

# Global STEAM Education Material Market Research Report 2026(Status and Outlook)

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## Abstracts

The 2025 U.S. tariff policies introduce profound uncertainty into the global economic landscape. This report critically examines the implications of recent tariff adjustments and international strategic countermeasures on STEAM Education Material competitive dynamics, regional economic interdependencies, and supply chain reconfigurations. In 2024, global STEAM education materials reached approximately 43.33 million sets, with an average global price of US\$120 per set. Gross profit margins for major manufacturers range from 32% to 55%, depending on material type, electronic module content, and curriculum integration. A single production line typically supports 1-3 million sets per year. STEAM education materials are instructional kits and learning resources designed to teach concepts in Science, Technology, Engineering, Arts, and Mathematics. These materials include experiment kits, robotics sets, coding modules, maker tools, and integrated curriculum guides. They aim to promote hands-on learning, problem-solving, and interdisciplinary thinking in schools and training environments. Upstream consists of electronic components (sensors, microcontrollers, motors), plastics and wood materials, printed manuals, and digital curriculum content. Midstream includes robotics kit manufacturers, experimental science material producers, coding education suppliers, and STEAM content developers. Downstream includes K12 schools, after-school training centers, educational retailers, STEM labs, and community maker spaces. End users focus on curriculum alignment, safety certification, durability, and integration with digital platforms. The STEAM education materials market is expanding rapidly as schools worldwide transition toward hands-on and interdisciplinary learning models. Governments in North America, Europe, and Asia are increasing investments in STEM and innovation education, which strongly supports market growth. Robotics kits, coding modules, and sensor-based experiment sets are becoming core products, driven by the demand for project-based learning and digital literacy. The integration of AI-enhanced content and adaptive digital platforms further

strengthens adoption, especially in hybrid and remote learning environments. However, high-quality teacher training and curriculum alignment remain challenges for broad implementation. With growing emphasis on creativity, technological literacy, and problem-solving skills, the STEAM materials market is expected to maintain strong momentum through 2030.

The global STEAM Education Material market size was estimated at USD 5200.0 million in 2025 and is projected to grow at a compound annual growth rate (CAGR) of 6.30% during the forecast period.

This report offers a comprehensive and in-depth analysis of the global STEAM Education Material market, covering all critical facets from a broad macroeconomic overview to detailed micro-level insights. It examines market size, competitive landscape, emerging development trends, niche segments, key drivers and challenges, as well as conducts SWOT and value chain analyses.

The insights provided enable readers to understand the competitive dynamics within the industry and formulate effective strategies to enhance profitability and market positioning. Additionally, the report presents a clear framework for evaluating the current status and future outlook of business organizations operating in this sector.

A significant focus of this report lies in the competitive landscape of the global STEAM Education Material market. It offers detailed profiles of major players, including their market shares, performance metrics, product portfolios, and operational status. This enables stakeholders to identify leading competitors and gain a nuanced understanding of market rivalry and structure.

In summary, this report serves as an essential resource for industry participants, investors, researchers, consultants, and business strategists, as well as anyone planning to enter or expand their presence in the STEAM Education Material market.

### **Global STEAM Education Material Market: Market Segmentation Analysis**

This research report provides a detailed segmentation of the market by region (country), key manufacturers, product type, and application. Market segmentation divides the overall market into distinct subsets based on factors such as product categories, end-user industries, geographic locations, and other relevant criteria.

A clear understanding of these market segments enables decision-makers to tailor their

product development, sales, and marketing strategies more effectively to meet the unique needs of each segment. Leveraging market segmentation insights can significantly enhance targeted approaches, optimize resource allocation, and accelerate product innovation cycles by aligning offerings with the specific demands of diverse customer groups.

### **Key Company**

LEGO Education  
Arduino Education  
Raspberry Pi Foundation  
littleBits  
K?NEX Education  
Fischertechnik  
Tinkering Labs  
Sphero Edu  
VEX Robotics  
Tynker  
Sphero  
Pearson Education  
Science can  
Lingsibaobei  
Yunke  
Bell AI  
Mad Science

### **Market Segmentation (by Type)**

Print-based Materials  
Digital Learning Resources  
Hands-on Kits  
Combined Print-Digital Resources  
Web-based Platforms

### **Market Segmentation (by Application)**

School STEAM Curriculum  
Off-Campus STEAM Training  
Family Education

Maker Competitions  
Science Museum Activities

### **Geographic Segmentation**

North America (USA, Canada, Mexico)  
Europe (Germany, UK, France, Russia, Italy, Rest of Europe)  
Asia-Pacific (China, Japan, South Korea, India, Southeast Asia, Rest of Asia-Pacific)  
South America (Brazil, Argentina, Columbia, Rest of South America)  
The Middle East and Africa (Saudi Arabia, UAE, Egypt, Nigeria, South Africa, Rest of MEA)

### **Key Benefits of This Market Research:**

Industry drivers, restraints, and opportunities covered in the study  
Neutral perspective on the market performance  
Recent industry trends and developments  
Competitive landscape & strategies of key players  
Potential & niche segments and regions exhibiting promising growth covered  
Historical, current, and projected market size, in terms of value  
In-depth analysis of the STEAM Education Material Market  
Overview of the regional outlook of the STEAM Education Material Market:

### **Customization of the Report**

In case of any queries or customization requirements, please connect with our sales team, who will ensure that your requirements are met.

### **Chapter Outline**

Chapter 1 mainly introduces the statistical scope of the report, market division standards, and market research methods.

Chapter 2 is an executive summary of different market segments (by region, product type, application, etc), including the market size of each market segment, future development potential, and so on. It offers a high-level view of the current state of the STEAM Education Material Market and its likely evolution in the short to mid-term, and long term.

Chapter 3 makes a detailed analysis of the market's competitive landscape of the market and provides the market share, capacity, output, price, latest development plan, merger, and acquisition information of the main manufacturers in the market.

Chapter 4 is the analysis of the whole market industrial chain, including the upstream and downstream of the industry, as well as Porter's five forces analysis.

Chapter 5 introduces the latest developments of the market, the driving factors and restrictive factors of the market, the challenges and risks faced by manufacturers in the industry, and the analysis of relevant policies in the industry.

Chapter 6 provides the analysis of various market segments according to product types, covering the market size and development potential of each market segment, to help readers find the blue ocean market in different market segments.

Chapter 7 provides the analysis of various market segments according to application, covering the market size and development potential of each market segment, to help readers find the blue ocean market in different downstream markets.

Chapter 8 provides a quantitative analysis of the market size and development potential of each region and its main countries and introduces the market development, future development prospects, market space, and capacity of each country in the world.

Chapter 9 shares the main producing countries of STEAM Education Material, their output value, profit level, regional supply, production capacity layout, etc. from the supply side.

Chapter 10 introduces the basic situation of the main companies in the market in detail, including product sales revenue, sales volume, price, gross profit margin, market share, product introduction, recent development, etc.

Chapter 11 provides a quantitative analysis of the market size and development potential of each region in the next five years.

Chapter 12 provides a quantitative analysis of the market size and development potential of each market segment in the next five years.

Chapter 13 is the main points and conclusions of the report.

## **Key Reasons to Buy this Report:**

Access to date statistics compiled by our researchers. These provide you with historical and forecast data, which is analyzed to tell you why your market is set to change

This enables you to anticipate market changes to remain ahead of your competitors

You will be able to copy data from the Excel spreadsheet straight into your marketing plans, business presentations, or other strategic documents

The concise analysis, clear graph, and table format will enable you to pinpoint the information you require quickly

Provision of market value data for each segment and sub-segment

Indicates the region and segment that is expected to witness the fastest growth as well as to dominate the market

Analysis by geography highlighting the consumption of the product/service in the region as well as indicating the factors that are affecting the market within each region

Competitive landscape which incorporates the market ranking of the major players, along with new service/product launches, partnerships, business expansions, and acquisitions in the past five years of companies profiled

Extensive company profiles comprising of company overview, company insights, product benchmarking, and SWOT analysis for the major market players

The current as well as the future market outlook of the industry concerning recent developments which involve growth opportunities and drivers as well as challenges and restraints of both emerging as well as developed regions

Includes in-depth analysis of the market from various perspectives through Porter's five forces analysis

Provides insight into the market through Value Chain

Market dynamics scenario, along with growth opportunities of the market in the years to come

6-month post-sales analyst support

## **Customization of the Report**

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## Contents

### **1 RESEARCH METHODOLOGY AND STATISTICAL SCOPE**

1.1 Market Definition and Statistical Scope of STEAM Education Material

1.2 Key Market Segments

1.2.1 STEAM Education Material Segment by Type

1.2.2 STEAM Education Material Segment by Application

1.3 Methodology & Sources of Information

1.3.1 Research Methodology

1.3.2 Research Process

1.3.3 Market Breakdown and Data Triangulation

1.3.4 Base Year

1.3.5 Report Assumptions & Caveats

### **2 STEAM EDUCATION MATERIAL MARKET OVERVIEW**

2.1 Global Market Overview

2.2 Market Segment Executive Summary

2.3 Global Market Size by Region

### **3 STEAM EDUCATION MATERIAL MARKET COMPETITIVE LANDSCAPE**

3.1 Company Assessment Quadrant

3.2 Global STEAM Education Material Product Life Cycle

3.3 Global STEAM Education Material Revenue Market Share by Company  
(2020-2025)

3.4 STEAM Education Material Market Share by Company Type (Tier 1, Tier 2, and Tier 3)

3.5 Headquarters, Areas Served, and Product Types of Major Players

3.6 STEAM Education Material Market Competitive Situation and Trends

3.6.1 STEAM Education Material Market Concentration Rate

3.6.2 Global 5 and 10 Largest STEAM Education Material Players Market Share by Revenue

3.6.3 Mergers & Acquisitions, Expansion

### **4 STEAM EDUCATION MATERIAL VALUE CHAIN ANALYSIS**

4.1 STEAM Education Material Value Chain Analysis

- 4.2 Midstream Market Analysis
- 4.3 Downstream Customer Analysis

## **5 THE DEVELOPMENT AND DYNAMICS OF STEAM EDUCATION MATERIAL MARKET**

- 5.1 Key Development Trends
- 5.2 Driving Factors
- 5.3 Market Challenges
- 5.4 Industry News
  - 5.4.1 New Product Developments
  - 5.4.2 Mergers & Acquisitions
  - 5.4.3 Expansions
  - 5.4.4 Collaboration/Supply Contracts
- 5.5 PEST Analysis
  - 5.5.1 Industry Policies Analysis
  - 5.5.2 Economic Environment Analysis
  - 5.5.3 Social Environment Analysis
  - 5.5.4 Technological Environment Analysis
- 5.6 Global STEAM Education Material Market Porter's Five Forces Analysis

## **6 STEAM EDUCATION MATERIAL MARKET SEGMENTATION BY TYPE**

- 6.1 Evaluation Matrix of Segment Market Development Potential (Type)
- 6.2 Global STEAM Education Material Market by Type (2020-2025)
- 6.3 Global STEAM Education Material Market Size Growth Rate by Type (2021-2025)

## **7 STEAM EDUCATION MATERIAL MARKET SEGMENTATION BY APPLICATION**

- 7.1 Evaluation Matrix of Segment Market Development Potential (Application)
- 7.2 Global STEAM Education Material Market Size (M USD) by Application (2020-2025)
- 7.3 Global STEAM Education Material Market Size Growth Rate by Application (2021-2025)

## **8 STEAM EDUCATION MATERIAL MARKET SEGMENTATION BY REGION**

- 8.1 Global STEAM Education Material Market Size by Region
  - 8.1.1 Global STEAM Education Material Market Size by Region
  - 8.1.2 Global STEAM Education Material Market Size Market Share by Region

## 8.2 North America

### 8.2.1 North America STEAM Education Material Market Size by Country

#### 8.2.2 U.S.

#### 8.2.3 Canada

#### 8.2.4 Mexico

## 8.3 Europe

### 8.3.1 Europe STEAM Education Material Market Size by Country

#### 8.3.2 Germany

#### 8.3.3 France

#### 8.3.4 U.K.

#### 8.3.5 Italy

#### 8.3.6 Spain

## 8.4 Asia Pacific

### 8.4.1 Asia Pacific STEAM Education Material Market Size by Region

#### 8.4.2 China

#### 8.4.3 Japan

#### 8.4.4 South Korea

#### 8.4.5 India

#### 8.4.6 Southeast Asia

## 8.5 South America

### 8.5.1 South America STEAM Education Material Market Size by Country

#### 8.5.2 Brazil

#### 8.5.3 Argentina

#### 8.5.4 Columbia

## 8.6 Middle East and Africa

### 8.6.1 Middle East and Africa STEAM Education Material Market Size by Region

#### 8.6.2 Saudi Arabia

#### 8.6.3 UAE

#### 8.6.4 Egypt

#### 8.6.5 Nigeria

#### 8.6.6 South Africa

## 9 KEY COMPANIES PROFILE

### 9.1 LEGO Education

#### 9.1.1 LEGO Education Basic Information

#### 9.1.2 LEGO Education STEAM Education Material Product Overview

#### 9.1.3 LEGO Education STEAM Education Material Product Market Performance

#### 9.1.4 LEGO Education SWOT Analysis

- 9.1.5 LEGO Education Business Overview
- 9.1.6 LEGO Education Recent Developments
- 9.2 Arduino Education
  - 9.2.1 Arduino Education Basic Information
  - 9.2.2 Arduino Education STEAM Education Material Product Overview
  - 9.2.3 Arduino Education STEAM Education Material Product Market Performance
  - 9.2.4 Arduino Education SWOT Analysis
  - 9.2.5 Arduino Education Business Overview
  - 9.2.6 Arduino Education Recent Developments
- 9.3 Raspberry Pi Foundation
  - 9.3.1 Raspberry Pi Foundation Basic Information
  - 9.3.2 Raspberry Pi Foundation STEAM Education Material Product Overview
  - 9.3.3 Raspberry Pi Foundation STEAM Education Material Product Market Performance
  - 9.3.4 Raspberry Pi Foundation SWOT Analysis
  - 9.3.5 Raspberry Pi Foundation Business Overview
  - 9.3.6 Raspberry Pi Foundation Recent Developments
- 9.4 littleBits
  - 9.4.1 littleBits Basic Information
  - 9.4.2 littleBits STEAM Education Material Product Overview
  - 9.4.3 littleBits STEAM Education Material Product Market Performance
  - 9.4.4 littleBits Business Overview
  - 9.4.5 littleBits Recent Developments
- 9.5 K?NEX Education
  - 9.5.1 K?NEX Education Basic Information
  - 9.5.2 K?NEX Education STEAM Education Material Product Overview
  - 9.5.3 K?NEX Education STEAM Education Material Product Market Performance
  - 9.5.4 K?NEX Education Business Overview
  - 9.5.5 K?NEX Education Recent Developments
- 9.6 Fischertechnik
  - 9.6.1 Fischertechnik Basic Information
  - 9.6.2 Fischertechnik STEAM Education Material Product Overview
  - 9.6.3 Fischertechnik STEAM Education Material Product Market Performance
  - 9.6.4 Fischertechnik Business Overview
  - 9.6.5 Fischertechnik Recent Developments
- 9.7 Tinkering Labs
  - 9.7.1 Tinkering Labs Basic Information
  - 9.7.2 Tinkering Labs STEAM Education Material Product Overview
  - 9.7.3 Tinkering Labs STEAM Education Material Product Market Performance

- 9.7.4 Tinkering Labs Business Overview
- 9.7.5 Tinkering Labs Recent Developments
- 9.8 Sphero Edu
  - 9.8.1 Sphero Edu Basic Information
  - 9.8.2 Sphero Edu STEAM Education Material Product Overview
  - 9.8.3 Sphero Edu STEAM Education Material Product Market Performance
  - 9.8.4 Sphero Edu Business Overview
  - 9.8.5 Sphero Edu Recent Developments
- 9.9 VEX Robotics
  - 9.9.1 VEX Robotics Basic Information
  - 9.9.2 VEX Robotics STEAM Education Material Product Overview
  - 9.9.3 VEX Robotics STEAM Education Material Product Market Performance
  - 9.9.4 VEX Robotics Business Overview
  - 9.9.5 VEX Robotics Recent Developments
- 9.10 Tynker
  - 9.10.1 Tynker Basic Information
  - 9.10.2 Tynker STEAM Education Material Product Overview
  - 9.10.3 Tynker STEAM Education Material Product Market Performance
  - 9.10.4 Tynker Business Overview
  - 9.10.5 Tynker Recent Developments
- 9.11 Sphero
  - 9.11.1 Sphero Basic Information
  - 9.11.2 Sphero STEAM Education Material Product Overview
  - 9.11.3 Sphero STEAM Education Material Product Market Performance
  - 9.11.4 Sphero Business Overview
  - 9.11.5 Sphero Recent Developments
- 9.12 Pearson Education
  - 9.12.1 Pearson Education Basic Information
  - 9.12.2 Pearson Education STEAM Education Material Product Overview
  - 9.12.3 Pearson Education STEAM Education Material Product Market Performance
  - 9.12.4 Pearson Education Business Overview
  - 9.12.5 Pearson Education Recent Developments
- 9.13 Science can
  - 9.13.1 Science can Basic Information
  - 9.13.2 Science can STEAM Education Material Product Overview
  - 9.13.3 Science can STEAM Education Material Product Market Performance
  - 9.13.4 Science can Business Overview
  - 9.13.5 Science can Recent Developments
- 9.14 Lingsibaobei

- 9.14.1 Lingsibaobei Basic Information
- 9.14.2 Lingsibaobei STEAM Education Material Product Overview
- 9.14.3 Lingsibaobei STEAM Education Material Product Market Performance
- 9.14.4 Lingsibaobei Business Overview
- 9.14.5 Lingsibaobei Recent Developments
- 9.15 Yunke
  - 9.15.1 Yunke Basic Information
  - 9.15.2 Yunke STEAM Education Material Product Overview
  - 9.15.3 Yunke STEAM Education Material Product Market Performance
  - 9.15.4 Yunke Business Overview
  - 9.15.5 Yunke Recent Developments
- 9.16 Bell AI
  - 9.16.1 Bell AI Basic Information
  - 9.16.2 Bell AI STEAM Education Material Product Overview
  - 9.16.3 Bell AI STEAM Education Material Product Market Performance
  - 9.16.4 Bell AI Business Overview
  - 9.16.5 Bell AI Recent Developments
- 9.17 Mad Science
  - 9.17.1 Mad Science Basic Information
  - 9.17.2 Mad Science STEAM Education Material Product Overview
  - 9.17.3 Mad Science STEAM Education Material Product Market Performance
  - 9.17.4 Mad Science Business Overview
  - 9.17.5 Mad Science Recent Developments

## **10 STEAM EDUCATION MATERIAL MARKET FORECAST BY REGION**

- 10.1 Global STEAM Education Material Market Size Forecast
- 10.2 Global STEAM Education Material Market Forecast by Region
  - 10.2.1 North America Market Size Forecast by Country
  - 10.2.2 Europe STEAM Education Material Market Size Forecast by Country
  - 10.2.3 Asia Pacific STEAM Education Material Market Size Forecast by Region
  - 10.2.4 South America STEAM Education Material Market Size Forecast by Country
  - 10.2.5 Middle East and Africa Forecasted Sales of STEAM Education Material by Country

## **11 FORECAST MARKET BY TYPE AND BY APPLICATION (2026-2035)**

- 11.1 Global STEAM Education Material Market Forecast by Type (2026-2035)
  - 11.1.1 Global STEAM Education Material Market Size Forecast by Type (2026-2035)

## 11.2 Global STEAM Education Material Market Forecast by Application (2026-2035)

### 11.2.1 Global STEAM Education Material Market Size (M USD) Forecast by Application (2026-2035)

## 12 CONCLUSION AND KEY FINDINGS

## List Of Tables

### LIST OF TABLES

Table 1. Introduction of the Type

Table 2. Introduction of the Application

Table 3. Global STEAM Education Material Market Size by Type (M USD)

Table 4. Global STEAM Education Material Market Size by Application

Table 5. STEAM Education Material Market Size Comparison by Region (M USD)

Table 6. Global STEAM Education Material Revenue (M USD) by Company  
(2020-2025)

Table 7. Global STEAM Education Material Revenue Share by Company (2020-2025)

Table 8. Company Type (Tier 1, Tier 2, and Tier 3) & (based on the Revenue in STEAM Education Material as of 2025)

Table 9. Headquarters, Areas Served, and Product Types of Major Players

Table 10. Product Type of Major Players

Table 11. Global STEAM Education Material Company Market Concentration Ratio  
(CR5 and HHI)

Table 12. Mergers & Acquisitions, Expansion Plans

Table 13. Midstream Market Analysis

Table 14. Downstream Customer Analysis

Table 15. Key Development Trends

Table 16. Driving Factors

Table 17. STEAM Education Material Market Challenges

Table 18. Goldman Sachs' forecast real GDP growth rate for 2024-2026

Table 19. S&P Global ' Forecast Real GDP Growth Rate For 2024-2027

Table 20. World Bank ' Forecast Real GDP Growth Rate For 2024-2026

Table 21. Global STEAM Education Material Market Size by Type (M USD)

Table 22. Global STEAM Education Material Market Size (M USD) by Type (2020-2025)

Table 23. Global STEAM Education Material Market Share by Type (2020-2025)

Table 24. Global STEAM Education Material Market Size Growth Rate by Type  
(2021-2025)

Table 25. Global STEAM Education Material Market Size by Application

Table 26. Global STEAM Education Material Market Size by Application (2020-2025) &  
(M USD)

Table 27. Global STEAM Education Material Market Share by Application (2020-2025)

Table 28. Global STEAM Education Material Market Size Growth Rate by Application  
(2021-2025)

Table 29. Global STEAM Education Material Market Size by Region (2020-2025) & (M

USD)

Table 30. Global STEAM Education Material Market Size Market Share by Region (2020-2025)

Table 31. North America STEAM Education Material Market Size by Country (2020-2025) & (M USD)

Table 32. Europe STEAM Education Material Market Size by Country (2020-2025) & (M USD)

Table 33. Asia Pacific STEAM Education Material Market Size by Region (2020-2025) & (M USD)

Table 34. South America STEAM Education Material Market Size by Country (2020-2025) & (M USD)

Table 35. Middle East and Africa STEAM Education Material Market Size by Region (2020-2025) & (M USD)

Table 36. LEGO Education Basic Information

Table 37. LEGO Education STEAM Education Material Product Overview

Table 38. LEGO Education STEAM Education Material Revenue (M USD) and Gross Margin (2020-2025)

Table 39. LEGO Education SWOT Analysis

Table 40. LEGO Education Business Overview

Table 41. LEGO Education Recent Developments

Table 42. Arduino Education Basic Information

Table 43. Arduino Education STEAM Education Material Product Overview

Table 44. Arduino Education STEAM Education Material Revenue (M USD) and Gross Margin (2020-2025)

Table 45. Arduino Education SWOT Analysis

Table 46. Arduino Education Business Overview

Table 47. Arduino Education Recent Developments

Table 48. Raspberry Pi Foundation Basic Information

Table 49. Raspberry Pi Foundation STEAM Education Material Product Overview

Table 50. Raspberry Pi Foundation STEAM Education Material Revenue (M USD) and Gross Margin (2020-2025)

Table 51. Raspberry Pi Foundation SWOT Analysis

Table 52. Raspberry Pi Foundation Business Overview

Table 53. Raspberry Pi Foundation Recent Developments

Table 54. littleBits Basic Information

Table 55. littleBits STEAM Education Material Product Overview

Table 56. littleBits STEAM Education Material Revenue (M USD) and Gross Margin (2020-2025)

Table 57. littleBits Business Overview

Table 58. littleBits Recent Developments

Table 59. K?NEX Education Basic Information

Table 60. K?NEX Education STEAM Education Material Product Overview

Table 61. K?NEX Education STEAM Education Material Revenue (M USD) and Gross Margin (2020-2025)

Table 62. K?NEX Education Business Overview

Table 63. K?NEX Education Recent Developments

Table 64. Fischertechnik Basic Information

Table 65. Fischertechnik STEAM Education Material Product Overview

Table 66. Fischertechnik STEAM Education Material Revenue (M USD) and Gross Margin (2020-2025)

Table 67. Fischertechnik Business Overview

Table 68. Fischertechnik Recent Developments

Table 69. Tinkering Labs Basic Information

Table 70. Tinkering Labs STEAM Education Material Product Overview

Table 71. Tinkering Labs STEAM Education Material Revenue (M USD) and Gross Margin (2020-2025)

Table 72. Tinkering Labs Business Overview

Table 73. Tinkering Labs Recent Developments

Table 74. Sphero Edu Basic Information

Table 75. Sphero Edu STEAM Education Material Product Overview

Table 76. Sphero Edu STEAM Education Material Revenue (M USD) and Gross Margin (2020-2025)

Table 77. Sphero Edu Business Overview

Table 78. Sphero Edu Recent Developments

Table 79. VEX Robotics Basic Information

Table 80. VEX Robotics STEAM Education Material Product Overview

Table 81. VEX Robotics STEAM Education Material Revenue (M USD) and Gross Margin (2020-2025)

Table 82. VEX Robotics Business Overview

Table 83. VEX Robotics Recent Developments

Table 84. Tynker Basic Information

Table 85. Tynker STEAM Education Material Product Overview

Table 86. Tynker STEAM Education Material Revenue (M USD) and Gross Margin (2020-2025)

Table 87. Tynker Business Overview

Table 88. Tynker Recent Developments

Table 89. Sphero Basic Information

Table 90. Sphero STEAM Education Material Product Overview

Table 91. Sphero STEAM Education Material Revenue (M USD) and Gross Margin (2020-2025)

Table 92. Sphero Business Overview

Table 93. Sphero Recent Developments

Table 94. Pearson Education Basic Information

Table 95. Pearson Education STEAM Education Material Product Overview

Table 96. Pearson Education STEAM Education Material Revenue (M USD) and Gross Margin (2020-2025)

Table 97. Pearson Education Business Overview

Table 98. Pearson Education Recent Developments

Table 99. Science can Basic Information

Table 100. Science can STEAM Education Material Product Overview

Table 101. Science can STEAM Education Material Revenue (M USD) and Gross Margin (2020-2025)

Table 102. Science can Business Overview

Table 103. Science can Recent Developments

Table 104. Lingsibaobei Basic Information

Table 105. Lingsibaobei STEAM Education Material Product Overview

Table 106. Lingsibaobei STEAM Education Material Revenue (M USD) and Gross Margin (2020-2025)

Table 107. Lingsibaobei Business Overview

Table 108. Lingsibaobei Recent Developments

Table 109. Yunke Basic Information

Table 110. Yunke STEAM Education Material Product Overview

Table 111. Yunke STEAM Education Material Revenue (M USD) and Gross Margin (2020-2025)

Table 112. Yunke Business Overview

Table 113. Yunke Recent Developments

Table 114. Bell AI Basic Information

Table 115. Bell AI STEAM Education Material Product Overview

Table 116. Bell AI STEAM Education Material Revenue (M USD) and Gross Margin (2020-2025)

Table 117. Bell AI Business Overview

Table 118. Bell AI Recent Developments

Table 119. Mad Science Basic Information

Table 120. Mad Science STEAM Education Material Product Overview

Table 121. Mad Science STEAM Education Material Revenue (M USD) and Gross Margin (2020-2025)

Table 122. Mad Science Business Overview

Table 123. Mad Science Recent Developments

Table 124. Global STEAM Education Material Market Size Forecast by Region  
(2026-2035) & (M USD)

Table 125. North America STEAM Education Material Market Size Forecast by Country  
(2026-2035) & (M USD)

Table 126. Europe STEAM Education Material Market Size Forecast by Country  
(2026-2035) & (M USD)

Table 127. Asia Pacific STEAM Education Material Market Size Forecast by Region  
(2026-2035) & (M USD)

Table 128. South America STEAM Education Material Market Size Forecast by Country  
(2026-2035) & (M USD)

Table 129. Middle East and Africa STEAM Education Material Market Size Forecast by  
Country (2026-2035) & (M USD)

Table 130. Global STEAM Education Material Market Size Forecast by Type  
(2026-2035) & (M USD)

Table 131. Global STEAM Education Material Market Size Forecast by Application  
(2026-2035) & (M USD)

## List Of Figures

### LIST OF FIGURES

Figure 1. Industry Chain of STEAM Education Material

Figure 2. Data Triangulation

Figure 3. Key Caveats

Figure 4. Global STEAM Education Material Market Size (M USD), 2025-2035

Figure 5. Global STEAM Education Material Market Size (M USD) (2020-2035)

Figure 6. Evaluation Matrix of Segment Market Development Potential (Type)

Figure 7. Evaluation Matrix of Segment Market Development Potential (Application)

Figure 8. Evaluation Matrix of Regional Market Development Potential

Figure 9. STEAM Education Material Market Size by Country (M USD)

Figure 10. Company Assessment Quadrant

Figure 11. Global STEAM Education Material Product Life Cycle

Figure 12. Global STEAM Education Material Revenue Share by Company in 2025

Figure 13. STEAM Education Material Market Share by Company Type (Tier 1, Tier 2 and Tier 3): 2025

Figure 14. The Global 5 and 10 Largest Players: Market Share by STEAM Education Material Revenue in 2025

Figure 15. Value Chain Map of STEAM Education Material

Figure 16. Global STEAM Education Material Market PEST Analysis

Figure 17. Global STEAM Education Material Market Porter's Five Forces Analysis

Figure 18. Evaluation Matrix of Segment Market Development Potential (Type)

Figure 19. Global STEAM Education Material Market Share by Type

Figure 20. Market Share of STEAM Education Material by Type (2020-2025)

Figure 21. Global STEAM Education Material Market Size Growth Rate by Type (2021-2025)

Figure 22. Evaluation Matrix of Segment Market Development Potential (Application)

Figure 23. Global STEAM Education Material Market Share by Application

Figure 24. Global STEAM Education Material Market Share by Application (2020-2025)

Figure 25. Global STEAM Education Material Market Share by Application in 2024

Figure 26. Global STEAM Education Material Market Size Growth Rate by Application (2021-2025)

Figure 27. Global STEAM Education Material Market Size Market Share by Region (2020-2025)

Figure 28. North America STEAM Education Material Market Size and Growth Rate (2020-2025) & (M USD)

Figure 29. North America STEAM Education Material Market Size Market Share by

Country in 2024

Figure 30. U.S. STEAM Education Material Market Size and Growth Rate (2020-2025) & (M USD)

Figure 31. Canada STEAM Education Material Market Size (M USD) and Growth Rate (2020-2025)

Figure 32. Mexico STEAM Education Material Market Size (M USD) and Growth Rate (2020-2025)

Figure 33. Europe STEAM Education Material Market Size and Growth Rate (2020-2025) & (M USD)

Figure 34. Europe STEAM Education Material Market Share by Country in 2024

Figure 35. Germany STEAM Education Material Market Size and Growth Rate (2020-2025) & (M USD)

Figure 36. France STEAM Education Material Market Size and Growth Rate (2020-2025) & (M USD)

Figure 37. U.K. STEAM Education Material Market Size and Growth Rate (2020-2025) & (M USD)

Figure 38. Italy STEAM Education Material Market Size and Growth Rate (2020-2025) & (M USD)

Figure 39. Spain STEAM Education Material Market Size and Growth Rate (2020-2025) & (M USD)

Figure 40. Asia Pacific STEAM Education Material Market Size and Growth Rate (M USD)

Figure 41. Asia Pacific STEAM Education Material Market Size Market Share by Region in 2024

Figure 42. China STEAM Education Material Market Size and Growth Rate (2020-2025) & (M USD)

Figure 43. Japan STEAM Education Material Market Size and Growth Rate (2020-2025) & (M USD)

Figure 44. South Korea STEAM Education Material Market Size and Growth Rate (2020-2025) & (M USD)

Figure 45. India STEAM Education Material Market Size and Growth Rate (2020-2025) & (M USD)

Figure 46. Southeast Asia STEAM Education Material Market Size and Growth Rate (2020-2025) & (M USD)

Figure 47. South America STEAM Education Material Market Size and Growth Rate (M USD)

Figure 48. South America STEAM Education Material Market Size Market Share by Country in 2024

Figure 49. Brazil STEAM Education Material Market Size and Growth Rate (2020-2025)

& (M USD)

Figure 50. Argentina STEAM Education Material Market Size and Growth Rate (2020-2025) & (M USD)

Figure 51. Columbia STEAM Education Material Market Size and Growth Rate (2020-2025) & (M USD)

Figure 52. Middle East and Africa STEAM Education Material Market Size and Growth Rate (M USD)

Figure 53. Middle East and Africa STEAM Education Material Market Size Market Share by Region in 2024

Figure 54. Saudi Arabia STEAM Education Material Market Size and Growth Rate (2020-2025) & (M USD)

Figure 55. UAE STEAM Education Material Market Size and Growth Rate (2020-2025) & (M USD)

Figure 56. Egypt STEAM Education Material Market Size and Growth Rate (2020-2025) & (M USD)

Figure 57. Nigeria STEAM Education Material Market Size and Growth Rate (2020-2025) & (M USD)

Figure 58. South Africa STEAM Education Material Market Size and Growth Rate (2020-2025) & (M USD)

Figure 59. Global STEAM Education Material Market Size Forecast by Value (2020-2035) & (M USD)

Figure 60. Global STEAM Education Material Market Share Forecast by Type (2026-2035)

Figure 61. Global STEAM Education Material Market Share Forecast by Application (2026-2035)

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