

3D food printing is a fun and interactive way to get students engaged and excited about STEM and STEAM.

FOODINI IN EDUCATION

STEAM is an educational approach that helps students become the innovators, educators and leaders of the 21st century.

FOR SCIENCE, TECHNOLOGY,
ENGINEERING, THE ARTS, AND
MATHEMATICS ACTIVITIES.





SNACK ON SCIENCE

Sue'sTech Kitchen is a tech-fueled wonderland for the mouth and the mind, created by bestselling author and Zuckerberg Media founder and CEO **Randi Zuckerberg**.

Foodini is a standout attraction and considered a core item at every Sue'sTech Kitchen event. Kids are drawn to the movement of Foodini, printing treats before their eyes, and they are excited to taste a 3D food print.

Kids are encouraged to use Foodini themselves, and quickly become very comfortable with the technology. After doing their first print, they soon ask what else they can create, wanting to further explore - and taste! - 3D food prints.

SEVERAL LESSONS IN ONE CLASS SESSION

In one class period, students can learn about STEAM topics + home economics topics.

Foodini encourages kids to try a variety of healthy foods - always easier to do when foods are printed in fun shapes.

Creating and eating results equals fun learning!
Hands-on class curriculums that include Foodini teach several topics:

- Fresh foods
- Ingredient preparation
- Recipes
- Nutrition
- 3D printing
- Cooking
- Creativity
- Healthy eating

