

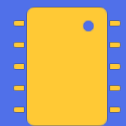
# meet • microcade

The hands-on approach to learning  
Electronics, Programming, and Hardware!

Finally...  
Something that:



Anyone can build & code



Teaches coding & electronics



Kids are excited to create

A combination of **hardware & software**  
tools to **teach anyone STEM**



MicroCADE DIY Stem Kit - Made from PCB



learn  
electronics

A kit built in an evening, a lesson learned for life. Microcade kits bring people together, teach people new skills and create future engineers!

 Learn soldering, a core skill!

 Explore microelectronics

 Think like an engineer



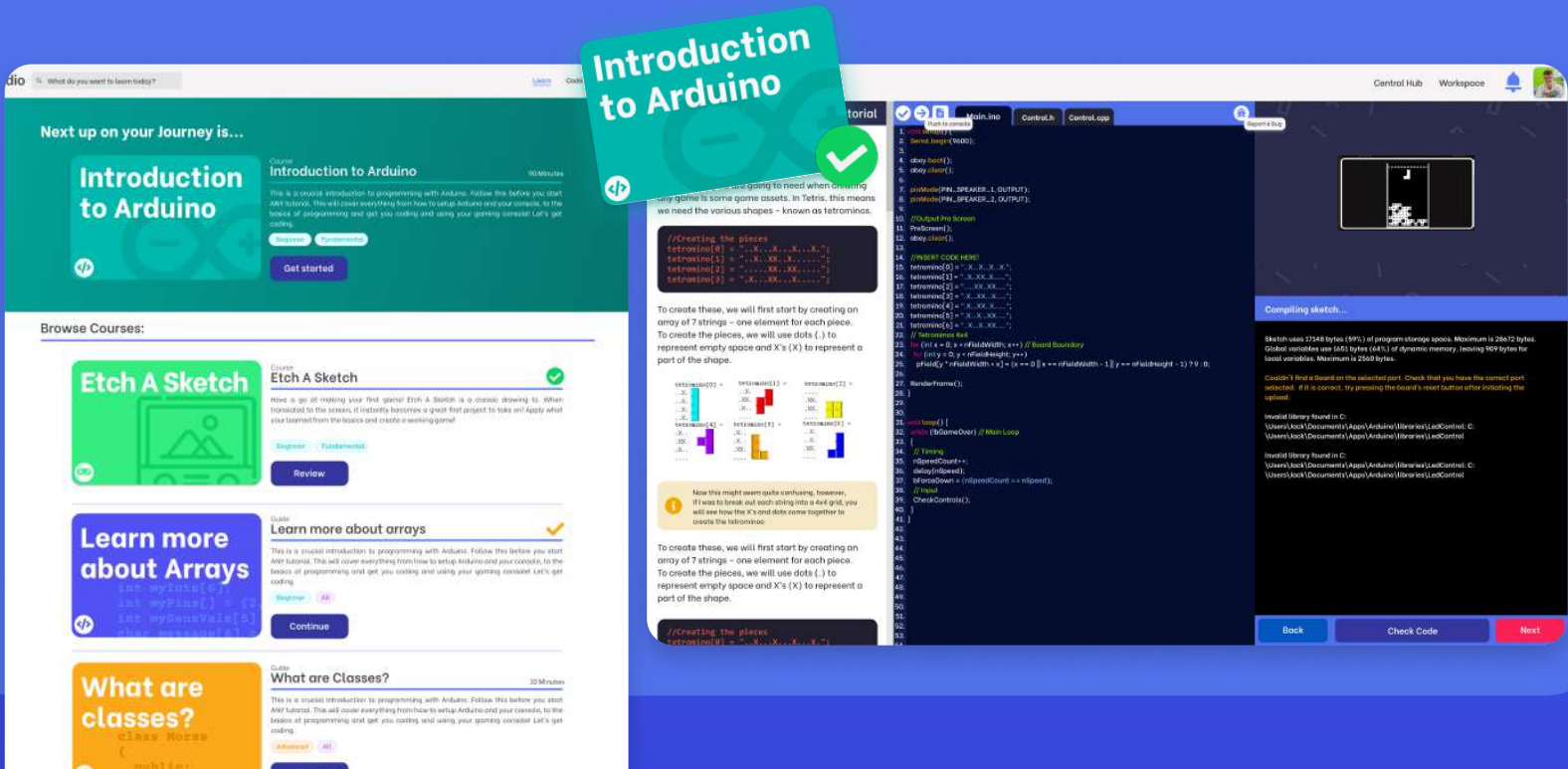
learn  
coding

Meet STEM studio, our BETA coding platform that has a range of courses from an “Intro to Arduino” to a full “Code Frogger” project! We are working hard to bring this public:

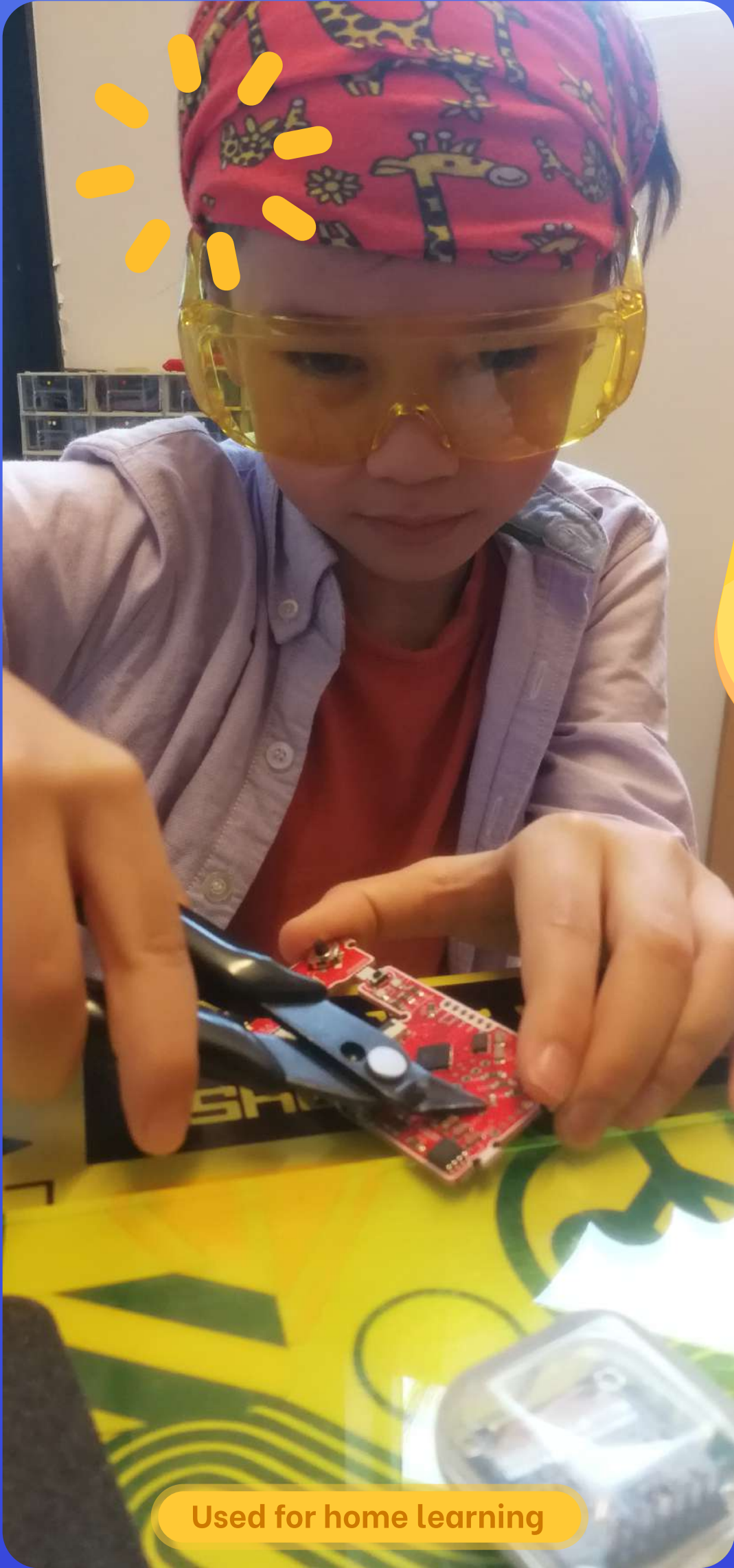
 Adapts to the way you learn best

 Forms a habit of learning STEM

 Provides a guided curriculum









# whats in the the box



All tools needed, included



Includes soldering practice board.

with video!



Both written & video make guide



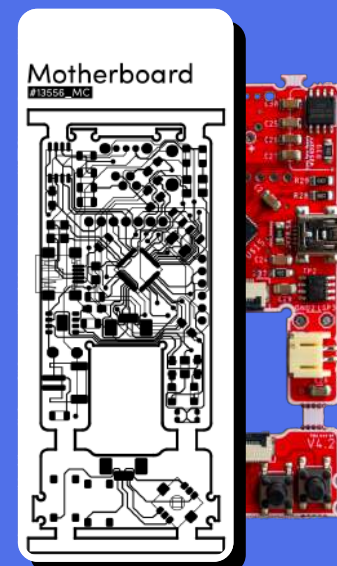
30+ games preinstalled + 200 downloadable



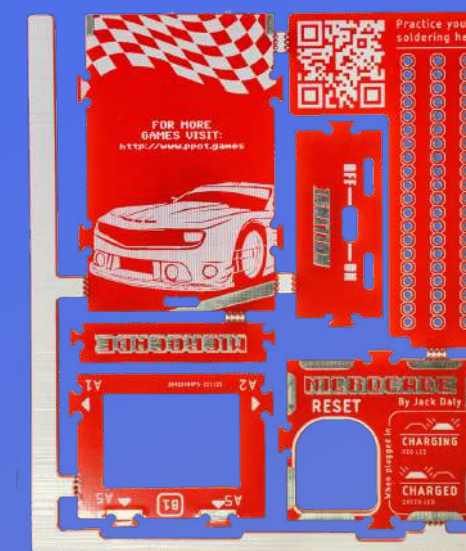
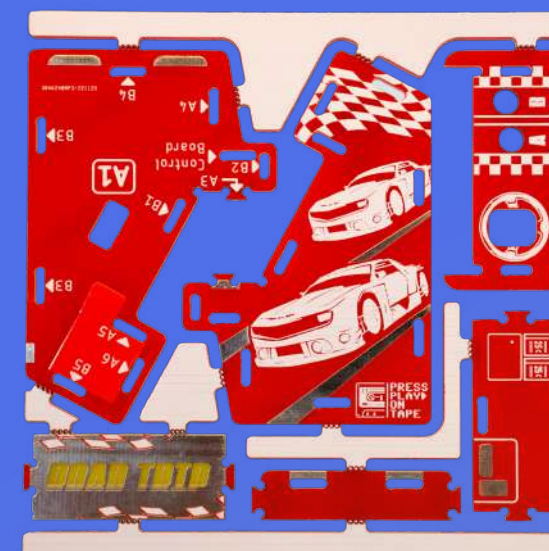
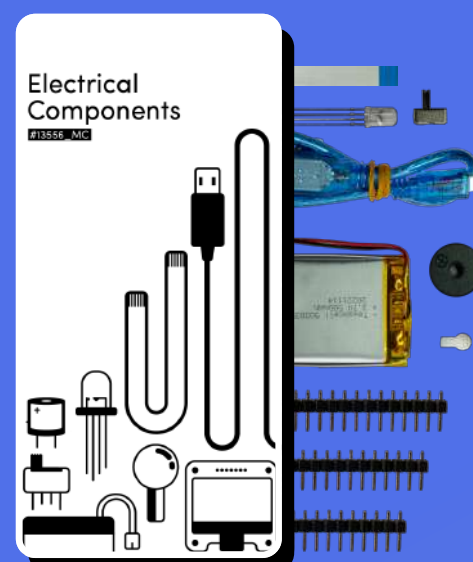
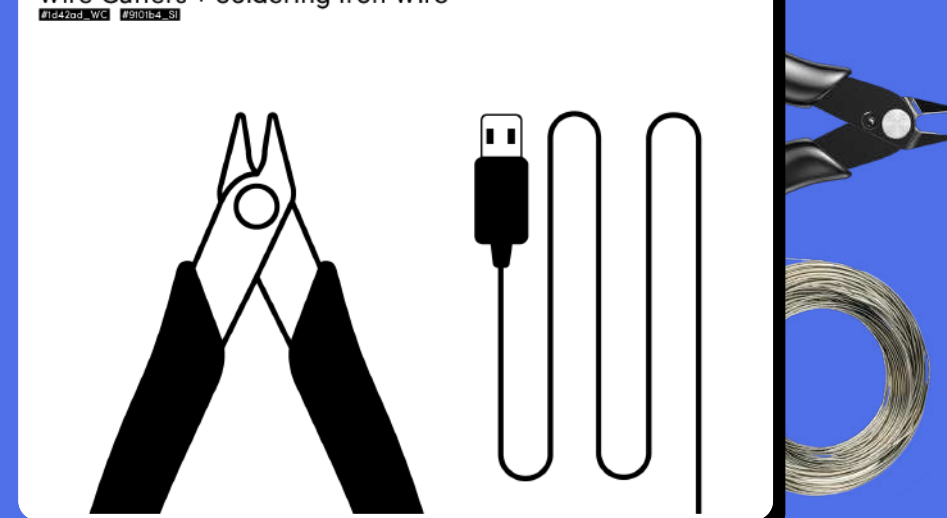
Core components are preassembled to guarantee the console will work



Has support from Arduboy, Arduino Community & our support team!



Wire Cutters + Soldering Iron Wire



Soldering Iron + File





learn

coding

BETA

We are developing our educational platform which already has 6 courses themed around creating arcade games:



**Intro to Arduino:**  
Learn the basics of coding in Arduino by creating aspects of a space invaders game.



**Code Etch a sketch:**  
Learn about screen buffers, UI and user input



**Code Frogger:**  
Code a side-scroller game that has a highscore, menu & game over screen, collision and some simple graphics



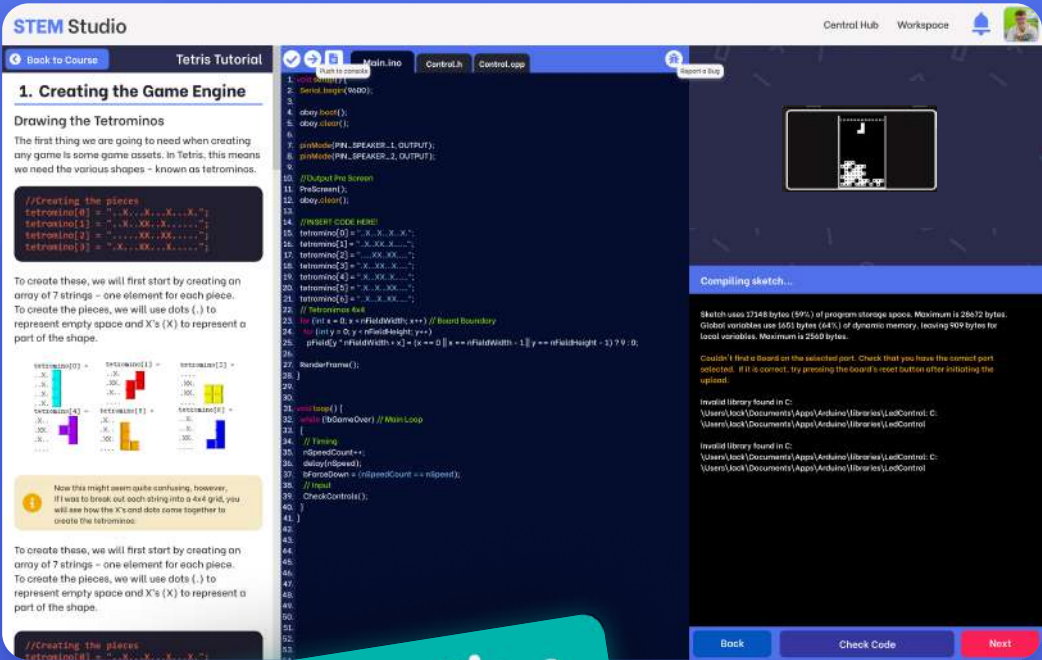
**How arrays work:**  
Learn a fundamental data structure called Arrays!



**How to create high scores:**  
Learn how to implement a high score feature into any game you create!



**How state machines work:**  
Learn a fundamental mechanism that powers all retro games - states! Allowing you to make menus, levels and more!



meet

Code Area

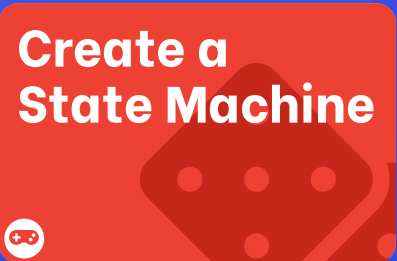
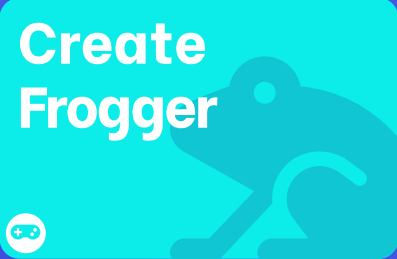
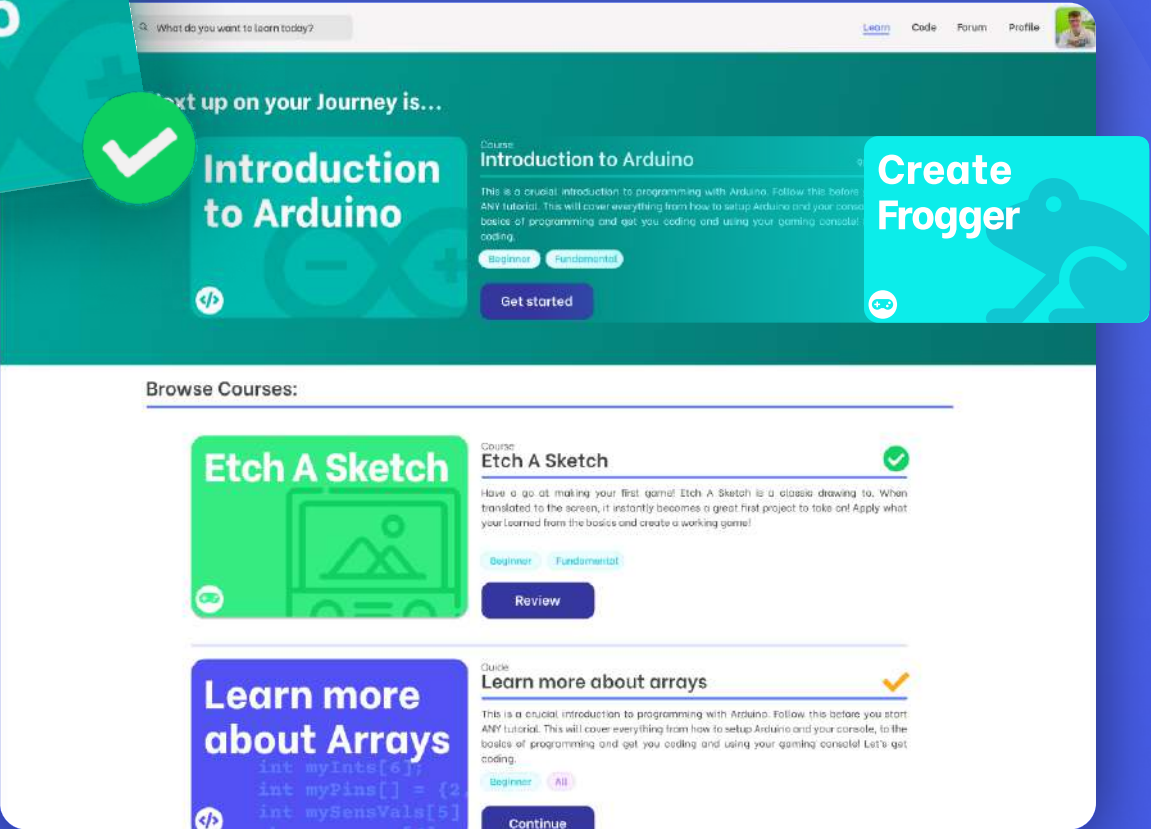
Full online IDE/coding area with an emulated console to make learning quicker!



meet

Journey

The top section is called the Journey, and will change as you complete courses to suggest the next best course for your learning journey



# who are we? meet me



Designer, founder and educator



Automotive engineer at Jaguar  
Land Rover



Author for DATA magazine

Founder of microcade & 8BitCADE – initiatives set out to make **learning STEM accessible & fun.**

Growing up, my schools lacked fun and creative resources for kids in D&T. I wanted to change that – **I worked with a D&T department of a leading international school to develop a curriculum around microcade.**

My 2 mains goals are:



Support teachers with creative kits.



Inspire children to explore STEM.



As seen on

**yahoo!**  
finance

**HackSpace**  
TECHNOLOGY IN YOUR HANDS



**BUSINESS  
INSIDER**

**DIYODE**



# lets talk can we help?

From providing fun interactive kits all the way to custom designed kits, **lets talk about how we can help!**



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CEO & Founder

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