



Newsletter



Dear Reader,

Hello and welcome to a new issue of Child's Play. It's been a very busy Fall at <u>KinderLab</u>, and we're excited to share it with you.

We were thrilled to be featured in the Science and Technology section of August's issue of The Economist magazine, in an article entitled "No assembler required." The article showcased KIBO's ability to help

introduce computer science concepts to a younger audience, and it also introduced KIBO to a large new audience of Economist readers. NPR also covered KIBO, in an article exploring the value of early sequencing education called "Coding Class, then Naptime." We've had to work hard to keep up with the growing demand for KIBO over the last few months!

Today is Halloween, and we're thinking about costumes! Read on in this issue of Child's Play for some thoughts on the teaching-and-learning value of dressing up KIBO, some exciting events (including a long-awaited training in NYC), and more.

As always, thank you for reading and don't forget to stay in touch on Twitter (@KinderLabRobot) and Facebook (Facebook.com/KinderLabRobotics).

Mitch Rosenberg Co-founder and CEO, KinderLab Robotics

**Announcement: Upcoming Training in NYC!** 

KinderLab offers professional development opportunities on a regular basis at our Waltham, MA facility (see the schedule), but we've often been asked about training in other cities, especially New York.



We're excited to announce that on December 16, our co-founder Dr. Marina Bers will offer a hands-on KIBO workshop in partnership with the New York Academy of Sciences!

Marina will be giving a keynote speech and hands-on KIBO training at a NYAS workshop called "Teaching Kids to Program with KIBO." The workshop will be Wednesday, December 16, 2015 from 3:00 PM to 6:00 PM. From NYAS' description of the workshop: "Educators from schools, after school programs, and summer camps will be hands-on with KIBOs to see how they can inform learning for 4–7 years olds in lessons that are creative, fun, and closely linked with activities found in these learning environments. KIBOs do not require computers or any other devices with a screen. As a result, youth learn through play!"

Register for this exciting event at NYAS' site:

http://www.nyas.org/Events/Detail.aspx?cid=f0c97a03-5974-4392-8d0f-906c6467d8dc

## KIBO and STE(A)M: Costumes

Happy Halloween! KIBO always loves to dress up; with a costume, KIBO can become a character in any story.

Decorating KIBO engages kids with both engineering and arts.
Designing a costume lets kids express their imagination, and constructing and attaching the costume directly to KIBO or to KIBO's Art Platform is a fun engineering challenge. Turning KIBO into a character through a costume can also help inspire kids to extend their programming efforts: how



would a dancer move? How would a tiger move? How would a truck move? And what sequence of actions does a character take to enact a narrative?

We would love to see what KIBO Costumes you or your kids have come up with! If you're a teacher, do you have any favorite KIBO Costumes from your classroom? If you're a parent, try creating a KIBO Costume with your kid based on a favorite book character, favorite rescue vehicle, or favorite animal. You could even create and program KIBO to be a "mini-me" wearing a costume that matches your child and a photo of his or her face!



#KIBOCostume to collect images and ideas about how to use costumes to teach, learn, and play with KIBO. Have a look, and join the fun: Share a picture of your dressed-up KIBO on Twitter with hashtag #KIBOCostume! You'll be giving other KIBO lovers some great new ideas. We'll re-tweet our favorites to spread the ideas.

And if you're interested in curriculum built around KIBO costumes, check out the offerings at the <u>Early Childhood Robotics</u>
<u>Network's curriculum page</u>; you'll find animals, Wild Things, Treasure Island, dancers, and more.

## View from the Classroom

**Cate Heroman** is the Education Chair of Knock Knock Children's Museum in Baton Rouge, LA. She was just named a <u>Teaching Trailblazer</u> by Tufts' Early Childhood Robotics Network, in part for her work with KIBO!

After working in the field of early childhood education for more than 35 years as a teacher, administrator, trainer, and author of curriculum and assessment materials, Cate now serves on the Board of Directors of Knock Knock Children's Museum. She's helping the museum design and construct a new hands-on learning zone called the Knock



Knock Maker Shop. The Maker Shop will be a place where children can put things together, take things apart, invent, problem solve and create — a perfect fit for KIBO.

Cate is planning to include KIBO in the Maker Shop because she sees KIBO as a good precursor for other types of robotics that require more abstract thinking when using a familiar material like wooden blocks to put commands together. The fact that it doesn't require a computer or a plug to operate was particularly appealing to Cate. Finally, the ability to use the arts to decorate KIBO turns this STEM experience into a holistic STEAM one, as well!

Learn more about Cate's work at the Knock Knock Children's Museum's website (http://www.knockknockmuseum.org).

## Where is KIBO?

KIBO will be traveling quite a bit in the next couple of months. We hope you can join us for one or more of these interesting events!

- In November, Marina will give a talk at the <u>Collegi Montserrat</u> in Barcelona, Spain.
- <u>Eliot Pearson Children's School</u> will host KIBO at their Coding Night, on the evening of December 1. EPCS families are invited to come learn about and engage with DevTech technologies together.
- On December 16, Marina will keynote a <u>KIBO training at the New York</u>
   <u>Academy of Sciences</u>; see the special announcement earlier in this
   newsletter for more.

## Did you Know?

KIBO's "feet" (the clear plastic nubs on the bottom of the KIBO body) have holes in them. You can use these holes to attach a string so KIBO can pull other objects along behind. Is it a tow cable? A train coupling? A leash? It's up to you!:)







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