

# Annual report

Season 2024-2025



DVR Team, *FIRST* LEGO League  
National Event in Mexico City

# Report

Season 2024-2025



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Participant in "Olimpiada Docente" program  
Monterrey, Nuevo León



## Message from our CEO

At Grupo RobotiX, we believe that all children and youth in Mexico deserve an exciting and transformative education that equips them with the tools to face the challenges of today and tomorrow through science and technology.

That's why we run programs that inspire them to become agents of change, actively participating in the building of a better world.

We are very proud of the impact we have made and the achievements reached during this school year, and we are confident that the best is yet to come.

We invite you to explore our annual report, where we share the progress, lessons learned, and collaborations that have made this journey possible alongside our partners and donors during the 2024–2025 school year.

Let's keep transforming the future, together!

Roberto Saint Martin  
Founder & CEO





*We empower children and youth through **exciting and transformative school experiences in Science and Technology** for the Mexico of today and tomorrow.*

Grupo RobotiX brings together two organizations: **RobotiX** and **Fundación RobotiX**.

Through Fundación RobotiX, we have brought STEM educational programs and teacher training to students and educators—from preschool to upper secondary level—in public schools and community centers.

This has been made possible thanks to partnerships with socially responsible companies, governments, and civil society organizations that join our mission to transform education in Mexico year after year.

None of this would be possible without those who, like us, believe in the power of education to change lives.

**19 Years**  
inspiring change



Participant in the  
**FIRST LEGO League** program



At RobotiX Foundation, we promote **two programs** nationwide:

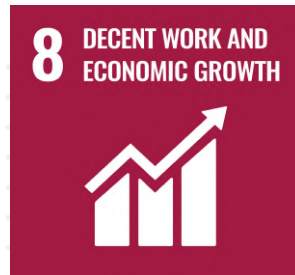
## 1 STEM+ for all

- 1.1 *FIRST* LEGO League
- 1.2 RobotiX in the box

## 2 Playful Pedagogy

- 2.1 Project-Based Learning through Play
- 2.2 Teacher Olympiad
- 2.3 Blended Experiment

Aligned to:



Program

# STEM+ for all

Season 2024-2025



Students from school Secundaria #17  
"Artes decorativas"



## Program STEM+ for all

This initiative promotes access to STEM+ programs for students in public schools and community centers.

We support the implementation of **FIRST LEGO League** (in preschool, primary, and secondary levels) and **RobotiX in the box** (in middle school and high school).

We provide schools with materials, teacher training, and strategic follow-up. Additionally, we organize regional and national events that foster a culture of interest in science, technology, and collaboration.

The success of this strategy lies not only in facilitating the transition to high-quality STEM activities but also in connecting these efforts with public policies at the local, state, and federal levels, as well as with the commitment of private organizations, donors, and key stakeholders in the national education system.



### Each beneficiary school receives:



Equipment



School network  
monitoring



Educational material for the  
school year



Participation in school,  
regional and fairs, and  
events



Training for  
educators

# STEM+ for all

Impact for the 2024–2025 School Year



**1,709**  
educational  
institutions



**85%**  
from the  
participating  
institutions were  
public schools and  
community centers



**32**  
states  
reached



**111,902**  
students



**3,045**  
teachers



**47.84%**  
of participants  
were girls



Marine Rescue Team  
FIRST LEGO League

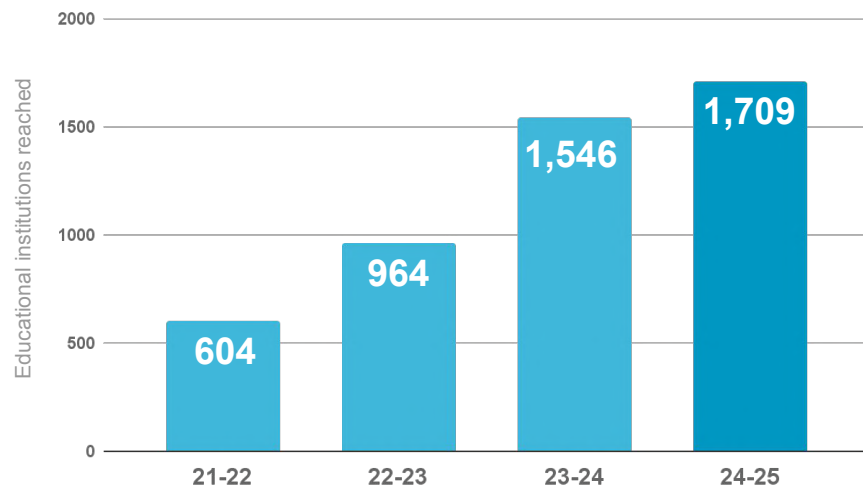
## Breakdown of the impact achieved by program:

| # | Program                               | Educational institutions reached | Students directly impacted | Equivalent in number of team | % of girls    | Indirectly impacted students | Impacted teachers |
|---|---------------------------------------|----------------------------------|----------------------------|------------------------------|---------------|------------------------------|-------------------|
| 1 | FIRST LEGO League Challenge           | 732                              | 36,253                     | 4,515                        | 47.78%        | 188,524                      | 1,093             |
| 2 | FIRST LEGO League Explore             | 519                              | 46,952                     | 7,845                        | 49.26%        | 99,735                       | 914               |
| 3 | FIRST LEGO League Discover            | 319                              | 19,561                     | 4,910                        | 54.58%        | 21,049                       | 717               |
|   | <b>Total impact of FLL in Mexico:</b> | <b>1,570</b>                     | <b>102,766</b>             | <b>17,270</b>                | <b>49.16%</b> | <b>309,308</b>               | <b>2,724</b>      |
| 4 | RobotiX in the box                    | 139                              | 9,136                      | 1,827                        | 33%           | 28,339                       | 321               |
|   | <b>Total impact STEM+ for all:</b>    | <b>1,709</b>                     | <b>111,902</b>             | <b>19,097</b>                | <b>47.84%</b> | <b>337,647</b>               | <b>3,045</b>      |

¡We increase the number of impacted students by **20%** compared to the 2023-2024 school year!



**We achieved a 10.5% increase in the number of schools reached compared to the previous school year.**



**Turbo Yankees Team**  
**FIRST LEGO League,**  
**Regional Event in Monterrey**



FIRST LEGO League (FLL) introduces Science, Technology, Engineering, and Mathematics (STEM) to students aged 4 to 16 through play, fun, and hands-on learning. Participants develop skills to solve real-world problems through guided programs that allow students and teachers to build a better future starting today.

Since 2016, Fundación RobotiX has been the organization responsible for leading the program in Mexico.

During the 2024–2025 school year, in the SUBMERGED Season, we increased the participation of teams and schools nationwide: **1,570 institutions took part in FLL, impacting 102,766 preschool, primary, and middle school students.**

Of the total participating institutions, **84% were public schools and community centers**, which received the program thanks to the support of our donor network and collaboration with government.

Mexico has established itself as one of the top five countries with the highest student participation in FIRST LEGO League globally.





# SUBMERGED<sup>SM</sup>

During the 2024–2025 school year, under the theme “**SUBMERGED**,” participants explore the layers of the ocean and bring their learnings and ideas to the surface as they “sea” into the future.

This experience fostered greater awareness of the importance of the oceans and their conservation.

Throughout the season, **teams proposed ideas to improve marine life, reduce pollution, and create a positive impact in their communities.**

## Program impact during the 2024–2025 Season



**1,570**  
educational  
institutions



**84%**  
from the participating  
institutions were public  
schools and  
community centers



**32**  
states  
reached



**102,766**  
students



**49.16%**  
of participants  
were girls



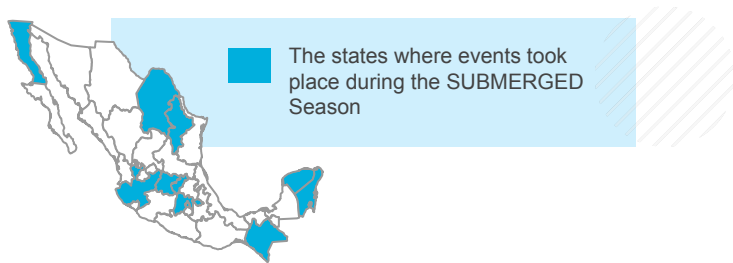
**2,724**  
teachers





A key component of *FIRST* LEGO League is holding events to celebrate the conclusion of each season. During this school year, the events achieved the following reach:

- **24 regional events** in 12 states
- **2 national events** in Monterrey and Mexico City
- **7,694 participants**
- **1,073 teams**
- **1,331 volunteers**



19 teams were selected to represent Mexico in international events in Australia, the United States, Greece, and South Africa.



#### International Awards received:

- **Filadelfia White Dragonflies (EdoMex)** – Core Values – Coopertition Award
- **Xpacers Jr. (Guanajuato)** – Challenge Solution Recognition
- **Filadelfia Yellow Dragonflies (EdoMex)** – Challenge Solution Recognition
- **Ciberbots (EdoMex)** – Excellence in Engineering Award
- **Venabots (EdoMex)** – Best Innovation Project Award and Best Coach
- **MazahuaScience (EdoMex)** – Nicest Pits
- **TecnoLions (Guanajuato)** – 3rd Place in Alliance Challenge and Robot Design Category Finalist

Equipo



RobotiX in the box is an educational program designed to develop skills in STEM, Robotics, Electronics, and Programming, focused on students in middle school and high school levels.

The goal of this program is for students to learn the principles of electronics and programming through hands-on practices and comprehensive projects, where they can experiment with different materials, using their creativity, critical thinking, and problem-solving skills.

During the 2024–2025 school year, we reached **139 schools**, all of which were public schools and community centers, receiving the program thanks to the support of our donor network and collaboration with government.

A total of **9,136 students** from general, technical, day, and telesecundarias, as well as high schools, official preparatory schools, CECYTE, CONALEP, Telebachillerato, CBT, CBTIS, IEMS, and COBAEV, benefited from this program.

## Program impact during the 2024–2025 Season



**139**  
educational  
institutions



**100%**  
from the participating  
institutions were public  
schools and  
community centers



**14**  
states  
reached



**9,136**  
students



**33%**  
of participants  
were girls



**321**  
teachers



At the end of the school year, schools participating in RobotiX in the box have the opportunity to take part in **RobotiX Faire**, a STEM fair that combines technology, fun, and learning. This event provides children and adolescents with a collaborative environment where they can showcase the innovative projects they developed as a team throughout the school year.

For the 2024–2025 edition of RobotiX Faire, students were invited to create projects related to the Sustainable Development Goal of **Health and Well-being**, promoting solutions that contribute to physical, emotional, and social health in their communities.



**150**  
projects



**560**  
participants

## ROBOTIX® FAIRE

### Winners – Summer 2025 Edition

#### 1st Place – Secondary School Category

- Secundaria Técnica 67 / San Luis Potosí
- Secundaria General 20 de noviembre / Tamaulipas

#### 1st Place – Upper Secondary / High School Category

- CECyTEM Nicolas Romero II / Estado de México

#### Estudiantes potosinos crean prototipo de mastografía móvil

Estudiantes representaron al estado en RobotiX Faire 2025

Por Redacción 16:40 jueves 26 junio, 2025 San Luis

Hablamos de: MAMOGRAFÍA SECUNDARIA TÉCNICA 67 ESTUDIANTES



Un equipo de cinco estudiantes, tres niñas y dos niños de la Escuela Secundaria Técnica 67, representó con orgullo a su estado en RobotiX Faire 2025, una feria nacional de ciencia y tecnología organizada por Fundación RobotiX, con un proyecto de fuerte impacto social: una mastografía móvil que puede identificar señales de alerta de forma rápida, accesible y sin estigmas.

#### Estudiantes del Edomex destacan en RobotiX Faire

Por Redacción del Estado de México 10 junio 2025 @ 10:05

Estudiantes del Estado de México obtuvieron el primer lugar en el evento RobotiX Faire 2025, la feria de ciencia y tecnología organizada por Fundación RobotiX, que este año retó a los equipos participantes a diseñar proyectos alineados con el Objetivo de Desarrollo Sostenible "Salud y Bienestar" de la ONU.



Los equipos participantes mostraron en el evento RobotiX Faire organizado por Fundación RobotiX, con proyectos que abarcan desde salud, energía, medio ambiente, arte y tecnología de vanguardia.



# STEM+ for all was made possible thanks to:



Secretaría de Educación Pública Federal  
 Secretaría de Educación del Estado de Baja California  
 Secretaría de Educación Pública Gobierno de Baja California Sur  
 Secretaría de Educación y Cultura del Estado de Sonora  
 COMECyT | Secretaría de Educación, Ciencia, Tecnología e Innovación  
 Secretaría de Educación de Nuevo León | Dirección de Educación Apodaca  
 Secretaría de Educación del Gobierno del Estado de Yucatán  
 Secretaría de Educación Gobierno de Chiapas  
 Instituto Estatal de Educación Pública de Oaxaca  
 Secretaría de Educación Guerrero  
 Secretaría de Educación Querétaro  
 Secretaría de Educación de Nayarit  
 Secretaría de Educación de Guanajuato  
 Secretaría de Educación del Estado de Campeche  
 Secretaría de Educación Pública de Tlaxcala y USET  
 Secretaría de Educación de Tabasco  
 Secretaría de Educación de Veracruz  
 Secretaría de Educación de Tamaulipas  
 Secretaría de Educación y Deporte Chihuahua  
 Secretaría de Educación de Gobierno del Estado San Luis Potosí  
 Instituto de Educación de Aguascalientes  
 Secretaría de Educación Pública y Cultura del Estado de Sinaloa  
 Secretaría de Educación del Estado de Durango  
 Secretaría de Educación del Estado de Zacatecas  
 Secretaría de Educación Morelos  
 Secretaría de Educación Pública de Jalisco  
 Secretaría de Educación del Estado de Michoacán de Ocampo  
 Secretaría de Educación de Quintana Roo  
 Secretaría de Educación Pública de Hidalgo  
 Dirección de Apoyo a la Niñez Guadalajara  
 Autoridad Educativa Federal en CDMX  
 Secretaría de Educación del Estado de Coahuila







Program

# Playful Pedagogies

Season 2024-2025



Student from 'Alfonso Reyes' Kindergarten, Puebla

## Program

# Playful Pedagogies

Through the '**Playful Pedagogies**' program, we promote the use of pedagogical strategies and active methodologies by offering training that allows educators to continuously update their knowledge on playful and relevant teaching methods that respond to the realities and interests of their students.

Through this program, we support the implementation of the workshop '**Project-Based Learning through Play**,' designed for preschool and primary school teachers, and '**Blended Experiment: Science from Latin America**,' designed for preschool, primary, and secondary school teachers.

Playful Pedagogies also invites teachers to participate in the '**Teacher Olympiad: Designing STEM+ Projects in the Classroom**,' an in-person event that recognizes the best projects developed during our training sessions and highlights educators' commitment to creative, relevant, and transformative proposals.

At Fundación RobotiX, we are excited to see how these trainings have fostered the transformation of learning through playful methodologies, generating a positive impact in thousands of educational centers.



TALLERES PARA FORTALECER  
LA PRÁCTICA  
PROFESIONAL DOCENTE



OLIMPIADA  
DOCENTE  
DISEÑANDO PROYECTOS  
STEM+ EN EL AULA



# Playful Pedagogies

Impact for the 2024–2025 School Year



**+5,300**

educators from public schools



**+436,000**

students



**11**

states reached



Participants in the Teacher Olympiad in Tabasco

## Project-Based Learning Through Play

In Mexico, since 2021, the education system has prioritized Project-Based Learning (PBL) as part of the guidelines of the New Mexican School.

Aware of the impact of this methodology, Fundación RobotiX, in partnership with The LEGO Foundation, designed the workshop '**Project-Based Learning through Play**,' collaborating with the Federal Ministry of Public Education and the State Education Departments to provide teachers with new strategies that make learning a more meaningful experience.

Since 2023, this workshop has been approved by the General Directorate of Continuing Education, which has made it available in all states of the country and has contributed to teachers' professional development.

Thanks to this joint effort, **11 states have incorporated this training into their state catalogs**, thereby promoting its implementation in educational communities across the country.

## Program reach 2023 to 2025:



**4,944**  
educators



**+430,000**  
students  
benefited



**11**  
states  
reached



Students from 'Revolución' Rural Multigrade Primary School / Maní, Yucatán  
Project-Based Learning through Play

# [EB] Experimento blended

During this school year, we launched a new teacher training program: **Blended Experiment: Educational Innovation – STEM+ Resources for Inclusive Education in Latin America.**

The Siemens Stiftung International Foundation, together with CIDSTEM from the Pontifical Catholic University of Chile, shared the Open Educational Resources (OER) from the educational program Blended Experiment: Science from Latin America, which Fundación RobotiX adapted to the Mexican context in a **34-hour** teacher training course.

This program facilitates teaching through the Inquiry-Based Learning methodology with a STEM+ focus, incorporating a gender perspective in basic education (preschool, primary, and secondary levels).

The content covers four socially relevant topics: Energy, Environment, Climate Crisis, and Health.

\*In work with teachers, the calculation by the LEGO Foundation is taken as a reference: it is estimated that only half of the teachers will implement the program with their students, and on average, each teacher impacts 40 students.

From september 2024 to march 2025 it was carried out in two states, achieving the following impact:



**306**  
educators



**6,120**  
students  
benefited\*



**2**  
states  
reached



Participating teachers from Tlaxcala and Nuevo León



An experience designed by Fundación RobotiX, serving as a space for educators to meet and exchange ideas, share best pedagogical practices, and reflect on the use of active methodologies such as **Learning through Play**, **Project-Based Learning**, and **Inquiry-Based Learning**, among others, with the aim of promoting the design of meaningful classroom experiences for students.

In its first five editions, **88 projects were presented**, which not only exemplify the implementation of Project-Based Learning within the context of the **New Mexican School**, but also reflect cultural richness, community and indigenous knowledge, environmental awareness, and other essential topics connected to the environment of our communities.

## Program reach 2024–2025 school year



**151**  
participating  
educators



**+100**  
participating  
schools



**5**  
state  
events



**88**  
projects



Teacher Olympiad Event in Yucatán





# Playful Pedagogies was made possible thanks to:

The **LEGO** Foundation



W.K.  
KELLOGG  
FOUNDATION®

**SIEMENS** | Stiftung

Secretaría de Educación de Nuevo León  
Secretaría de Educación Pública de Tlaxcala - USET  
Secretaría de Educación Tabasco  
Secretaría de Educación del Estado de Puebla  
Secretaría de Educación del Gobierno del Estado de Yucatán - SEGEY  
Secretaría de Educación, Ciencia, Tecnología e Innovación del Estado de México  
Secretaría de Educación de Tamaulipas  
Secretaría de Educación del Estado de Querétaro  
Secretaría de Educación y Cultura de Colima  
Secretaría de Educación Nayarit  
Secretaría de Educación del Estado de Zacatecas



# Our two focal points:

**a** Gender equality

**b** Inclusion and diversity



Student from Technical Secondary School #17 'Artes Decorativas'  
RobotiX in the box

Focal Points

# Gender equality

Season 2024-2025



"Niñitas" Team from the State of Mexico  
FIRST LEGO League



# Gender equality

Aligned with the **UN Sustainable Development Goal 5**, one of our main actions is to promote the participation of more female teachers in our programs.

Thanks to various strategies, during the 2024–2025 school year, **47.84% of our beneficiaries were girls**, a result largely attributable to the curricular implementation of our programs.



**47.84%**  
of program  
participants were  
girls



**Additionally, at RobotiX Foundation, we promote:**

- The leadership of girls and women in STEM.
- The use of language, behaviors, attitudes, guidance, and career paths free from gender stereotypes.
- A creative and consistent approach to providing equitable access to STEM for girls, boys, and teachers alike.



Students from '20 de Noviembre' General Secondary School #2  
1st Robotics Tournament for Students with Outstanding Abilities, Tamaulipas

Focal Points

# Inclusion and Diversity

Season 2024-2025



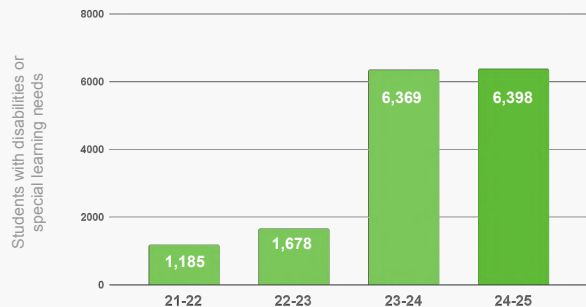
Pájaro Tsiu Team  
FIRST LEGO League Mexico City Regional Event



# Inclusion

During the 2024–2025 school year, **6,398 students** with disabilities or special learning needs were part of our educational community, reaffirming our commitment to inclusive and accessible education for all.

|       |                                                |
|-------|------------------------------------------------|
| 2,427 | Learning disability                            |
| 1,981 | Visual disability (from mild to blindness)     |
| 1,196 | Intellectual disability                        |
| 106   | Hearing disability (from moderate to profound) |
| 688   | Motor disability (from mild to severe)         |



Aqua Kids Team – FIRST LEGO League, Mexico City Regional Event



# Diversity

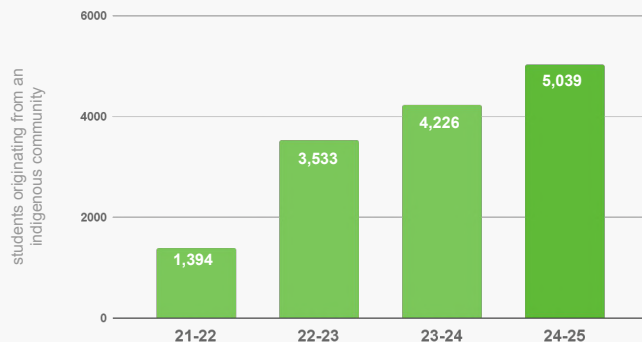
During the 2024–2025 school year, **5,039 students** from indigenous communities participated in our programs, reflecting a **19.23% increase** compared to the previous school year.



**5,039**  
students originating from  
an indigenous community



*FIRST LEGO League* was delivered in **Spanish, English, Mexican Sign Language, Chontal, Chól, Maya, Mixteco, Náhuatl, Otomí, Tarahumara, Tsetsal, Tu'un Savi (Mixte), yokot' an, HÑAHÑU y Náayeri (cora)**



Students from the Altepekonentsi Team – *FIRST LEGO League*, National Event, Mexico City

# Volunteering

Season 2024-2025



Volunteers during the *FIRST* LEGO League  
National Event, Mexico City



# Volunteering

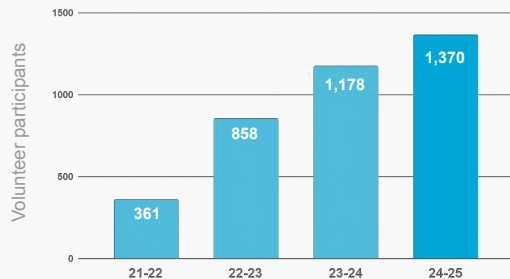
At Fundación RobotiX, we aim to strengthen the connections between our donor companies and the schools benefiting from our programs. During the 2024–2025 school year, we organized various events in which **1,370 volunteers participated**, representing a **16.29% increase** compared to the previous school year, accumulating a total of **8,240 volunteer hours**.

## The activities carried out included:

1. Serving as project evaluators or judges
2. Mentoring teams

Through these activities, students receive feedback on their projects, advice to improve their presentations, and strategies for effective communication.

Additionally, these initiatives inspire and motivate children, providing them with the opportunity to meet professionals currently working in STEM fields firsthand.







# Communication

Season 2024-2025

## RobotiX celebra 19 años transformando la educación STEM+ en México

Por Poder Ciudadano - junio 19, 2025



### Una Fundación que Inspira la Educación



"México se ha posicionado como uno de los cinco países con mayor participación estudiantil en **FIRST LEGO League** a nivel mundial. Actualmente, el programa está presente en más de 600 centros educativos de todo el país, lo que representa un crecimiento del 7 por ciento en solo un año", destacó.

Reconoció que este avance es posible gracias al esfuerzo conjunto de la Fundación RobotiX, la SEP, 29 Secretarías de Educación Estatales, estatales y empresas socialmente responsables, que consolidan el fortalecimiento de la educación STEM en el país.

"En la gran final nacional celebrada este 5 de abril, participaron más de 90 equipos de 23 estados de la república, los cuales fueron seleccionados previamente de eventos regionales. En esta celebración se definieron los equipos finalistas que representarán a México en torneos internacionales de FLI, en Estados Unidos", destacó Claudette Muñoz e Grónica.



# Communication

Throughout the school year, we carried out various communication and outreach activities through press releases, interviews, and social media posts, aiming to amplify our messages and strengthen our community.

## For Fundación RobotiX, it is essential to:

- Highlight the importance of STEM+ education in the development of children and young people.
- Share success stories of teams and schools that have excelled in national and international events.
- Recognize the work and commitment of teachers.
- Inspire more students and teachers to engage with the world of science and technology.
- Encourage more organizations to join our movement for transformative education.



**+650**

Press releases created  
together with partners  
and donors



**+900,000**

Social media reach of  
Fundación RobotiX and  
FIRST LEGO League Mexico



Academia

## Docentes STEM empoderan a futuras generaciones

By Baby on Tue, 23/01/2025 - 17:36

En el marco del Día Internacional de la Educación, a celebrarse el 24 de enero, RobotiX reconoce y celebra a los docentes que están transformando la educación en México.



Inicio / Oaxaca / General / Eoloteens: Oaxaqueños califican a competencia de robótica en Houston

## Eoloteens: Oaxaqueños califican a competencia de robótica en Houston



Enviado desde

OAXACA - GENERAL

NADIA ALTAMIRANO DÍAZ  
REPORTERÍA - INDEPENDENCIA

Diez adolescentes que estudian en la Escuela Secundaria Técnica 18 en El Espinal, en el estado de Tehuantepec, capitalizaron el apoyo que reciben para aprender de ciencia y tecnología, y en abril próximo representarán a México en la competencia internacional First Championship a realizarse en Houston, Texas.

Bajo el nombre de Eoloteens -que es una palabra compuesta con las primeras letras de edificios por los aerogeneradores instalados en el sitio para generar energía con la fuerza del viento, y la palabra adolescentes en inglés-, el equipo desarrolló un proyecto para la conservación de tres aspectos de tortugas en peligro de extinción.

BERG GARCIA  
Actual: 13/01/2025 - 22:13h



Por su parte, el director general de Fundación RobotiX, Roberto Sant Martín, expresó que cuando se combine la curiosidad natural de la infancia con herramientas de ciencia y tecnología Fito Especial.

Al encabezar la ceremonia inaugural de la "First Lego League Challenge 2024-2025: Salvamundo", organizada por la Fundación RobotiX y LEGO Education, el secretario de Educación Pública, Mario Delgado Carrillo, afirmó que el objetivo de la Nueva Escuela Mexicana (NEM) es que el aprendizaje se convierta en una experiencia integral y divertida, en la que participen directamente las niñas y los niños del país.

En las instalaciones de la SEP, y con la participación de más de 700 niñas y niños de 25 primaria y 55 secundarias públicas de 22 entidades país, el secretario de Educación Pública resaltó la importancia de promover la ciencia y la tecnología en las comunidades educativas, ya que despiertan la creatividad, el ingenio y la pasión por el conocimiento entre las y los estudiantes.



# Financial statements

Season 2024-2025



Eco Marinos Team  
FIRST LEGO League Regional Event in Monterrey

# Financial statements

## Annual Report RobotiX Foundation

| Donations per project                      | Season 23-24        |             | Season 24-25        |             |                |
|--------------------------------------------|---------------------|-------------|---------------------|-------------|----------------|
|                                            | Importe             | %           | Importe             | %           | Δ%             |
| <b>STEM+ for all</b>                       | <b>\$24,987,172</b> | <b>73%</b>  | <b>\$31,708,699</b> | <b>77%</b>  | <b>26.90%</b>  |
| <i>FIRST LEGO League</i>                   | \$23,649,422        | 69%         | \$27,115,015        | 66%         | 14.65%         |
| <i>RobotiX in the box</i>                  | \$1,337,750         | 4%          | \$4,593,684         | 11%         | 243.39%        |
| <b>Playful Pedagogies</b>                  | <b>\$5,726,681</b>  | <b>17%</b>  | <b>\$6,566,017</b>  | <b>16%</b>  | <b>14.66%</b>  |
| <i>Project-Based Learning through Play</i> | \$5,726,681         | 17%         | \$4,573,072         | 11%         | -20.14%        |
| <i>Blended Experiment</i>                  | \$0                 | 0%          | \$175,880           | 0%          | -              |
| <i>Teacher Olympiad</i>                    | \$0                 | 0%          | \$1,817,065         | 4%          | -              |
| <b>Other income</b>                        | <b>\$3,358,721</b>  | <b>10%</b>  | <b>\$2,877,523</b>  | <b>7%</b>   | <b>-14.33%</b> |
| <b>Total donations (MXN)</b>               | <b>\$34,072,574</b> | <b>100%</b> | <b>\$41,152,240</b> | <b>100%</b> | <b>20.78%</b>  |

|                                         |                    |                    |       |
|-----------------------------------------|--------------------|--------------------|-------|
| <b>Exchange rate as June 30 by year</b> | \$17.21 USD to MXN | \$19.72 USD to MXN |       |
| <b>Total Income (USD)</b>               | \$1,979,813        | \$2,086,828        | 5.41% |

# Financial statements

## Annual Report RobotiX Foundation

| Expenses                                | Season 23-24        |             | Season 24-25        |             |               |
|-----------------------------------------|---------------------|-------------|---------------------|-------------|---------------|
|                                         | Amount              | %           | Amount              | %           | Δ%            |
| Materials                               | \$13,016,207        | 47%         | \$14,962,195        | 43%         | 14.95%        |
| Operational staff                       | \$6,474,743         | 23%         | \$7,699,045         | 22%         | 18.91%        |
| Distribution & Infrastructure           | \$2,555,298         | 9%          | \$2,336,641         | 7%          | -8.56%        |
| Competitions & teams demonstrations     | \$1,912,711         | 7%          | \$4,729,111         | 14%         | 147.25%       |
| Institutional Strengthening             | \$813,879           | 3%          | \$1,983,713         | 6%          | 143.74%       |
| Communication                           | \$457,729           | 2%          | \$770,184           | 2%          | 68.26%        |
| Overhead                                | \$2,533,039         | 9%          | \$1,953,810         | 6%          | -22.87%       |
| <b>Total Expenses (MXN)</b>             | <b>\$27,763,607</b> | <b>100%</b> | <b>\$34,434,700</b> | <b>100%</b> | <b>24.03%</b> |
|                                         |                     |             |                     |             |               |
| <b>Exchange rate as June 30 by year</b> | \$17.21 USD to MXN  |             | \$19.72 USD to MXN  |             |               |
| <b>Total Expenses (USD)</b>             | \$1,613,225         |             | \$1,746,182         |             |               |



# Financial statements

## Comparative Annual Operating Budget Fundación RobotiX

| Project                                    | Remaining funds     |                |                     |               |                    |                |
|--------------------------------------------|---------------------|----------------|---------------------|---------------|--------------------|----------------|
|                                            | Income              | %              | Expenses            | %             | Remainder          | %              |
| <b>STEM+ for all</b>                       | <b>\$31,708,699</b> | <b>77.05%</b>  | <b>\$27,354,411</b> | <b>66.47%</b> | <b>\$4,354,289</b> | <b>13.73%</b>  |
| <i>FIRST LEGO League</i>                   | \$27,115,015        | 65.89%         | 23,312,334.37       | 56.65%        | \$3,802,681        | 14.02%         |
| <i>RobotiX in the box</i>                  | \$4,593,684         | 11.16%         | 4,042,076.21        | 9.82%         | \$551,608          | 12.01%         |
| <b>Playful Pedagogies</b>                  | <b>\$6,566,017</b>  | <b>15.96%</b>  | <b>\$6,564,497</b>  | <b>15.95%</b> | <b>\$1,521</b>     | <b>0.02%</b>   |
| <i>Project-Based Learning through Play</i> | \$4,573,072         | 11.11%         | 4,592,479.90        | 11.16%        | -\$19,408          | -0.42%         |
| <i>Blended Experiment</i>                  | \$175,880           | 0.43%          | 175,880.32          | 0.43%         | \$0                | 0.00%          |
| <i>Teacher Olympiad</i>                    | \$1,817,065         | 4.42%          | 1,796,136.66        | 4.36%         | \$20,929           | 1.15%          |
| <b>Other operations</b>                    | <b>2,877,523.38</b> | <b>6.99%</b>   | <b>3,311,096.69</b> | <b>8.05%</b>  | <b>-\$433,573</b>  | <b>-15.07%</b> |
| <b>Total 24-25 (MXN)</b>                   | <b>\$41,152,240</b> | <b>100.00%</b> | <b>\$37,230,004</b> | <b>90.47%</b> | <b>\$3,922,236</b> | <b>9.53%</b>   |
| <b>Total 23-24 (MXN)</b>                   | <b>\$30,713,853</b> | <b>100.00%</b> | <b>\$26,740,483</b> | <b>87.06%</b> | <b>\$3,973,370</b> | <b>12.94%</b>  |
| <b>Growth</b>                              | <b>\$10,438,387</b> | <b>33.99%</b>  | <b>\$10,489,521</b> | <b>39.23%</b> | <b>-\$51,134</b>   | <b>-1.29%</b>  |



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Students of Daytime Secondary School No. 17 'Constitución de 1857'





Thank you!

## ESCUELA TELESECUNDARIA

JUANA DE ASBAJE  
TEPEZ, TIXCACALCUPUL, YUCATÁN  
ZONA ESCOLAR 012



Kanante Tz'o.



NOMBRE DEL PROYECTO: COX KANANTE JÁ 'O  
NOMBRE DEL EQUIPO: KANANTE JÁ 'O  
NOMBRE DEL ROBOT: KANAN



ópticas  
**HANNA**