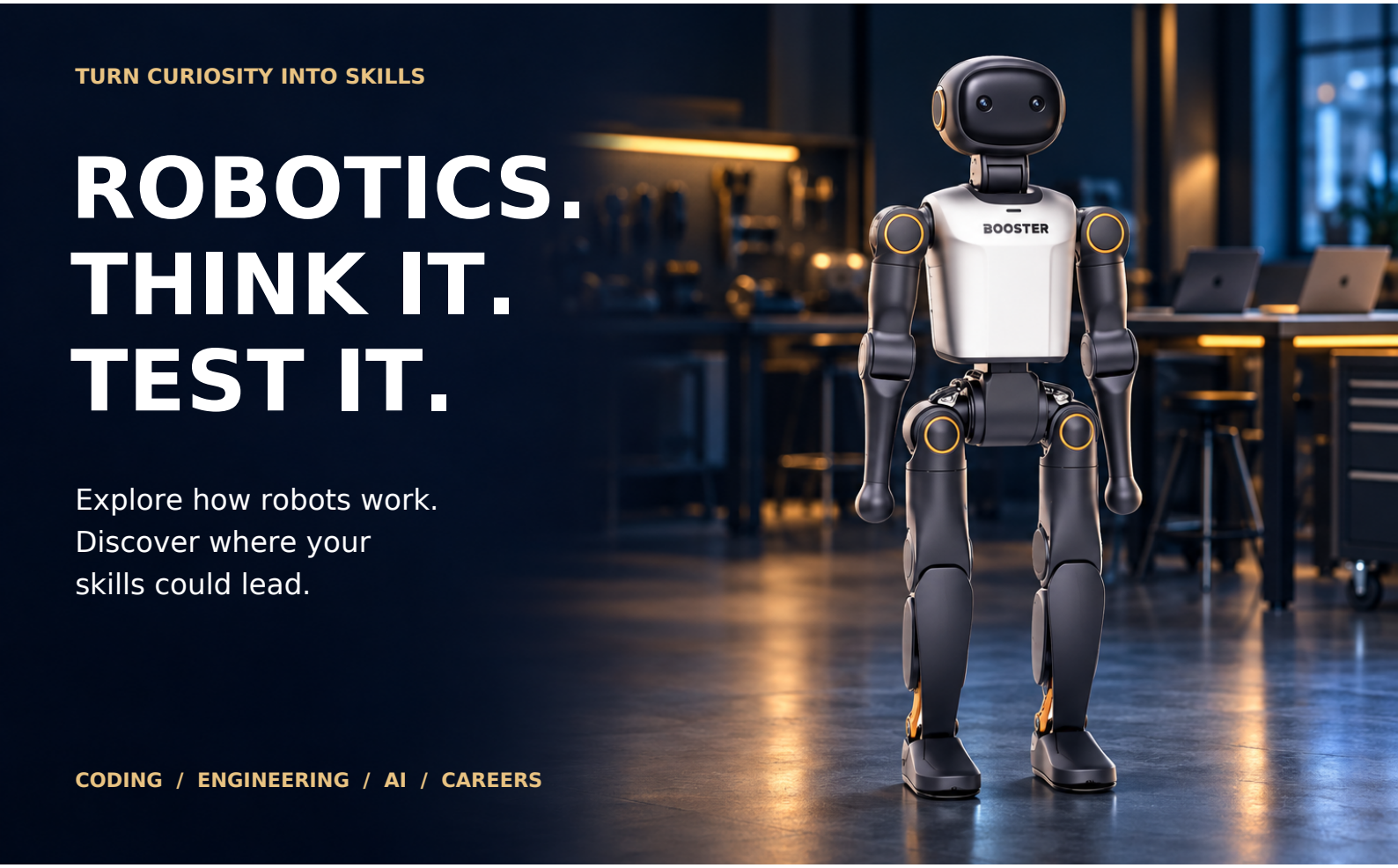
CHURCHILL KNIGHTS
ROBOTICS

SECONDARY SCHOOLS
SIXTH FORMS & FE

TURN CURIOSITY INTO SKILLS

ROBOTICS. THINK IT. TEST IT.

Explore how robots work.
Discover where your
skills could lead.



CODING / ENGINEERING / AI / CAREERS

Big questions. Practical challenges.

Can your team program a delivery route, spot a faulty instruction and decide where a robot could make a difference?

01

CODE & CONTROL

Explore sensors, instructions and decisions. Program or trace a solution in simulation.

02

TEST & IMPROVE

Work in teams. Predict results, investigate failures and refine ideas using evidence.

03

APPLY & EXPLAIN

Compare real-world uses, debate AI and human oversight, and explore career routes.

KS3 & KS4
Coding, logical thinking and testing.

SIXTH FORM & FE
Applied technology, enterprise and careers.

90-minute secondary or **120-minute post-16 workshops**
Full-day options and a six-session secondary course. Paid programmes.

Live humanoid demonstrations are separately quoted and subject to availability.
Booster K1 shown in an AI-generated concept image. Equipment and delivery confirmed before booking.

Plan your school or college session

Scan for programmes and enquiries

robotics.churchillknights.com/schools