Bots Got Purpose is a global series of in-person workshops running throughout 2026, organized and co-hosted by Robots Got Talents®. This international initiative brings together educators, students, and technology enthusiasts to explore robotics, coding, and innovation—while creating meaningful social impact.

Beyond education, the series is deeply committed to social impact. All proceeds from each event are donated to a nationally selected charity in the host country, supporting initiatives that embody innovation, community engagement, and positive change. Event registration is completed through a contribution to the chosen charity, ensuring that participation directly benefits the cause.

Learn more: https://www.robotsgottalents.com/bots-got-purpose

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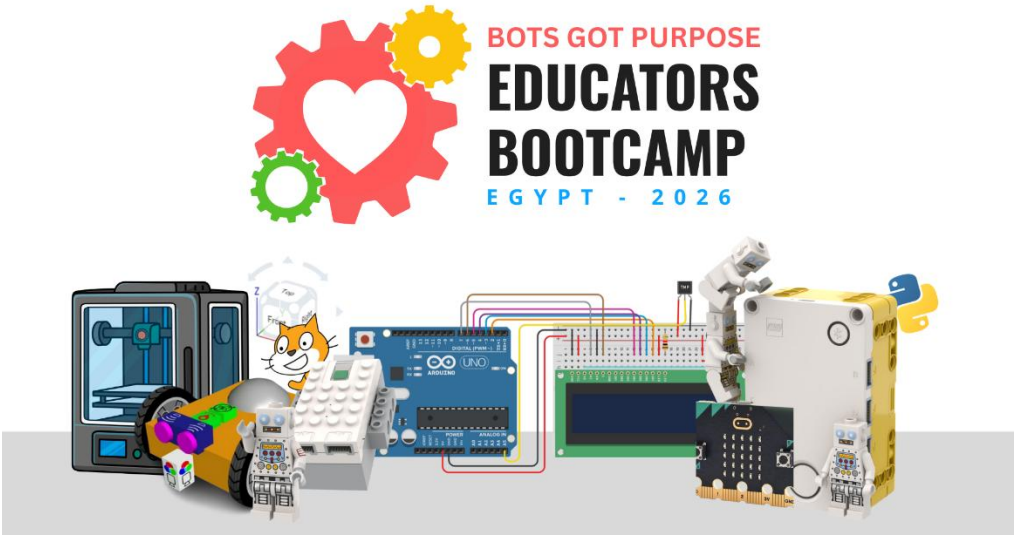
Bots Got Purpose Educators Bootcamp



The Bots Got Purpose Educators Bootcamp is the **Kickoff event of the Bots Got Purpose series**. It is a social and hands-on learning experience featuring workshops, seminars, and training sessions led by influential figures in the global educational and competitive robotics community.

To ensure high educational value and personalized learning, attendance is limited to **35 educators**.

The event will take place over three days in **Alexandria, Egypt**. This bootcamp serves as a comprehensive guide for robotics educators, covering the most widely used and in-demand robotics platforms and tools, including:

- Generalized block-based programming and Python using **GearsBot**
- **SPIKE™ Prime** (Word Blocks and MicroPython with PyBricks)
- **Arduino** (hardware and software)
- **3D printing and CAD design**

Additional workshops include:

- **WeDo 2.0 – Scratch 3.0**
- **micro:bit**
- **Stud.io (BrickLink Studio)**
- **Arduino IoT Cloud**
- **Onshape CAD**

This bootcamp is designed not only to teach technical skills, but also to **demonstrate effective teaching methodologies** and knowledge transfer strategies.

All content is guided by **Robots Got Talents® educational resources**, currently used by over 2,100 educational institutions in 94 countries.

Why Join the Event?

Illustration environment for the Event Classroom Venue

Key benefits include:

- A highly immersive bootcamp focused on **both educational and competitive robotics**
- A strong **social and networking experience** with educators from diverse backgrounds
- Sessions led by **effective speakers, trainers, and tutors** from multiple countries
- Exposure to real challenges faced by learners using **Robots Got Talents® D.B.L.T+P system**
- All lessons are **fully practical**, delivered using real robotics platforms, simulators, or tech apps
- A **participation certificate** for all attendees
- **Daily giveaways and gifts** for active participants
- During the event, a **dedicated volunteer tutor** will be assigned to every group of **7 participants**, ensuring all topics are clearly understood and managing assessments for the final report.

Educators may also choose to integrate this bootcamp as part of an **official professional training program** within their organizations. Upon request, a detailed report can be provided covering:

- Attendance
- Engagement levels
- Task completion
- Overall effectiveness

Registration

1. Complete the **Participant Application** before **18 January 2026**
2. Applications will be carefully reviewed by the **Robots Got Talents® team**
3. Accepted applicants will be notified by **20 January 2026**
4. To confirm registration, accepted participants must submit a **donation** to the selected charity (starting from **500 EGP**)
5. After donation verification, **official invitations** will be sent
6. Attend the event

Selection Criteria

Applications will be evaluated based on:

- Impact on the educational robotics community in Egypt
- Experience with multiple robotics platforms
- Diversity (age, background, experience)
- Previous STEAM teaching experience is recommended
- Willingness to share knowledge with others and the wider community

Donations

- Donations are processed and collected **directly by the announced charity**
- **100% of donations go to the charity**
- Event organization and operational costs are fully **sponsored by Robots Got Talents® (RGT Founder - Youssef Osman)**
- **500 EGP** is the minimum required donation to confirm registration
- The **top 3 donors** will receive a **1:1 meetup** with members of the Robots Got Talents® Board of Directors
- All attendees will receive a **personal thank-you letter** from a Robots Got Talents® BoD member, on the first day of the event
- Individual donations are not publicly announced, however the total amount raised would be announced at the end of the event.

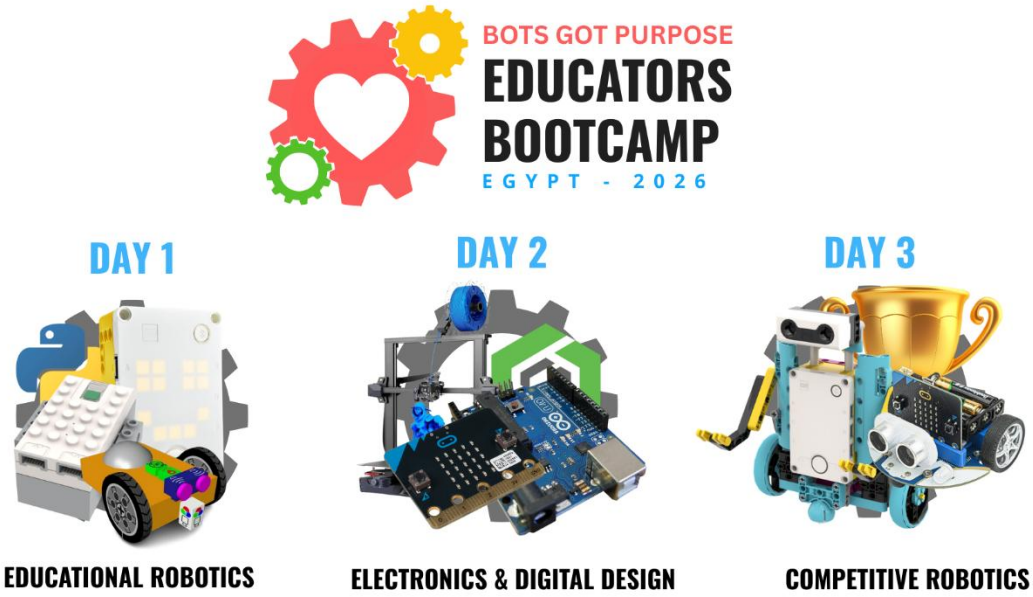
Restrictions & Requirements

- Most sessions will be delivered in **English**; English proficiency is required
- Participants must bring their **own laptops** (device requirements detailed below)

Component	Minimum	Recommended
CPU	Intel i5 / Ryzen 5	Intel i7 / Ryzen 7 or Apple M-series
RAM	8 GB	16 GB
Storage	256 GB SSD	512 GB SSD

- As this is an intensive bootcamp, some topics will be introduced rather than deeply covered (a follow-up document listing advanced topics will be announced later)
- This is a **highly interactive event**, and appropriate health and safety procedures will be followed
- Application selection is managed solely by the **Robots Got Talents® Board of Directors**
- Due to time constraints, appeals will not be processed

Bootcamp Agenda Overview



(The detailed lesson plan with topics covered would be announced later)

Day One – Educational Robotics Foundations

- Introduction to educational robotics and teaching methodologies
- Robotics Platforms hardware – using Spike Prime
- Generalized block-based programming using **GearsBot**
- Transition to **SPIKE™ Prime Word Blocks**
- MicroPython principles using **GearsBot**
- Python programming on **SPIKE™ Prime using PyBricks**
- LEGO design fundamentals using **BrickLink Studio**

Day Two – Open Electronics & Digital Fabrication

- Transition from robotics sets to microcontrollers using **micro:bit**
- Introduction to electronics and **Arduino**
- Learning through simulators, then real hardware
- CAD design using **Onshape**
- **3D printing** fundamentals and classroom integration
- Introduction to **Arduino IoT Cloud**

Day Three – Competitive Robotics & Final Challenge

- Competitive robotics design principles (LEGO & open electronics)
- Competition strategies and preparation tips
- Ultimate challenge:
    - Teams of 7
    - 60 minutes to design, build, and program solutions across covered topics
    - Used to assess learning outcomes and understanding

Social & Fun Activities

Throughout the event, participants will enjoy:

- Social gatherings on Day 1
- Quizzes and interactive games
- 1:1 welcome moments for each participant
- Daily prizes and giveaways (LEGO, Arduino, and more)
- Fun challenges and group activities
- Humanoid robot demonstrations
- Networking opportunities
- Tea gathering on the final day of the event
- Group photos with certificates
- Individual and team-based competition style exercises
- Opportunities to connect with like-minded educators and build long-term professional relationships