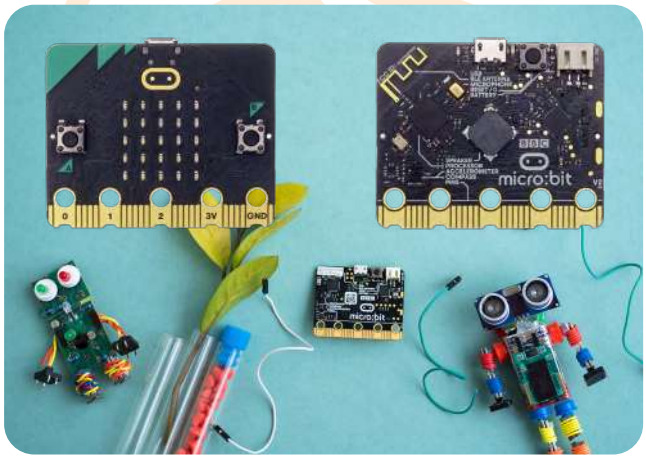
Choose the perfect configuration for your needs:

- **Complete Laboratory** (code 364731): the all-in-one solution for those who don't want to compromise. Includes modules for microscopy, water analysis, and food analysis.
- **Basic Laboratory** (code 364747): ideal for beginners, includes the microscopy module. You can expand its functionality later by purchasing the desired accessories separately. Currently, the add-on module for water and food analysis is available.

Grade: High school and up.

micro:bit

micro:bit Edu sets



micro:bit V2 Sets

The micro:bit V2 is a programmable board designed by the BBC to introduce students to the world of coding and electronics in a simple and creative way.

With its 5x5 LED matrix, two integrated buttons, digital compass, accelerometer, and Bluetooth connectivity, the micro:bit provides an immediate and engaging introduction to programmable systems.

The circular I/O pins allow easy connection of LEDs, motors, sensors, and external buttons, even with simple alligator clips.

The new V2 version adds a built-in microphone and speaker, an additional touch button, and a power button, further expanding the possibilities for interaction. Thanks to these features, students can explore concepts related to programming, the design of interactive objects, and STEAM subjects, developing practical and transversal skills.

With this incredible board we developed some ready-to-use educational kit.

CampuStore Education Starter Kit

It includes: micro:bit V2 board, battery stand, two AAA batteries, a 1-meter micro-USB cable, and a protective cover, plus the access to a dedicated video course, which guides teachers and students step-by-step through the educational use of the board. We also can offer 2 different educational sets: the **Classroom package**, consisting of 10 Starter Kits and the **Add-on set**, with additional 40 sensors.

340098 EDUCATION STARTER KIT
340248 CLASSROOM KIT
362403 ADD-ON 40 SENSORS

Raspberry Edu Sets

Raspberry Pi 5 is a powerful and versatile, yet affordable single-board computer: not just a coding tool, but a mini-PC for robotics labs, digital creativity, and basic AI experiments. In this page we listed a selection of our Raspberry Pi-based educational kits, designed to bring making, coding, and technological innovation to teaching. Flexible and scalable solutions, designing practical, contemporary, and future-oriented learning experiences.

Raspberry Pi 5 CampuStore Edu Kit

The complete solution to bring the power and versatility of the new Raspberry Pi into the classroom. It includes:

- Raspberry Pi 5 - 8 GB
- Official Raspberry Pi 27W USB-C PD power supply
- Raspberry Pi 5 case with thermal dissipation
- 64 GB A2 Class microSD card, pre-programmed with Raspbian
- Male-to-female micro HDMI cable
- Online training included

358670 CAMPUSTORE EDU KIT

Teaching with Raspberry Pi – AI Voice Assistant

This kit introduces users to the world of artificial intelligence through the creation of customized voice assistants. Included: Raspberry Pi 5 8 GB, microphones and speakers. Ideal to develop applications that recognize voice, respond to commands, and interact with the user. Thanks to the touch display and pre-configured set, the kit is immediately operational, without technical complexity. Online training included.

361108 AI VOICE ASSISTANT SET

Computer Vision Set

Based on Raspberry Pi 5 with AI HAT+, it allows you to experiment with computer vision tasks such as image and face recognition or the creation of interactive interfaces.

The configuration is ready to use, so students and teachers can focus on hands-on learning without worrying about installation or compatibility. Online training included.

361109 COMPUTER VISION SET

Raspberry Pi Pico W with Accessories

Ideal introduction to programming and electronics in a practical way.

It includes a Raspberry Pi Pico W, built-in wireless connectivity, and all the accessories to build the first circuits and projects: LEDs, resistors, sensors, buttons, a potentiometer, a breadboard, jumper cables, and other essential components to learn to program with MicroPython and C/C++.

A starter guide with 8 step-by-step activities is included.

358202 RASPBERRY PICO W SET

Industrial Lab in a case

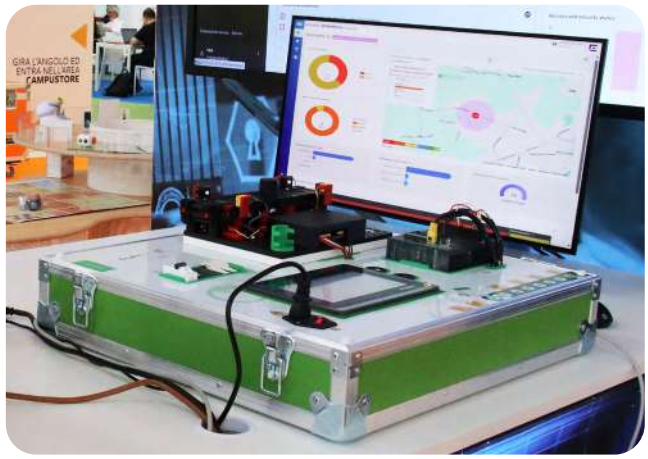
For automation cybersecurity and mechatronics

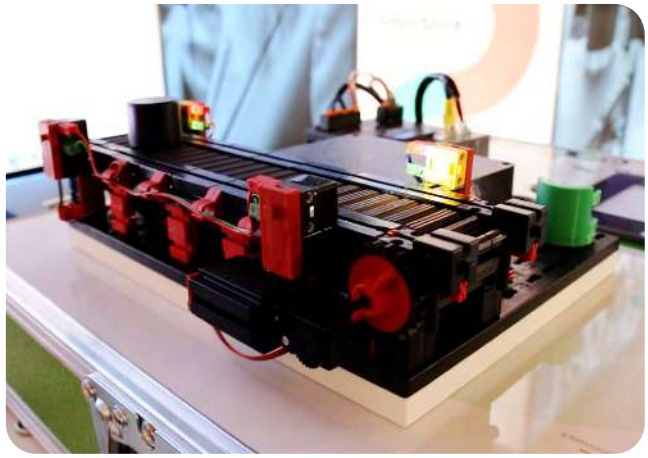
This kit represents a small industrial system. The case was designed to contain everything needed for industrial automation programming experiments using PLCs and HMIs, with a small conveyor belt model equipped with motors and photocells.

Being pre-wired and configurable, it is ideal for industrial programming activities and, in itself, can be monitored in the OT Cybersecurity field because it is equipped with switches with passive network monitoring.

This kit can be used both as a product for practical exercises and as an element for monitoring and controlling in the field of industrial cybersecurity.

364763 INDUSTRIAL LAB IN A CASE





IT Cybersecurity Edu Kit - Rack and Digital environment

The Campustore Cybersecurity Kit is a comprehensive, immediately operational solution designed to bring truly replicable, hands-on **defense and attack experiences to the classroom**.

Thanks to preconfigured physical devices (L2/L3 switches, access points, IT/OT firewalls) and the centralized monitoring ExtremePlatformOne, the kit allows teachers to quickly create **advanced hands-on labs** on segmentation, firewalling, wireless security, and **OT security** in a dedicated environment.

The on-demand curriculum includes modules structured according to higher education standards, **ready-to-use training materials**, and guided lab scenarios that allow you to experiment with **mitigation techniques** and **red/blue team activities**.

What you can do with the kit:

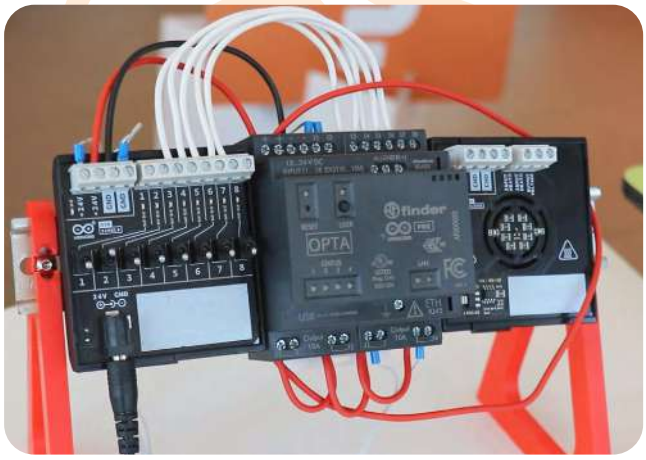
1. Hands-on lab with pro equipment (practical experience closer to real professional contexts)

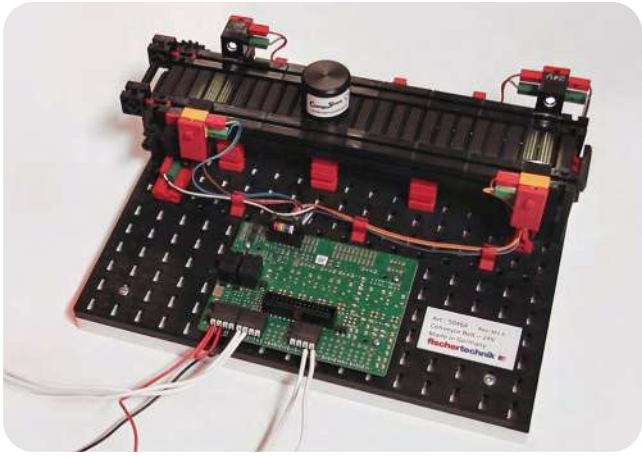
2. Focus on modern security (IT + OT - a training area almost absent from traditional NetAcad courses) Includes a complete module dedicated to OT security: IT/OT segmentation, DMZ, VPN auditing, industrial flow analysis, PLC attacks.

3. Turnkey teaching resources for teachers (reduces classroom preparation time)

4. Isolated and secure environment | Environment isolated upstream by a firewall that allows for experimentation in a dedicated lab environment

364758 IT CYBERSECURITY STUDY KIT - RACK AND PLATFORM





Campus LogiMOVE

Simulate automation in the classroom easily and safely!

Bring industrial automation teaching into the classroom with Campus LogiMove: a complete, intuitive, and safe kit designed for teachers, students of technical and vocational schools and universities.

The Campus LogiMove Kit includes:

- fischertechnik education - 24V Conveyor Belt (code 239957)
- Arduino PLC Starter Kit (code 350778)
- Introductory training on how to use the kit by Eng. Pietro Alberti, one of
- World's leading robotics and automation experts.

Thanks to the programmable PLC included in the set and the scale simulation model of the conveyor belt based on the conveyor belts of real production systems (but significantly smaller and safer!), the kit allows you to **simulate a real industrial plant**, right in your classroom. Easy to install and use, it requires **no advanced skills**: once the **PLC** is programmed, the set can be disconnected and used independently.

How is it programmed?

Campus LogiMove supports both **classic PLC languages**, such as ladder, and the Arduino C language, making it a versatile learning tool suitable for different levels. The digital inputs, relay outputs, and simulation boards (DIN SIMUL8 and DIN CELSIUS) allow you to test digital signals such as switches/buttons and analog signals such as temperature, realistically and safely. This system is also very interesting because it is powered at 24V via an external power supply with a jack connector: this means that **no adapters or exposed wires are needed to operate the set**. Campus LogiMove is the ideal solution for creating dynamic lessons, engaging workshops, and real-world STEM projects, at a **low cost**.

The orange 3D printed base stand in the picture is not included (but very easy to make yourself).

364725 CAMPUS LOGIMOVE

Blockchain Edu kit

Our digital platform for certifying real skills

May the power of training be with you: we present a new certification and validation system based on Blockchain. This platform allows you to securely and irrefutably **certify all training actually completed** and can be purchased by both educational institutions and companies wishing to offer high-quality services.

Educational Benefits | Students and teachers

This means that users who access the software can have a sort of virtual passport that objectively certifies, beyond any doubt, the training actually completed.

Educational Benefits | Schools or companies

For schools or companies, it means having an additional, all-customizable tool to offer to customers or families a comprehensive, professionally valuable, and high-quality service for their content.

364724 BLOCKCHAIN EDU KIT

Golinelli LiVE

Live Virtual LAB Experience

Golinelli LiVE is a virtual reality educational platform, designed to bring the experience of a **scientific lab** into an **immersive**, interactive, and safe **environment**. It makes laboratory teaching more effective, eliminating the physical limitations, risks, and costs associated with real laboratories.

Composed of 3 elements:

- **Teacher Panel**, the PC-based experience control environment. It allows you to interact with the class or individual students, view what they are doing, and react.
- **Virtual Lab** is the **immersive environment**, faithfully replicating the dynamics and gestures of laboratory practice, helping students develop **muscle memory and familiarity** with the instruments.

It allows you to find yourself inside a realistic, fully equipped 3D laboratory and follow the guided phases of the experiment, alone or with others.

- **Experience Manager** to design your own customized lessons and build customized experiments, even starting from pre-made materials.

Requirements: Meta Quest 2/3/3S. Windows 11 teacher computer. For a complete experience, we recommend the Classroom set, which includes a workstation, case, and headset.

Grade: High school and higher.

364727 GOLINELLI LIVE SOFTWARE
364736 CLASSROOM SET - 10 META QUEST3S 256 IN A TROLLEY
364735 CLASSROOM SET - 10 META QUEST3 512 IN A TROLLEY
364728 MOBILE CHARGING SET - 12 META QUEST 3S 128GB - KART

SIMBI Experience

A tool that allows you to explore the opportunities of the **metaverse**, a **true experiential laboratory** with **customizable modular spaces**, collaboration tools, and **immersive interaction**.

Platform features

- interaction with avatars
- different ways for students to interact with their teachers (text, voice, gestures)
- virtual screens for projecting videos/presentations/documents
- management of documents, presentations, assets, and 3D objects in space
- tools for collaboration in three-dimensional space (whiteboards, post-it notes, 3D drawing pen, laser pointer).

Environments included in the kit:

Hospitality Lab | Within realistic virtual environments, students can explore the different areas of a hotel and recognize the key elements that characterize the structure. The experience isn't limited to simple observation: students can create interactive points that provide information on the services offered and design multilingual welcome itineraries to ensure an inclusive and international approach. This workshop merge theory and practice, promoting engaging and dynamic learning.

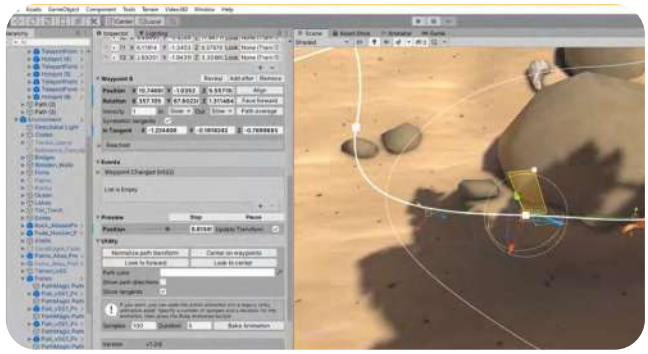
Anatomy | Students will have the opportunity to explore the human body and its organs through virtual reality, allowing them to understand the functioning of each organ and its position in the human anatomy.

Art and Culture | Interact with 3D reproductions of works from the Smithsonian Museum.

Chemistry | Move among 3D molecules and atoms of the different elements of the periodic table, facilitating their understanding of the composition of matter.

Physics Lab | Students will have the opportunity to use three-dimensional objects to see how different forces act, visualizing the structure of a lever, a pulley, or a combustion engine through virtual reality.

Math Lab | Walk around and compare geometric shapes, solids, and mathematical curves on two or three axes, better understanding the construction



of solid planes and the concepts of derivatives and integrals.

Mechanics Lab | Come into contact with mechanical parts, including engines, machinery, and production equipment that are usually difficult to demonstrate.

Prose and Poetry Lab | Enter a Greek theater and recite poems, simultaneously showing the text to all participants through the editor.

History Lab | See the 3D bones of our ancestors, walk among fossils, and stand next to a life-size Tyrannosaurus Rex.

Apollo 11 Lab | Assets and instruments of the Apollo 11 mission.

Electricity Lab | A journey through the instruments created by the great scientists dedicated to electricity and electromagnetism.

Space Lab | Be able to closely analyze the various planets of the solar system.

"Back to Earth" - Game as a Communication Lab | A serious team game experience to practice and enhance students' soft skills, particularly their ability to express themselves clearly.

Grade: High school and higher.

364764 SIMBI EXPERIENCE 10 STUDENTS
364760 SIMBI CLASS EXPERIENCE KIT - 6 QUEST 3 TROLLEY
364759 SIMBI CLASS EXPERIENCE KIT - 10 QUEST 3 TROLLEY

What

A line of compact printers, easy-to-configure, cost-effective, and safe.

Educational Benefits

- Apply solid geometry, measurements, and proportions (mathematics)
- Understand materials, forces, and manufacturing processes (science and technology).
- Develop CAD design skills, computational thinking, and design iteration (technology and computer science).
- Strengthens transversal skills: model reading, experimental verification, technical documentation and cooperation.

Grade

All grades

CampuSprint

A full line of 3D printers for schools

CampuSprint3D AD5X

The AD5X is a **powerful rapid prototyping tool**.

The revolutionary **4-color system** (IFS) allows students to brings complex concepts to life,models of cells, molecules, or historical monuments with **unprecedented color realism**.

It's easy to use, with **setup in less than 10 minutes** and fully automatic bed leveling.

Its solid CoreXY structure, speeds of up to 600 mm/s, drastically **reduce wait times**, maximizing time dedicated to learning. The included Closet Kit ensures a controlled and **safe printing environment**.

The Direct Drive extruder with a nozzle up to 300°C and a flexible PEI heated bed allow you to use a **wide range of filaments**, from common PLA and PETG to flexible TPU and reinforced CF composites (with additional nozzles).

Intelligent power failure recovery and automatic spool change ensure the completion of every project. Remote control via Wi-Fi and simplified maintenance, thanks to the quick-release nozzle.

Grade: High school and higher.

364733 CAMPUSPRINT3D AD5X

CampuSprint3D 5.0

CampuSprint3D 5.0 is our entry level solution: safe, easy, unique:

- Large 4.3″ HD IPS touchscreen with intuitive controls file previewsa nd print status
- Removable print bed for easy removal of the print
- 8 GB internal memory to store your models directly in the printer
- Software function that allows you to split the model into multiple parts
- Latest-generation Wi-Fi + USB port
- Can manage multiple printers, queue prints, slice models

Safety first

A sensor detects the opening of the door and pauses printing; when the door is closed, printing resumes automatically minimizing direct interactions & potentially harmful materials.

Grade: Primary school and higher.

364732 CAMPUSPRINT3D 5.0

Digital solutions

Campus LEDWall

Images that teach, emotions that linger

Transform your lessons into living, engaging experiences! Campus LEDWall is more than just a screen, but a window into the world: **razor-sharp images, brilliant colors**, and a large, **attention-grabbing** surface. Campus LEDWall is a versatile solution: it transforms any space in your school into a modern and effective communication environment. Thanks to its generous dimensions, brightness and **image quality**, it becomes a **powerful** tool for teaching, having presentations, hosting performances, and sharing multimedia contents. These features makes Campus LEDWall the heart of the public life of school and the ideal complement, **especially for large spaces**, such as the entrance or corridor, the principal's office, the gym, the auditorium but also thematic spaces, such as labs, library, a lecture hall. Available in different dimensions and features.

364695 CAMPUSLEDWALL 135"
364696 CAMPUSLEDWALL 135" TOUCHSCREEN
364697 CAMPUSLEDWALL 162"

ACCESSORIZES

364766 135" LEDWALL TROLLEY
364767 162" LEDWALL TROLLEY
364765 135" POWERED LEDWALL TROLLEY

CampusCase

Bring the Digital boards and interactive monitors of your school wherever you want!

CampusCase transforms any space in your school into a multimedia classroom: It is an **automated flightcase** with an integrated Digital board, a practical and professional solution designed for wise school. **Sturdy and easily transportable**, CampusCase **opens in seconds** and the high-definition interactive monitor is immediately ready to use, without wiring or complex assembly.

Saving

It is **ideal for sharing** resources between multiple classrooms and labs, but also for enhancing common areas and large school spaces with a temporary screen, **optimizing the school's resources** and supporting interactive lessons, workshops, parent presentations, team meetings, or school events, in formal or informal areas: wherever you need it, it becomes a teaching, entertaining and organizational support tool.

Safety first

The **neat management of cables and accessories** (retractable) ensures safe and intuitive use, reducing technical time and allowing teachers to focus on the content. With CampusCase, any area that can become a **flexible, innovative, multimedia learning environment**, capable of enhancing teaching and strengthen the school's image as a cutting-edge educational environment. The set includes cables.

364700 CAMPUSCASE FOR 75" DIGITAL BOARD
364713 CAMPUSCASE WITH 75" DIGITAL BOARD

Campus VideoPodcast

A complete kit that transforms any classroom environment into a true **multimedia production studio**. Designed for a team of students with specific roles - reporters, directors, technicians, and creatives - it offers everything needed by a school to create professional-grade video podcasts, live streams, interviews, and multimedia programs.

The kit integrates **high-quality audio and video tools** in a single solution: podcast mixer, video console with control room, microphones, 4K smart cameras, headphones, and studio monitors, as well as lighting systems, backdrops, and powerful workstations.

Campus VideoPodcast is a **unique educational lab** that fosters collaboration, creativity, and concrete digital skills.

364705 VIDEO & PODCAST KIT FOR 2 STUDENTS
364706 VIDEO & PODCAST KIT FOR 4 STUDENTS

Campus Podcast

Campus Podcast is the kit that brings the world of podcasting to school, transforming the classroom into a true **professional recording studio**.

It is available in two different configurations, for 2 or 4 speakers and it offers everything needed to create original, high-quality audio contents.

With Campus Podcast, students learn to **write, speak, and communicate clearly and effectively**, developing transversal skills that range from voice management to collaboration, from creativity to editorial project organization.

The ease of use of the tools and the professional quality of the recordings allow teachers and educators to focus on the most important aspects: teaching, facilitation and **content**. Interviews, thematic columns, storytelling and in-depth analyses through new medias become active experiences that stimulate listening and personal expression.

364703 PODCAST KIT FOR 2 STUDENTS
364704 PODCAST KIT FOR 4 STUDENTS

Campus Reporter & ShowCooking

Campus Reporter is the ideal kit to introduce schools to the world of groundbreaking journalism and digital communication.

It's an easy and ready-to-use all-in-one kit, designed for a team of three students with different roles - **Reporter/Podcaster, Interviewer and Director/Editor** - it offers all the equipment needed to produce professional-quality interviews, reports, photoshoots, and videos, both in the classroom and on the field.

Campus Reporter is ideal for developing and deepening skills in journalistic writing, oral and visual expression, multimedia storytelling, active digital citizenship, production of digital content, and to bear up curiosity about current events.

Campus ShowCooking kit brings that sparks into a specific trend and transform a simple lessons into an episode of a famous cooking show!

To create this all-in-one kit we have selected tools, solutions, and ready-made sets for creating photo and video sessions in schools in complex laboratory spaces.

These tools are ideal for revitalizing traditional lessons, infusing them with digital skills.

The kit includes 3 cameras with remote control (horizontally and vertically, with optical zoom), stands, controller, streaming mixer, wireless microphones with clip-on, LED lights with stands, monitor speakers, audio and HDMI cables, portable workstation with dual 27" monitors and additional storage.

364698 CAMPUSREPORTER
364761 SHOWCOOKING KIT

CampusLab Site

School network + Classroom management + Languages lab

An easy software for all the basic digital schools needs in one kit

CampusLab Site includes **CampusClass**, **CampusLab** and **CampusLAN**, with 3 years of updates and technical support via email, Whatsapp or videocall.

The license is unlimited

- For all PCs in a specific building for high schools (sku 346874)
- For all PCs in all school buildings for primary school (sku 347007)

364795 HIGH SCHOOL
364796 HIGH SCHOOL – ADD-ON BUILDING
364797 PRIMARY SCHOOL

CampusLAN

The easy School Network

The ideal software to manage IWBs and digital boards of the schools in one click, perfect to communicate with classes and take full advantage of the wiring LAN/WLAN structured. CampusLAN facilitates the measurement of the parameters of the actual wiring performance, and makes easier video conferencing, sharing of screens, send videos to multiple classes, activate a collective chat, enabling the supervision of the activity, assisting teachers and students by technical staff of the school, even remotely.

364798 CAMPUSLAN

CampusClass

Gives control of the classroom back to the teacher

CampusClass ensures classroom control and facilitates: sending the teacher's screen to the individual or to everyone; sharing screen of a single to everyone; capture screen, keyboard and mouse lock of the student; USB port lock and Internet, Black and White List sites. Version PRO with audio and sharing of videos.

Different options and sizes available.

CampusLAB

The language Lab

CampusLab is a comprehensive management software for language learning that includes audio and video resources plus helps in the management of keyboard, mouse, messages, file transfer, launch applications from teacher desk and audio groups. CampusLab features an intuitive graphical interface, with the display of all screens within icons, arranged according to the classroom map.

Video | Sending teacher screen to one/group/all, sending student screen to the teacher, to a group or to everyone and sharing of keyboard and mouse.

Audio | teacher to all, single and multiple conversations reserved or shared, discreet listening. Quick entry/exit of other students from a conversation in progress. 15 independent audio groups of conversation, PAIR and ability to record. Real-time teacher screen sharing, with the overlapping of the teacher's voice. Collective transfer file for distribution and the collection of checks, including with differentiation between students even and odd. Instant internet blocking, social site blocking and USB ports, with access to the INVALSI and Google Classroom sites even during the lockdown.

Specific solutions for mobile classroom management. Requirements: Windows 7/8/10/11. Teacher PC: i3, Student PC/tablet: Celeron.

This digital laboratory is equipped with comparative linguistic audio recorder with which to use the four courses phraseological of **English, French, German** and **Spanish**. Allows the teachers to **create their own lessons and quizzes** and to record conversations.

Other functions:

- Group chat for live writing exercises
- "Take attendance" function, with historical register
- In case of local area network in domain, in the icons provided by the interface the teacher can visualize the names that students used to log in, without the need to take attendance
- Collection of quizzes and tests in separate folders for each teacher, with subfolders for different classes

Different options and sizes available.

Early steps

MagicPages

A new way of experiencing reading

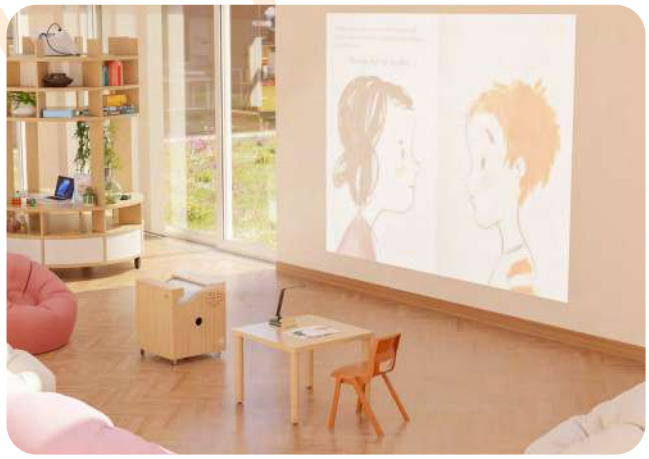
Magic Pages is a revolutionary digital device, designed to transform **reading aloud** as a physical support for it. Magic Pages is a truly flexible and modular system, composed of **a table with an integrated wireless document camera**, ideal for direct use by children in nursery, kindergarten, and primary schools. It also covers a wooden cube that includes a real projector. The table can be removed, **freeing the projector** mouth and activating the camera. In this mode it is possible to **project onto the wall**, to the floor or other surfaces, creating a real cinema to support your own narrations. To use it, you do not need the PDF of the illustrated book: the teacher can simply **place a paper book on the table** to make it projected under the lamp, allowing children to view the pages. While the teacher or a classmate reads aloud, the rest of the class follows, thanks to the projected images, which allow them to visualize what is expressed in the text, making the narrative content sensorially perceptible, expanding comprehension and imagination. The tech device is integrated into a **child-sized table**, in accordance with **Montessori pedagogical principles**. Magic Pages was born **after studies and research** in the **academic** field on the practice of reading aloud and solves a common problem in reading aloud: **making images visible to an entire** listening **group**. Ideal for:

- **Overcoming language barriers**, thanks to the universal language of images
- Promoting comprehension, for readers with **learning difficulties** or special educational needs (SEN)
- **Developing** observation, abstract and critical thinking, empathy, and reflection

Unique Features

- Bidirectional projection
- Universal compatibility: Can be used with any picture book or silent book (maximum size A3).
- Ergonomic design: child-sized table, for active participation in understanding images and text.

364707 MAGICPAGES



Based on a pedagogical idea of Professor Ermelinda De Carlo, with the assistance of Donatella Bruno, Montessori educator.

Loggy

A light wooden table for telling stories

In a single solution, a light table, a STEAM discovery environment, and a circumscribed, circular scenario to be transformed into a sensory or shadow theater. Every surface and niche is an opportunity for discovery.

The peculiarity is that with Loggy **we managed to make bright a simple top in fine wood!**

Made of high-quality wood, Loggy is not just a table: it is a real and own **educational theatre** that stimulates the **creativity** of the little ones.

Thanks to its **soft light**, it creates **a magical atmosphere**, ideal for **well-being** (try it during a **meditation class**!) but also to support more active activities, such as **manipulation**, **reading**, and **storytelling**.

It helps children to explore the world with imagination, supporting the development of cognitive and social skills in an engaging and entertaining way.

It also contains a circumscribed and circular scenario which can become a theater for mysterious adventures or a tool for delving into fairy tales, or for discovering one's own emotions and those of others. A brilliant idea to **enrich learning with a touch of magic**. Do you want an extra idea? Put it inside the cubic Miri (the immersive room) when it's turned off and prepare for the wonder!

364717 LOGGY

What

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

Educational Benefits

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".

Grade

3+

DISCOVER MORE:
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.

Design by

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 product developed through Learning By Languages brand, based on a project by Sabrina Bonaccini with Francesco Bombardi design. Pedagogy by Coopselios Educational Team, University of Trieste, IC3 Modena Daniele Barca. Technologies, concept realization and production process by CampuStore (phisical product realized inside Play+ factory).

364702 I-VULCANI

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.

364771 STARTER SET
364772 CODYFEET E CODYCOLOR SET
364773 CODYMATH E CODYWORD SET

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.

364754 TABLE SET
364755 CLASSROOM SET
364753 GIANT CARDS SET

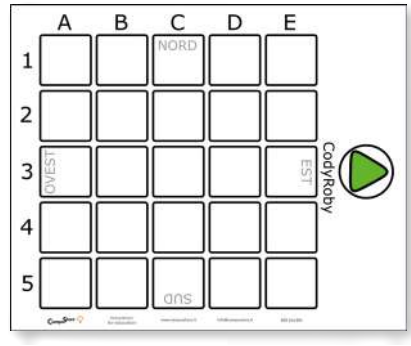
CodyRoby Kit with Bee-Bot

An exciting idea: to **combine the CodyRoby** method **with** one of the everytime STEM best-seller **Bee-Bot**, the robotic bee. 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

364757 CODYROBY KIT WITH BEE-BOT



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.

364756 CODYCOLOR PUZZLE

Caterpillar-Edu-Link

A chain of educational experiences

The Caterpillar-Edu-Link is a learning environment with multiple pedagogical values linked to constructiveness, scientific thinking, and investigations into the states of matter, in a new ergonomics shape that **facilitates multilevel learning**.

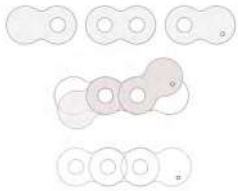
The system, born from the metaphor of a chain, offers multiple configuration options, starting with the hinged combination of levels at different heights:

Level 1 - Floor-mounted platform with a **materials library** for tactile experiences

Level 2 - Low atelier with a **light table** and integrated magnifying lenses

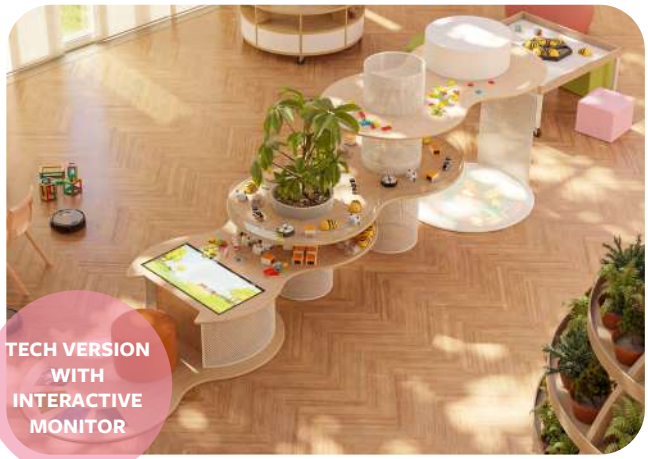
Level 3 - Light display case for informal and natural materials - a sort of **small museum**

Level 4 - Suspended atelier for hanging and projecting downwards, as well as a storage base for "delicate" materials of the teacher.



The hinges are made of cylindrical perforated metal mesh structures that can accommodate various functions, from a small garden to a wind tunnel, ideal to experiment with the themes of form, lightness, and gravity. The tech version also mount a monitor integrated into the surface.

364690 CATERPILLAR-EDU-LINK ANALOG
364691 CATERPILLAR-EDU-LINK TECH



Accessories for Immersive Rooms

Two add-on kits to enrich the experience in the cubic version of Miri the immersive classroom.

Sensory Exploration makes Miri a space for Well-Being. With this set of many lighted elements, Miri can become an environment where stimulating or relaxing sensory experiences are offered.

The second additional kit consists of **Soft seats** and beanbags perfect to use the space inside and outside Miri, with activities focused on sharing and debating, but also for transforming Miri into a movie theater! Miri classroom not included.

364721 SENSORY EXPLORATION SET
364722 SOFT SEATING SET

Circle time mat

In Circle Time, children sit in a circle and engage in non-judgmental listening, which encourages them to manage their own and others' emotions. To support this activity, we developed a double-sided, circular, washable mat, 3 meters in diameter, which offers ideas for starting discussions and allows them to reflect on their perceptions.

Time Side | Includes teaching aids for understanding

Moments of the Day - Seasons - Months

SEL Side | Helps initiate activities to recognize and explore

Emotions - Letters - Values and Actions

Includes a teaching guide with activity suggestions.

Grades: Nursery and kindergarten

364692 CIRCLE TIME DOUBLE-SIDED MAT

Magnetic food pyramid panel

This panel is inspired by the **food pyramid**, with a design that remarks the 5 main food categories. It also comes with **40 circular magnets**, each representing a different food. The objective of this set is to place on the pyramid, in the right food category, each magnet representing a specific food and understanding in this way (hands-on) the food classification system. It helps students work on **groups** and **categories** and **learn a healthy lifestyle** in a playful way. The writing, eye-catching graphics, and pastel colors also make it a great **decorative element for classrooms** or hallways.

Dimensions: 70x70 cm.

364762 FOOD PYRAMID PANEL

Magnetic recycling panel

Classroom Magnet Display

This **panel** include six different slots, ideal for working on groupings, classifications and clusters/ sets. The panel comes with **30 shaped magnets**: some of them represent different bins, while others identify specific types of waste. The goal of this game is to place the waste magnets near the corresponding bin. The game allows children to reflect on **the importance of properly disposing of waste**, on "difficult" waste. On Agenda 2030 objectives. It is also a nice decoration for classroom walls.

Dimensions: 70x70 cm

364723 RECYCLING PANEL

Mats for Robots

We have a wide range of high quality vinyl maps of varying sizes, featuring different subjects and grids of 15 cm squares across the entire surface to help track the robots movements. The mats facilitate the development of math, geography, storytelling lessons, and more. Personalized mats with unique design available on request.

346220 TRANSPARENT 60X60 CM
346378 GEOMETRIC SHAPES 60X60 CM
346379 MAP OF THE CITY - 60X60 CM
346377 ALPHABET (CAPITAL LETTERS) 75X90 CM
346373 NUMBERS IN LINE: 1-10 25X150 CM
346374 NUMBERS IN LINE: 1-20 25X300 CM
343712 SOLAR SYSTEM
353008 FAIRYTALES 60X60 CM

Blue-Bot Green Kit

6 Blue-Bot & 4 Green Mats

One of the most famous and lasting educational robot meets thematic maps and brings sustainability to the classroom in a STEM way. The kit includes:

- 6x Blue-Bots (324449) - 1x Docking station (299053)
- 1x Green Map: Recycling city (342462)
- 1x Green Map: Vegetables (343711)
- 1x Green Map: Recycling bins (342460)
- 1x Green Map: Flower Path (342461)

364734 BLUE BOT - GREEN KIT

CampuStore

innovation for education

We stand with those who learn and teach
answering the needs of the educational industry.
IN AN INNOVATIVE WAY.

Tech infused furniture | STEM - STEAM | AR/VR | Artificial intelligence

Edu Labs | Early Steps | Robotics | Digital

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364678