

# foamblock

DISCOVER something new,  
EXPLORE it to understand,  
use it to ACHIEVE

Are you looking for an innovative and inspiring educational project that will help your secondary students to DISCOVER, EXPLORE and ACHIEVE?

We're **FOAMBLOCK** – and our mission is to develop educational products and services and provide skills while connecting students on a personal level, allowing them to understand themselves more deeply and have the opportunity to find – and achieve – their dreams.

## PROJECT ZEPHYR – FOAMBLOCK'S ELECTRIC-CAR-BUILDING PROJECT

**Project Zephyr** means building a full-size electric vehicle from scratch and aims to bring a fresh approach to education, and in the way that students interact with education.

**A unique approach to STEAM:** This allows us to add and extensively develop multiple skills based on the students' wants and needs as well as the institution's focus.

- Applied Mathematics
- Applied Physics
- Applied Chemistry
- Creativity (Art and Design&Technology)
- Engineering and Manufacturing

**Real-life skill development** Students build a full-size, completely driveable and customisable electric vehicle. They go into much greater depth, both physically and psychologically.

**Project Zephyr promotes essential learning outcomes:**

- Resilience
- Collaborative working skills
- Nurturing Independent thinking
- Practical hard-skills in basic as well as advanced technologies
- Problem solving
- Communication skills





Having the courage  
to push past your boundaries  
makes you a **HERO**

## You have the opportunity to develop your own Project Zephyr!

We created this project as a customized package that your institution can easily use to fit your facilities and needs while keeping sustainability in mind.

## Prepare your students for the challenges of adult life

Students are asked many questions about what their 'life after school' may look like. It's quite difficult for them to answer such questions.

"What do you want to do after school?"

"What subject do you want to study at university?"

### You can use Project Zephyr to:

- channel the students' uncertainty, to help them to create, find and understand who they are and what they enjoy doing.
- create an environment in which they can comfortably embrace the cycle of 'try, fail, try again', leading to a more organic personal development.
- provide a progressive and complete learning experience for students

### PROJECT ZEPHYR IN NUMBERS

- **6 years** of successful operation
- **8 cars** built
- **70% reusable** materials
- **90%+ recyclable** or biodegradable materials\*
- Over **100km/h top speed\*\***
- **205Nm** of torque
- **~1h standard battery life** with ~20 min recharge time\*\*\*

\* Depending on your local recycling facilities

\*\* Speed can be limited electronically

\*\*\* Depending on use and weather condition

## PROJECT ZEPHYR AND THE ARCTIC CHALLENGE

The Arctic Challenge is both a sustainable technology fair and an international competition for promoting innovation. The main goal is to raise awareness of sustainable innovations and on the way each one of us can make a change for the better.

After acquiring Project Zephyr, 10 teams from innovative, forward-thinking schools will be able to participate in the inaugural event in 2024. The teams will build their electric vehicles, which is estimated to last approximately a year and a half, while continuing training for the competition.

Discover more about this event:



**CONTACT**

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