qweebi

2026 STEAM CATALOG

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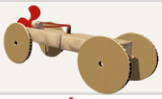
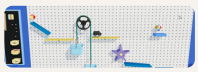
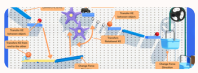
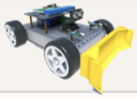
2026 Projects: At a Glance

For 2026-27, Qweebi offers 13 EDP projects in Engineering, Electronics & Robotics, tackling real-world challenges in Space, Renewable Energy, AgTech, Aeronautics & Energy Transfer!

Each project provides 2-3 hours of instruction and can be used in science class, STEAM lab, after school, and summer school.

Projects	Upper Elementary 3-5	Middle School 6-8
 **Rollercoaster** Design your own rollercoaster ride!	✓	✓
 **Mars Rover Explorer** Build a rover to explore harsh martian terrain!	✓	
 **Mars Rover Transporter** Build a rover to carry rock samples!		✓
 **Rube Goldberg Machine I** Build a simple Rube Goldberg machine that dispenses pet food.	✓	
 **Rube Goldberg Machine II** Build a complex Rube Goldberg machine that dispenses pet food.		✓
 **Windmill Lift** Use wind energy to lift a small weight!	✓	
 **Wind Turbine** Harness the wind to generate power!		✓
 **Solar Powered Home** Setup a solar panel to generate power for your home!	✓	
 **Solar Grid Challenge** Connect solar panels together to maximise power output!		✓
 **Farm Robotics - PickBot** Program a robot to pick-up & remove rocks off your farm!	✓	
 **Farm Robotics - HaulBot** Program a robot to haul bales of hay to the barn!		✓
 **Drone Robotics -AirDrop** Program a drone to pickup & deliver medical supplies!	✓	
 **Drone Robotics - PathFinder** Program a drone to deliver cargo while avoiding obstacles!		✓

Why These Projects?

Qweebi's projects are designed to spark curiosity, deepen STEM learning, and build future-ready skills through hands-on engineering challenges. Each project immerses students in real-world problem-solving, helping them connect science and engineering principles to practical applications.

Learn Science and Engineering

Every project reinforces core STEM concepts, from forces & motion to renewable energy and robotics. Students don't just memorize facts; they apply scientific principles through engaging design challenges. By testing, iterating, and improving their designs, they build a true understanding of how science and engineering work together.

Explore STEM Careers

Each project introduces students to careers in engineering, robotics, and renewable energy. Whether they're designing a Mars Rover or building a windmill, students see firsthand how professionals solve real-world problems. This exposure helps them envision themselves in STEM fields and understand the impact of these careers on the world.

Develop 21st-century skills

Creativity, critical thinking, and problem-solving are at the heart of every project. Students work through challenges, collaborate with peers, and learn to adapt their ideas based on results. By engaging in this process, they build the resilience and innovative mindset needed for future careers.

With Qweebi, students don't just learn STEM—they experience it!

The Qweebi Project Recipe

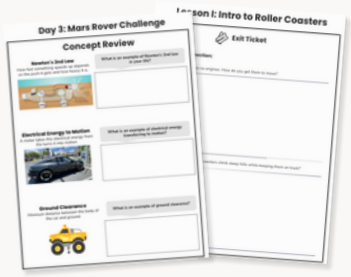
Qweebi's projects are organized into three concise lessons, completed easily over 3–4 class periods. No complex setup or physical materials required—just engaging, meaningful STEM learning that fits naturally into your existing classroom schedule.

The three parts of every Qweebi Project!

Part 1 — The Hook!

Kick off every project with a BANG! Students start by watching an engaging video that presents a relatable, real-world STEM challenge. Through lively class discussions, students also discover how actual STEM professionals approach and solve similar problems.

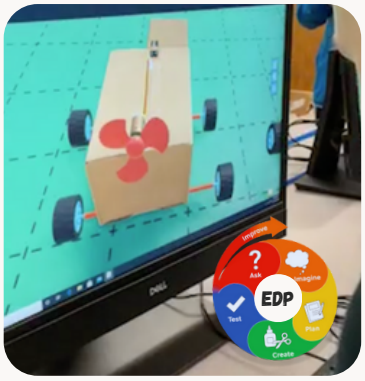
By the end of this session—your students are excited and motivated to get started!



Part 2 — The Science Bootcamp

Before engineering their solutions, students build a strong foundation in key scientific concepts. Ideas like forces, motion, and energy transfer come to life through interactive digital simulations and virtual hands-on experiments, helping students fully grasp the science behind the challenge.

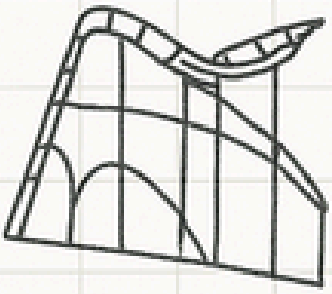
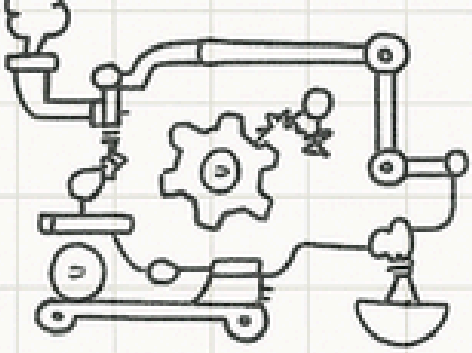
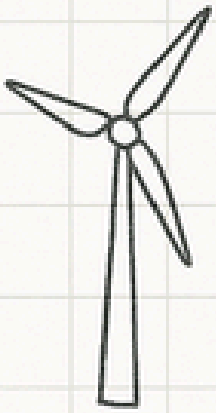
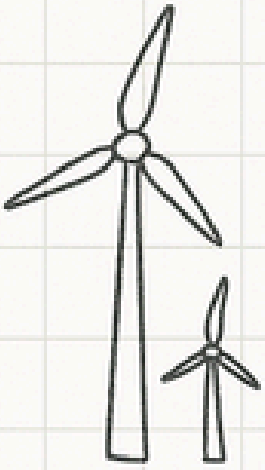
By the end of this session—your young engineers will be confident and ready to apply key science concepts to engineer their solutions!



Part 3 — The Final Engineering Design Challenge

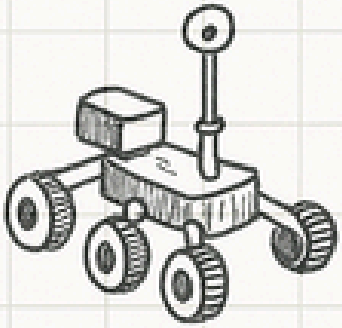
Students use the Engineering Design Process (EDP) to tackle the challenge in Qweebi's intuitive virtual Makerspace. They rapidly prototype, test, and refine their designs—troubleshooting and improving with each iteration. To wrap up, students create a show-and-tell video, building communication skills and reflecting on their learning journey.

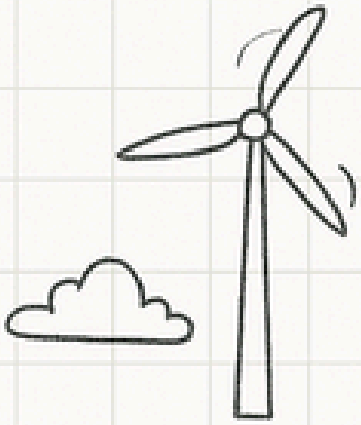
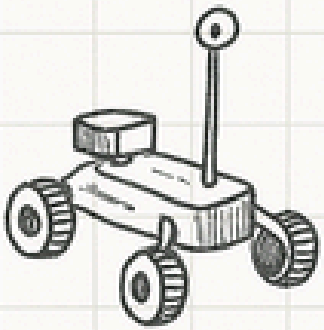
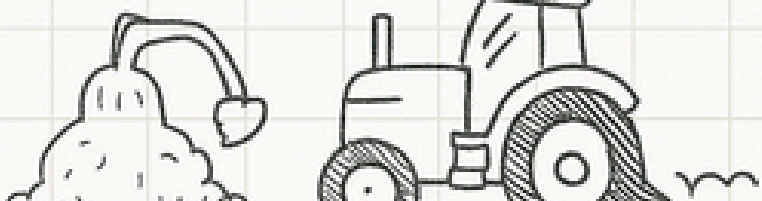
By the end of this session—your students will be glowing with pride as they showcase their sophisticated prototypes in action!

Project Details

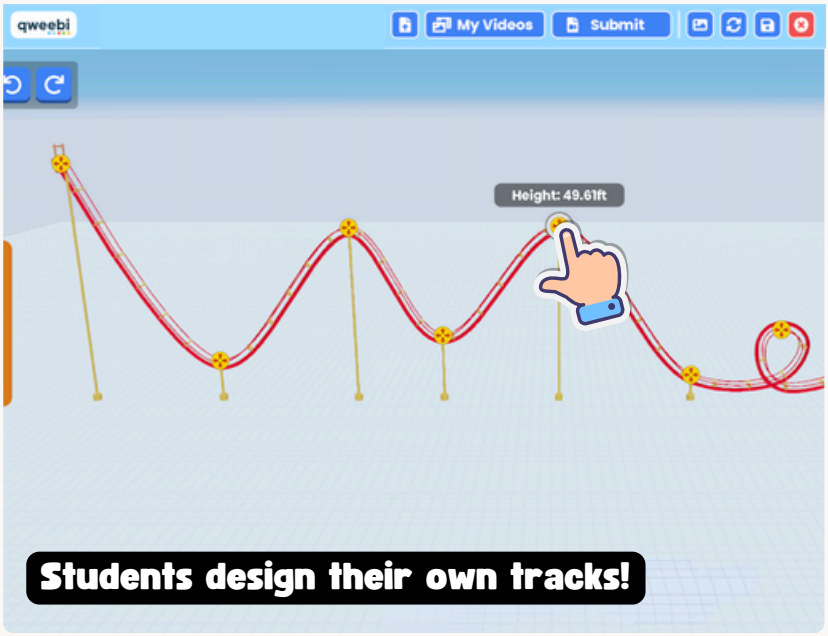
A deep dive into each project!

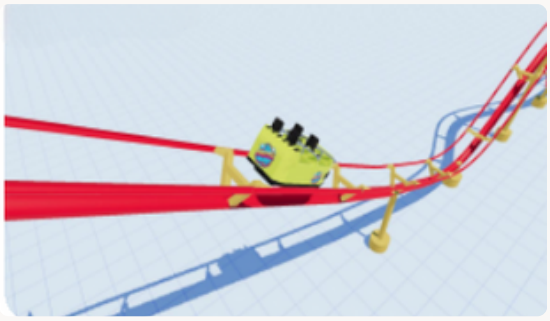


Roller Coaster!

Grades 3-8 | 2 hrs | NGSS Aligned





About the project

Students are put in the shoes of mechanical engineers to design thrilling yet safe roller coasters!

THE CHALLENGE

Design a roller coaster for an amusement park that is very thrilling and also guaranteed to be safe!

DESIGN CONSTRAINTS

1. Your ride must last at least 13 seconds.
2. The coaster must complete one full loop.
3. The coaster must remain on track the whole time.

CLASSROOM COMPETITION

Students keep improving their designs as they compete for the ride that lasts the longest!

What will students learn?

- Students will learn how coasters use gravity, potential energy, and kinetic energy to work.
- Students will understand the role of a mechanical engineer in building a roller coaster
- Students will apply the engineering design process to solve the roller coaster challenge.

Quick Summary

Grades 3-8

Teaching duration: 2 hrs

Mechanical Engineer

Gravity, Potential Energy, Kinetic Energy

4-PS3-1, 4-PS3-3, 3-5-ETS1-1, 3-5-ETS1-2, 3-5-ETS1-3,

MS-PS3-1, MS-PS3-2, MS-PS3-5, MS-ETS1-1, MS-ETS1-2, MS-ETS1-3, MS-ETS1-4

Lessons Included

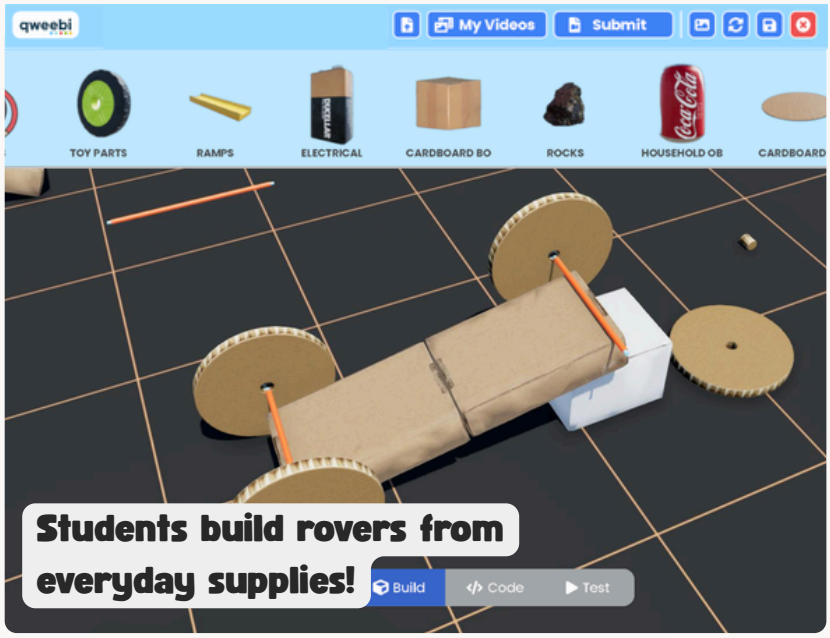
Lesson 1: What is a roller coaster?

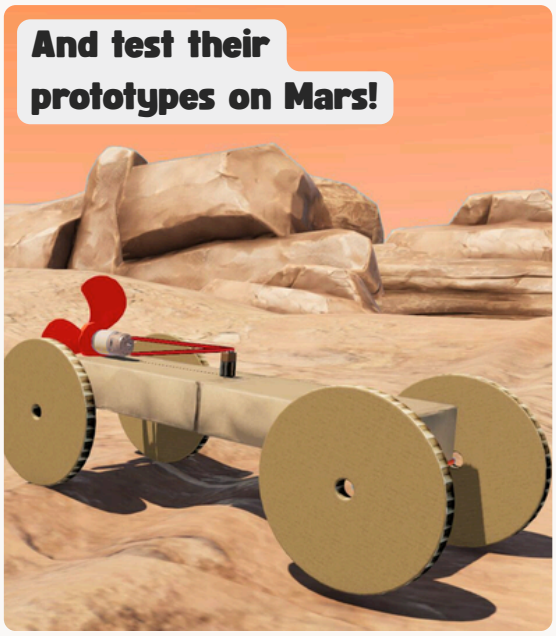
Lesson 2: Science behind coasters.

Lesson 3: Design challenge!

Mars Rover Explorer!

Grades 3-5 | 2 hrs | NGSS Aligned





About the project

Students are put in the shoes of NASA automotive engineers to design and build a Mars rover from scratch.

THE CHALLENGE

Design and build your own Mars rover that can drive across rough Martian terrain, including steep slopes, bumpy ground, and even small hills.

DESIGN CONSTRAINTS

1. Your rover must use at least one propellor to move forward.
2. Your rover must drive itself from the designated start point to the finish line without any help from you.

CLASSROOM COMPETITION

Students compete to build the toughest Mars rover that can get to the finish line as fast as possible!

What will students learn?

- Students will learn the science behind rovers: *Newton's third law, energy transfer, and basic electrical circuits.*
- Students will understand the role of an automobile engineer in building a Mars rover.
- Students will apply the engineering design process to solve the rover challenge.

Quick Summary

- Grades 3-5
- Teaching duration: 2 hrs
- Automotive Engineer
- Newton's Laws, Forces, Electric circuits
- 3-PS2-1, 4-PS3-2, 4-PS3-4, 3-5-ETS1-1. 3-5-ETS1-2, 3-5-ETS1-3

Lessons Included

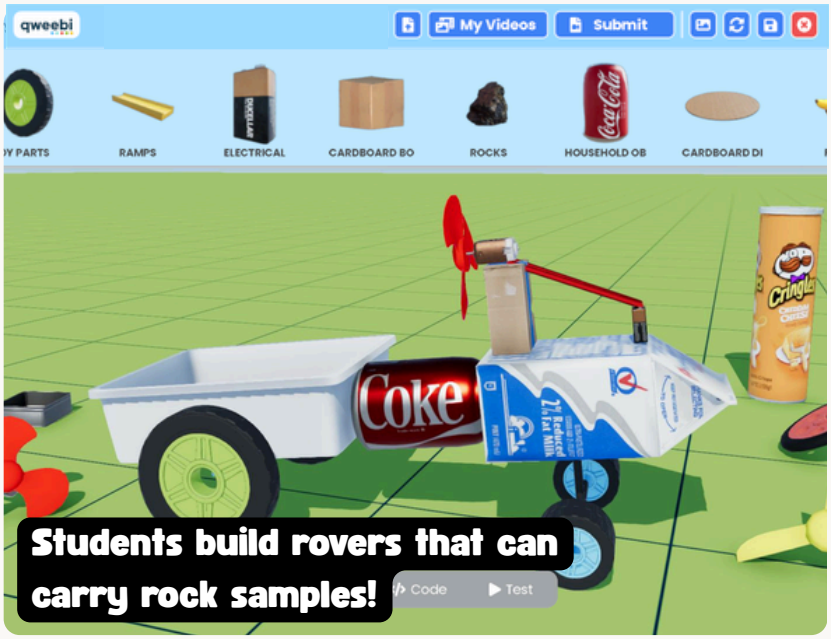
Lesson 1: What is a Mars rover?

Lesson 2: The science behind rovers.

Lesson 3: Design challenge!

Mars Rover Transporter

Grades 6-8 | 3 hrs | NGSS Aligned



About the project

Students are put in the shoes of NASA automotive engineers to design and build a science-rover capable of transporting rock samples back to base.

THE CHALLENGE

Design & build your own Mars rover capable of safely transporting 5 pounds of rock samples across rough Martian terrain.

DESIGN CONSTRAINTS

1. Your rover must use at least one propeller to move forward.
2. Your rover must have a storage area to securely carry at least 5 pounds of rock samples.

CLASSROOM COMPETITION

Students compete to build the toughest Mars rover that can get to the finish line as fast as possible!

What will students learn?

- Students will learn the science behind rovers: *Newton's third Law, energy transfer, electrical circuits, and ground clearance.*
- Students will understand the role of an automobile engineer in building a rover.
- Students will apply the engineering design process to solve the rover challenge.

Quick Summary

- Grades 6-8
- Teaching duration: 3 hrs
- Automotive Engineer
- Newton's Laws, Forces, Electric Circuits, Ground clearance
- MS-PS2-2, MS-ETS1-1, MS-ETS1-2, MS-ETS1-3

Lessons Included

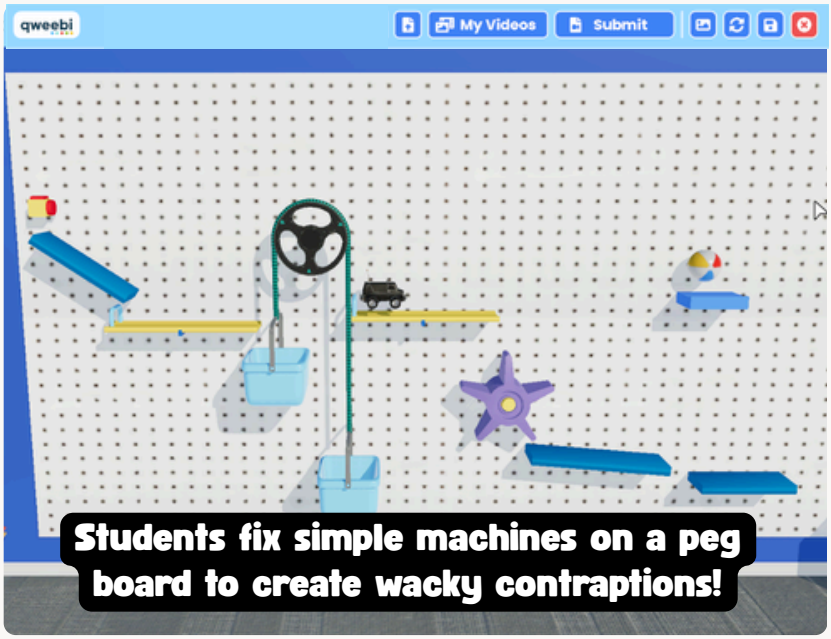
Lesson 1: What is a Mars rover?

Lesson 2: Exploring Mars terrain.

Lesson 3: Design challenge!

Rube Goldberg Machine I

Grades 3-5 | 2 hrs | NGSS Aligned



About the project

Students become mechanical engineers and are challenged to a build a simple Rube Goldberg machine that can dispense pet food!

THE CHALLENGE

Design & build a Rube Goldberg Machine that dispenses pet food through a series of chain reactions!

DESIGN CONSTRAINTS

1. Your machine must cause a chain reaction that finally dispenses pet food, without any help from you.
2. Your machine must employ at least 3 simple machines to finish the final task.

CLASSROOM COMPETITION

Students compete to build a machine that has the most number of steps!

What will students learn?

- Students will learn how Rube Goldberg machines use energy transfer, simple machines, and chain reactions to work.
- Students will understand the role of a mechanical engineer in designing complex systems with multiple moving parts.
- Students will apply the engineering design process to build and refine their own Rube Goldberg machine.

Quick Summary

- Grades 3-5
- Teaching duration: 2 hrs
- Mechanical Engineer
- Simple Machines, Forces & Motion
- 3-PS2-1, 3-PS2-2, 4-PS3-1, 4-PS3-3, 4-PS3-4, 5-PS2-1, 5-PS3-1, 3-5-ETS1-1, 3-5-ETS1-2, 3-5-ETS1-3

Lessons Included

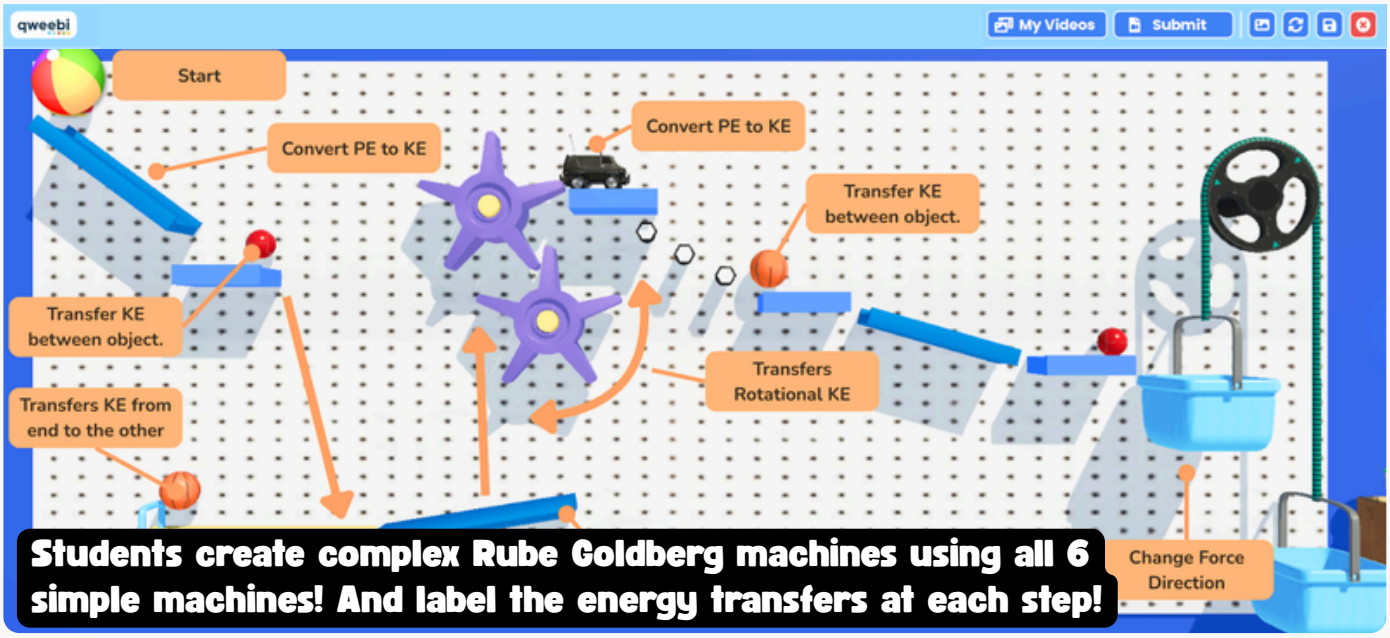
Lesson 1: What is a rube goldberg machine?

Lesson 2: Explore simple machines.

Lesson 3: Design challenge!

Rube Goldberg Machine II

Grades 6-8 | 3 hrs | NGSS Aligned



About the project

Students become mechanical engineers and are challenged to a build a complex Rube Goldberg machine that can dispense pet food!

THE CHALLENGE

Design & build a complex Rube Goldberg machine that dispenses pet food through a series of chain reactions!

DESIGN CONSTRAINTS

1. Your machine must cause a chain reaction that finally dispenses pet food, without any help from you.
2. Your machine must employ ALL 6 simple machines to finish the final task.
3. Each group must call out energy transfers that happen at each step.

CLASSROOM COMPETITION

Students compete to build the machine that has the most number of steps!

What will students learn?

- Students will learn how complex systems use energy transfer, simple machines, and sequential mechanisms to complete a task.
- Students will understand the role of a mechanical engineer in designing complex systems with multiple moving parts.
- Students will apply the engineering design process to build and refine their own Rube Goldberg machine.

Quick Summary

Grades 6-8

Teaching duration: 3 hrs

Mechanical Engineer

Simple Machines, Forces & Motion, Energy Transformation

MS-PS2-1, MS-PS2-2, MS-PS2-4, MS-PS3-1, MS-PS3-2, MS-PS3-5 MS-ETS1-1, MS-ETS1-2, MS-ETS1-3, MS-ETS1-4

Lessons Included

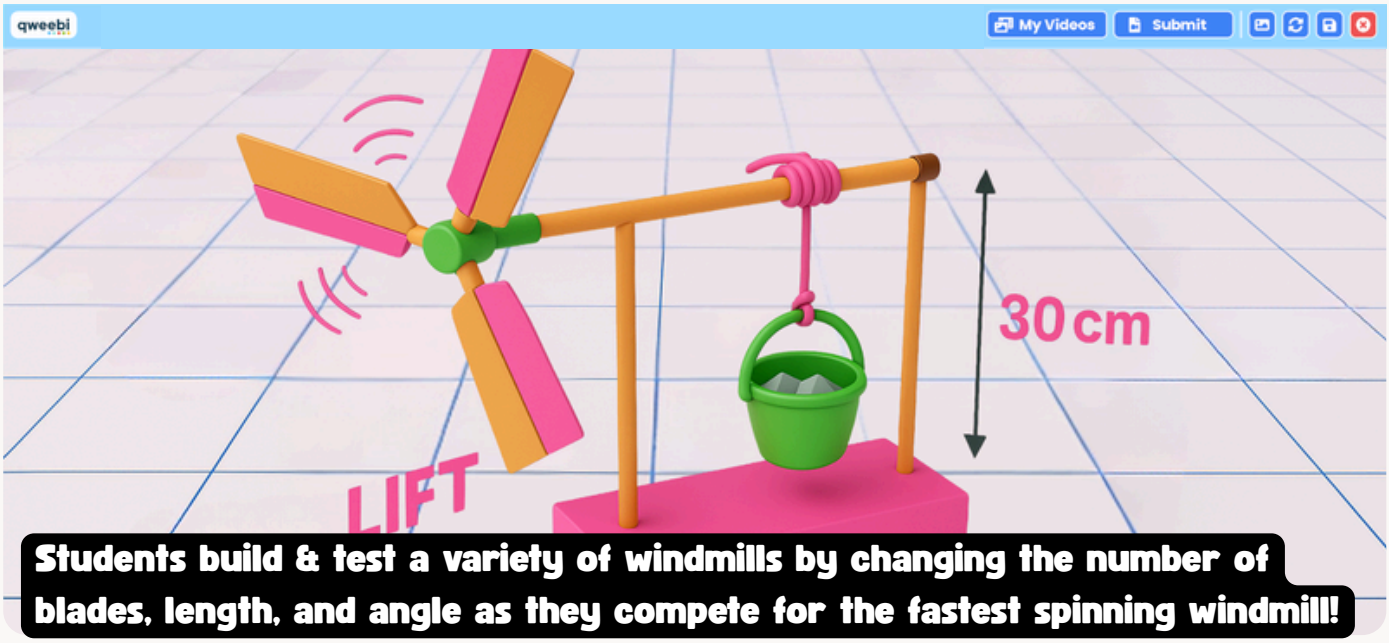
Lesson 1: What is a rube goldberg machine?

Lesson 2: Explore simple machines & energy transfers.

Lesson 3: Design challenge!

Windmill Lift!

Grades 3-5 | 2 hrs | NGSS Aligned



About the project

Students are put in the shoes of wind turbine engineer to design and optimise a windmill that efficiently harnesses wind energy to perform work!

THE CHALLENGE

Design and build a windmill that can lift a small weight 1 foot above the ground in the least amount of time.

DESIGN CONSTRAINTS

1. Your windmill must lift a weight of 2 oz at least 1 foot off the ground.
2. The windmill must stand independently without your help.
3. Must have at least 3 blades,

CLASSROOM COMPETITION

Students compete against each other to build the windmill that can lift the weight in the least amount of time!

What will students learn?

- Students will learn how windmills work and how factors like blade shape, number of blades, and angle affect their efficiency.
- Students will understand the role of Wind Turbine Engineers in designing energy-efficient windmills.
- Students will apply the engineering design process to design the most efficient windmill.

Quick Summary

Grades 3-5

Teaching duration: 2 hrs

Wind Turbine Engineer

Wind Energy, Energy Transformation, Forces & Motion

3-PS2-1, 4-PS3-4, 3-5-ETS1-1, 3-5-ETS1-2, 3-5-ETS1-3

Lessons Included

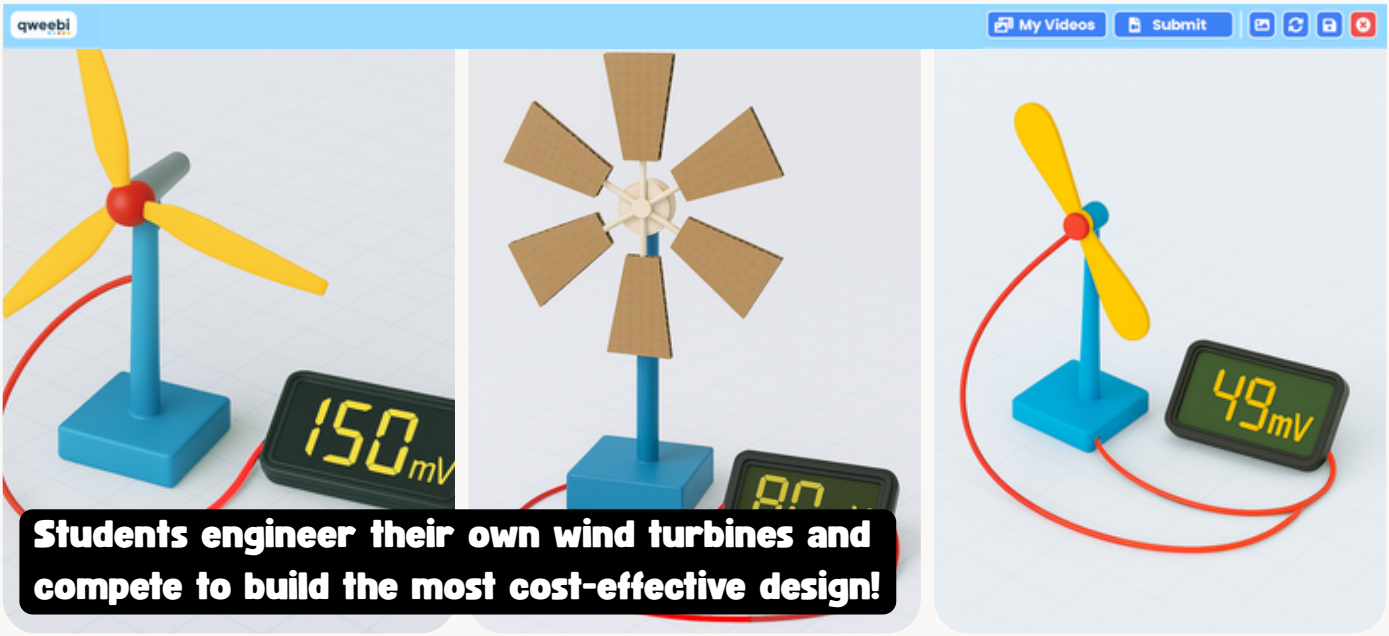
Lesson 1: What is a windmill?

Lesson 2: Engineering better windmills.

Lesson 3: Design challenge!

Wind Turbine!

Grades 6-8 | 3 hrs | NGSS Aligned



About the project

Students are put in the shoes of Wind Turbine Engineer to design a cost-effective windmill that generates the most electrical power!

THE CHALLENGE

Design and build a windmill that generates the most electrical power at the lowest possible cost. Your efficiency score is the total power generated divided by the cost.

DESIGN CONSTRAINTS

1. The windmill must generate at least 25 mW of power.
2. The total cost of materials used to build the windmill must not exceed $100.
3. The windmill must stand independently without your help.

CLASSROOM COMPETITION

Students compete to build the most efficient windmill!

What will students learn?

- Students will learn how wind turbines convert wind energy into electrical power and how design choices impact efficiency and cost.
- Students will understand the role of Wind Turbine Engineers in optimizing renewable energy systems.
- Students will apply the engineering design process to create a stable, cost-effective, and high-performing windmill.

Quick Summary

Grades 6-8

Teaching duration: 3 hrs

Wind Turbine Engineer

Wind Energy, Forces & Motion, Energy Transformation, Circuits

MS-ETS1-1, MS-ETS1-2, MS-ETS1-3, MS-ETS1-4, MS-PS3-3, MS-PS3-5

Lessons Included

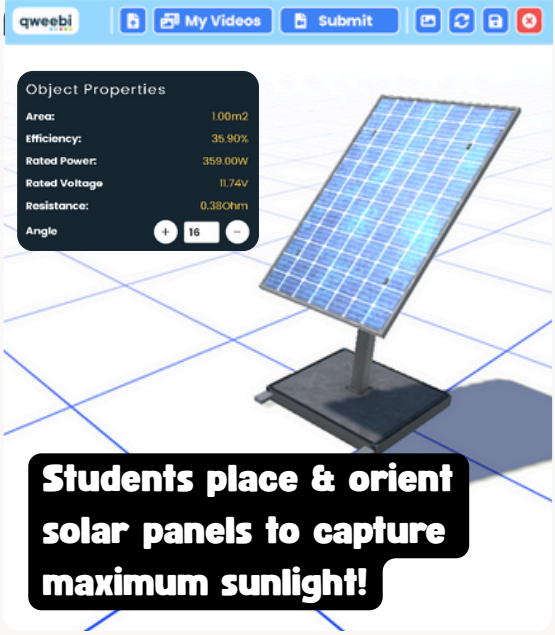
Lesson 1: What is a windmill?

Lesson 2: How to optimise wind power?

Lesson 3: Design challenge!

Solar Powered Home!

Grades 3-5 | 2 hrs | NGSS Aligned



About the project

Students are put in the shoes of a Solar Engineer to design and position a solar panel array that powers a house efficiently from sunrise to sunset!

THE CHALLENGE

Design and build a solar panel array that powers a house by keeping at least one light on continuously from sunrise to sunset. Your goal is to maximize energy efficiency by carefully positioning and angling the solar panels.

DESIGN CONSTRAINTS

1. You must use at least 2 solar panels and no more than 5 solar panels in your design.
2. The system must generate enough power to keep a 1-watt LED light on for the entire period.

CLASSROOM COMPETITION

Students compete to build the solar panel array that produces most power.

What will students learn?

- Students will learn how solar panels work and how panel arrangement and angle affect efficiency.
- Students will understand the role of Solar Engineers in designing efficient solar energy systems.
- Students will apply the engineering design process to create the solar panel array.

Quick Summary

- Grades 3-5
- Teaching duration: 2 hrs
- Solar Engineer
- Solar energy, Energy Conversion, Sun-Earth Patterns
- 4-PS3-1, 4-PS3-3, 3-5-ETS1-1, 3-5-ETS1-2, 3-5-ETS1-3

Lessons Included

Lesson 1: What is a solar panel?

Lesson 2: Optimizing solar panels.

Lesson 3: Design challenge!

Solar Grid Challenge!

Grades 6-8 | 3 hrs | NGSS Aligned

About the project

Students are put in the shoes of Solar Engineers to design, position, and wire a solar panel array that powers a house efficiently from sunrise to sunset!

THE CHALLENGE

Design & build a solar panel system that powers a house by:

- Adjusting the position and angle of the solar panels so that at least one light stays on from sunrise to sunset.
- Creating an electrical circuit that correctly connects the solar panels to the house to deliver power efficiently.

DESIGN CONSTRAINTS

1. Use at least 2 solar panels and no more than 6.
2. Generate enough power to keep a 1-watt LED light on continuously.

CLASSROOM COMPETITION

Students compete to build the solar panel array that produces the most power with fewest panels.

What will students learn?

- Students will learn how solar panels work, and how panel arrangement, angle, and circuit design affect efficiency.
- Students will understand the role of Solar Engineers in optimizing solar energy systems.
- Students will apply the engineering design process to create the most efficient solar panel array.

Quick Summary

Grades 6-8

Teaching duration: 3 hrs

Solar Engineer

Solar Energy, Energy Conversion, Sun-Earth patterns, Circuits

MS-PS3-3, MS-PS4-2, MS-ESS1-1, MS-ETS1-1, MS-ETS1-2, MS-ETS1-3, MS-ETS1-4

Lessons Included

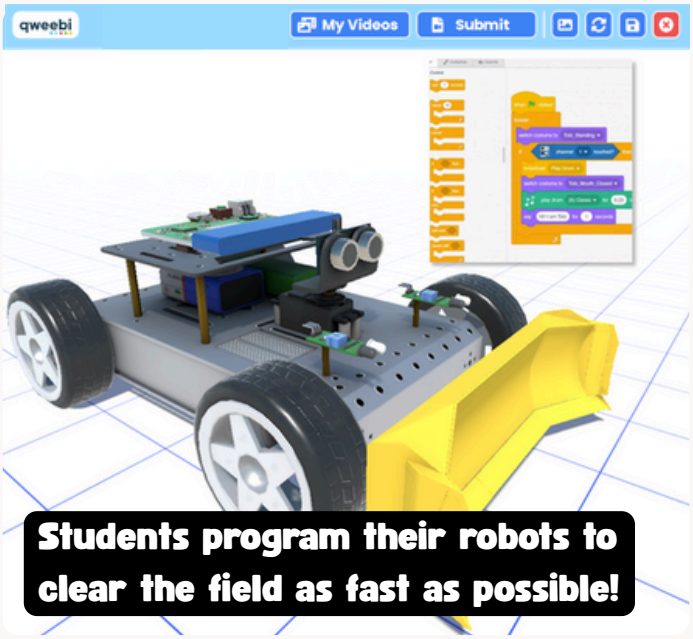
Lesson 1: What is a solar panel?

Lesson 2: Optimizing solar panels & building circuits.

Lesson 3: Design challenge!

Farm Robotics - PickBot!

Grades 3-5 | 2 hrs | NGSS Aligned



About the project

Students are put in the shoes of agricultural engineers to program a self-guided tractor robot that helps farmers clear the field.

THE CHALLENGE

Program a self-guided tractor robot to efficiently clear a field and prepare it for planting.

DESIGN CONSTRAINTS

- The robot must clear at least two rows of the farm field.
- The robot must successfully avoid any obstacles it encounters (e.g., boulders, trees, etc.).
- The robot should be able to operate autonomously without your help.

CLASSROOM COMPETITION

Students compete to clear the debris in the shortest time.

What will students learn?

- Students will learn how robots are used in agriculture to clear fields and improve efficiency.
- Students will learn how to program a robot to move, turn, and follow paths using sequences and loops.
- Students will apply the engineering design process to program a robot that clears debris.

Quick Summary

Grades 3-5

Teaching duration: 2 hrs

Agricultural Engineer

Sequence, Loops, Programming Logic

3-5-ETS1-1, 3-5-ETS1-2, 3-5-ETS1-3

1B-AP-08, 1B-AP-10, 1B-AP-11, 1B-AP-15

Lessons Included

Lesson 1: What is a robot?

Lesson 2: How to make robots move?

Lesson 3: Design challenge!

Farm Robotics - HaulBot!

Grades 6-8 | 3 hrs | NGSS Aligned

About the project

Students become agricultural engineers to design and program a robot that can haul hay bales, making farm work faster and easier.

THE CHALLENGE

Design and build a robot that can move hay bales from the field to the barn, saving farmers time and effort.

DESIGN CONSTRAINTS

- The robot must be able to pick up & transport all bales of hay from the field to the barn.
- The robot must use an ultrasonic sensor & a servo motor to detect & pick-up bales of hay.
- The robot should be able to operate autonomously without your help.

CLASSROOM COMPETITION

Students compete to haul all the bales of hay to the barn in the shortest time.

What will students learn?

- Students will learn how robots improve efficiency in advanced agricultural tasks like hauling hay.
- Students will program a robot to detect objects using ultrasonic sensors and use servo motors to control the robotic arm to pick up and release hay bales.
- Students will apply the engineering design process to create a robot that can transport hay bales to a designated location.

Quick Summary

Grades 6-8

Teaching duration: 3 hrs

Agricultural Engineer

Conditions, Sensors, Ultrasonic Sensor, Servo Motor

MS-ETS1-1, MS-ETS1-2, MS-ETS1-3

2-AP-13, 2-AP-14, 2-AP-17

Lessons Included

Lesson 1: How robots are used in agriculture?
Lesson 2: Programming robots for object detection and movement
Lesson 3: Design challenge!

Drone Robotics- AirDrop!

Grades 3-5 | 2 hrs | NGSS Aligned

About the project

Students step into the role of Drone Engineers to program a virtual drone that delivers medical supplies to a remote village!

THE CHALLENGE

Program a virtual drone to fly across a small area and drop a medical supply package (like bandages or medicine) onto a designated drop zone.

DESIGN CONSTRAINTS

- The drone must fly a straight path across a virtual field, covering at least 20 virtual meters.
- The drone must drop the supply package within a marked target zone (e.g., a 5-meter circle).
- The drone should be able to operate autonomously without your help.

CLASSROOM COMPETITION

Students compete to deliver the medical supply to the target zone in the shortest time!

What will students learn?

- Students will learn how drones fly and explore drone engineering.
- Students will program a drone's movements using sequences.
- Students will apply the engineering design process to complete a medical delivery mission.

Quick Summary

Grades 3-5

Teaching duration: 2 hrs

Drone Engineer

Forces, Lift, Gravity, Newton's Laws, Sequences

3-PS2-1, 3-5-ETS1-1, 3-5-ETS1-2, 3-5-ETS1-3

1B-AP-10, 1B-AP-15, 1B-CS-02

Lessons Included

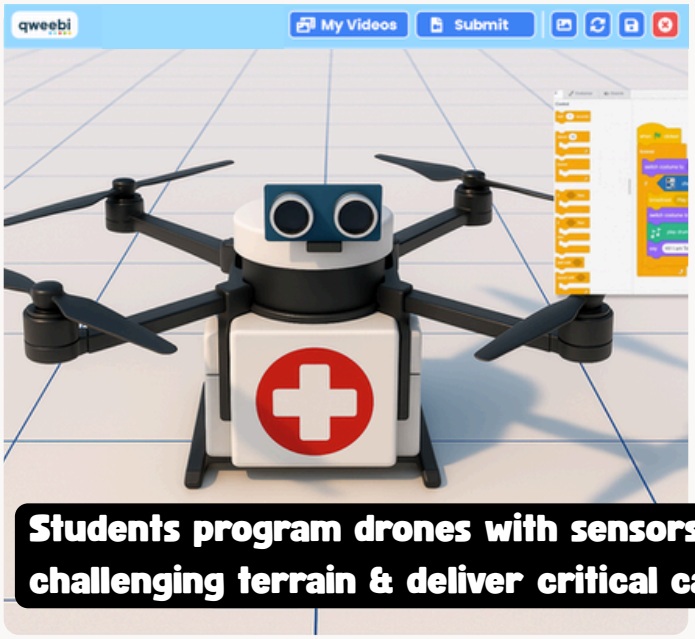
Lesson 1: What is a drone?

Lesson 2: Programming drone flight

Lesson 3: Design challenge!

Drone Robotics- PathFinder!

Grades 6-8 | 3 hrs | NGSS Aligned



About the project
Students step into the role of Drone Engineers to program a virtual drone to deliver critical medical supplies over tricky terrain!

THE CHALLENGE
Design and program a virtual drone to navigate a tricky path and deliver a supply package (like a first-aid kit) to a precise drop zone, avoiding obstacles along the way.

DESIGN CONSTRAINTS

- The drone must fly a path with at least two turns around obstacles (e.g., trees or buildings).
- The drone must deliver the supply package to a target zone (e.g., a 3-meter square) without crashing.
- The drone should be able to operate autonomously without your help.

CLASSROOM COMPETITION
Students compete to deliver the medical supply to the target zone while avoiding obstacles in the shortest time!

What will students learn?

- Students will learn how drones fly and explore drone engineering careers.
- Students will learn to program a drone to detect obstacles and adjust its flight path using loops and conditionals.
- Students will apply the engineering design process to create a drone program that completes a delivery mission.

Quick Summary

Grades 6-8

Teaching duration: 3 hrs

Drone Engineer

Forces, Lift, Gravity, Newton's Laws, Loops, Conditions

MS-PS2-2, MS-ETS1-1, MS-ETS1-2, MS-ETS1-3, MS-ETS1-4

2-AP-10, 2-AP-11, 2-AP-13, 2-AP-17

Lessons Included

Lesson 1: How drones are used in delivery operations?

Lesson 2: Navigating Obstacles

Lesson 3: Design challenge!

That’s a wrap for teachers!

The next section is designed for administrators and curriculum leaders exploring school-wide implementation.

Next up: What Qweebi is, our impact, and pricing information 👉

What is Qweebi?

An ONLINE makerspace that lets you bring cutting-edge STEM to your students without breaking the bank!

Students design, build and test working prototypes—just like real engineers, but it's all 100% online!

Why It's Perfect For Your School:

- **No Supplies Needed!**
  (Fits in your budget!)
- **Ready-to-go curriculum**
  (Reduces teacher workload!)
- **100% online**
  (Teach STEM anytime, anywhere!)
- **Teacher PD included**
  (Teach STEM with confidence!)

Ignite your students' passion for STEM

We transform real-world STEM careers into fun, game-like experiences where students see the magic of math and science in action.

How do we make STEM come alive?

- **Engaging Real-World Challenges**
  Students take on challenges like designing wind turbines, programming robots, and building roller coasters- just like real engineers.
- **Exposure to diverse STEM Careers**
  Every project immerses students in a unique STEM career, showing them exciting possibilities ahead.
- **Inherently fun and interactive**
  Game-like challenges make STEM irresistible.

Projects that Spark Passion!

#engineering #electronics #robotics

Who is it for?

Qweebi is for teachers and curriculum coordinators who want to bring rich hands-on projects into their classrooms but struggle with limited supplies, short class periods, and storage issues.

We know your struggles:

Supplies are expensive!
Never have enough motors, wires, tapes, hot glue guns.

Class time is too short.
Students don't finish in 45-minute periods!

Storage is a nightmare!
Where do I keep projects for 140 students!.

Flexible Implementation

Each Qweebi project takes 3-4 hours and adapts to your schedule—whether you teach a STEM lab, science class, after-school program, or summer school. No extra materials, no storage hassle—just hands-on STEM that fits seamlessly into your classroom.

It's perfect for :

STEAM Teachers
Who teach STEM once a week as a special or daily in short rotations.

Science & Classroom Teachers
Looking to integrate STEM into lessons without needing extra materials or prep.

Curriculum Coordinators
Looking for cost-effective STEM solutions that fit into existing schedules.

Why is Qweebi a Valuable Educational Tool?

Qweebi empowers schools to deliver an engaging, high-quality STEM program that is both cost-effective and easy to implement.

Standards-rich curriculum

- Aligned to NGSS & CSTA standards — Qweebi STEM projects are aligned with NGSS standards for science and CSTA for computer science.
- Develops 21st-century skills – Strengthens critical thinking, creativity, collaboration, and problem-solving.
- Exposes students to STEM Careers - Exposes students to real-world engineering, robotics, and technology careers.

Easy for teachers!

- Ready-to-run Projects – Readymade teacher resources, low-prep.
- No Supplies Needed – Fully digital, no materials to manage.
- Easy facilitation – Assign projects, track progress & assess student work from your teacher dashboard.

Super-fun for students

- Feels like a game, not a lesson – Students build, test & iterate just like real engineers.
- High-energy classroom competition– See student motivation levels soar as they compete to better their designs.
- Show off their work – Students record & share videos to showcase their creations!

Streamlined Student Assessment

- Student work in one place – Review student projects and video submissions from your dashboard.
- Built-in rubrics for every project – Assess student work with clear, standards-aligned grading criteria.
- Quick Feedback Tools – Start comment threads for 1:1 discussions on students work.

Scalable & Cost Effective

- Run with unlimited students – Run STEM with as many students as you want at no additional cost!
- Flexible for any learning environment — Works for in-class or remote instruction!
- Zero spend on supplies – Let students have access to the 'good stuff' — motors, sensors, solar panels and more, without the expense of physical materials.

How to Implement Qweebi in Class?

Implement Qweebi in 4 easy steps!

1

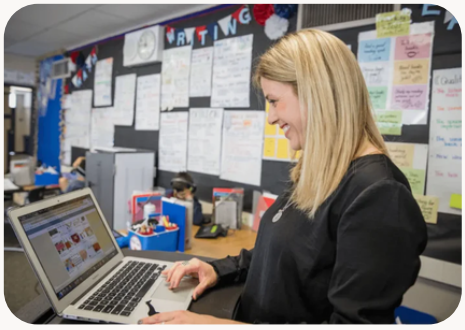
Pick a project

Choose from a library of ready-to-run STEM projects.

2

Prep for it

Review the teacher resources to confidently run the project in class.



3

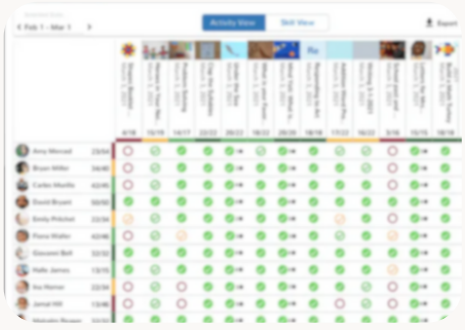
Run it in class

Beam up the Teacher Slides and follow along. Students build their prototypes in the Qweebi Makerspace.

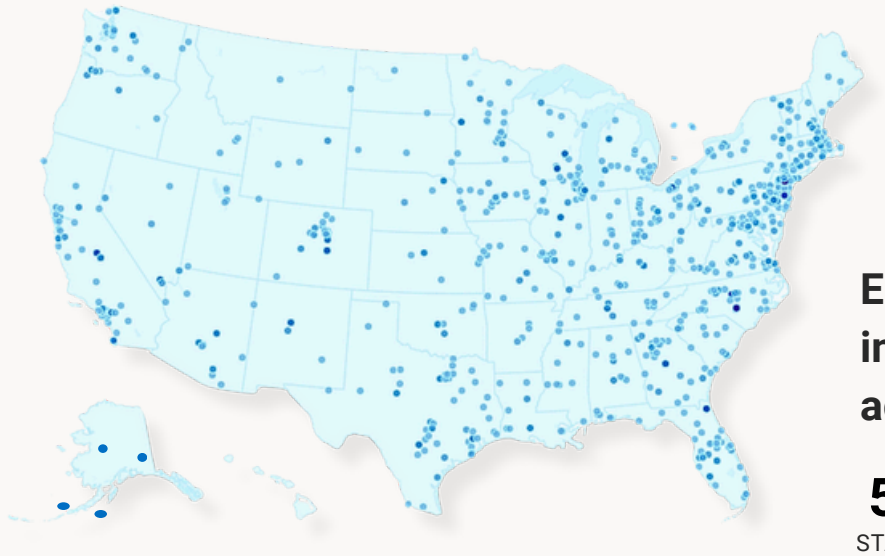
4

Assess student work

Choose from a library of ready-to-run STEM projects.



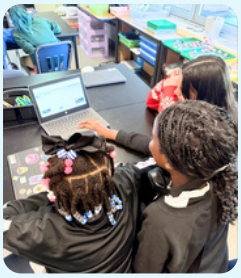
Our Impact

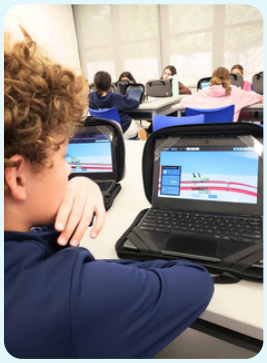


Empowering teachers, inspiring students across the country

50	3500+	9.4/10
STATES	SCHOOLS	AVG RATING

> I really liked that at first my kids were not excited about this project because they thought it was going to be such hard work, but when they started on it, all of them got **excited even one of my most challenging students** turned around and told me how fun he thought this was.
>
> — Megan K Emery, STEM Teacher, TX





> The way the kids were able to **push through the challenge like a real engineer**. The answer was not given to them. They had to test and reflect along the way. I love how it was tied into the **design thinking process** and made **career connections**. This was an incredible way to teach force science standards.
>
> — Andrea Rowe, STEM Teacher, GA

> I would say that it is **very little prep** which is great for teachers, as well as having a lesson plan and very thought out slides that are **ready to present to students**. The students really enjoyed it as well. It was very engaging and the leaderboard was the biggest hit!!
>
> — Lee Ann Carnell, STEM Teacher, TN

Pricing

Choose your Qweebi Plan

🔒 Lock in 2026–27 school year pricing

Request your quote by **April 30** to purchase at these prices until **August 31, 2026**

Starter
$599 / year
Covers up to 50 students

Request a Quote

- ✓ Ideal for homeschools & small groups
- ✓ 1 teacher license
- ✓ Up to 50 students
- ✓ 13+ STEAM projects (grades 3-8)
- ✓ Teacher dashboard
- ✓ Student Online Makerspace
- ✓ 1:1 onboarding & support
- ✓ Free updates throughout the year

MOST POPULAR

Pro
$999 / year
Covers up to 200 students

Request a Quote

- ✓ Ideal for teaching across multiple grades
- ✓ 1 teacher license
- ✓ Up to 200 students
- ✓ 13+ STEAM projects (grades 3-8)
- ✓ Teacher dashboard
- ✓ Student Online Makerspace
- ✓ 1:1 onboarding & support
- ✓ Free updates throughout the year

ProPlus
$1299 / year
Covers unlimited students

Request a Quote

- ✓ Ideal for school-wide STEM programs
- ✓ 1 teacher license
- ✓ Unlimited students
- ✓ 13+ STEAM projects (grades 3-8)
- ✓ Teacher dashboard
- ✓ Student Online Makerspace
- ✓ 1:1 onboarding & support
- ✓ Free updates throughout the year

❓Have questions about payment or purchasing?
Check out the Payment FAQs on page 29 →

FAQs

General Questions

What grade levels are these projects designed for?
Qweebi projects are designed for grades 3-8, with differentiated challenges for grades 3-5 and 6-8.

Do I need to purchase any physical materials or kits?
No! All projects run fully digitally in the Qweebi Makerspace.

How long does it take to complete a project?
Each project is designed to be completed in 3-4 class periods.

Do students work individually or in teams?
Projects can be adapted for individual or group work, depending on classroom needs.

Technology & Access

What devices are supported?
Qweebi works on Chromebooks, Windows, and Mac laptops or desktops with an internet connection.

Do students need individual student licenses?
Yes, students will have their own accounts to access the Makerspace and complete challenges.

Is there a way to track student progress?
Yes, the teacher dashboard lets you assign projects, monitor student work, and provide feedback.

Teacher Support

What kind of resources are included?
Every project comes with teacher slides, student handouts, and a detailed teacher guide.

Is Professional Development available?
Yes! Teachers can book 1:1 online PD sessions through their dashboard.

Payment Questions

How do I purchase Qweebi for my school?

1. Request a quote using the button in the catalog.
2. You'll receive the quote by email — simply forward it to your school admin for approval.
3. Your school can pay in one of two ways:
    a. Online (credit card)
    b. Purchase Order (PO) — email the PO to aman@qweebi.com
4. Once we receive payment, your plan will be activated.

How can we lock the discounted pricing?

Request a quote by April 30, 2026 to lock in the current school-year rate.
We'll send you a formal quote valid through August 31, 2026. You can submit your purchase order anytime before that date to secure the discounted price.

Where can I get your W-9 or Sole Source Letter?

- W9 Form
- Sole Source Letter

Can we purchase for multiple teachers at once?

Yes. We offer school and district-level licensing. For bulk pricing on 5 or more teacher licenses, contact us at aman@qweebi.com.

I'm not sure or need some help before I purchase.

No problem! Just email us at aman@qweebi.com — we'll get back to you within 1 business day to help you out.

For more information, reach out to aman@qweebi.com

Bring Cutting-Edge STEM to Your School Today!

Tell us about your classroom or school,
and we'll send you a personalized quote.

Request a Quote

We'll get back to you within 1 business day.

Need help? Reach out to aman@qweebi.com

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