



**CLUB DE NIÑOS Y NIÑAS
NUEVO LEÓN**
BOYS AND GIRLS CLUB®

TECHNOLOGICAL SKILLS

76% of 6 and 7-year-old girls and boys master the use of the computer and the Paint program.



DIGITAL TOOLS

70% of girls, boys, and adolescents aged 8 to 16 years old use word processing software correctly, improving their academic presentations.



VIDEO GAME PROGRAMMING

30 girls, boys and adolescents participated in the Video Game Programming Workshop, this program is carried out in alliance with the Virtual Learning Center of the Tecnológico de Monterrey.



STEAM WITH LEGOS

We provide innovative learning experiences using LEGO pieces to teach mathematical concepts such as geometry, fractions, proportions, and patterns. 80% of the girls and boys who participated increased their math skills.



TEACHING STEAM THROUGH ART

100% of girls aged 6 to 10 know how to work with modeling clay and create sculptures, promoting interest in science through exploration, experimentation, imagination, and creativity.

