

# "The" Next Generation Coding and Programming Experience

- In robots4STEM, students learn visual programming through the use of a personalized avatar and Jett, the most advanced, facially-expressive robot.
- robots4STEM creates unlimited access and opportunity for developing fundamental coding and programming skills.
- robots4STEM is easy to implement and does not require educators to have prior experience with coding or programming.
- robots4STEM's ease of use creates flexibility of scheduling within or outside the instructional day.

**Standards-informed, competency-based, and differentiated to ensure that each student progresses at their own **pace**.**



**"MY students definitely feel like they're learning a lot. They like that they**





## Benefits

### Beyond coding

students learn and apply

- Critical thinking,
- Collaboration, and
- Computational thinking.
- Students learn how to communicate with (and through) an avatar, a robot, and other humans.

### Agency

- Students develop capacity,
- Competency, and
- Confidence to create, innovate, and solve problems that are important to them.

### Access

- Students do not need to wait for teachers to learn to code or program. No previous skills, experience or knowledge of coding or programming is needed.
- robots4STEM features “suspend and resume” functionality in each lesson to ensure progress is not lost.

- Ease of use and flexibility allow coding and programming in several ways including:
  - Labs
  - Specials
  - Station rotation
  - Before- or after-school programs
  - Maker movements
  - or STEM camps.





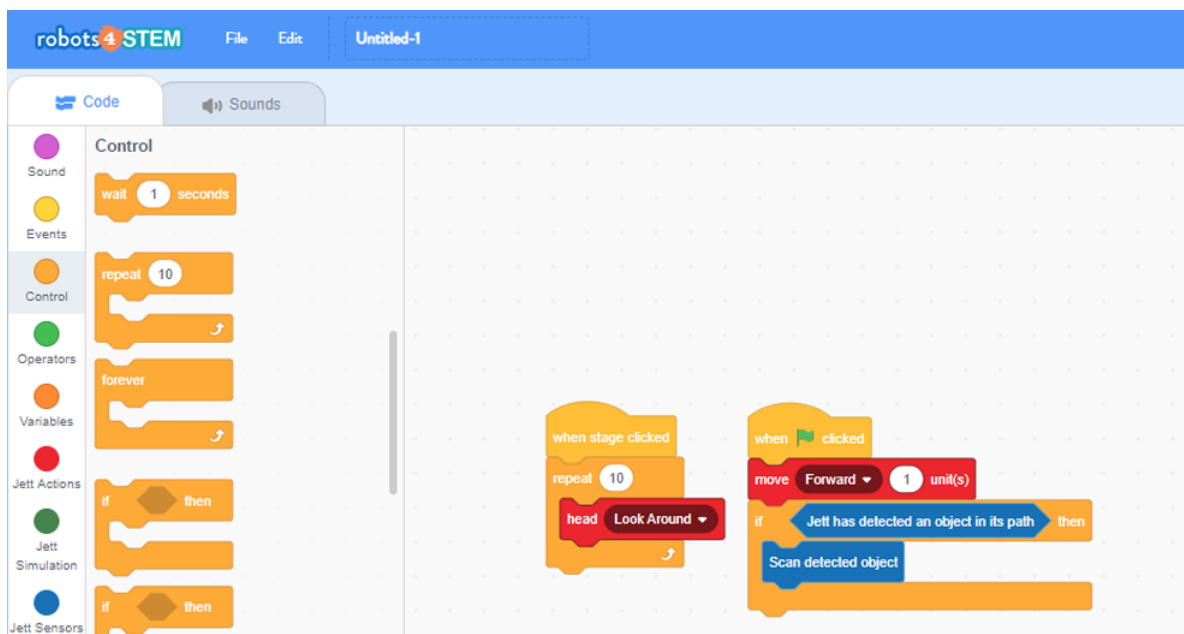


**Over 72 HOURS** of learning designed for ease of implementation to make learning code engaging, exciting, and empowering for learners 2nd through 6th grade.

robots4STEM covers the following coding and programming topics:

- Digital Citizenship
- Algorithms and Sequences
- Designing Computer Programs
- Key-Press Events
- Variables
- Conditionals
- Programming Loops

- Indefinite Loops
- Sound Palette
- Debugging
- Random Numbers
- Mathematical Numbers
- Logical Operators
- Procedures





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