

GOING FULL STEAM Ahead this fall using A fun class mascot

Looking for a GREAT way to hook your Pre-K—Grade 2 students from the get-go this school year?

> KIBO can introduce the fundamentals of Computer Science and Engineering to your students while also garnering their attention and excitement in a customizable screenless coding robot.



Teaching robotics early is proven to lead to a comprehensive understanding of STEM/STEAM concepts by:

- Exposing young students to advanced technology disguised in a simple learning robot toy
- Engaging curious minds through creative play with "outside-the-box" thinking
- Triggering critical thinking, analysis, and problem solving
- Boosting independence by experimentation and building confidence through collaboration
- Providing a springboard for applying critical thinking skills now and in the future

Mascot Mentality

While class pets like hamsters or turtles may be more traditional mascots, KIBO is the mess-free and hands-on alternative to a live animal and can be customized and decorated. From creating costumes or using skins and even dressing it up to look like a favorite character in a book, KIBO can become the anchor of your STEM/STEAM curriculum, while entertaining your students at the same time!

Daycares, preschools, public & private elementary schools, after-school programs, Makerspaces and more have all reaped the benefits of using KIBO to engage students using critical thinking and discovery. Hands-on is the name of the game as every student will want to get their hands on KIBO in some way, making it a great tool for teaching cooperation and collaboration.







Here are some sample lessons that classes have created centered on using KIBO as an impetus for group learning or dressing KIBO up as a class mascot:









Chinese New Year

In a Boise, Idaho preschool class, young learners dressed KIBO up as a Chinese dragon, an emblem of the Lunar New Year in Asian cultures. Here KIBO was used as a part of an integrated STEAM unit on the Chinese New Year. Watch the Video

Gray Whales Migrating

At Ms. Kitty's Harmony Road school in California, students from various grade levels attended a STEAM summer camp called Coding and Making with the Gray Whales. Students learned all about gray whales, their lifecycle and migration patterns. Students created whales using aluminum foil and papier-mâché and using the engineering and design process, programmed KIBO robots to simulate the gray whale migration from Baja California to the Pacific Northwest. **View the Resource**

Storytime Comes Alive

At Boston's Jewish Community Day School, the "Elephant & Piggie" book series was acted out using 2 KIBOs and dressing them up as each main character. This activity was dubbed "Robotic Reader's Theater", where art, literacy, and coding came together to support early literacy skills. **Watch the Video**

Learn About The Amazon Rainforest

At Riverside Presbyterian Day School in Florida, 1st graders were learning about the Amazon Rainforest in their STEAM class. Students utilized the KIBO voice recorder module to help tell stories about the rainforest animals they created. In addition to recording animal sounds and facts, they worked in groups to program KIBO to move, literally bringing KIBO to LIFE as a rainforest animal. **Watch the Video**

GET YOUR KIBO MASCOT

KinderLab Robotics, Inc. is the creator of KIBO, a robot kit specifically designed for young children aged 4–7 years old. With KIBO, children build, program, decorate, and bring their own robot to life. KIBO is entirely screen free, as children program their robots with "tangible code" made of wooden blocks. KIBO is supported by over 20 years of research, led by KinderLab co-founder Marina Umaschi Bers, PhD., professor at the Eliot-Pearson Department of Child Study and Human Development and director of the DevTech Research Group at Tufts University.

To learn more, or to purchase KIBO for your classroom, visit our website at www.kinderlabrobotics.com. There you'll find information about KIBO, all the add-on modules, and our extensive curriculum offerings to support classroom STEAM activities.

WWW.KINDERLABROBOTICS.COM