

Global STEAM Education Material Market Growth 2026-2032

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Abstracts

The global STEAM Education Material market size is predicted to grow from US\$ 5407 million in 2025 to US\$ 8354 million in 2032; it is expected to grow at a CAGR of 6.5% from 2026 to 2032.

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.

Report Scope

LP Information, Inc. (LPI) ' newest research report, the “STEAM Education Material Industry Forecast” looks at past sales and reviews total world STEAM Education Material sales in 2025, providing a comprehensive analysis by region and market sector of projected STEAM Education Material sales for 2026 through 2032. With STEAM Education Material sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US\$ millions of the world STEAM Education Material industry.

This Insight Report provides a comprehensive analysis of the global STEAM Education Material landscape and highlights key trends related to product segmentation, company formation, revenue, and market share, latest development, and M&A activity. This report also analyzes the strategies of leading global companies with a focus on STEAM Education Material portfolios and capabilities, market entry strategies, market positions, and geographic footprints, to better understand these firms' unique position in an accelerating global STEAM Education Material market.

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for STEAM Education Material and breaks down the forecast by Type, by Application, geography, and market size to highlight emerging pockets of opportunity. With a transparent methodology based on hundreds of bottom-up qualitative and quantitative market inputs, this study forecast offers a highly nuanced view of the current state and future trajectory in the global STEAM Education Material.

This report presents a comprehensive overview, market shares, and growth opportunities of STEAM Education Material market by product type, application, key manufacturers and key regions and countries.

Market Segmentation

Segmentation by Type:

Print-based Materials

Digital Learning Resources

Hands-on Kits

Combined Print-Digital Resources

Web-based Platforms

Segmentation by Age Group:

Preschool (2-6 years)

Elementary School (7-12 years)

Middle School (13-15 years)

High School (16-18 years)

Adult Education

Segmentation by Application:

School STEAM Curriculum

Off-Campus STEAM Training

Family Education

Maker Competitions

Science Museum Activities

This report also splits the market by region:

Americas

United States

Canada

Mexico

Brazil

APAC

China

Japan

Korea

Southeast Asia

India

Australia

Europe

Germany

France

UK

Italy

Russia

Middle East & Africa

Egypt

South Africa

Israel

Turkey

GCC Countries

The below companies that are profiled have been selected based on inputs gathered from primary experts and analysing the company's coverage, product portfolio, its market penetration.

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

Key Questions Addressed in this Report

What is the 10-year outlook for the global STEAM Education Material market?

What factors are driving STEAM Education Material market growth, globally and by region?

Which technologies are poised for the fastest growth by market and region?

How do STEAM Education Material market opportunities vary by end market size?

How does STEAM Education Material break out by Type, by Application?

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