



# Child's Play



Newsletter



Dear Reader,

Hello, and welcome to the March 2016 issue of Child's Play!

This month we are sharing stories of KIBO Around the World! KIBO is in use in over 40 countries right now, and educators in many different countries are finding inspiring ways to incorporate KIBO into their programs. From a nationwide Kindergarten program in

Singapore to a summer camp in Argentina, we have stories in this newsletter of KIBO across cultures.

We have some other news to share as well! In January, the [Social Innovation Forum](#) selected KinderLab for their 2016 Social Business Accelerator, a 12-week program designed to help "social-purpose" businesses develop and thrive.

Through the program, we've already met some wonderful, insightful mentors and investors who value the mission behind KIBO and KinderLab as much as we do.

And last month we launched the [KIBO Resources](#) website, with the ongoing support of the National Science Foundation. This website gathers many free KIBO resources: activities, curriculum, videos, and more. And we invite you to share your experiences, tips, and ideas with other KIBO users. More info about the Resources site is later in this newsletter.

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

## KIBO Around the World

We are thrilled that so many people from all around the world use KIBO. Because the programming uses large, colorful icons and no screens, KIBO is easy for kids to use regardless of what language they speak or read. And the [curriculum](#) we've created for KIBO is intentionally open-ended and adaptable to many cultural contexts. All of this has helped teachers and parents in over 40 countries (and counting!) to introduce KIBO into their homes, classrooms, and enrichment programs. Here are just a few of the many places KIBO has landed around the world!

In **Singapore**, the government's [Info-communications Development Authority](#) (iDA) have instituted the "Playmaker Program." This comprehensive program seeks to establish a nationwide standard technology curriculum for kindergartens that emphasizes play and creativity. We are thrilled that KIBO is part of the Playmaker Program! In December, our co-founder Marina Bers trained over 200 early childhood educators at the [Playmaker Symposium in Singapore](#). Among other great activities, the teachers created a "KIBO Zoo" by decorating their KIBOs as all sorts of animals.



In **Spain**, educators at the [Collegi Montserrat](#) created a variety of curricula using KIBO, including units on the human digestive system, on marine animals, and on how bees communicate! The teachers explained that after learning about bees' social behavior, the students "programmed a KIBO to simulate the role of the worker bee. This worker bee needed to communicate to them where the nectar was. Upon locating a flower with nectar, the KIBO, or 'worker bee', needed to turn around, make it back to the beehive, and shake its abdomen, thereby incorporating various programmable components of the KIBO."

In **Argentina**, KIBO is the focus of a technology summer camp program organized by [iLAB](#). Animals were a theme here too, as the students used recycled and found materials to turn KIBO into creatures and characters. iLAB's Valeria Larrart says the students "designed birds, insects and imaginary characters out of recycled materials or waste; all this based on the observation of the environment.... The activity was full of laughter, claps, happiness and mainly a lot of learning!"



And in **Denmark**, educators at the [International School of Billund](#) (started by the Lego Foundation) explored the engineering and construction side of KIBO. Amanda Strawhacker, of the Tufts DevTech research group, visited the school to train the teachers and help adapt the KIBO curriculum to their use.

KIBO's open ended design, minimal reliance on language, and adaptability to a wide range of cultures means kids around the world can play and learn with KIBO!

## The KIBO Resources Website

Recently we launched a new website to share and collect advice, ideas, activities, and curriculum about KIBO. The site is open to all interested KIBO users and teachers at [resources.kinderlabrobotics.com](http://resources.kinderlabrobotics.com).

At the KIBO Resources site, you'll find lots of great materials:

- Tutorials for first-time users
- Activity cards and guides for project ideas
- Complete curricula for implementing KIBO in the classroom
- Videos and stories about real-world use of KIBO
- Links to published research supporting KIBO



We also invite you to share your own stories, ideas, and inspirations with other KIBO users. Whether it's a photo of your child's decorated KIBO, a video of a program you wrote together, or a complete classroom curriculum, we would love to publish it on our KIBO Resources site. More information about uploading your resources can be found at the

Resources site: [resources.kinderlabrobotics.com/contribute/](https://resources.kinderlabrobotics.com/contribute/)

*Development of the KIBO Resources website was made possible by the ongoing support of the National Science Foundation.*

## View from the classroom: Roles-based collaboration curriculum

In addition to providing an introduction to programming, sequencing, and engineering, KIBO can also introduce another key 21st century technical skill: collaboration with a team! Cory Roffey, a teacher at the [St. Pius X Elementary School](#) in Edmonton, Canada, implemented a collaboration-centric curriculum using KIBO.

Roffey told us that "KIBO supports learning in many ways at St. Pius X. Students use KIBO as a tool to think with, as a platform to make and invent, and as a medium to share the knowledge and understandings they have constructed. Over the past few months two teachers at St. Pius X have also explored how KIBO can strengthen cooperation and collaboration skills."



The curriculum that Roffey and his colleagues developed is based on roles.

Kids work together in small teams, with each student a designated expert in one of the roles supporting the team's work. The roles are emphasized with "job cards" which the kids wear as badges.



"The KIBO job cards divide the work of coding KIBO into four distinct tasks or 'jobs'," said Roffey. "There is the CODER who is in charge of clicking the blocks together (the whole group collaborates on what the code should be), the SCANNER who scans the actual blocks of code, the CHECKER who makes sure the green light comes on with each scan, and finally a Button PUSHER who makes sure the button is flashing green and pushes the button to run the code (they also are in charge of clapping if that block is used)."

This curriculum experiment was very successful. "In reflection and discussion the teachers found that the cards raised the level of engagement in the task and allowed everyone in the group to contribute to the task," said Roffey.

We'd like to thank Cory Roffey and the [St. Pius X Elementary School](#) for sharing their experiences with us!

## Upcoming Summer Opportunities at DevTech

Our friends at the DevTech Research Lab at Tufts are offering two exciting opportunities this summer.

First is a **two-day professional development** opportunity for educators, covering both KIBO and ScratchJr. Registration is available for just one day or both. The KIBO day will be August 7. Participants will learn teaching pedagogy and explore strategies for integrating the KIBO teaching materials with traditional early childhood content. This workshop is perfect for educators, program coordinators, and specialists who work with young children ages 4 to 7. No prior tech experience required! [Learn more about the summer workshop.](#)

Second is a return of DevTech's successful **summer camp!** The DevTech Research Group at Tufts University will be running 2 weeks of half-day summer camps for children entering K-3rd grade. The camps will revolve around technology-based educational programs including KIBO Robotics. The two sessions are July 5-8 and July 11-15. More info about the summer program is at the DevTech website: [ase.tufts.edu/devtech/](http://ase.tufts.edu/devtech/).

## Did You Know?



Our [KIBO Says Game](#) provides large card-stock versions of each of the programming blocks, for a fun game of "Simon Says" that introduces kids to KIBO's language. But did you know that each card also includes the associated barcode, so the oversized cards are actually scannable by KIBO? Hang the cards on a wall and let kids scan them instead of blocks. A space to encourage kids' movement, interaction, and teamwork while programming is a change of pace from scanning blocks on the floor.



---

*Copyright © 2016 KinderLab Robotics, Inc., All rights reserved.*

Want to change how you receive these emails?  
You can [update your preferences](#) or [unsubscribe from this list](#)

