Press release

November 11, 2026
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Bosch holds a hands-on STEAM workshop for elementary school students in Yokohama

Contributing to the development of the next generation of talent by stimulating curiosity and interest in mobility development and advanced technology

- Workshop titled “Create a Sustainable Future Vehicle with 3D Modeling!” for elementary school students in grades 3 to 6 held at Bosch headquarters
- Hands-on educational program in which children develop future mobility using 3D modeling to address environmental issues, supported by Bosch associates including engineers
- Initiatives aimed at developing the next generation of talent as part of the comprehensive partnership agreement with Tsuzuki Ward, Yokohama City to invigorate the local community

Yokohama—Bosch Corporation, the Japanese subsidiary of Robert Bosch GmbH, a leading global supplier of technology and services, held a hands-on STEAM workshop titled "Create a Sustainable Future Vehicle with 3D Modeling!" for elementary school students in grades 3 to 6 living in or attending school in Yokohama City on November 3, 2026. A total of 42 students participated in the morning and afternoon sessions, where they explored the excitement of mobility development.

The workshop offered students a fun, game-like experience through the following four steps, allowing students to enjoy programming and 3D modeling even if they had no prior experience. With support from Bosch associates, including engineers, the participating children each designed their own original mobility solutions to resolve environmental issues and projected their 3D models in the venue using AR technology. During the final presentation, participants shared how their mobility concepts and technologies could help solve real-world environmental challenges.

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Hands-on STEAM workshop steps

1. **Ideate with concept cards (Think)**
   Students select cards featuring concepts based on the themes of "Environmental issues" x "Vehicles" x "Sustainable power". They combine them like a card game to decide a concept for the mobility that they will develop.
2. **Build with 3D Models (Create)**
   Based on the cards they select, students use tablets to design their own mobility concepts by assembling components such as solar panels and pumps in a 3D environment.
3. **Bring the Designs to Life with AR (Experience)**
   Students use AR technology to project their 3D models in the venue, enabling children to experience the excitement of seeing their own mobility innovations come to life.
4. **Presentations and Feedback (Communicate)**
   At the end of the workshop, each student gives a presentation explaining what kind of vehicle they have chosen, which components they have attached, and what environmental issues their design aims to solve.

Throughout the workshop, the children communicated with Bosch associates working in the mobility industry, discussing what kind of technologies would be needed, and which components they could use. The workshop provided an opportunity for students to approach problem-solving with an engineering mindset and experience the process of developing future mobility solutions.

The children came up with a variety of creative ideas from their own unique perspectives, including “a truck that runs on energy generated by burning collected waste” (third-grade boy), “a motorcycle that captures the energy from a lightning rod and runs on the electricity generated” (fourth-grade boy), and “a submarine that uses sensors to distinguish between fish and waste, collects waste from the ocean, and then uses it as fuel” (fifth-grade girl). While some participants commented that “it was challenging to connect environmental issues with mobility,” others said that “it was fun to design my own mobility concept.” The workshop provided an opportunity for children to explore their own solutions through trial and error and experience the excitement of bringing their ideas to life.

Bosch is committed not only to developing mobility systems but also to advancing safe and sustainable mobility by addressing the broader ecosystem surrounding the movement of people and goods, including services and infrastructure. Through initiatives such as this STEAM education program, Bosch provides opportunities for children to develop an interest in mobility development and advanced technologies while inspiring them to become future innovators capable of solving social challenges.

Please refer to the information below for details of the event.

Event Title	Create a Sustainable Future Vehicle with 3D Modeling!
Date / Time	November 3, 2026 Morning session: 10:30～12:00 Afternoon session: 13:30～15:00
Venue	Bosch Corporation Headquarters
Participants	Elementary school students in grades 3 to 6 residing in or attending schools in Yokohama Total of 42 participants across the morning and afternoon sessions
Organizer	Bosch Corporation
Supported by	Tsuzuki Ward, Yokohama City
Planning and operation	Pendemy Inc.

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Bosch in Japan is currently represented in the country by Bosch Corporation, Bosch Rexroth Corporation, Bosch Home Comfort Japan, Inc., and other affiliates. Bosch Corporation is responsible for the development, manufacturing, sales and services of automotive original equipment, automotive aftermarket products and power tools. Bosch Engineering K.K. provides engineering services, such as development and application for automotive systems. ETAS K.K. develops and provides engineering of development support tools of electrical control units. Bosch Rexroth Corporation develops and manufactures hydraulics, FA module components and other systems which contribute to industrial technologies. Bosch Home Comfort Japan, Inc. develops and manufactures Hitachi room air conditioners "Shirokuma-kun." In 2025, Bosch Japan achieved sales to third parties of some 460 billion yen and employed approximately 7,100 associates.

The Bosch Group is a leading global supplier of technology and services. It employs roughly 413,000 associates worldwide (as of December 31, 2025). The company generated sales of 91 billion euros in 2025. Its operations are divided into four business sectors: Mobility, Industrial Technology, Consumer Goods, and Energy and Building Technology. With its business activities, the company aims to use technology to help shape universal trends such as automation, digitalization, electrification, and artificial intelligence. In this context, Bosch's broad diversification across regions and industries strengthens its innovativeness and robustness. Bosch uses its proven expertise in hardware, software, and services to offer customers cross-domain solutions from a single source. It also applies its expertise in connectivity and artificial intelligence in order to develop and manufacture intelligent and user-friendly products. With technology that is "Invented for life," Bosch wants to help improve quality of life. The Bosch Group comprises Robert Bosch GmbH and its roughly 500 subsidiary and regional companies in over 60 countries. Including sales and service partners, Bosch's global manufacturing, engineering, and sales network covers nearly every country in the world. Bosch's innovative strength is key to the company's further development. Bosch employs some 82,000 associates in research and development.

Note: one Euro = 168.9731 JPY

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