

Annual report

School Year 2025–2026



Report

School Year 2025–2026

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Regional Teacher Olympiad Participants
Mérida, Yucatán

Message from our Founder and Board President

20 years ago, when I founded RobotiX, I did so with a deep conviction: that every boy, girl, and young person in Mexico deserves an education that excites them, transforms them, and prepares them for the future through science and technology.

Seeing how that initial dream has evolved into programs that inspire new generations to become changemakers is the greatest pride of my life. As we wrap up this 2025–2026 school year, looking back at the impact generated and the achievements reached, I can't help but feel thrilled. I know that the best is yet to come.

I invite you to explore the Fundación RobotiX annual report, where we share the progress, lessons learned, and collaborations that have made this journey possible—an impact story we couldn't have built without the support of our allies and donors.

Thank you for being part of this journey and for continuing to transform the future alongside us!

Roberto Saint Martin

Founder and Chairman of the Board of Grupo RobotiX



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

----- The Pillars of Our Strategy ----->

Methodological Strengthening

Playful pedagogical approaches such as **Project-Based Learning (PBL)** and **STEM (Science, Technology, Engineering, and Math)**, tailored to the needs and possibilities of each context.

Diversity and Inclusion

Educational implementation driven by **gender and racial equity**, fully inclusive of students with **disabilities** as well as those with **high abilities**.

Social and Economic Development

Empowering children and youth toward social **mobility** and **inclusion** in a global economy.

Community Well-being

Promoting community integration around schools through local, state, and **national fairs and events**.

20 Years of Driving STEM Education in Mexico

We transform educational communities through programs, teacher training, and events that bring science and technology to Mexico's children and youth.

We know that talent is everywhere, but opportunities are not.

That is why our goal is to bring these transformative experiences to more educational communities, preparing new generations for the challenges of today and tomorrow.

- **Our Partners:** We work closely with the Secretariat of Public Education (SEP), state governments, and leading national and international companies to amplify our reach.
- **Our Impact:** We benefit public schools and community centers across the country, including rural and Indigenous communities.

Our impact



+800,000 students
+15,000 teachers
over the last 5 years



**Presence and operations
across all 32 states in Mexico**



In Partnership with:

- Federal Secretariat of Public Education
- 30 State Secretariats of Education
- 2 Municipal Governments
- +30 national and international companies and organizations

At Fundación RobotiX, during the **2025–2026** school year, we drove three **national-level programs**.

1

STEM+
for all



2

Teacher Training
and Professional
Development Initiatives



3

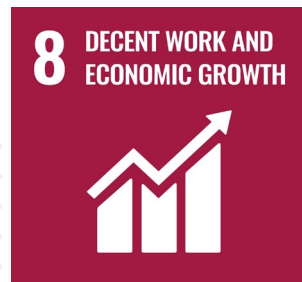
Science and
Technology Events



We guide each of our programs through cross-cutting pillars that transform learning:

- **Pedagogical Alignment:** Programs integrated into the New Mexican School framework (*Nueva Escuela Mexicana* - NEM).
- **Gender Equity:** Fostering active participation and interest among children and youth in STEM fields.
- **Inclusion:** Promoting the inclusion of students with disabilities, special learning needs, or high abilities.
- **Diversity:** Adapting to multicultural, urban, and rural contexts, both locally and globally.

Aligned to:



1

Program Results

STEM+ for all

School Year 2025–2026



Students at School No. 32
"José María Morelos y Pavón"

STEM+ for all

This initiative promotes access to **STEM+ programs (Science, Technology, Engineering, and Math)** for public school and community center students from preschool through high school.

We drive the implementation of **FIRST LEGO League (across preschool, primary, and middle school)** and **RobotiX in the Box (in middle school and high school)**. We equip schools with learning materials, teacher training, and strategic guidance, in addition to organizing regional and national events that strengthen collaboration.

The success of this strategy lies not only in facilitating a transition toward high-quality STEM activities, but also in its ability to connect with public policies (at local, state, and federal levels) and leverage the commitment of private organizations and key donors.

Each benefited educational community receives:

1	Equipment
2	Educational material for the school year
3	Training for educators
4	School network monitoring
5	Participation in school, regional and fairs, and events



STEM+ for all

Overall Impact | 2025–2026 School Year



1,868
educational
institutions



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



32
states
reached



118,143
students



3,599
teachers



48%
of participants
were girls



6,908
participants with disabilities
or special learning needs



7,278
students from Indigenous
communities

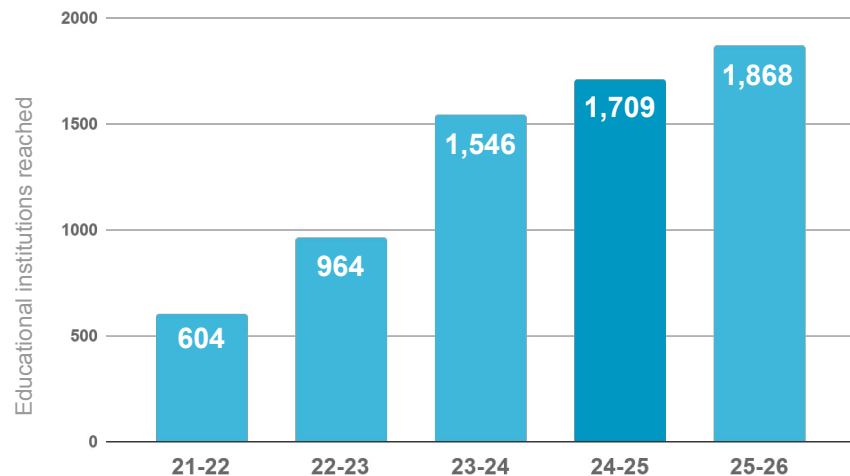


Breakdown of the impact achieved by program:

#	Program	Educational institutions reached	Students directly impacted	Equivalent in number of team	% of girls	Indirectly impacted students	Impacted teachers
1	FIRST LEGO League Challenge	844	39,924	5,014	50.13%	154,879	1,434
2	FIRST LEGO League Explore	542	45,314	7,628	47.50%	71,839	937
3	FIRST LEGO League Discover	324	20,894	5,241	50.64%	23,603	890
	Total impact of FLL in Mexico:	1,710	106,132	17,883	49%	250,321	3,261
4	RobotiX in the Box	158	12,011	2,401	40%	27,676	338
	Total impact:	1,868	118,143	20,284	48%	277,997	3,599

We increased the number of students reached by 6% compared to 2024–2025!

We achieved a 9% increase in the number of schools reached compared to the previous school year.





Through this international program, we bring science and technology to students between 4 and 16 years old through fun and play. Each season, participants build essential skills by tackling real-world challenges.

Since 2016, **Fundación RobotiX** has been responsible for bringing and giving life to this great program in Mexico.

Today, we are one of the top 3 countries worldwide with the highest number of children and youth participating in *FIRST* LEGO League.

During the **FIRST Community Conference in Philadelphia**, we received the **National Impact Award** in recognition of the incredible reach we have achieved with *FIRST* LEGO League in Mexico.

Program impact during the 25-26 Season



1,710

educational
institutions



82%

from the participating
institutions were
public schools and
community centers



32

states
reached



106,132

students



49%

of participants
were girls



3,261

teachers



UNEARTHED™

During the 2025–2026 school year, under the **UNEARTHED** season, dedicated to **archaeology**, we invited children and youth to explore the past to uncover the future.

Throughout the season, **students leveraged STEM fields to reveal new discoveries about our communities and help build a better world.**

In UNEARTHED, teams discovered how archaeologists work, what insights ancient artifacts offer, and how technology and teamwork help us understand the past. They also took on the challenge of identifying a real-world issue in the field of archaeology and proposing creative solutions to preserve and pass on our historical knowledge.

**FIRST
LEGO
LEAGUE**

DISCOVER

4-6 years

**FIRST
LEGO
LEAGUE**

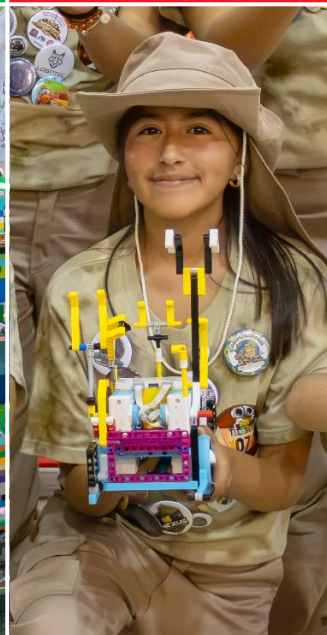
EXPLORE

6-10 years

**FIRST
LEGO
LEAGUE**

CHALLENGE

9-16 years





During the 2025–2026 school year, **12,011 students across 158 public middle and high schools** gained access to the RobotiX in the Box program. This reach was made possible through strong government partnerships and the valuable support of our donor network.

Through this initiative, we implemented innovative learning environments based on the STEM+ approach, where students develop key skills in **Electronics, Programming, and Robotics**; driving not only their technical growth, but also strengthening their socio-emotional competencies.

We were proud to extend this benefit to a wide variety of educational subsystems across the country:

- **Middle Schools:** General, technical, day, and distance-learning middle schools (*Telesecundarias*).
- **High Schools:** Official preparatory schools, CECYTE, CONALEP, Telebachilleratos, CBT, CBTIS, IEMS, and COBAEV.

Program impact during the 25-26 Season



158

educational
institutions



100%

from the participating
institutions were
public schools and
community centers



15

states
reached



12,011

students



40%

of participants
were girls



338

teachers

I am amazed by my students' enthusiasm. I started with third graders, and they are super motivated with the work, which I love. It is deeply rewarding to feel that they enjoy every class and every activity. Even students who aren't in my class are catching the excitement.

José Enrique Rodó Middle School No. 139
Mexico City

We are thrilled with everything we have achieved through the program. This support has made a huge difference. Our students have strengthened their knowledge in electronics, starting from the most basic concepts and developing new skills in every session. Each topic has sparked their interest and their desire to keep learning.

State High School Educational Center No. 13
Tlaxcala



Students at School No. 32
"José María Morelos y Pavón"

STEM+ for all was made possible thanks to:

• APTIV •

amdocs

FUNDACIÓN
ROBERT BOSCH MEXICO

GRUPO
WALWORTH

W.K. KELLOGG
FOUNDATION

PACCAR MEXICO

DAF

KENWORTH

JOHN DEERE

FIRST

epam

Dow

kyndryl

gm

United Way
Fondo Unido México

ANW

3M

GlobalGiving

PROGRAMA EDUCACIÓN
EN MOVIMIENTO

Ford LINCOLN
Y SUS DISTRIBUIDORES

HOLCIM

The LEGO Foundation

orbis

NISSAN

FUNDACIÓN
NISSAN

NORTE19
PROMOTORA DE HOTELES

BRP

FUNDACIÓN
DEACERO

Fundación
ALBERTO
BAILLÈRES

FUNDACIÓN
FLEISHMAN

CATERPILLAR
FOUNDATION
CATERPILLAR

ZEBRA

Quálitas
COMPAÑÍA DE SEGUROS

pwc



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
Secretaría de Educación, Ciencia, Tecnología e Innovación del Estado de México
COMECyT - Consejo Mexiquense de Ciencia y Tecnología
Secretaría de Educación de Nuevo León
Secretaría de Educación del Gobierno del Estado de Yucatán
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 - 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 del Estado de Jalisco
Municipio de Guadalajara
Secretaría de Educación del Estado de Michoacán de Ocampo
Secretaría de Educación de Quintana Roo
Secretaría de Educación Pública de Hidalgo
Secretaría de Educación del Estado de Coahuila



2

Program Results

Teacher Training and Professional Development Initiatives

School Year 2025–2026



Participant in the
Educator Olympiad in Yucatán

Teacher Training and Professional Development Initiatives

This program promotes the use of **pedagogical strategies and active methodologies** among education professionals to foster the continuous updating of tools, enabling them to implement playful, relevant teaching methods that resonate with students' real interests.

We aim to strengthen the role of teachers in collaboration with official educational authorities, such as the **General Directorate of Continuous Training (DGFC)**, the **Teacher Professional Development Program (PRODEP)**, and the **Special Education Department**, with the shared goal of driving classroom transformation and generating a lasting positive impact across thousands of schools nationwide.



Participant in the Educator Olympiad in Yucatán

Teacher Training and Professional Development Initiatives

Overall Impact | 2025–2026 School Year



974

educational
institutions



100%

from the participating
institutions were public
schools and community
centers



1,831

teachers



78%

female participants



53,970

Indirectly benefited
students



11

states
reached



676

projects
developed



Breakdown of impact achieved by training program:

#	Training	Institutions	Teachers	% of female teachers	Indirectly benefited students
1	IA para el aula: Decisiones pedagógicas para el día a día docente (Childtech)	48	50	52%	1,500
2	IA para la educación (Trust for the Americas)	20	19	68%	570
3	ABP con escuelas normalistas (W. F. K)	1	32	66%	NA
4	Aprendizaje basado en proyectos a través del juego (ABP)	572	813	82%	24,390
5	Aprendizaje basado en indagación con enfoque STEAM (ABI)	30	36	53%	1,080
6	Inteligencia Artificial Generativa: una aliada para la educación (IA)	143	269	84%	8,070
7	Diseño de proyectos STEAM con enfoque ABP	160	612	75%	18,360
Total impact:		974	1,831	78%	53,970

Training

Aprendizaje Basado en Proyectos a través del Juego

During the current school year, the state of **Puebla** implemented the workshop **"Project-Based Learning Through Play,"** capitalizing on the capacity established by Fundación RobotiX following the train-the-trainer initiative conducted in the 2023–2024 cycle.

Likewise, the state of Yucatán consolidated this workshop with official state-level accreditation through the **PRODEP** department, achieving the active participation and professional development of basic education teachers.

Training Reach During the 2025–2026 School Year



572
educational
institutions
impacted



813
teachers



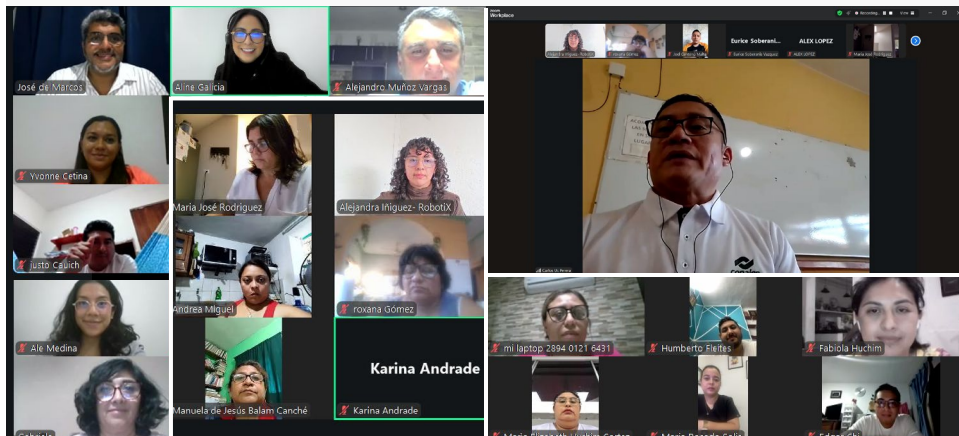
82%
female teacher
participation



24,390
indirectly
benefited
students



2
states
reached



Training

Diseño de Proyectos STEAM con Enfoque ABP

The General Directorate of Continuous Training in Sinaloa and Yucatán officially accredited the workshop **"STEAM Project Design with a PBL Approach."**

This training enabled educators to integrate LEGO Education equipment into their classrooms through **Project-Based Learning (PBL) methodologies**.

Thanks to the strategic alliance with the Kellogg Foundation, we strengthened these teaching competencies in Yucatán and boosted school community participation in *FIRST* LEGO League events.

Training Reach During the 2025–2026 School Year



160
educational
institutions
impacted



612
teachers



75%
female teacher
participation



18,360
indirectly
benefited
students



2
states
reached



Training

Aprendizaje Basado en Proyectos a través del Juego con estudiantes normalistas

We conducted a **20-hour training pilot for 5th-semester student-teachers** at Escuela Normal de Ticul in the state of Yucatán.

A total of **32 student-teachers** completed the in-person training program.

This community pioneers Fundación RobotiX's initiative with teacher training colleges to strengthen active learning methodologies, not only for in-service educators already in the classroom, but starting with student-teachers who represent the next generation of educators.

Training Reach During the 2025–2026 School Year



1
educational
institution
impacted



32
trainee
teachers



66%
female teacher
participation



1
state
reached



Training

Aprendizaje Basado en Indagación con Enfoque STEAM (ABI)

This school year, the state **Teacher Professional Development Program (PRODEP)** approved the workshop **"Inquiry-Based Learning with a STEAM Approach."**

This workshop aims to equip teachers with educational tools to design meaningful questions that motivate students to explore, investigate, and construct knowledge independently.

Training Reach During the 2025–2026 School Year



30

educational institutions impacted



36

teachers



53%

female teacher participation



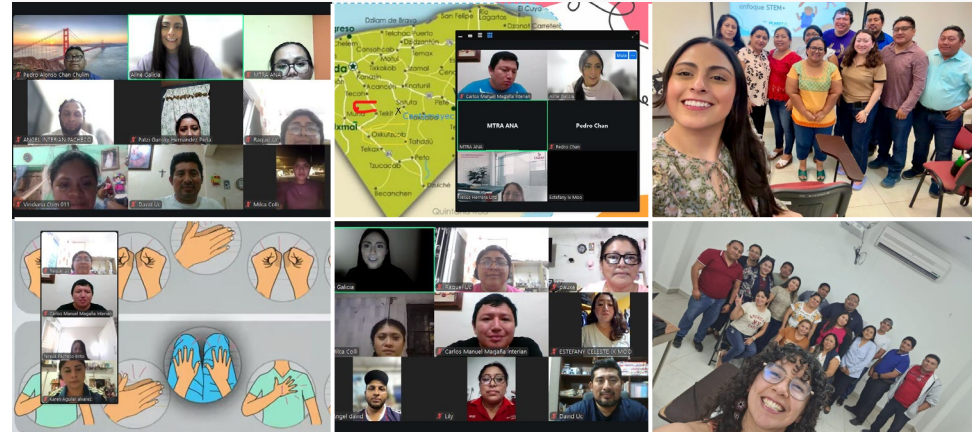
1,080

indirectly benefited students



1

state reached



Training

Inteligencia Artificial Generativa: una aliada para la educación

In partnership with the **Special Education Departments of Tamaulipas** and Yucatán, we delivered the **"Generative Artificial Intelligence"** workshop. This initiative aims to train teaching staff in the safe, responsible, and inclusive use of artificial intelligence.

Through this training, teachers acquire the necessary tools to develop innovative, adapted teaching strategies that especially benefit students with disabilities and high-ability learners.



Training Reach During the 2025–2026 School Year



143
educational
institutions
impacted



269
teachers



84%
female teacher
participation



8,070
indirectly
benefited
students



2
states
reached



Training IA para el aula: Decisiones pedagógicas para el día a día docente Desafío ChildTech

Fundación RobotiX was selected in this global competition to address a key challenge: **promoting the use of AI among teachers and guiding students toward its responsible and educational application.**

Movilizatorio, as the winning startup, proposed the solution: the **"AI in the Classroom"** virtual course, integrated into our **RobotiX in the Box** program. Through this course, the goal is to develop critical thinking regarding these tools, helping students recognize when and when not to use them, and leveraging them to enrich the projects they present at the national RobotiX Faire competition.

- **6 hours** of teacher training
- **8 hours** of hands-on work with audiovisual resources for students

Training Reach During the 2025–2026 School Year



48

educational
institutions
impacted



50

teachers



52%

female teacher
participation



1,500

indirectly
benefited
students



9

states
reached



Teacher Professional Development Initiatives were brought to life thanks to:



Programa para el Desarrollo Profesional Docente
Educación Básica
Secretaría de Educación Pública y Cultura
Gobierno del Estado de Sinaloa

Programa para el Desarrollo Profesional Docente
Secretaría de Educación del Gobierno del Estado de Yucatán

Secretaría de Educación de Tamaulipas

Secretaría de Educación del Estado de Puebla



3

Program Results

Science and Technology Events

School Year 2025–2026



FIRST LEGO League Team

Science and Technology Events

We consolidated **regional, national, and international** gathering spaces to recognize and celebrate the learning achieved by children and youth throughout this school year. Through these spaces, we successfully strengthened the **culture of and interest in science and technology** across the country.

These events became key platforms for the exchange of knowledge among **students, families, teachers, volunteers, and partners**; uniting our entire community around enriching experiences.



INTERNATIONAL OPEN CHAMPIONSHIP
MEXICO 2026
FIRST® LEGO® LEAGUE

ROBOTIX® FAIRE



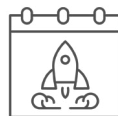
Throughout the school year, we hosted more than **30 regional, national, and international events** aimed at positioning Mexico as a benchmark for **STEM talent**.



International Open Championship Mexico 2026
FIRST LEGO League

Science and Technology Events

Overall Impact | 2025–2026 School Year



35

events



1,370

participating
schools



9,598

participating
students



2,304

participating
teachers



1,457

volunteers



Breakdown of impact reached by event:

#	Event	# Events	Institutions	Participating students	Participating teachers	# teams equivalent
1	FIRST LEGO League (regionales y nacionales)	30	1,148	8,149	1,967	1,234
2	International Open Championship Mexico	1	64	519	124	64
3	RobotiX Faire Regional	1	11	77	13	19
4	RobotiX Faire Nacional	1	105	853	120	197
5	Olimpiada Docente Regional	1	20	NA	37	21
6	Olimpiada Docente Nacional	1	22	NA	43	22
Total impact:		35	1,370	9,598	2,304	1,557



As part of the *FIRST* LEGO League program, during the 2025–2026 school year, **we hosted 30 in-person and virtual events** across various states in the country, from November 2025 through June 2026.

In these events spearheaded by Fundación RobotiX, students presented innovation projects inspired by **UNEARTHED**, the season's archaeology-focused theme.

Beyond the competition, these gatherings enabled children and youth to put their **STEM skills to the test and share their creative solutions to the season's challenge**.

These 30 events were made possible thanks to the support of **more than 18 operating partners and donors**, including universities, corporations, ministries of education, and government agencies.

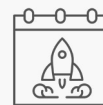
Reach of Events During the 2025–2026 Season



8,149
participants



1,234
teams



30
events



12
host states



1,353
volunteers



FIRST LEGO League Participants

INTERNATIONAL OPEN CHAMPIONSHIP MEXICO 2026

FIRST® LEGO® LEAGUE

In 2026, for the first time in history, **Mexico hosted an international FIRST LEGO League event**. This milestone joins our country to the list of global host locations for the season, alongside nations such as Australia, Canada, South Korea, the United States, and Greece.

The event took place from **May 27 to May 30, 2026, in Jalisco**, organized by **Fundación RobotiX** in partnership with the **Government of Jalisco**, with the valuable support of **Amdocs, Zebra, the Guadalajara Visitors and Conventions Bureau, 3M, GlobalGiving, EPAM, and Norte 19**.

This major event brought together teams from 21 Mexican states and 19 countries, including Germany, Brazil, Chile, Colombia, United Arab Emirates, Spain, France, Honduras, Italy, Japan, Morocco, Paraguay, and Uruguay, among others.

Impact *FIRST* LEGO League International Event in Mexico



International Open Championship Mexico 2026
FIRST LEGO League

What I liked most was the atmosphere. We've been to many other competitions, but we haven't seen an atmosphere like this here in Mexico. It feels like being at the World Cup final—it's extraordinary.

Christophe Thiriot (Brainstormers Coach)
France

"We truly loved the atmosphere at this event. Since this was our first time participating, we're leaving with such a great impression. Our students were able to grow and interact with teams from across the country while sharing in everything this event had to offer. Huge thanks to Fundación RobotiX—this was an incredible opportunity for us to have fun while researching, learning, dancing, and so much more!"

Sergio Manuel Rodríguez Pacheco (Coach)
Mexico



Brainstormers Team
International Open Championship Mexico 2026
FIRST LEGO League

ROBOTIX® FAIRE

As the culmination of the **RobotiX in the box** educational experience, participating schools consolidate their learning at **RobotiX Faire**, a STEM fair that merges technology, fun, and learning with a social purpose.

This event has established itself as a key space for collaboration, where middle and high school students present innovative projects designed to address real-world problems through science and technology.

For the 2025–2026 edition of RobotiX Faire, we invited students to develop solutions aligned with **Sustainable Development Goal (SDG) 11: Sustainable Cities and Communities**. Through this challenge, they designed technological proposals that demonstrate the program's tangible impact on their communities.

This school year featured two events:

1. National RobotiX Faire



853

participants



197

teams



105

schools



13

participating
states



197

projects

2. Regional RobotiX Faire (Veracruz)



77

participants



19

teams



11

schools



1

participating
state



19

projects

Winning Projects of the 2025–2026 RobotiX Faire



Smart Habitat 17 Project
Escuela Secundaria General
N° 17 “Constitución de 1857”
Mexico City

This project features a smart home that integrates various automated systems to enhance security, comfort, and resource efficiency within the household.

The prototype incorporates sensors and electronic systems capable of automatically turning on lighting when motion is detected, monitoring temperature and humidity, and controlling water levels in storage tanks and cisterns, among other functions.

"We envisioned a home that would help save water and electricity, but also provide greater security and make daily life easier for families." Renata, team member



SafeGas Project
CONALEP 107 Plantel
State of Mexico (EDOMEX)

The project consists of a device designed for portable LP gas cylinders that detects leaks and seismic activity, automatically triggering the valve closure to reduce the risk of accidents. The idea emerged after the team investigated an incident in their community and interviewed emergency responders to learn about the main causes of these types of events.

"We want our project to help prevent accidents and protect more families, rather than just remaining a school assignment." SafeGas Team Members



Powered by **Fundación RobotiX**, this gathering space established itself as a key platform for exchanging pedagogical best practices among educators. We fostered reflection on and mastery of active methodologies—such as **Learning through Play**, **Project-Based Learning (PBL)**, and **Inquiry-Based Learning**—to transform classrooms into meaningful learning environments.

As a result of the **Teacher Olympiad** (Olimpiada Docente), **43 projects** were designed during the school year. These projects stand out for incorporating cultural heritage, community and indigenous knowledge, and environmental awareness, directly responding to the specific needs of each community.

This school year, we hosted two events:

1. Regional Teacher Olympiad (Yucatán)



2. National Teacher Olympiad



Winning Projects of the Teacher Olympiad in Yucatán



TIN KANANTIK IK DZONOTOOB
Winners of the “Inspiration and Scope” Award

An initiative where middle school students developed a prototype for the exploration, cleaning, and conservation of Maya heritage, applying STEM concepts to protect the environment and preserve their cultural identity.



Retomando nuestras raíces mayas
Winner of the “Pedagogical Excellence” Award

This project uses traditional farming and cultivation as a living laboratory to apply middle school mathematics and science, incorporating family knowledge to strengthen hands-on learning and cultural identity.



El mercado de mi comunidad
Winner of the “Community Footprint” Award

This project uses traditional cooking as a hands-on learning space for preschool and primary students, empowering children to develop autonomy and counting skills through local recipes, seamlessly connecting mathematics with their cultural heritage.

The Science and Technology events were made possible thanks to:



Secretaría de Educación del Estado de Jalisco
Gobierno de Jalisco

Secretaría de Educación Pública de Tlaxcala - USET
Territorio STEM Tlaxcala

Secretaría de Educación, Ciencia, Tecnología e Innovación del Estado de México
COMECyT - Consejo Mexiquense de Ciencia y Tecnología

Secretaría de Educación del Gobierno del Estado de Yucatán - SEGEY

Secretaría de Educación de Nuevo León

Secretaría de Educación del Estado de Durango

Servicios de Educación Pública del Estado de Nayarit
Medios Electrónicos en la Educación Básica (MEEBA)

Secretaría de Educación del Estado de Querétaro

Secretaría de Educación de Veracruz

Focal point

Gender Equality

School Year 2025–2026



FIRST LEGO League participants

Gender equality

Aligned with **UN Sustainable Development Goal 5**, Fundación RobotiX drives strategic actions to ensure the active participation of more girls in our programs.

Through curriculum implementation and various inclusion strategies, during the 2025–2026 school year, **48% of the students served through the “STEM for All” program were girls.**

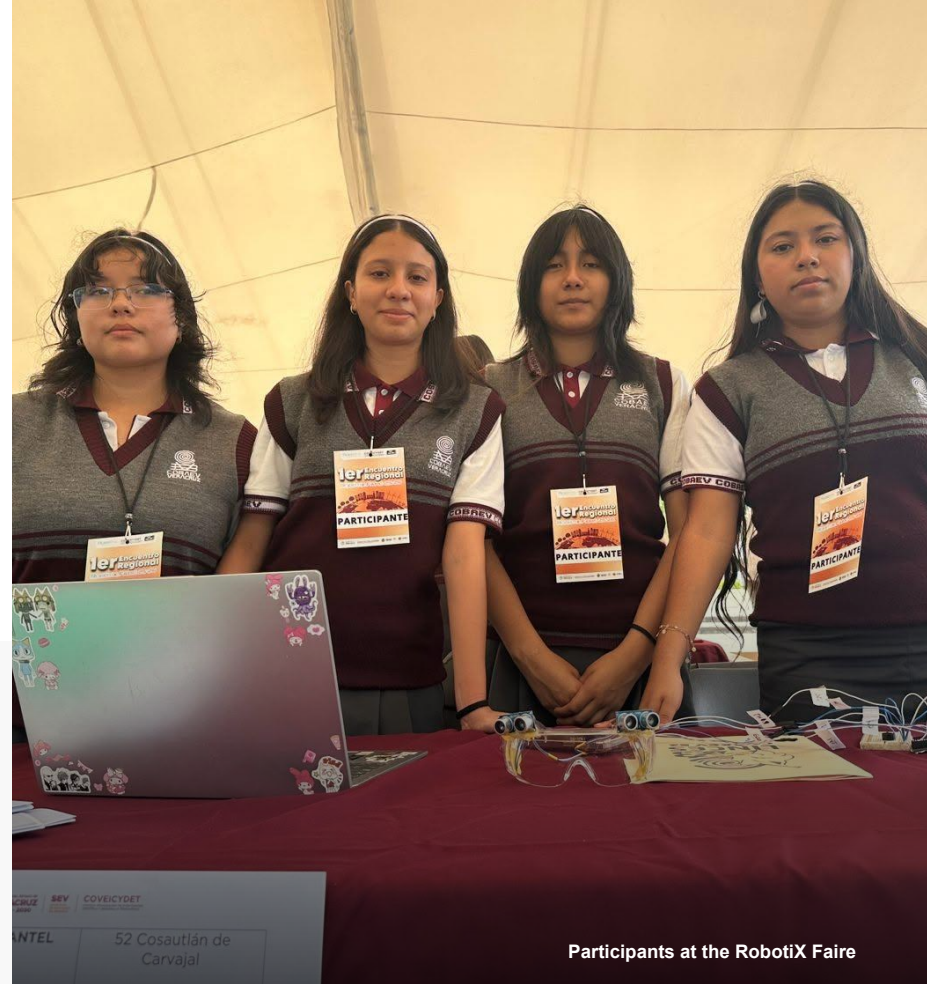


48%
of girls
participated in our
programs



We also promote:

- **Leadership of girls and female educators** in STEM projects and initiatives.
- **Gender-stereotype-free spaces** across classroom language, attitudes, and career aspirations.
- **Equitable access to technology**, ensuring equal opportunities for girls, boys, and educators alike.



Participants at the RobotiX Faire

Focal point
**Inclusion and
Diversity**

School Year 2025–2026

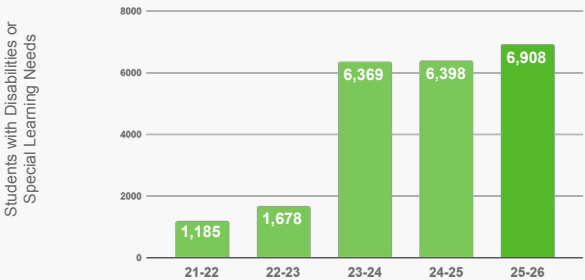


FIRST LEGO League Team

Inclusion

During the 2025–2026 school year, **6,908 students with disabilities or special learning needs** were part of our educational community. This achievement reaffirms our commitment to guaranteeing a truly inclusive, equitable, and accessible **STEM education for all**.

2,742	Learning disorders
2,341	Visual impairment (mild to blindness)
999	Intellectual disabilities
546	Hearing impairments (moderate to profound)
280	Motor & Physical Disabilities (Mild to Severe)



FIRST LEGO League student

Diversity

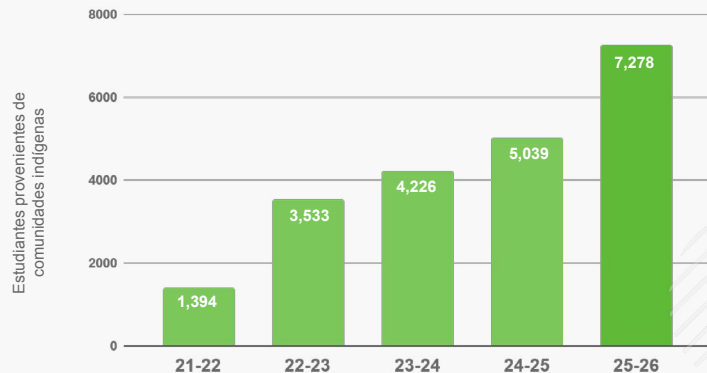
During the 2025–2026 school year, **7,278 students from Indigenous communities** participated in our programs. This achievement represents a **44% increase** compared to the previous school year, reinforcing our commitment to an inclusive and equitable STEM education.



7,278
Students from
Indigenous
Communities



FIRST LEGO League was delivered in
spanish, english, LSM (Mexican Sign
Language), Chontal, Chól, Maya,
Mixteco, Náhuatl, Otomí, Tarahumara,
Tsotsal, Tu'un Savi (Mixte), yokot' an,
HÑAHÑU and Náayeri (cora)



FIRST LEGO League Team

Volunteering

School Year 2025–2026



Volunteers *FIRST* LEGO League

Volunteering

At Fundación RobotiX, we strengthen partnerships between corporate donors and our educational communities. Through our volunteer program, we encourage corporate employees to actively participate in two key roles:

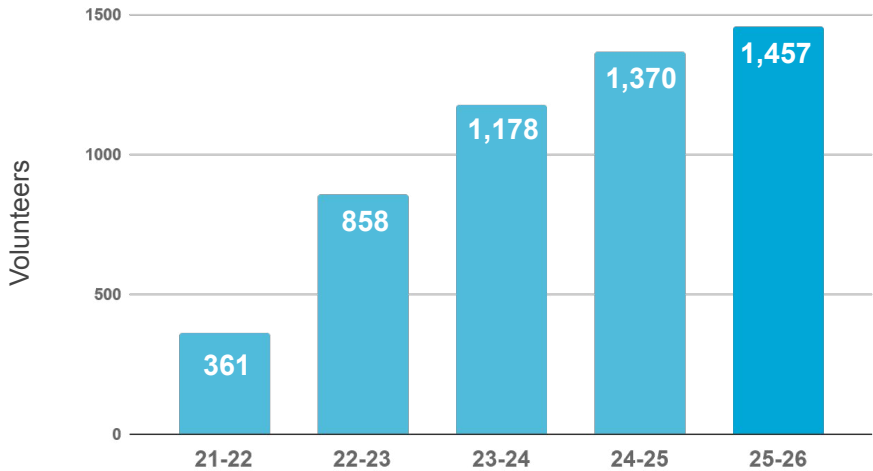
- **Project Judges and Evaluators:** They provide technical feedback, communication tips, and guidance to enhance the teams' proposals.
- **Mentors:** They guide, inspire, and motivate students, offering a first-hand look into STEM careers.

This collaboration not only fosters key skill development in children and youth, but also creates a deeply meaningful, high-impact experience for our corporate allies.



Zebra Technologies Volunteers

During the 2025–2026 school year, we hosted **35 events** with the participation of **1,457 volunteers**, representing a **6% increase** over the previous cycle and a total of **11,350 accumulated volunteer hours**.



International Open Championship Mexico 2026 volunteers



Mariana Menéndez
HR Business Partner Mexico
Rockwell Automation

“ Volunteering offers employees a sense of achievement, the opportunity to share their skills and experience, and a sense of belonging to the company. ”



Paulina García
Associate consultant | Cloud
Kyndryl México

Being a volunteer is about innovating: you can transform an idea, foster a skill, or open a door that leads someone further than they ever imagined. ”



Agustín Villavicencio
Global Account manager
Rockwell Automation

“ Volunteering is a deeply enriching experience that allows us to share knowledge, plant a seed of inspiration in young minds, and achieve mutual growth and satisfaction. ”



Volunteers
FIRST LEGO League



Volunteers
Olimpiada Docente



Volunteers
International Open Championship Mexico 2026

Social Media & Public Relations (PR)

School Year 2025–2026



International Open Championship Mexico 2026

Social Media & Public Relations (PR)

Throughout the 2025–2026 school year, we drove communication strategies through campaigns, media interviews, and social media posts, aimed at positioning our impact, amplifying our message, and strengthening our community.

For Fundación RobotiX, communication is key to:

- **Highlighting the importance of STEM education** in the holistic development of children and youth.
- **Showcasing success stories** of students and schools excelling in national and international events.
- **Recognizing the dedication and commitment of educators** as agents of change.
- **Inspiring more school communities** to engage with science and technology.
- **Inviting more organizations to join our movement** for transformative education.

Impact & Reach During the 2025–2026 School Year



482

Joint Press Releases
with Allies & Donors



+6,400,000

Social Media Reach:
Fundación RobotiX &
FIRST LEGO League Mexico



México se adelanta al Mundial de Fútbol: será sede global del campeonato de robótica FIRST LEGO League

Del 27 al 30 de mayo de 2026, la Universidad de Guadalajara recibirá a 90 equipos de 30 países. Es la primera vez que el país alberga este torneo STEM, consolidando el trabajo de dos décadas de Fundación RobotiX.



CORTESÍA: FUNDACIÓN ROBOTIX

CIENCIA Y TECNOLOGÍA

Voluntariado que transforma: compartir conocimiento con la niñez inspira la innovación empresarial

Por Juan Carlos Machorro
● DIC 4, 2025 ● #Fundación RobotiX

En un momento en que las empresas fortalecen sus programas de responsabilidad social, el voluntariado se posiciona como una herramienta poderosa para generar impacto social, detonar innovación y construir vínculos significativos entre el sector privado y las comunidades. Así lo demuestran los testimonios de colaboradores de Rockwell Automation y de escuelas beneficiarias de Fundación RobotiX.

En el marco del Día Internacional del Voluntariado que se celebra este 5 de diciembre, Mariana Ruiz Menéndez, líder del pilar de educación del programa de responsabilidad corporativa Rock Your Care en Rockwell, asegura que el voluntariado solo funciona cuando deja de ser un requisito y se convierte en parte de la identidad corporativa.

"El voluntariado no puede ser un 'check'. Tiene que nacer del propósito y la cultura de la empresa. En Rockwell lo impulsamos desde el liderazgo porque creemos que expandir la posibilidad humana empieza por abrir oportunidades para niñas y niños, y también para nuestros propios colaboradores."

Bajo esta visión, Rockwell ha consolidado un programa basado en tres pilares —Comunidades Vulnerables, Sustentabilidad y Educación—, y es precisamente en este último donde, desde hace más de cinco años, colabora estrechamente con Fundación RobotiX.

MURAL

SOCIEDADE

COMUNIDAD

Concluye en Jalisco Mundial Infantil STEM

40 años 30 años
Adán Padilla
Guadalajara, México (30 mayo 2026) - 22:48 hrs



Más de 600 estudiantes de 20 países participaron en Jalisco en el International Open Championship Mexico 2026 de FIRST LEGO League. Crédito: Ismael Ramírez

Jalisco recibe el FIRST LEGO League y consolida apuesta por ciencia y tecnología

Por Francisco Ametia

mayo 28, 2026 al 12:19 hrs GMT-6

El FIRST LEGO League International Open Championship ya inició en Jalisco y continuará este fin de semana en el Pabellón Cultural Universitario de la Universidad de Guadalajara, reuniendo a más de 900 estudiantes de 20 países en una de las competencias de robótica y educación STEM más importantes del mundo.



FIRST LEGO LEAGUE 2026 © FUNDACIÓN ROBOTIX

ADVIERTEN SOBRE REZAGOS

Al alza, mujeres en la ciencia

En el ciclo escolar 2024-2025, más de 50 mil niñas participaron en experiencias educativas STEM

POR LAURA TORIBIO
laura.toribio@gm.com.mx

Impulsar la educación en ciencia, tecnología, ingeniería y matemáticas (STEM) desde edades tempranas es una estrategia clave para reducir las brechas de género y preparar a niñas y jóvenes para el futuro, señala la Fundación RobotiX en el marco del Día Internacional de la Mujer y la Niña en la Ciencia, que se conmemora el 11 de febrero.

De acuerdo con cifras de la propia Fundación RobotiX, en los últimos años más de 148 mil niñas en México se han formado en ciencia y tecnología a través de sus programas educativos. En los últimos cuatro ciclos escolares, mediante el programa STEM Para Todas y Todos, se han impactado a más de 307 mil niñas, niños y jóvenes en el país, con una participación femenina del 48 por ciento.

La fundación destacó que, en el ciclo escolar 2024-2025, más de 50 mil niñas participaron en experiencias educativas STEM, en comparación con 17 mil 532 en el ciclo 2021-2022, lo que representa un crecimiento sostenido en la incorporación de mujeres a programas de ciencia y tecnología.

Especialistas señalan que, históricamente, la ciencia y la tecnología han sido representadas como campos mayoritariamente masculinos en libros, películas y narrativas públicas, lo que limita las oportunidades de identificación de niñas y jóvenes con



Foto: Especial

En los últimos cuatro ciclos escolares, mediante STEM, se han impactado a más de 307 mil niñas, niños y jóvenes en el país.



Independientemente de la profesión que elijan, la tecnología y las habilidades STEM serán esenciales. Incluso una niña que quiere ser veterinaria entiende que necesitará ciencia y tecnología para su futuro."

FUNDACIÓN ROBOTIX

estas áreas. Por ello, la fundación subrayó la importancia de visibilizar los aportes y trayectorias de mujeres científicas y tecnólogas para generar referentes reales desde el entorno educativo.

Estudiantes de Veracruz triunfan en feria RobotiX con proyectos de salud e innovación



102
likes
compartido



Miércoles 12 Noviembre 2025 5:59 PM
Por: Marcelo Bermúdez

Tres **escuelas veracruzanas** se llevaron los primeros lugares en la **RobotiX Faire 2024-2025** (Temporada Otoño), una competencia nacional que promueve el aprendizaje en ciencia, tecnología, ingeniería y matemáticas (STEM) y fomenta el compromiso social de estudiantes y docentes.

El certamen, organizado por la **Fundación RobotiX**, reunió este año 66 proyectos de 43 escuelas provenientes de diez estados del país, entre ellos Baja California, Chihuahua, Coahuila, Estado de México, Guanajuato, Jalisco, Nuevo León, San Luis Potosí, Tamaulipas y **Veracruz**. En esta edición, los equipos trabajaron bajo el Objetivo de Desarrollo Sostenible "Salud y bienestar", creando soluciones tecnológicas para mejorar la calidad de vida en sus comunidades.



Financial statements

School Year 2025–2026



FIRST LEGO League participant

Financial statements

	Season 24-25		Season 25-26		
Revenue by Project	Amount	%	Amount	%	Δ%
STEM+ for all	\$31,708,699	77%	\$31,454,375	71%	-0.80%
<i>FIRST LEGO League</i>	\$27,115,015	66%	\$27,621,816	63%	1.87%
<i>RobotiX in the Box</i>	\$4,593,684	11%	\$3,832,559	9%	-16.57%
Teacher Training and Professional Development Initiatives	\$4,748,952	12%	\$1,671,950	4%	-64.79%
<i>Trainings</i>	\$4,748,952	12%	\$1,671,950	4%	-64.79%
Science and Technology Events	\$1,817,065	4%	\$7,261,874	16%	299.65%
<i>International Open Championship Mexico</i>	\$0	0%	\$5,418,224	12%	%-
<i>Olimpiada Docente</i>	\$1,817,065	4%	\$1,843,650	4%	1.46%
Other Income	\$2,877,523	7%	\$3,824,489	9%	32.91%
Total Revenue (MXN)	\$41,152,240	100%	\$44,212,688	100%	7.44%

Exchange Rate as of June 30 by Year	\$19.72 USD to MXN	\$17.50 USD to MXN	
Total Revenue (USD)	\$2,086,828	\$2,525,674	21.03%

Financial statements

	Season 24-25		Season 25-26		
Expenses	Amount	%	Amount	%	Δ%
Materials	\$14,962,195	43%	\$17,542,727	42%	17.25%
Operations Personnel	\$7,699,045	22%	\$8,365,713	20%	8.66%
Distribution & Infrastructure	\$2,336,641	7%	\$3,404,859	8%	45.72%
Team Competitions & Showcases	\$4,729,111	14%	\$9,165,515	22%	93.81%
Institutional Capacity Building	\$1,983,713	6%	\$497,564	1%	-74.92%
Communications	\$770,184	2%	\$638,427	2%	-17.11%
Overhead	\$1,953,810	6%	\$2,393,159	6%	22.49%
Total Expenses (MXN)	\$34,434,700	100%	\$42,007,964	100%	21.99%

Exchange Rate as of June 30 by Year

\$19.72 USD to MXN

\$17.50 USD to MXN

Total Expenses (USD)

\$1,746,182

\$2,399,728

Comparative Annual Operating Budget

Net Surplus						
Project	Revenue	%	Expenses	%	Net Surplus	%
STEM+ for all	\$31,454,375	71.14%	\$30,933,251	69.96%	\$521,124	1.18%
<i>FIRST LEGO League</i>	\$27,621,816	62.47%	\$27,176,468	61.47%	\$445,348	1.01%
<i>RobotiX in the box</i>	\$3,832,559	8.67%	\$3,756,782	8.50%	\$75,776	0.17%
Teacher Training and Professional Development Initiatives	\$1,671,950	3.78%	\$427,327	0.97%	\$1,244,623	2.82%
<i>Trainings</i>	\$1,671,950	3.78%	\$427,327	0.97%	\$1,244,623	2.82%
Science and Technology Events	\$7,261,874	16.42%	\$6,829,552	15.45%	\$432,322	0.98%
<i>International Open Championship México</i>	\$5,418,224	12.25%	\$5,247,870	11.87%	\$170,354	0.39%
<i>Olimpiada Docente</i>	\$1,843,650	4.17%	\$1,581,683	3.58%	\$261,967	0.59%
Other Revenue	\$3,824,489	8.65%	\$3,817,834	8.64%	\$6,655	0.02%
2025–2026 School Year Total (MXN)	\$44,212,688	100.00%	\$42,007,964	95.01%	\$2,204,724	4.99%
2024–2025 School Year Total (MXN)	\$41,152,240	100.00%	\$37,230,004	90.47%	\$3,922,236	9.53%
Growth	\$3,060,448	7.44%	\$4,777,960	12.83%	-\$1,717,512	-43.79%



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Estudiantes Escuela Secundaria Diurna N° 17 "Constitución de 1857"



Thank you!