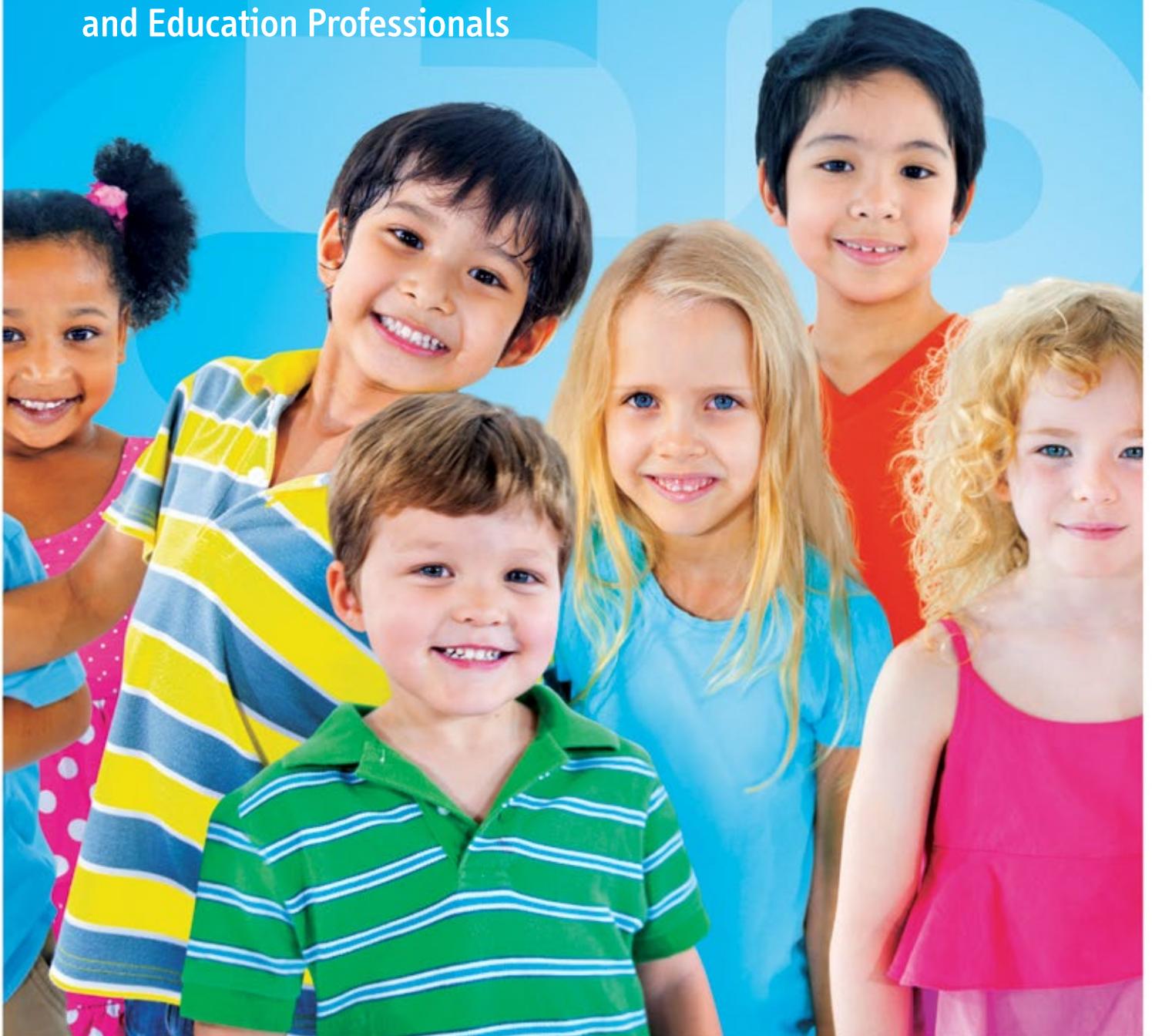




Brault & Bouthillier  
Education

# *Refresh your knowledge to teach them better!*

Our Training Sessions for Teachers  
and Education Professionals



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# Introduction

Brault & Bouthillier is proud to offer a wide range of workshops and training sessions to meet the various needs of teaching professionals. From early childhood play materials to creative arts techniques to educational robotics, our training catalogue is designed to serve a diverse client base.

Several options are available. Red Carpet Days can take the form of a tailored school-based training program or a full-day training session open to all. The goal is always the same: making quality expertise available to educators. We invite you to contact your representative to discuss your specific needs.

## **The B & B Education team**

For more than 65 years, B & B Education has been promoting the development and learning of youth by offering a high quality collection of educational and curriculum-based products as well as by providing training and consulting services to teaching professionals and to parents wishing to see children thrive and achieve their full potential.

***Brault & Bouthillier,***  
*Together to learn, create and play!*

# Our instructors

B & B Education's workshops and training sessions are designed by our team of specialists to guide you in your selection and use of educational products. All of our experts and experienced instructors are available to answer all your questions.

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## Guylaine Bergeron

CATEGORY MANAGER

The professional life of Guylaine, who holds a bachelor's degree in education, is centered on her two passions: teaching, and educational games and materials. She was a workshop facilitator before taking on the role of chief editor of *Protégez-Vous* magazine's toy buyer's guide, a position she held for 9 years. As such, she selected and analyzed family games and toys. As director of the games collection at B & B Education since 1997, she is responsible for researching, testing and selecting educational products for the School and Early Years collections. She also plans and facilitates workshops and training sessions on educational materials for various educational professionals at the school and preschool levels and early childhood. The power of passion...

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## Isabelle Patenaude

INSTRUCTOR AND HEAD OF TRAINING  
GAMES AND EDUCATIONAL MATERIALS

After her studies in early childhood education and in language and literature, Isabelle held a number of positions related to childhood, the family and teaching. After working as an early childhood educator for 10 years and heading a school day-care service, she was the editor of *Protégez-Vous* magazine's toy buyer's guide for 7 years where she compiled tests, analyzed toys and games, and wrote articles for the magazine. Isabelle then taught early childhood education techniques and developed course materials in the same field. She has been a trainer at B & B Education since 2010 where she plans and facilitates workshops and training sessions on teaching materials for education professionals at the school, preschool and early childhood levels as well as for company staff.

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## Stéphane Simard

INSTRUCTOR IN CHARGE  
OF THE CREATIVE ARTS WORKSHOPS

Right after his studies in plastic arts, Stéphane experimented with a wide range of artistic endeavours: he designed stage elements for theatre, created illustrations for children's books and comic strips, produced works as a member of an artist collective, performed at live painting events and took part in sandcastle competitions. His work as an illustrator has earned him an award. An educator at heart, Stéphane has facilitated art workshops for children in various cultural centres. He is the author of two books. Head of training in arts and crafts at B & B Education since 1998, Stéphane helps to research, test and select new products. A devoted creator, he continually explores new techniques that he then makes available to education professionals and the general public through a series of arts and crafts workshops he creates and facilitates for everyone to enjoy!

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## Benjamin Carrara

INSTRUCTOR IN CHARGE  
OF MATHEMATICS, SCIENCE AND ROBOTICS WORKSHOPS

A trained biologist, Benjamin is a science, robotics and pedagogy enthusiast. In recent years, he has led various science workshops for children and elementary teachers: his scope is wide and includes biology, physics, chemistry, the environment, astronomy and biodiversity. Benjamin has acquired specific expertise with teaching in low-income communities. A strong believer that robotics and science are great tools to help children stay in school and give meaning to learning, he strives to provide teaching professionals with the best possible tools and to meet their needs.

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**Brigitte Carrier**

EDUCATIONAL TOYS &amp; GAMES AND SPECIAL NEEDS INSTRUCTOR

During her psychology studies, she was interested in child play, and this interest has driven her whole professional life. She began her career as a daycare educator, then became an educational materials consultant and is now a writer and translator of toys & games and pedagogy material. In addition, she facilitates educational toys and games workshops for various education personnel. As the mother of an autistic child, she also gives conferences and workshops to educators involved with children with special needs and to their parents. Her hobbies and personal interests range from travel to gymnastics, logic games and volunteer work with her local autistic society... Surprised?

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**Sylvia Garland**

CREATIVE ARTS INSTRUCTOR

Painter and sculptor Sylvia Garland holds a degree in creative arts. With her inquisitive mind and passion for what she does, she participated over the years in various workshops with Seymour Segal and took art classes at the Saydie-Bronfman Centre for the Arts. A teacher at heart, she founded the "Arts et découvertes" studio and lectures on creativity and art therapy. Guest artist at various schools for many years, she headed workshops and created several collective artworks with groups of children in schools and day-care centres. She has exhibited her work in a number of solo and group shows. Her leitmotiv: "Hammer, shape and mould. Earth, stone and iron. Everything is an excuse for play... with both hands right in the medium."

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**Diane Rancourt**

CREATIVE ARTS INSTRUCTOR

An artist and a teacher, Diana has a bachelor's degree in creative arts teaching and a certificate in means of expression. She embarked on parallel careers as a teacher and as an artist. As a creative arts teacher, she designed, planned and gave classes targeted to elementary and high school students. As a creative arts specialist, she organized and hosted professional development activities for her peers. Throughout the years, Diane has shared her expertise, talent and passion with children and adults.

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**Derrick Zunker**

CREATIVE ARTS INSTRUCTOR

Derrick Zunker has always been involved with all aspects of visual arts and is an excellent portrait-maker. He is also the son of a respected glass artist whose works have been shown throughout the years. Derrick was a teacher at York Region School Board for fifteen years. His visual arts specialization allowed him to teach to children from first to eighth grade. On a more personal note, he is the devoted father of three children. Woodworking, design, sculpture, playing with his two dogs, enjoying his cottage, Derrick has a wide range of interests. He now orients his career towards sharing his deep artistic knowledge with those who wish to learn.

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**Wendy Jones**

CREATIVE ARTS INSTRUCTOR

Wendy has been teaching with the York Region District School Board for 30 years. Her greatest passions are creating and teaching art. As a former visual arts consultant, Wendy's focus was to make teaching art fun and accessible for all teachers. Wendy has taught visual art to students from Kindergarten to grade 12 as well as university level courses. She has also written art curriculum at the Board and Provincial levels. In her spare time, Wendy paints watercolours and experiments with a variety of media including pastel, acrylic, water-soluble oils and collage techniques. She also loves to scrapbook and create hand-made cards.

*Centered on youth  
development for  
over 65 years!*



# Red Carpet Days

These full-day events are adapted to the needs of teachers and educators. During a typical Red Carpet day, B & B Education offers two workshops based on the theme of your choice, such as play and educational material, creative arts, math, science and technology. The workshops offer a simple way to learn, to refresh your skills, and to meet other professionals working in the same field. The contents of each workshop are tailored to the needs of the participants.

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<b>Languages</b>	Workshops are available in English and French.
<b>Duration</b>	From 90 minutes to 2 hours
<b>Number of participants</b>	15 to 25 per workshop
<b>Schedule</b>	You participate in 2 workshops – one in the morning and the other in the afternoon. Lunch is provided courtesy of B & B Education.
<b>Transportation</b>	Arrangements for bus transportation can be made. Please contact your representative (certain conditions may apply).
<b>Location</b>	Red Carpet days are held at our main location in Montreal at 700 Beaumont Street.  For a few years now, we also offer Red Carpet days in your area. Please contact your representative for more information (certain conditions may apply).
<b>Continuing education credits</b>	B & B Education thematic workshops are often eligible for continuing education credits. Please consult your school board for more information.
<b>Fees</b>	The value of a Red Carpet day is \$85 per person.

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# 8 Red Carpet Day Thematics



## Creative Arts

Designed and led by a creative arts specialist, our workshops give participants room to explore, discover and exchange. A number of different techniques can be experimented during each workshop. Participants get to keep their creations and receive a description of the techniques explored as well as a list of the materials used. Workshop contents and techniques are adapted to the specific needs of the participants.

Some examples include: Painting with marbles, Painting in the style of..., 3D illusion, etc. See the detailed list on pages 12-13. Participants can generally experiment with three techniques during a workshop.

- |                   |   |
|-------------------|---|
| <b>Objectives</b> | <ul style="list-style-type: none"> <li>• Discover new techniques.</li> <li>• Experiment with creative arts techniques.</li> <li>• Discover new products and materials.</li> <li>• Establish links with the curriculum.</li> </ul> |
|-------------------|---|

- |                      |  |
|----------------------|--|
| <b>Target groups</b> | <ul style="list-style-type: none"> <li>• Creative arts specialists</li> <li>• Preschool, primary and secondary school teachers</li> <li>• School day-care workers</li> <li>• Early childhood educators</li> <li>• Education consultants</li> </ul> |
|----------------------|--|

<b>Duration</b>	From 90 minutes to 2 hours
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Full-day training sessions are also available. Contact your representative for more information. Minimum number of participants required.

## Creative leisure

New!

To meet the growing and specific demand of day-care educators and workers, our specialists have developed creative leisure workshops in collaboration with teachers.

These workshops are led by a specialist and propose theme-based activities and projects related to major holidays throughout the year. Each hands-on workshop guides participants through a creative project, helping them to familiarize themselves with the techniques and the products used. Notions acquired through hands-on experience can easily be used later with groups of children.

We propose a wide range of projects, and more from musical instruments to decorative frames, giant puppets. See the complete list on pages 12-13.

- |                   |  |
|-------------------|--|
| <b>Objectives</b> | <ul style="list-style-type: none"> <li>• Learn techniques to create stunning projects with simple, readily available materials.</li> <li>• Discover new products and materials.</li> </ul> |
|-------------------|--|

- |                      |  |
|----------------------|--|
| <b>Target groups</b> | <ul style="list-style-type: none"> <li>• School day-care educators and workers</li> <li>• Preschool and primary school teachers</li> <li>• Stop-over centres</li> <li>• Day camps</li> </ul> |
|----------------------|--|

<b>Duration</b>	From 90 minutes to 2 hours
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### Early Childhood Games and Educational Material

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Designed and led by early childhood specialists with hands-on experience, workshops allow participants to experiment with various games and playful educational material: games involving manipulatives, rules, language and motor skills, group management accessories, etc. During a typical workshop, 50 or so games divided in different categories will be showcased and discussed as pedagogical tools. Participants are given a list to help guide their choices based on their specific needs. They can also take advantage of our specialist's knowledge and expertise.

- Objectives**
- Discover various educational material adapted to your needs and based on the many aspects of development.
  - Familiarize yourself with the material through hands-on manipulation.
  - Explore the many ways to use a game or material.
  - Exchange ideas with teaching specialists.
  - Optimize your budget when selecting products by taking advantage of our specialists' advice.

- Target groups**
- Teaching staff
  - Management personnel
  - Day-care centre owners
  - Education consultants

**Duration** From 90 minutes to 2 hours

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### School Day-care Games and Educational Material

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Designed and led by education specialists with hands-on experience, workshops allow participants to experiment with various games and playful educational material involving manipulatives, rules, problem-solving and motor skills, group management accessories, etc. During a typical workshop, our instructors will explain 50 or so games divided in different categories. Participants are given a list to help guide their choices based on their specific needs. They can also take advantage of our specialist's expertise and advice.

- Objectives**
- Discover various educational material adapted to your needs and based on the multiple aspects of development.
  - Familiarize yourself with the material through hands-on manipulation.
  - Explore the many ways to use a game or material.
  - Exchange ideas with teaching specialists
  - Optimize your budget when selecting products by taking advantage of our specialists' advice.

- Target groups**
- School day-care educators and workers
  - Education consultants

**Duration** From 90 minutes to 2 hours

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## Preschool Games and Educational Material

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Designed and led by education specialists with hands-on experience, workshops allow participants to experiment with various games and playful educational material involving manipulatives, language, mathematics, rules, motor skills, group management accessories, etc. During a typical workshop, our instructors will explain 50 or so games and techniques divided in different categories. Participants are given a list to help guide their choices based on their specific needs. They can also take advantage of our specialist's expertise and advice.

<b>Themes</b>	<p>Preschool game workshops can be adapted according to various themes based on the participants' needs and desires:</p> <ul style="list-style-type: none"> <li>• General presentation</li> <li>• Early math</li> <li>• Early science</li> <li>• Motor skills (NEW)</li> </ul>
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*The theme must be determined at time of registration. Contact your representative for more information.*

<b>Objectives</b>	<ul style="list-style-type: none"> <li>• Discover various educational material adapted to your needs and based on preschool skills.</li> <li>• Familiarize yourself with the material through hands-on manipulation.</li> <li>• Explore the many ways to use a game or material.</li> <li>• Exchange ideas with teaching specialists.</li> <li>• Optimize your budget when selecting products by taking advantage of our specialists' advice.</li> </ul>
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<b>Target groups</b>	<ul style="list-style-type: none"> <li>• Preschool teachers</li> <li>• Education consultants</li> </ul>
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<b>Duration</b>	From 90 minutes to 2 hours
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## Welcoming Classes Games (For new students to the French Curriculum – French only)

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Designed and led by education specialists with hands-on experience, workshops allow participants to experiment with various games and playful educational material created for the newcomers classes: oral communication, reading and writing games, games involving symbols and rules, group management accessories, etc. During a typical workshop, our instructors will explain 50 or so games and techniques divided in different categories. Participants are given a list to help guide their choices based on their specific needs. They can also take advantage of our specialist's expertise and advice.

<b>Objectives</b>	<ul style="list-style-type: none"> <li>• Discover various educational material for learning French.</li> <li>• Familiarize yourself with the material through hands-on manipulation.</li> <li>• Explore the many ways to use a game or material.</li> <li>• Exchange ideas with teaching specialists.</li> <li>• Optimize your budget when selecting products by taking advantage of our specialists' advice.</li> </ul>
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<b>Target groups</b>	<ul style="list-style-type: none"> <li>• Newcomers classes teachers</li> <li>• Education consultants</li> </ul>
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<b>Duration</b>	From 90 minutes to 2 hours
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## Math and Play

Designed by a teacher and led by education specialists with hands-on experience, math workshops allow participants to experiment with various games and playful educational material. During a typical workshop, our instructors will explain 50 or so games and techniques divided in different categories including arithmetics, geometry and measurement. Participants are given a list to help guide their choices based on their specific needs. They can also take advantage of our specialist's expertise and advice.

### Objectives

- Discover various educational material for learning mathematics.
- Familiarize yourself with the material through hands-on manipulation.
- Explore the many ways to use a game or material.
- Exchange ideas with teaching specialists.
- Optimize your budget when selecting products by taking advantage of our specialists' advice.

### Target groups

- Preschool and primary school teachers
- Education consultants

### Duration

From 90 minutes to 2 hours

## Science and Play

New!

Designed by science specialists with hands-on teaching experience, the science-themed educational kits are a great way to take up the topic of science in the classroom. Apart from providing basic tools for teaching science, the kits contain "turnkey" sets that require no additional material and enable you to cover the program's basic components:

**Living World:** Educational kit on insects.

**Physical Sciences educational kit:** Measurement, mass and volume.

**Chemistry educational kit:** Chemical reactions.

**General product presentation:** ProScope, Makey Makey...

### Objectives

- Present various material along with the teaching notions they involve.
- Familiarize yourself with the material through hands-on manipulation and conduct experiments.
- Exchange ideas with your peers and our specialists.
- Optimize your budget when selecting products by taking advantage of our specialists' advice.

### Target groups

- Primary school teachers
- Education consultants
- School day-care educators

### Duration

From 90 minutes to 2 hours

# Arts techniques available

## Great classic

	Early years	Preschool	Daycare	Primary – 1st cycle	Primary – 2nd cycle	Primary – 3rd cycle	Secondary	Catalogue
A-1 Flower Arrangement	•	•	•	•				
A-2 Sand Drawing	•	•	•	•				
A-3 Scratch-foam printmaking		•	•	•				
A-4 Paper Quilt	•	•	•	•				
A-5 Batik on Paper	•	•	•	•	•			
A-6 Cardboard Engraving		•	•	•	•	•		
A-7 Foil Engraving		•	•	•	•	•		
A-8 Cellophane Stained-glass Window	•	•	•	•				
A-9 Harlequin – hot/cold contrast					•	•	•	
A-10 Painting with Marbles	•	•	•	•				
A-11 Duo of Masks					•	•	•	c
A-12 Fuming				•	•	•	•	
A-13 Batik on Crumpled Paper		•	•	•				
A-14 Silhouette Tree					•	•		
A-15 Fastastical Animal Masks			•	•	•	•		
A-16 Bird of Fancy					•	•		
A-17 Still Life by Candlelight						•	•	
A-18 String Drawing	•	•	•	•				
A-19 Collective Mosaic						•	•	
A-20 Insectia: fabulous insects		•	•	•	•			
A-21 Torn Paper					•	•	•	c
A-22 Cloisonné-style Drawing with glue		•	•	•	•	•	•	
A-23 Small Decorative Frames	•	•	•	•				
A-24 In the Name of Insects					•	•	•	
A-25 Wax-resist Dyeing Still Life		•	•	•	•			
A-26 Papel picado			•	•	•	•	•	
A-27 Mini Art Book					•	•	•	
A-28 Stained-glass Mandala Window					•	•	•	
A-29 Frosted Garden	•	•	•	•	•	•	•	
A-30 Giant Bugs			•	•	•	•	•	
A-31 Foliage Stencil		•	•	•	•			
A-32 Multi-layered Low Relief	•	•	•	•				
A-33 Multicoloured Checkerboard	•	•	•	•				
A-34 Autumn Landscape		•	•	•	•			
A-35 Plaster Low Relief	•	•	•	•				
A-36 Coloured Interlace					•	•	•	

## Themes

	Early years	Preschool	Daycare	Primary – 1st cycle	Primary – 2nd cycle	Primary – 3rd cycle	Secondary	Catalogue
B-1 Zen Indian Ink			•	•	•	•		
B-2 Dream Catcher					•	•	•	c
B-3 Hieroglyphic					•	•	•	c
B-4 Aztec Low Relief			•	•	•	•	•	
B-5 Celtic Jewel			•	•	•	•		
B-6 Venetian Mask			•	•	•	•		c
B-7 Theater of Shadows			•	•	•	•	•	c
B-8 Prehistoric Engraving		•	•	•	•			c
B-9 Inspired by the Aboriginals of Australia			•	•	•	•		
B-10 Chinese Dragon			•	•	•	•		c
B-11 African Masks			•	•	•	•	•	c
B-12 Coat of Arms & Shield	•	•	•	•				
B-13 Mosaic				•	•	•	•	c
B-14 Etruscan Amphora & Vase			•	•	•	•	•	
B-15 Mola			•	•	•	•		
B-16 Grand Totem			•	•	•	•		
B-17 Tempera on Fabric			•	•	•	•		

## Inspirations

	Early years	Preschool	Daycare	Primary – 1st cycle	Primary – 2nd cycle	Primary – 3rd cycle	Secondary	Catalogue
C-1 Miro		•	•	•	•			c
C-2 Matisse		•	•	•	•			c
C-3 Chagal		•	•	•	•			c
C-4 Riopelle		•	•	•	•			c
C-5 Cézanne		•	•	•	•			c
C-6 Arcimboldo		•	•	•	•			c
C-7 Calder					•	•	•	c
C-8 Warhol					•	•	•	c
C-9 Kandinski		•	•	•	•			c
C-10 M.C.Escher					•	•	•	c
C-11 Seurat		•	•	•	•			c

## Seasoned artists

	Early years	Preschool	Daycare	Primary – 1st cycle	Primary – 2nd cycle	Primary – 3rd cycle	Secondary	Catalogue
D-1 3D Illusion					•	•	•	
D-2 Mosaic in Perspective					•	•	•	
D-3 Paper Low Relief			•	•	•	•	•	
D-4 From Figurative to Abstract					•	•	•	
D-5 3D Futuristic City					•	•	•	
D-6 Mandala					•	•	•	
D-7 Eraser Printing					•	•	•	
D-8 Perspective Landscape					•	•	•	
D-9 Textured Mosaic					•	•	•	
D-10 Collagraph					•	•	•	
D-11 Positive-Negative Print			•	•	•	•	•	
D-12 Follow the Colour Road					•	•	•	
D-13 Resist Gum on Black Paper			•	•	•	•	•	
D-14 Personalized Bar Code						•	•	
D-15 Decorative Frieze				•	•	•	•	
D-16 Secret Messages in Colour					•	•		
D-17 Reflection Printing					•	•		

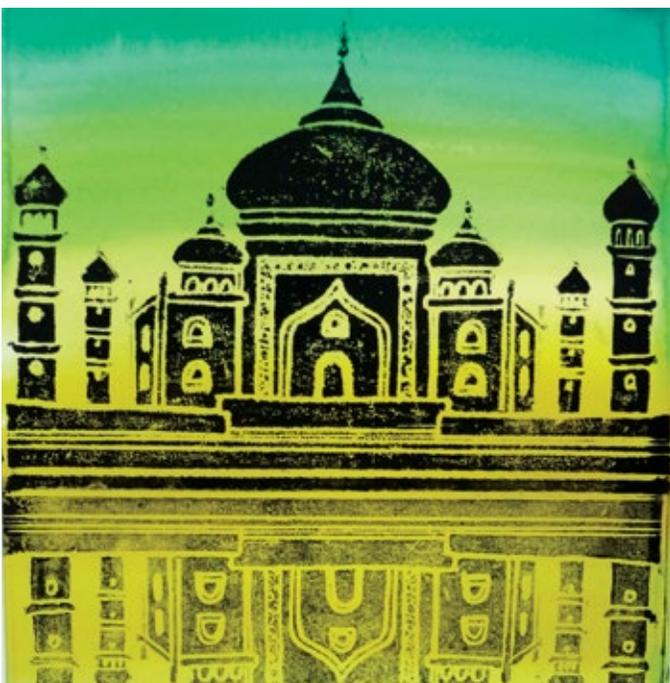


## Arts & crafts

	Early years	Preschool	Daycare	Primary – 1st cycle	Primary – 2nd cycle	Primary – 3rd cycle	Secondary	Catalogue
E-1 Musical Instruments	•	•	•	•				
E-2 Plaster Hand	•	•	•	•				
E-3 Villa Utopia		•	•	•	•			
E-4 Tissue Paper Low Relief		•	•	•	•			
E-5 Decorative Frame	•	•	•	•	•	•	•	
E-6 Pirate Flag			•	•	•	•		
E-7 Giant Marionette				•	•	•	•	
E-8 Treasure Maps	•	•	•	•	•	•	•	
E-9 Blazing Parrot			•	•	•			
E-10 Chess Pieces							•	
E-11 Pencil Holder			•	•	•	•		

## Preschool special

	Early years	Preschool	Daycare	Primary – 1st cycle	Primary – 2nd cycle	Primary – 3rd cycle	Secondary	Catalogue
F-1 Silhouette Tree		•						
F-2 Hot-cold Contrast		•						
F-3 My neighborhood		•						
F-4 Textures and Hues in Tempera		•						
F-5 Color Ring		•						
F-6 Paper and Cardboard Low Relief		•						



*Technology  
for Learning*



# Training in Educational Robotics

Does educational robotics fascinate you? Do you want to learn more about the incredible possibilities of this learning tool adapted to classroom settings? Whether you're interested in the LEGO® WeDo, MINDSTORMS® EV3 or TETRIX® kits, we can help you set up your project. Educational robotics can help groups of students learn new skills in a wide range of areas:

- Science and technology
- Mathematics
- Students with special needs or behavioral issues
- Arts
- French immersion, giftedness, etc.

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<b>Language</b>	Instruction is given in English or French
<b>Duration</b>	Full-day and half-day sessions are available. Please contact your representative for more information.
<b>Number of participants</b>	15 to 25
<b>Location</b>	Training sessions are tailored to the needs and desires of participants. Contact your representative for more information (certain conditions may apply).
<b>Continuing education credits</b>	B & B Education training sessions are often eligible for continuing education credits. Please consult your school board for more information.
<b>Group Fee</b>	The fee for a full-day training session on educational robotics is \$749.95; for half a day, it is \$499.95.
<b>Individual Fee</b>	Training days are often organized throughout the year and are designed for participants from various organizations. Fees are \$124.95 per person for full-day sessions and \$79.95 for half-day sessions. Minimum number of participants required.

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# 8 Robotics Workshops

## Introduction to LEGO Education WeDo

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The WeDo educational robotics set enables students to set up a project that integrates science, technology, arts and language. The LEGO Education WeDo set introduce elementary cycles 1 and 2/grades 1 to 4 students to educational robotics. With this training session, you familiarize yourself with the material by creating your own classroom project and manipulating the components, programming characters and creating a story in which you are the hero!

Designed by our educational robotics specialists, this Introduction to WeDo will enable you to achieve the maximum return on your investment.

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<b>Sequence of training session</b>	<ul style="list-style-type: none"><li>• Introduction to educational robotics</li><li>• Description of the LEGO Education robotics material</li><li>• Setting up the classroom</li><li>• Building the first WeDo robot</li><li>• Programming</li><li>• Story creation</li></ul>
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<b>Objectives</b>	<ul style="list-style-type: none"><li>• Familiarize yourself with the material and software through hands-on use and manipulation.</li><li>• Explore the full educational potential of the material.</li><li>• Exchange ideas with our specialists.</li></ul>
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<b>Target groups</b>	<ul style="list-style-type: none"><li>• Preschool teachers</li><li>• Elementary cycles 1 and 2/ Grades 1 to 4 teachers</li><li>• Day-care educators</li><li>• Education consultants</li></ul>
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<b>Duration</b>	Half a day
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*Introduction to LEGO WeDo can be combined with the half-day session  
The Amerindian Legends of the “Oui-Doux” Land for a full-day training session.*

## The Amerindian Legends of the “Oui-Doux” Land, a LEGO WeDo Social Studies Project

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Have you considered organizing a social studies session related to educational robotics with your elementary cycles 1 and 2/Grades 1 to 4 students? Explore the fascinating world of the First Nations with Saali, Julie and Alex. By creating a legend, students get to discover the world of the Amerindians, past and present. A customized project to integrate history, language and technology.

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<b>Prerequisite</b>	To optimize this training session, we recommend to combine it with the Introduction to LEGO Education WeDo so that you may take full advantage of your session.
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<b>Sequence of training session</b>	<ul style="list-style-type: none"><li>• Introduction to educational robotics</li><li>• Description of LEGO Education WeDo material</li><li>• Setting up the classroom</li><li>• Building of the first WeDo robot</li><li>• Programming</li><li>• Creation of a WeDo legend</li></ul>
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<b>Objectives</b>	<ul style="list-style-type: none"><li>• Familiarize yourself with the material and software through hands-on use and manipulation.</li><li>• Explore the full educational potential of the material.</li><li>• Exchange ideas with our specialists.</li></ul>
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<b>Target groups</b>	<ul style="list-style-type: none"><li>• Elementary Cycles 1 and 2/ Grades 1 to 4 teachers</li><li>• Education consultants</li></ul>
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<b>Duration</b>	Half a day
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## Introduction to Robotics with LEGO Education MINDSTORMS NXT

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We all have to start somewhere! We propose an introduction that has proven its effectiveness! This first training session covers the basics of robotics, the various components of the robotics set, the instructions and the way to organize the material. Of course, there is always plenty of time for hands-on manipulation of the material and using the software. NXT training sessions are designed for teachers, education consultants and other educators wishing to take part in the integration of an educational robotics project.

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<b>Sequence of training session</b>	<ul style="list-style-type: none"><li>• Introduction to robotics</li><li>• Description of robotics material</li><li>• Setting up the classroom</li><li>• Building a first robot</li><li>• Programming</li><li>• Learning to handle sensors</li></ul>
<b>Objectives</b>	<ul style="list-style-type: none"><li>• Familiarize yourself with the material and software through hands-on use and manipulation.</li><li>• Explore the full educational potential of the material.</li><li>• Exchange ideas with our specialists.</li></ul>
<b>Target groups</b>	<ul style="list-style-type: none"><li>• Elementary Cycle 3</li><li>• High School Cycle 1</li><li>• High School Cycle 2</li><li>• Post-secondary teachers</li><li>• Day-care centres</li><li>• Day camps</li></ul>
<b>Duration</b>	1 day

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## 'Next Level' Training - Learn Through Robotics with LEGO Education MINDSTORMS NXT

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You've organized a few exercises with your students and they rose to the challenge, and now you want to go to the next level? You would like to be supported in your efforts as you delve even deeper into the construction and programming phases. We can help you to develop a learning sequence that will be beneficial both to your students and yourself. NXT training sessions are designed for teachers, education consultants and day-care educators wishing to take part in the integration of an educational robotics project.

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<b>Sequence of training session</b>	<ul style="list-style-type: none"><li>• A closer look at sensors</li><li>• More advanced programming exercises<ul style="list-style-type: none"><li>- Loops</li><li>- Structures</li><li>- Variables</li></ul></li><li>• More complex challenges</li><li>• Scientific data input</li><li>• Learn how to:<ul style="list-style-type: none"><li>- Consolidate your knowledge and centralize your needs</li><li>- Develop a learning activity</li><li>- Hold your activity in the classroom</li></ul></li></ul>
<b>Objectives</b>	<ul style="list-style-type: none"><li>• Explore the full potential of LEGO Education MINDSTORMS NXT.</li><li>• Explore the full educational potential of the material.</li><li>• Exchange ideas with our specialists.</li></ul>
<b>Target groups</b>	<ul style="list-style-type: none"><li>• Elementary Cycle 3</li><li>• High School Cycle 1</li><li>• High School Cycle 2</li><li>• Post-secondary teachers</li><li>• Day-care centres</li><li>• Day camps</li></ul>
<b>Duration</b>	1 day

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## Introduction to EV3

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EV3 is the new LEGO Education robotics set – the first of its kind specifically optimized for use in the classroom. It is inspired by NXT but has many additional features that are key learning tools.

This training session covers the basics of robotics as well as the various components of the robotics set including pieces and new software. Of course, a significant portion of the workshop is dedicated to hands-on manipulation of the material and programming of your robot. EV3 training sessions are designed for teachers, education consultants and other day-care educators wishing to take part in the integration of an educational robotics project.

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### Sequence of training session

- Introduction to robotics
- Description of robotics material
- Organizing the group
- Setting up the classroom
- Building the first robot
- Programming
- Learning to handle sensors
- The power of the data entry tool
- The power of the contents editor

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### Objectives

- Familiarize yourself with the material and software through hands-on use and manipulation.
- Explore the full educational potential of the material.
- Exchange ideas with our specialists.

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### Target groups

- Elementary Cycle 3
- High School Cycle 1
- High School Cycle 2
- Post-secondary teachers
- Day-care centres
- Day camps

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### Duration

1 day

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## LabVIEW Training – Robotics Enthusiasts!

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In high school, educational robotics has made its ways into the science and technology classroom and well as in math and other special classes. The LEGO MINDSTORMS software is a great tool to start a project with your students. How do you go further? During this training session, we explore the potential of the LabVIEW for MINDSTORMS software used to program the NXT and EV3 bricks, and of the Tetrrix platform. This represents a step toward learning university-level techniques and programs related to robotics. LabVIEW for MINDSTORMS training is designed for advanced users and those who really want to go further.

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### Sequence of training session

- A refresher on the basics of educational robotics
- Description of the educational robotics material
- Programming interface and basic principles
- Programming workshops
- Creating your first sensor

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### Objectives

- Familiarize yourself with the material and software through hands-on use and manipulation.
- Explore the full educational potential of the material.
- Exchange ideas with our specialists.

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### Target groups

- High school teachers
- College teachers
- All other robotics enthusiasts!

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### Duration

1 day

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## Training – Introduction to the LEGO Education StoryStarter Story Chest

New!

The LEGO® Education StoryStarter is a new release for 2013. The new kit is a learning tool that enhances students' reading, writing, speaking and listening skills. Students use the LEGO kit and its user-friendly software to construct their stories in the form of comic strips.

Experience a LEGO storytelling workshop and find out how writing through manipulation can be successful with students.

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| <b>Objectives</b> | <ul style="list-style-type: none"><li>• Familiarize yourself with the material and software through hands-on use and manipulation.</li><li>• Create a story.</li><li>• Explore the full educational potential of the material.</li><li>• Exchange ideas with your peers and our specialists.</li></ul> |
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| <b>Target groups</b> | <ul style="list-style-type: none"><li>• Primary school teachers</li><li>• Education consultants</li><li>• Newcomers classes educators</li></ul> |
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<b>Duration</b>	From 90 minutes to 2 hours
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<b>Fees</b>	The fee for individual training is \$79.95. <i>Contact your representative for more information. Minimum number of participants required.</i>
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## Thematic Training: Mathematics – Science – Arts and Robotics

You are already familiar with robotics and have specific needs related to your classroom reality? Whether for math, science, technology or arts applications, whether you are dealing with regular or special students, this training session will meet your needs. This customized, full-day session will give you the edge you're looking for.

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| <b>Target groups</b> | <ul style="list-style-type: none"><li>• Elementary Cycle 3</li><li>• High School Cycle 1</li><li>• High School Cycle 2</li><li>• Post-secondary teachers</li><li>• Day-care centres</li><li>• Day camps</li></ul> |
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<b>Duration</b>	Customized to your needs
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