R&D ASSET PORTFOLIO

From R&D Spend to a Multi-Layer EdTech Ecosystem

How $1,138,971 of research and development spend has produced eight distinct, monetisable assets for Meta Robotics

PREPARED FOR STRATEGIC & INVESTOR REVIEW

EXECUTIVE SUMMARY

R&D spend is no longer a cost line

TOTAL R&D INVESTMENT

$1,138,971

8 core monetisable assets created

Every asset below already exists inside the business today. This deck reframes each one as a distinct, sellable line of future revenue.

Meta Robotics now owns all three layers of an EdTech ecosystem — most competitors control only one.

1 **Content Layer**

Curriculum, video library, and lesson IP

2 **Hardware Layer**

KindieBot, Builder Toolkit, smart hubs

3 **Software Layer**

Coding app, LMS, school management system

PORTFOLIO OVERVIEW

Eight assets built from one R&D budget

R&D Investment	Asset Created	Revenue Potential
Curriculum development	**Curriculum IP library**	Licensing, franchising, royalties
KindieBot development	**Proprietary education product**	Product sales, preschool deployment
Builder Toolkit design	**Implementation hardware system**	Franchise equipment packages
Video explainers	**Digital content library**	Online learning, LMS subscriptions
School management system	**Operational software**	Franchise support, admin efficiency
LMS & AI tutor integration	**Learning platform**	Online courses, subscription model
Robotics coding app	**Proprietary robotics software**	SaaS, hardware ecosystem, franchise platform
Products	**Take-home models**	Global merchandise

Total R&D Investment ≈ $1,138,971

ASSET 01

Curriculum IP Asset Library

Lesson plans, worksheets, coding & ML modules, holiday workshops and party content across every programme category — a scalable curriculum engine.

$654,200

R&D COST

WHAT THIS BECOMES COMMERCIALLY

Licensing revenue to schools, pre-schools, enrichment centres, and overseas partners

Franchise value — franchisees buy a complete ready-to-use system, not an empty brand

Lower trainer dependency, since structured materials reduce the need for specialised talent

Faster centre rollout, because new branches launch with pre-built content

Curriculum refresh leverage, justifying ongoing royalty fees

BUSINESS TRANSLATION

A 5–10 year monetisable curriculum library

A barrier to entry against smaller competitors

A repeatable product sold many times without recreating it

This is not an expense anymore. This is a curriculum IP bank.

ASSET 01 · INSIDE THE LIBRARY

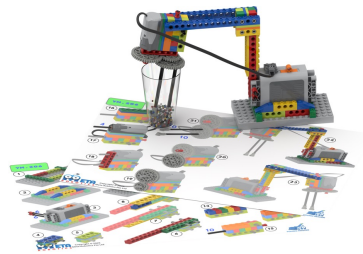
20+ programmes. One curriculum engine.

A sample of the build-and-lesson modules inside the $654,200 curriculum IP library — each with its own model, worksheets, and lesson plan.

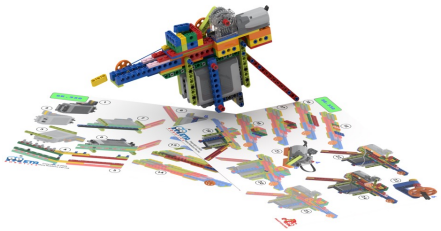
LM031
Amusement Ride

YRCC204
Armour Rover

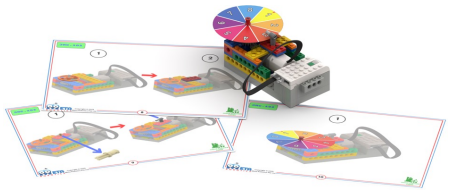
JBS122
Mobile Crane



YMS206
Electric Blender



SE330
Snap Shot



JRCC102
Spin The Wheel

ARC346
Slide Tone Guitar

SPC322
Mind The Gap

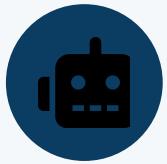
ASSET 02

KindieBot — Proprietary Product Asset

Proof of concept, hardware, software, mechanical design and packaging move Meta Robotics beyond services into product-based EdTech.

$160,000

R&D COST



WHAT THIS BECOMES COMMERCIALLY

Direct product sales to pre-schools, centres, and distributors

Bundled curriculum + hardware sales

Licensing / franchise differentiation via exclusive product access

Higher margins, since proprietary tools reduce direct price comparison

International expansion asset, especially for screenless early-years coding

BUSINESS TRANSLATION

A foundational product IP asset

A future distributable SKU

A franchise anchor product for early years education

A market differentiation moat for Meta Robotics

Curriculum brings recurring revenue. KindieBot brings recurring revenue and product sales revenue.

ASSET 02 · THE PRODUCT

KindieBot, in the classroom

A screenless coding robot, paired with tactile command blocks and story maps — built for early-years learners.

The KindieBot Kit

Coding board, command blocks, and the KindieBot robot

Story-Map Coding

Kids sequence blocks to drive KindieBot across an illustrated town map

ASSET 03

Builder Toolkit — Delivery Asset

More than a tray and cover — a standardised teaching infrastructure asset built from systemised mechanical design.

$55,000

R&D COST

WHAT THIS BECOMES COMMERCIALLY

- Compulsory equipment purchase for franchisees and licensees
- Standardised classroom experience across branches and countries
- Reduced operational mess and trainer inefficiency
- Brandable physical learning system
- Upsell opportunity for every new centre, school, or mobile deployment

BUSINESS TRANSLATION

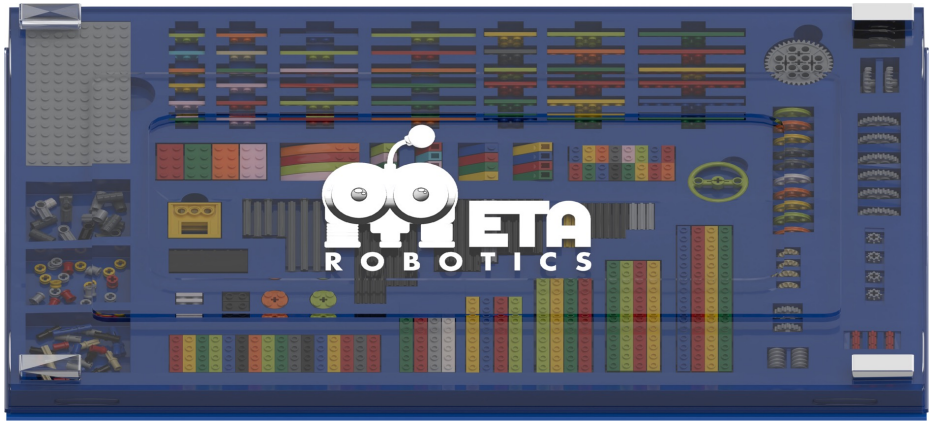
- A franchise starter-kit asset
- An operational system asset
- A hardware-linked revenue stream
- A practical moat — content plus organised delivery tools

Many education businesses sell only "teaching ideas." Meta Robotics sells a complete implementation system.

ASSET 03 · UNDER R&D

Two toolkit formats in development

Meta Robotics is evaluating two tray configurations for the next-generation Builder Toolkit.



Version 1 — Single Tray (R1)

One-layer sorted tray with a fitted brick-and-mechanism layout, no base

Top Layer

Second Layer

Version 2 — Two-Layer Toolkit

Stacked top and second layers, doubling part capacity in the same footprint

ASSET 04

Video Explainer Library — Digital Asset

209 videos spanning Science, Maths, Engineering, Scratch, Python, and Machine Learning — content that scales at near-zero delivery cost.

$56,221

R&D COST

WHAT THIS BECOMES COMMERCIALLY

- Blended learning subscription revenue
- Value-added support for physical classes
- Online school monetisation
- Parent-facing learning reinforcement
- LMS content asset that increases retention and perceived professionalism
- International partner support, reducing need for live training

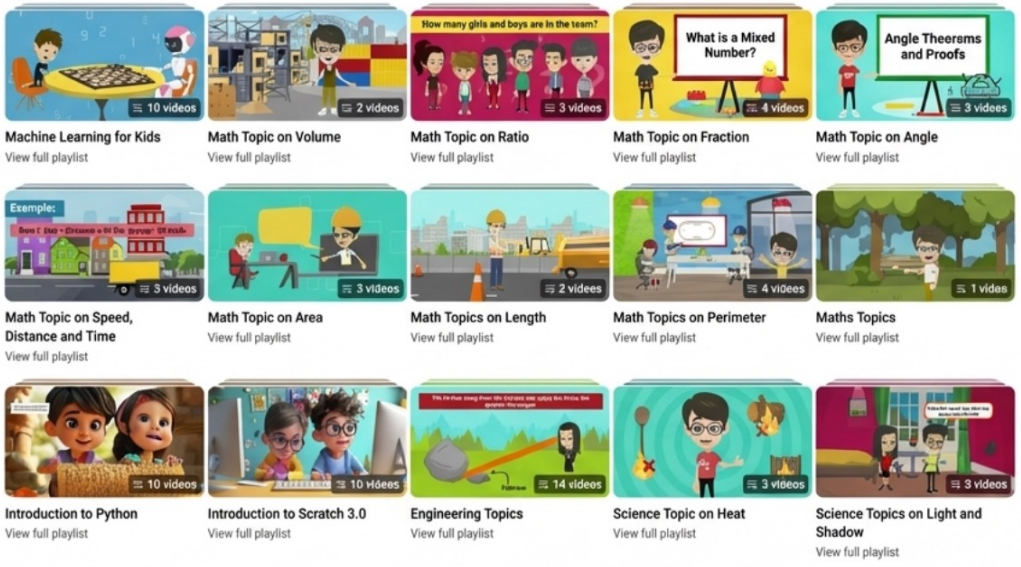
BUSINESS TRANSLATION

- A digital content library
- A scalable online teaching assistant
- A retention tool and franchise support system
- A future subscription engine

Helps Meta Robotics transition from a centre-based business into a hybrid recurring-revenue education platform.

A Rich Digital Universe to Enhance Learning

The Meta Robotics Knowledge Booster Series



100+ Animated Video Explainers

Complex topics in science, maths, and engineering are brought to life through clear and engaging animated videos.

Fun Facts & Nutshell Summaries

A library of beautifully designed, bite-sized content that makes learning about science and technology fun and memorable.

Programming Cheat Sheets

Handy reference guides for Scratch and Python to support students as they progress to more advanced coding.

ASSET 05

School Management System & App

Oclass customisation for lesson indexing, make-up classes, and the mobile app — an operations-enabling software asset, not admin cost.

$55,000

R&D COST

WHAT THIS BECOMES COMMERCIALLY

- Better student retention, since make-up lessons are easier to manage
- Stronger parent experience
- Lower admin headcount pressure
- Easier scaling across more centres
- Potential software fee charging to franchisees

BUSINESS TRANSLATION

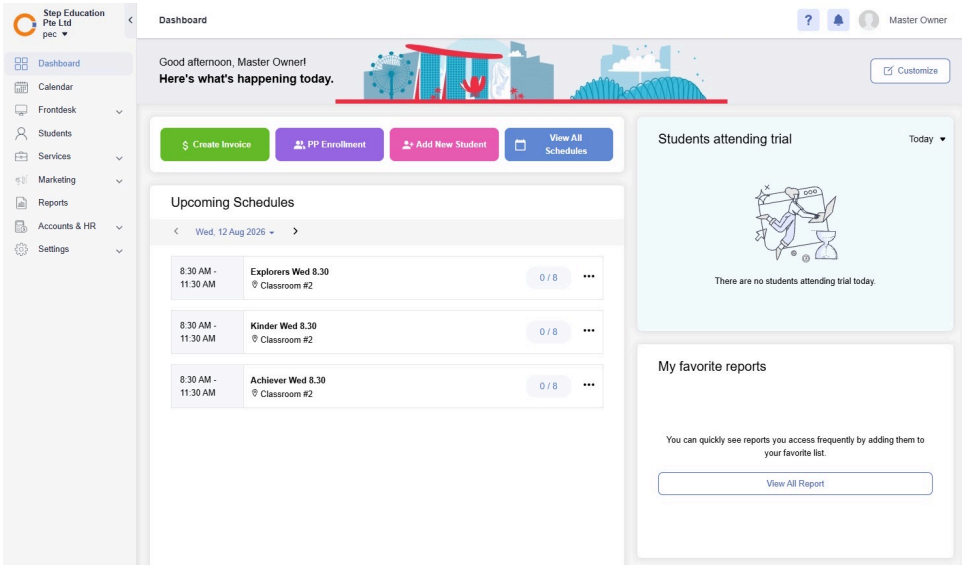
- An operations platform asset
- A franchise support system
- A service standardisation tool
- A possible monthly SaaS-style revenue layer

Software-linked franchise systems tend to be stickier and harder for partners to leave.

ASSET 05 · THE PLATFORM

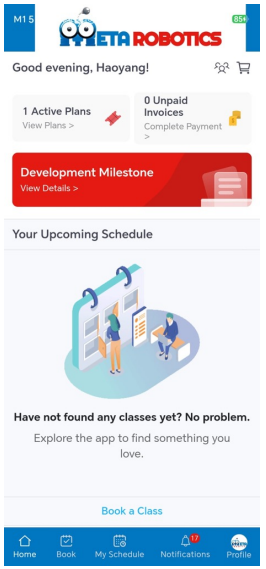
Oclass, customised for Meta Robotics

One operations platform, two front ends — the centre-side portal and the parent-facing mobile app.



Centre Portal

Schedules, invoicing, enrolment, and reporting for franchise staff



Parent App

Class bookings, schedules, and payments for parents on the go

ASSET 06

LMS & AI Tutor — Recurring Revenue Asset

Hey Hi customisation for Maths, Science, and blended learning features — the shift from curriculum company to platform company.

$100,000

R&D COST

WHAT THIS BECOMES COMMERCIALLY

- Subscription-based online learning
- AI-assisted tutoring support
- Cross-selling to existing students
- Additional value for franchisees
- Possible school licensing
- Regional scale without one teacher per student

BUSINESS TRANSLATION

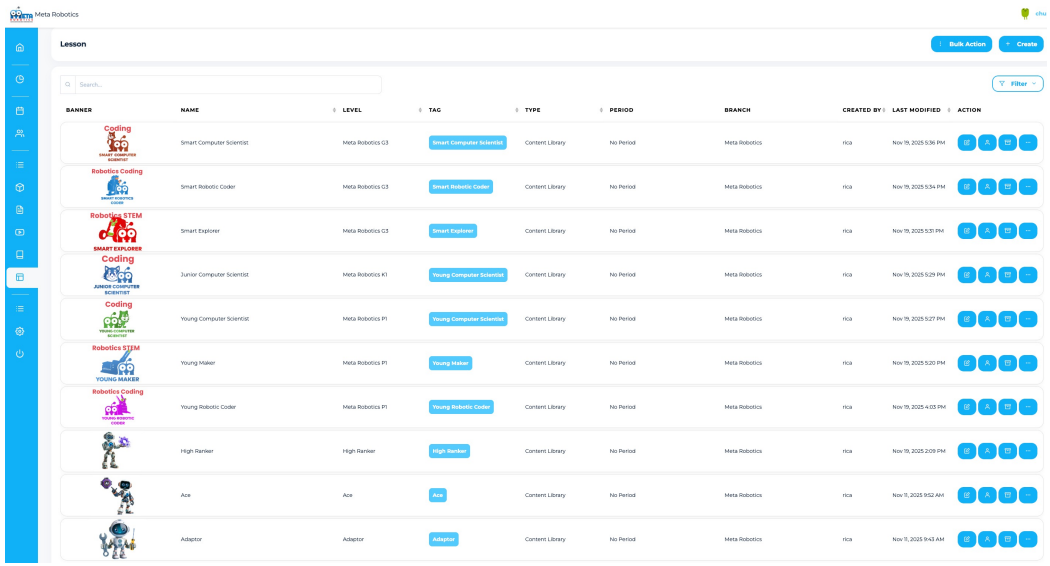
- A learning platform asset
- A subscription revenue engine
- A defensible digital moat
- A future valuation multiplier — platform revenue is valued above pure tuition revenue

This is where investors begin to see Meta Robotics as more than a tuition centre network.

ASSET 06 · THE PLATFORM

Hey Hi, built for multi-branch operations

The public learning site, the lesson library staff manage centrally, and the branch switcher that scales it across the network.

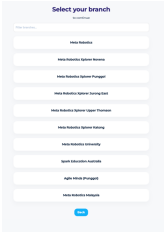


Lesson Content Library

Staff manage lessons, levels, tags, and branch assignment from one dashboard

Marketing Site

Public-facing landing page for the LMS



Branch Switcher

One login, every centre in the network

ASSET 07

Robotics Coding App — Smart Hub Software

An internally developed robotics coding application, reducing reliance on external platforms such as LEGO software — a small cost with outsized strategic value.

$50,000

R&D COST

WHAT THIS UNLOCKS

Platform independence — no risk from third-party licensing or software changes

Full curriculum control — custom coding blocks, progression from icon → block → Python

Hardware ecosystem expansion — supports KindieBot, Builder Toolkit, and future smart hubs

Franchise system advantage — a proprietary environment competitors cannot offer

Future SaaS revenue — subscriptions, platform access fees, and school licensing

HOW TO POSITION THIS ASSET

Not: “We spent $50,000 developing our coding app.”

Instead: Meta Robotics has developed its own robotics coding application to support smart hubs independently from third-party platforms — enabling full control over curriculum delivery, hardware integration, and future AI learning features.

A one-time investment becomes a recurring software revenue layer.

ASSET 08

Merchandise & Take-Home Models

A growing collection of exclusive take-home robotics models and educational merchandise that extend classroom learning into the home.

$8,550

R&D COST

THE MERCHANDISE ECOSYSTEM

- Exclusive robotics take-home models
- Engineering challenge kits and building sets
- Robotics accessories and STEM-themed merchandise
- Future collectible model series
- Students rebuild, demonstrate, and keep experimenting beyond the lesson

NEW REVENUE STREAM

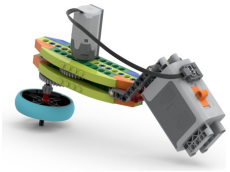
- Student merchandise purchases and exclusive enrolment gifts
- Limited-edition models and seasonal collections
- STEM gift bundles and retail sales through centres and online
- Additional franchisee income alongside stronger brand loyalty

Every take-home model is a reminder of what students learned — and an invitation to keep building.

ASSET 08 · THE LINEUP

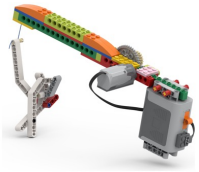
A growing family of take-home models

A sample of the MR series — each one a sellable, buildable take-home kit.



MR01
WhirBlaze

MR02
Speed My Way



MR03
Fish Me Up

MR04
Ferris Wheel

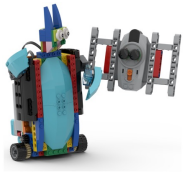
MR05
Mobile Spy Cam

MR06
Spinning Storage Box

MR07
Monster Truck

MR08
Military Chopper

MR101
F1 Racer



MR102
Robo Cruiser

MR103
Armor Tank

MR104
Forklift

STRATEGIC POSITIONING

Three layers most competitors never build

Combined, these eight assets give Meta Robotics all three layers of an EdTech ecosystem. Most competitors control only one.

1

Content Layer

Curriculum + Video + Lesson IP

2

Hardware Layer

KindieBot + Builder Toolkit + Smart Hubs

3

Software Layer

Coding App + LMS + School Management System

This makes Meta Robotics structurally closer to:

- **Sphero**
- **LEGO Education**
- **Code.org**
- **Synthesis**

...rather than a typical single-layer robotics enrichment centre.

META ROBOTICS

Over the past 5 years, Meta Robotics has invested more than $1,000,000 in R&D to build a complete robotics education ecosystem — curriculum IP, proprietary education products, robotics coding software, digital learning content, operational platforms, and AI-enabled learning systems.

These assets now form the foundation for scalable revenue through operations, franchising, licensing, hardware sales, and digital learning subscriptions.

$1,138,971 R&D → 8 Monetisable Assets → 3 Ecosystem Layers