



Pioneering the **STEAM** revolution!

TINKER LABS BUSINESS MODEL



Confidential

Thank you for your interest in Tinker Labs. We hope that the information contained in this booklet will answer some of the questions you might have about our programs and business model.

Before reading the information contained in this brochure, we request that you confirm that you have read and signed the Confidentiality and Non-Disclosure Agreement given to you by TL Ltd. or one of our Licensee. Please be aware that the information held within is strictly confidential. We kindly request that you respect the confidential nature of this material and that you hereby agree to hold in confidence and not to directly or indirectly reveal, report, publish, disclose or transfer any Confidential Information to any party or entity or utilize any Confidential Information for any purpose except in the course of discussions between you and TL.



Pioneering the **STEAM** revolution!

TINKER LABS BUSINESS MODEL

Why did we create Tinker Labs?

*“Logic will get you from
A to B. Imagination will
take you everywhere.”*

Albert Einstein



From Play, to Passion, to Purpose...

After years of extensive research into various global systems of education, we noticed that there is one common factor that can be found in all institutional systems of learning: they all separate knowledge into different categories which are then taught as self-enclosed subjects. We also noticed that children's natural aptitude for questioning the world around them would much better be served if they had a free space where they could go to examine, explore, and ask questions about the phenomena that interest them most. We realize the importance and necessity of a bottom-up approach to learning (you need to learn math and physics if you are going to build a bridge), but we also recognize a need on the part of our children that can be filled by setting their innate curiosity free (imagine allowing a child to build a real bridge and learning along the way, through trial and error, about concepts in math and physics). It is with this goal in mind that we designed a set of programs that are meant to act as a metaphoric bridge between a child's natural affinity for play and the structured demands of traditional systems of learning.

We at Tinker Labs have developed a number of programs for children 4 – 14 years of age that are designed to supplement and enrich their standard education. Our intention is not to teach them what they need to know in order to pass a standardized test, but to engage their innate curiosity and inspire them to ask questions about the world around them.

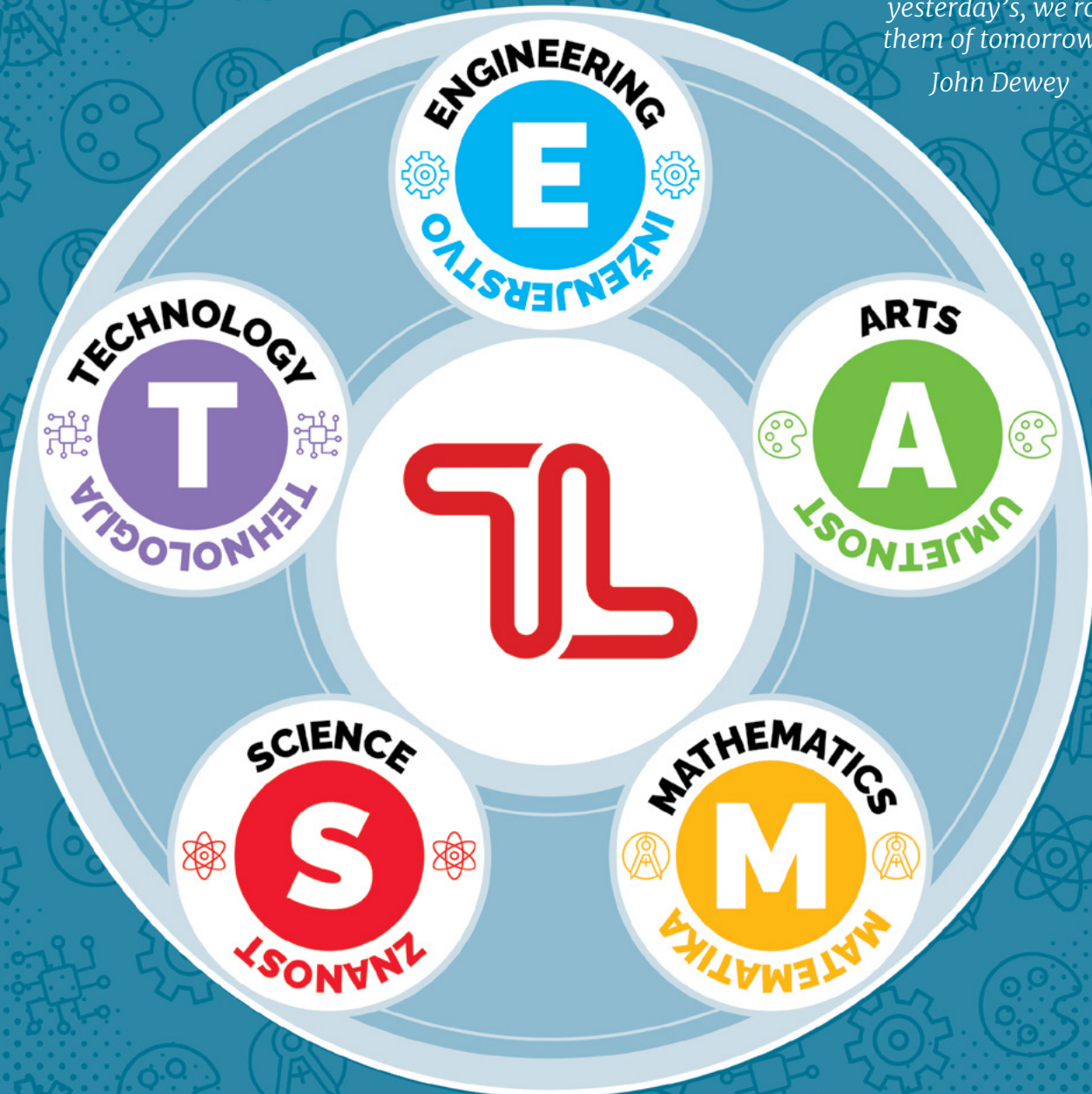
The slogan that guides the development of our curriculum is: "from play, to passion, to purpose." Each one of our classes is designed around a concept or theme that we want the children to engage with through fun and interactive games and activities. Our goal is to facilitate an inspiring space where children can use their hands and minds to create and build different things. Through this play they will develop a passion for learning, and particularly a passion for the many STEAM subjects that we will cover throughout the year. Once they become accustomed to our methods of presentation, our students develop a set of skills for critically approaching problems differently, something that we affectionately call "the Tinker Labs lens." This lens helps children perceive the world from various perspectives. Rather than simply learn math, for example, they learn how to look at an object or problem and use an integrated STEAM approach to unraveling its mysteries. This is what makes the Tinker Labs approach different from conventional teaching methods. It is designed to foster a holistic and integrated approach to critical thinking and problem solving; characteristics that go beyond the scope of defined school subjects.

Once children develop this "Tinker Labs lens" through engaged and playful activities, our ultimate goal is that this passion for questioning the world around them and for problem solving will naturally evolve into finding their purpose, or more directly, a field of study that they will want to pursue on their own after they leave Tinker Labs and embark on their higher education. We think that this is the greatest ambition for any parent: to expose their children to the many possible directions they can take and to allow them to find something that they are passionate about in an attempt to lay the foundations for them to pursue that passion on their own.

Why STEAM?

"If we teach today's student's as we taught yesterday's, we rob them of tomorrow."

John Dewey



Science, Technology, Engineering, Art, & Math

Who could have imagined 20, or even 10 years ago, all of the technological advancements that are today commonplace? Now, try to imagine what the world will be like in another 10 or 20 years. This is the world that our children will enter as they graduate from universities and compete for a place in the global workforce. Although the particulars of this future world are unpredictable, there is one thing of which we can be certain: students will need a new set of skills if they are to be prepared for the “knowledge economy” of tomorrow.

STEM and STEAM education have become the contemporary catch phrases that promise to remedy this challenge of teaching the new skills required for the changing future. But what exactly is STEM and/or STEAM, and what is it promising?

STEM is an acronym that stands for Science, Technology, Engineering, and Math. Taken together, STEM education is often described as a meta-discipline, a holistic approach to learning that is greater than the sum of its parts. If we consider how systems of education have traditionally broken down disciplines into their parts, STEM education promises an interdisciplinary approach to learning that begins with an engagement in real-world questions and problems whose resolution demands that students make connections between the separate disciplines. These connections enable the development of competencies such as problem solving, logical and innovative thinking, self-reliance, the communication of ideas, and others, all of which increase STEM literacy and, ultimately, a greater understanding of each discipline and their blurry margins.

The STEM spectrum is comprised of 4 subjects and all of their sub-categories. However, we believe that the inclusion of Arts into the STEM model is an indispensable necessity. The Arts are a crucial element in the innovative thought processes that happens holistically in the mind. When it comes to this kind of thinking, children are born geniuses because they have not yet begun to separate phenomena into distinct disciplines. So, why separate an integral part of how we experience the world (artistically) from a learning approach that is meant to be the meta-discipline that pushes the boundaries of creativity.

At Tinker Labs, we believe that any move toward STEAM programs that include more experiential learning opportunities are a step in the right direction. However, when we researched the kinds of programs on the market that advertise themselves as promoting STEM/STEAM education, we found that the prevalent models still only provide instruction in a single discipline, and cloak it under the banner of STEM. In the rapidly growing education franchise market one can find a number of engineering programs, programming and robotics programs, arts programs, math programs, and some science programs. This is great for children who like to play with Lego blocks, or build robots, but these programs are not offering the breadth of knowledge that a truly STEAM approach could, and should, provide. In fact, there is not a single program on the market that offers a truly cohesive and fully developed STEAM-integration learning paradigm. In this respect, Tinker Labs is virtually sailing alone in a blue ocean market.

HOW?

“...to view science through the lens of art, and art through the lens of life.”

Friedrich Nietzsche
The Birth of Tragedy out of the Spirit of Music





How do we inspire a passion for learning?

There is no doubt that standardized education is one of the most important factors in a child's development into adulthood. It is a fact of life. As parents, we may have some say in the choice of schools or the quality of the teachers, but for the most part the educational system is an institution. It has its own rules and regulations, with educators, administrators, and policy-makers all working together to provide the best system possible to meet the needs of our children. However, the current system in most countries has created a "teach-to-the-test" environment that has overtaken all other priorities and has become the standard curriculum. It is difficult to inspire a passion for learning in such an environment. This is why we created Tinker Labs.

Given this contemporary status quo, we realize that there is little we can do to change the

system from within. But, we can create the conditions for inspiration outside of this system. It is our belief that a child who spends an hour a week engaged in hands-on activities and regularly experiences a "wow moment" will remember the feeling associated with discovery, and develop a love of learning. This passion will translate into a deeper engagement with their traditional education, as they will learn to question and explore subjects they enjoy in more detail.

Our primary goal in creating Tinker Labs was not just to create a place where you go to learn, but a place to experience the joys of discovery at the heart of learning itself. In order to do this we developed "the Tinker Labs Method" to help facilitate this experience of discovery week after week. Some of the key components of this method are described below.

HOW?

“Everything you can imagine is real.”

Pablo Picasso

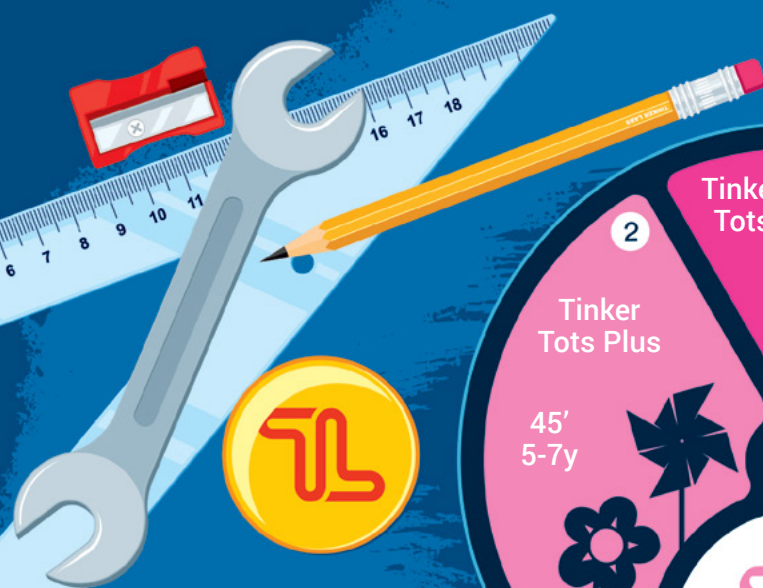


How Does The Tinker Labs method work?

It is paradoxical, yet true, to say, that the more we know, the more ignorant we become in the absolute sense, for it is only through enlightenment that we become conscious of our limitations. Precisely one of the most gratifying results of intellectual evolution is the continuous opening up of new and greater perspectives. Nikola Tesla

The Tinker Labs Method is a method for teaching that is built on our philosophy of what a genuinely integrated STEAM approach to learning should provide. Some of the basic tenets of this philosophy are described below:

- Encourage an interdisciplinary approach to learning
- Introduce STEAM disciplines through engagement with a project
- Develop projects that are spring-boards for guiding student inquiry, dialogue, and critical thinking
- Design activities that encourage children to take thoughtful risks, engage in experimental thinking, persist in problem-solving, embrace collaboration, and work through the creative process
- Recognize the importance of the Arts as a lever that boosts the STEM curriculum
- Always look to inspire creativity and innovation
- Design activity books specifically designed to recreate the “Eureka moment”
- Introduce children to the array of STEAM professions and to the history of science and innovation
- Allow students to use real tools to build and create their own projects
- Embed rigorous theoretical concepts within fun, hands-on activities
- Incorporate new key terms and ideas as a result of practical use (not through rote memorization, or theory driven methods)
- Create a set of characters (Marie, Leonarda, Nikola) and stories that the students can relate to and emulate
- Introduce actual inventors, scientists, innovators, and Tinkerers of all kinds into the lessons and embed them in their historical, cultural, and geographic contexts
- Continually strive to build STEAM literacy and demonstrate how this relates to school, community, work, and the global enterprise
- Designing each lesson to promote curiosity, effective communication, and critical thinking, which are the habits of mind, or Survival skills of the 21st century



Can be offered the first year of operation

Each of our programs contains:



Lessons: 40



Weeks: 40



Workbooks: 4 (10 lessons each)



Experiments: 150



New terms: over 200

Tinker
Tots

1

START
4-6
years old

45'
4-6y

2

Tinker
Tots Plus

45'
5-7y

**T
T**
TOTS

3

Tinker
Town
60'
6-9y



Tinker Town
Plus

4

60'
7-10y



**T
T**
TOWN

Must be offered the first year of operation

5

EXTRAS



Birthdays



Summer camps



The Programs

Tinker World

60'
8-11y



Tinker World Plus

60'
9-12y

6

Can be offered to 1st time students (aged 11-13) but not recommended. Recommended that LCF introduces TW in the second year of operation.

TW
WORLD

END
12-16
years old

How does Tinker Labs work?

At Tinker Labs we have created three separate programs designed to introduce children to the world of STEAM (Science, Technology, Engineering, Art, and Math). Each program last for the duration of two years. The programs follow the academic school year.

Our teacher are all trained and certified in the Tinker Labs method. Small classes, up to 10 children, allow for a personalized learning experience. Each TL Learning Center is designed as a lab that inspires the innovative process. Each program is designed for a specific ability level (pre-school, elementary).

The programs introduce certain core themes and build on them throughout the year. The progression of the programs is designed to incorporate more concepts each year, and to build on their foundational knowledge acquired in the previous courses.



TOTS

"It should be noted that children at play are not playing about; their games should be seen as their most seriousminded activity."

Michel de Montaigne





Tinker Tots

Tinker Tots is our first level program aimed at introducing pre-school-aged children (4-5) into the wonders of exploration and discovery. Each week, our trained and certified teachers guide the children in activities and experiments that engage a certain area of the STEAM spectrum. Topics include: chemistry, geometry, engineering challenges, anatomy, the animal kingdom, introductory physics, astronomy, pattern recognition, technology, STEAM integrated art projects, and many more. The storybooks for this course follow the story of Marie, an inquiring young girl who takes every opportunity to explore the world in and around her home.

Tinker Tots Plus

After successfully completing the first year of classes, we recommend that students continue with the follow-up course: Tinker Tots Plus. This second year course introduces some new material and goes into more detail on the topics already covered. If the child is beginning first grade, and the parents believe that the child can read, write, count, and has fine-motor skills for more advanced learning, they can take a demo class in Tinker Town.

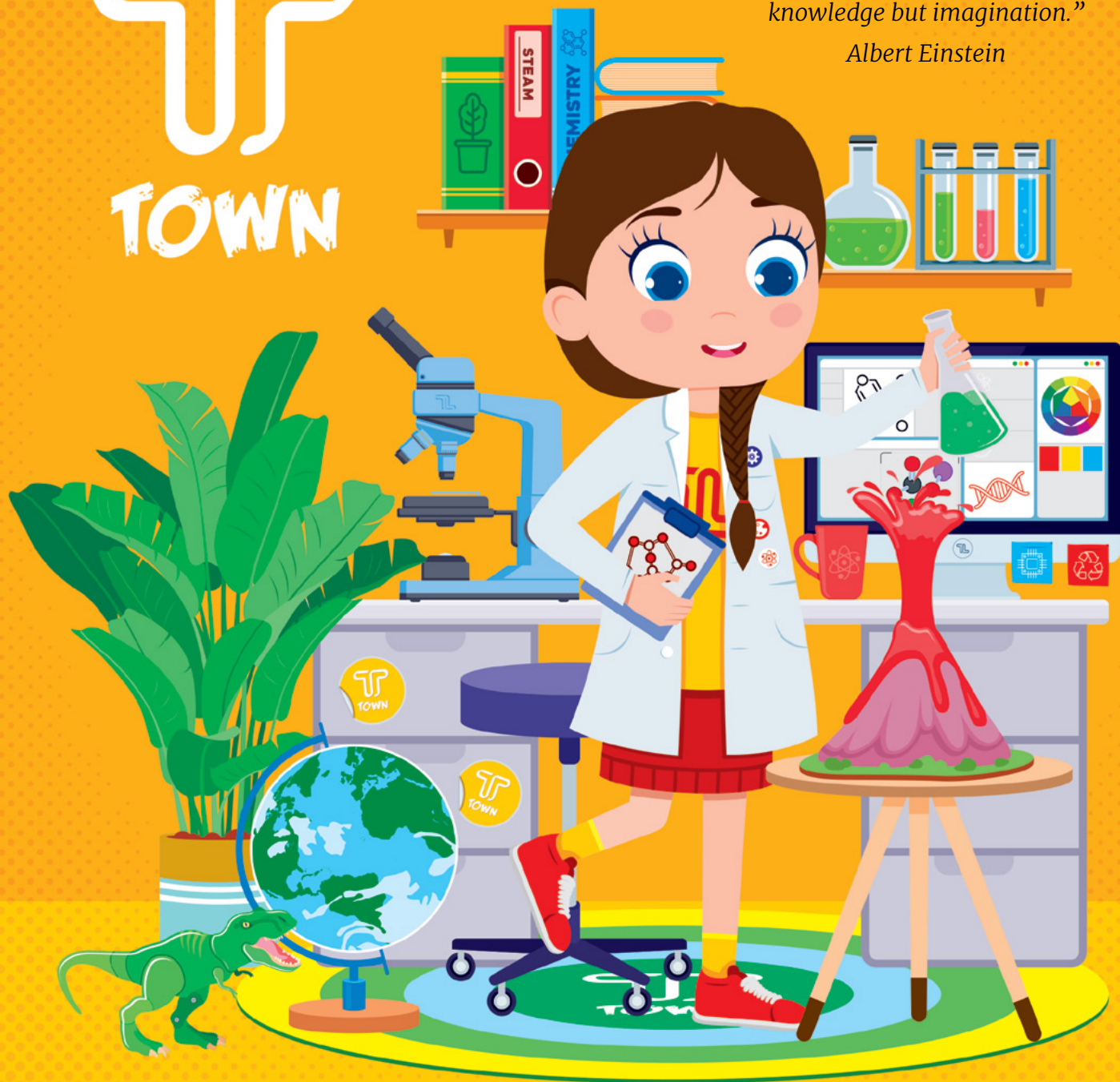
Additional information

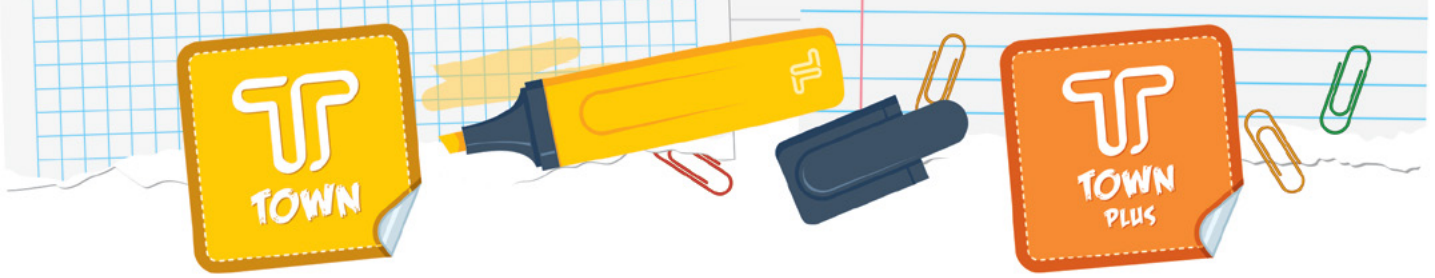
- Course is offered once a week and runs for 45 minutes
- 4 specially written storybooks (1 for each 10 week unit) plus 1 activity book and carrying case.
- The activity books are designed for young children who can not yet read or write
- Didactic learning materials, designed specifically for each unit
- Projects that the children build/create in class and can take home, to continue the process of learning
- The projects and experiments develop

TP TOWN

*"The true sign of intelligence is not
knowledge but imagination."*

Albert Einstein





Tinker Town

Tinker Town is the entry program for school-aged children (6-10). The idea behind Tinker Town is to lay the foundations for an understanding of the main concepts and topics in the STEAM curriculum. In an effort to make these concepts more accessible to the children, and have them retain more of the information, we have created an entire alternative world that will guide the students through these diverse experiments in thinking.

Tinker Town expands on the story of Marie and her nuclear family. It follows the adventures of Marie's sister, Leonarda, and her best friend Nikola, as they expand their horizons and come to meet all the people and professions that are necessary for the smooth functioning of a small city.

Tinker Town Plus

This is the program that comes after Tinker Town. As a follow-up course it is only intended for students who have already taken Tinker Town. The concept of the course is the same (40 classes, once a week, 1 hour each). In this course we continue to follow the story of Leonarda, Nikola, and the characters that they meet in Tinker Town.

After establishing a methodology in Tinker Town and Tinker Town Plus, as well as a foundational understanding of some of the key concepts that run across the STEAM spectrum, Tinker Town Plus is designed to go into more detail on the topics that they covered in the previous years, and to sharpen their critical thinking skills by introducing some more complex subjects.

Additional information

- Course is offered once a week and runs for 60 minutes
- 4 specially designed activity books (1 for each 10-week unit) and carrying case
- Activity books begin each new lesson with an info-graphic about the subject being explored and a summary of the key concepts
- Activity books also contain pictographic worksheets – meant to recapture the “eureka moment”
- Didactic learning materials, designed specifically for each unit
- More advanced projects that the children build/create in class and can take home, to continue the process of learning
- Progress reports for parents
- Over 150 experiments

TW WORLD

TW
WORLD
PLUS

*“Education is the power to think
clearly, the power to act well in
the worlds work, and the power
to appreciate life.”*

Brigham Young





Tinker World

This program is the continuation course for Tinker Town Plus. It can also be offered as a 1st year program for children aged 11-14. However, we recommend that students first take the Tinker Town course as it introduces students to the Tinker Labs method and sets the stage for a lot of foundational knowledge.

Tinker World continues the story of Leonarda and Nikola. The guiding theme behind the program is that after having learned about all the STEAM related professions that make up a micro-scale community (Tinker Town), they are ready to delve deeper into the concepts that they have studied thus far, and learn more about the characters and cultures that have been influential in the history of science. In Tinker World we introduce a historical and geographic understanding of the key innovators who have helped shape our world.

Tinker World Plus

This is the continuation course for Tinker World, essentially the sixth consecutive class in our series. It too will have its own 4 books (10 units each) and run for 75 minutes. The concept is the same as Tinker World, where the students will follow their friends Leonarda and Nikola through time and space to learn about

ever more scientist, inventors, artists, engineers, and the like. They will also revisit some of the characters that they met the previous year to go into further depth into some of the concepts and ideas, all through the process of experimentation, creation, and play.

Additional Information

Course is offered once a week and runs for 75 minutes

- 4 specially designed encyclopedic activity books (1 for each 10-week unit) and carrying case
- The info-graphic about the subject being explored contains more encyclopedic information as well as a summary of the key concepts
- Incorporate the history of scientists, inventors, artists, and engineers
- The pictographic worksheets are more advanced
- Didactic learning materials, designed specifically for each unit
- More advanced projects that the children build/create in class and can take home, to continue the process of learning
- Over 150 experiments

WHAT?



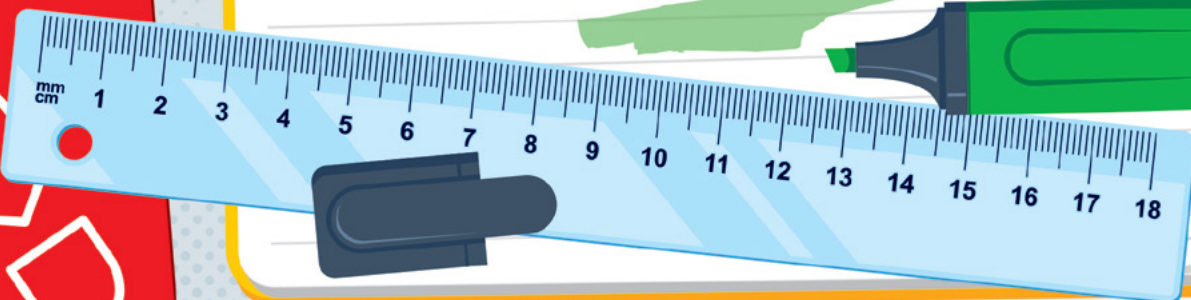
TOTS



TOWN



WORLD



What is Tinker Labs offering?

Courses

The courses are the backbone of the franchise system. They offer the first-of-its-kind, fully-developed, STEAM integration educational program on the market today. As a franchisee, you will receive a complete Teacher Manual designed by Tinker Labs Headquarters that explains in detail all of the activities that your instructor will need to follow for each class session. Franchisees will be given all the tools they need to conduct their courses, from downloads, to complete pre-made packages, to in-depth instructions on how to create the various projects and conduct the experiments, all available on the IMS portal for teachers and franchisees.

1. Weekly classes

- Tinker Tots, Tinker Tots Plus (1 class/week, 45 minutes)
- Tinker Town, Tinker Town Plus (1 class/week, 60 minutes)
- Tinker World, Tinker World Plus (1 class/week, 75 minutes)

2. Summer courses/camp

- 2 week program (4 separate programs, available 2022)
- 4 week program (4 separate programs, available 2022)

Because the main programs follow the academic calendar, each franchise will also be given the opportunity to take advantage of the summer (and winter) holidays and offer an in depth course that will last 3 hours/day, 5 days a week. The idea is to complete a complex project with the children in this 2 or 4-week course, and to go into depth in a number of disciplines,

while doing it all through hands-on experiments and games. There will be a complete Teacher Manual and student workbook for these courses by the summer of 2022.

3. Parties

- Birthday parties (4 separate programs available 2022)

Each franchisee will also be given a teacher's guide with 4 separate programs that they can offer parent's as an interesting alternative to traditional children's birthday parties. Because most children love coming to Tinker Labs, we are confident that this offer can be used by franchisees to make use of their space during the weekends, and increase their profits. Instructors can also hold the birthday program outside of the Learning Center.

IMS

Information Management System



**MANUALS
AND IN-CLASS
PROPS**



**ADDITIONAL
SUPPORT**



SEMINARS



TCP
Teacher Certification
Programs



Teacher Support

1. Teacher Manuals (TM)

The Teacher Manuals are an essential part of the Tinker Labs franchise, and as such must be treated exclusively as confidential material. Each instructor must sign a non-disclosure agreement before taking the Teacher Training course. Upon completion of the Teacher Training Course each instructor will receive a hard copy of the Teacher Manual for that Course. It will lay out in detail the structure of each class, all the materials needed for that weeks activities, and any other additional information that the instructor should know about the topic to be taught.

2. Teacher Certification Programs (TCP)

Each new instructor will have to pass an initial Teacher Training Course organized by MF (or HQ). This course is designed to teach the necessary skills required to teach the Tinker Labs programs. Before being able to teach a new course, each instructor will need to pass the Teacher Training Course for the class they plan on teaching. Below is a schedule of each course and their duration.

- Initial Teacher Training – Method and Philosophy–1 day
- Tinker Tots – 2 days/Tinker Tots Plus–1 day
- Tinker Town – 2 days/Tinker Town Plus–1 day
- Tinker World – 2 days/Tinker World Plus–1 day
- Summer Camp–2 days

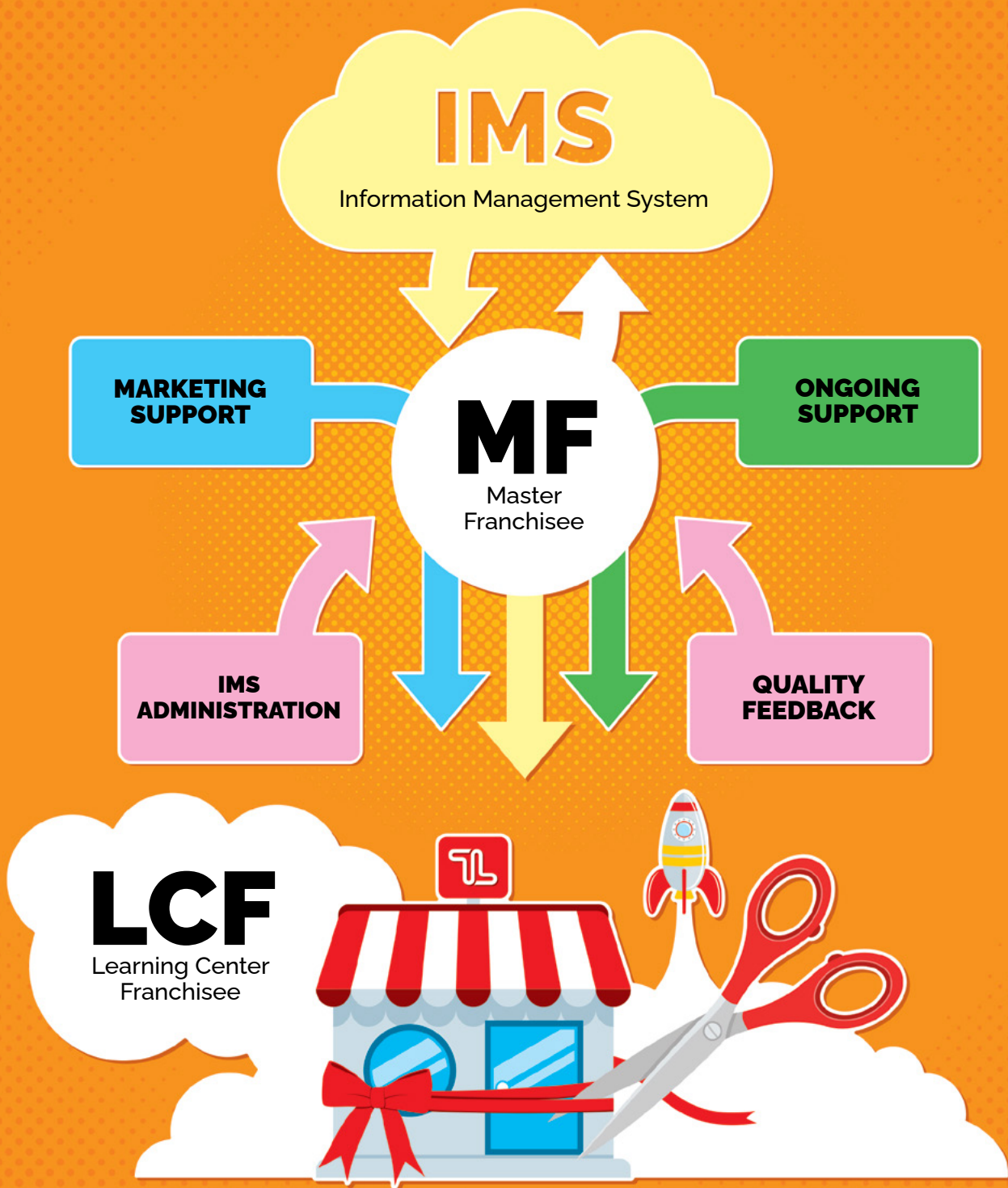
3. Information Management System– For teachers (IMS)

The IMS portal has been designed as a user-friendly, one-stop application that includes all the information a teacher needs to conduct a class. Some of this information includes:

- Course preparation and guidelines
- Instructions for in-class props and take-home projects (some provided by HQ, some requiring assembly by the teacher using readily available supplies)
- Flashcards, templates, and variety of downloads, including videos

4. Additional Teacher Support

- Yearly Teacher Appreciation Retreat
- Regional Teacher Seminars
- Teacher assessment by the Master Franchisor



Franchisee Support

1. Marketing

Each franchisee will be given access to a fund of downloadable marketing materials, including flyers, posters, banners, wall and window decals, videos, and any other new marketing materials developed by HQ of the MF. All marketing materials will be made available in English. It is the requirement of the MF to provide each franchisee with the material they request in their native language. There will also be advertising merchandise that each franchisee can order through their MF or download and make themselves (such as shirts, etc.)

2. Ongoing MF support

Each franchisee will receive the full support of their Master Franchisor. Support will include:

- A required 2-day business training course after signing the contract
- Further business consultation
- Help with the opening
- A bi-yearly quality control check
- Help with marketing through a national campaign
- Teacher training and continued assessment
- Further support in all day-to-day activities and questions that might arise.
- A yearly Franchisee conference
- A yearly Teacher Conference

Whenever required, the MF will seek the support of HQ to help each franchisee fulfill their greatest potential and to insure that their Learning Center is a success.

3. Information Management System (IMS) – For Franchisees

Each franchisee will be required to input all of their students information into our Information Management System. This will be used by MF's to keep track of all enrolled students. It can also be used by the franchisees to aid in their own bookkeeping. Franchisees will also use IMS to order workbooks and any other merchandise.

4. Feedback loop

The continued success of the Tinker Labs brand will only be possible if the quality of each center meets the highest standards. As a franchisee, you will be responsible for the success of your center, and will certainly have ideas about how things might be done better. We openly look forward to hearing your suggestions about how we might make the Tinker Labs program and all its offerings into a better brand. As part of our commitment to ensuring your success, each MF is required to submit and bi-yearly assessment report on each Learning Center. This will allow us to track statistics, but also to see which centers are doing better and what methods they are using to grow their business. The other part of these assessments is your feedback. We are very interested in hearing your comments and suggestions, and hope that you come to see Tinker Labs less as a pure business venture, and more as an international community of like-minded individuals who are committed to creating a better and brighter future for our children.



Merchandise

1. Activity books + carrying case

Each student will receive a set of four activity books for the school year, packaged in a trendy carrying case. The activity books are specially designed to compliment the competencies of each age group. They are intended to recreate the “Eureka moment,” hence reinforcing the endorphin filled feeling of wonder that incites our passion for discovery.

2. In-class props for learning

There will be a number of didactic games and projects that the children will make in class and that they will incorporate into their arsenal of tools. Most of these projects will come pre-made and packaged by Tinker Labs HQ, or in the form of instructions and downloads available on the IMS portal.

3. Take-home projects

In addition to the in-class props for learning, most of the classes also include projects that the students will make in class and take home to show their parents what they learned. These projects will either be provided by Tinker Labs HQ, or available as downloads on the IMS portal.

4. Didactic games – For sale

In addition to the workbooks, which the students will be required to bring to each class, we



plan on writing a series of storybooks for the students to read at home, if they wish. This series of illustrated books will follow the story of Leonarda and Nikola, but will go into more detail on each of the subjects and include some encyclopedic knowledge. It is also something that will give the parents a better understanding of what we at Tinker Labs are doing, as well as give the children more information on topics that they find interesting and want to learn more about. The storybooks are also a great way to spread brand recognition.

WHERE?



Potential locations



Master Franchisor

≤ 5.000.000

Learning Center Franchisor

≤ 50.000 - 100.000

Learning Studio

< 50.000



International Franchise System

Our story begins in 2012 when the founder and his wife moved from New York to Croatia with their 3-year-old daughter to start a business as franchisees. After four years of successfully running their business, and years of planning and research, they decided to create their own franchise system to fill a giant hole in the market. In 2016 Tinker Labs opened its first Learning Center in Osijek, Croatia. It was a hit. After successfully implementing the program that they developed it was time to see how that program could scale-up and be reproduced in other locations. In 2018 we found a Master Franchisor for Croatia who opened his own center and began selling the franchise nationally. The number of locations has been growing exponentially since. In 2021 we will have 20 locations in Croatia, and hope to see this kind of growth in other countries as well. We are working on making the process of becoming a Learning Center Franchisee as smooth as possible. Our goal is to offer a turn-key operation, where each potential franchisee has to find a space and a qualified instructor, and can begin marketing as soon as they pass thorough the business training process.

National/Master Franchisors

The franchise system that we designed gives Master Franchisors the right to a protected territory of up to 5,000,000 people. In some countries this will mean that there will be more than one Master Franchisor. In these cases we will consider a National Franchisor who will be employed by Tinker Labs HQ, or a partner who will ensure that the quality of the service is up to standards in all of the Master Franchisor territories.

Learning Centers / Learning Studios

Protected Territory

Each Learning Center Franchisee will enter into a contractual relationship with the Master Franchisor. Franchisees will have exclusive rights to their particular territory. This territory will be determined by the Master Franchisor (in accordance with best practice analysis) to ensure that each LCF can succeed in their territory.

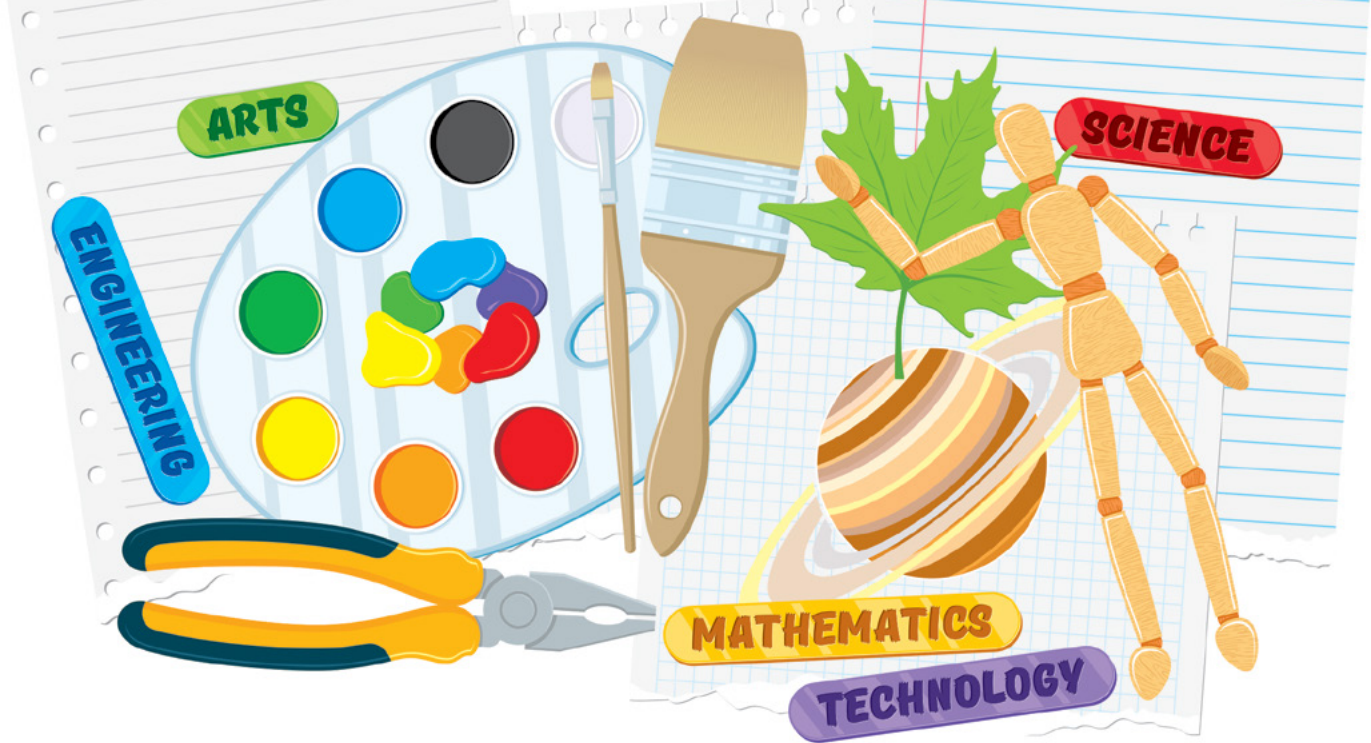
Typically, each Learning Center Franchisee territory will cover a population area between 50,000 and 100,000 people. Learning Center Studios are available for areas with a population of less than 50,000 people. The franchisee has the right to open one or more Learning Centers in this territory. The space for each learning center must first be approved by the MF, to ensure that it complies with the standards and requirements of Tinker Labs HQ. The MF will assist in the design and renovation of each Learning Center.

WHEN?

"The future depends on what you do today."

Mahatma Gandhi





When are the programs offered?

Most Learning centers will offer their courses as an after-school program, typically between 4:00 and 9:00 p.m. Franchisees can also offer classes and birthday parties on the weekends, as well as summer camps during school holidays. These extra programs will help to produce year-round income. It is the franchisees responsibility to ensure that all instructors are certified and legally employed.

What is the timeframe for opening a Learning Center?

Ideally, Learning Centers should begin classes the same time as public schools. This means that the Instructor has been selected and passed the Teacher Training Course, and that the space has been approved and renovated. Typically, a franchisee will need 3-5 months in order to get these foundational requirements in place. We recommend that all potential franchisees go to an Open House and see for themselves what the courses are like at a typical Learning Center, and how the center is run. Hopefully you will come away from the open house full of enthusiasm, thinking that this is something that you can bring to your area, and inspire children in your community.



T
TOTS

*Tinker Tots students
in Našice*



*Tinker Tots
students in Rijeka*



T
TOTS
PLUS

*Tinker Tots Plus students in
Vinkovci*



Tinker Town students in Osijek

T
TOWN



Tinker Town students in Vinkovci



Tinker Town Plus students in Zagreb

T
TOWN
PLUS



Tinker Town Plus students in Vinkovci



Tinker World students in Osijek



Tinker World Plus student in Osijek



Tinker World Plus student in Osijek



Tinker Labs center in Našice



Tinker Labs center in Osijek



Thank you for your interest in Tinker Labs.

We hope that after reading through this proposal you have a fuller picture of the depth and scope of all that Tinker Labs is offering. Now the only question is: Can you see yourself as the owner and operator of a Tinker Labs Learning Center?



TITLE

Pioneering the STEAM revolution!

TINKER LABS BUSINESS MODEL

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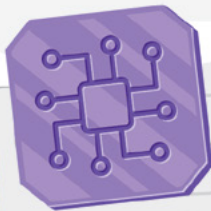
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STEAM

SCIENCE • TECHNOLOGY • ENGINEERING • ARTS • MATHEMATICS