

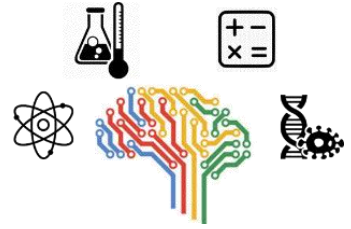
Plethora

Coding is great, Thinking is unlimited



The Challenge

Computational thinking, when taught well, can prepare students to apply problem solving, creativity, and collaboration in all sorts of domains. As such, there is a growing movement to teach computational thinking in schools, but during the past decades, coding has mistakenly become a synonym for Computational Thinking, and while learning to code is important, teaching computational thinking is much more than that. This is where Plethora comes in.



Plethora

Plethora is an online platform that uses gamification to teach youth of all ages the foundations of Computational Thinking so they can use them in every aspect of their life. Plethora includes various Computer Science topics with many levels each, educator's area with lesson plans and a dashboard that allows monitoring of student's performance, and a Level Studio with which students build and share their levels with the community.

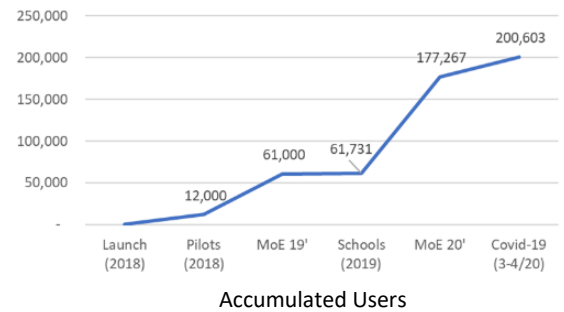
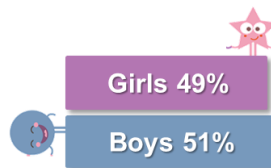


Our vision is to use Computational Thinking to teach & learn STEM curriculum with gamified content, generated by the community for the community.



Validation

Plethora was validated in an independent research which proved that students who practiced plethora improved their logical reasoning by 40% and their self-competency by 12%. So far, more than 200,000 students practiced plethora with more than 12 million challenges solved and unprecedented gender diversity.



Business Model

Plethora is selling to distributors, that localize the product for their market and sell it to schools, after schools and enrichment programs using a per user licensing model.

Our Team

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