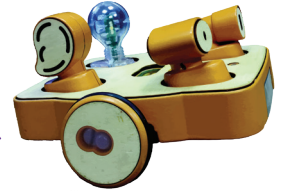




BUILD. ART. CODE. PLAY.



With KIBO, 4-7 year olds can build, program, decorate, and bring their own robots to life!

Meet KIBO!

KinderLab's KIBO™ robot starts the youngest children on a pathway of creative coding and robotics. Young children learn by doing. They playfully discover **STEAM** concepts by **coding** with wooden building blocks, creating **sequences**, and learning **design** processes — **all without requiring screen time.**

With KIBO, kids are **learning invaluable skills** in science, technology, engineering, art, and mathematics (STEAM). As they learn these skills, **they will think they're just playing!**

Imagine and Create with KIBO.

KIBO is fun, imaginative and easy. **Designed for open-ended play, KIBO can be integrated into existing curriculum or classroom projects,** such as literacy, social studies, science, math and art curricula. The robot can transform into anything the child imagines — a research project on migrating whales, a re-enactment of a favorite storybook, a cultural dancer, and more!



“ *KIBO supports learning in many ways. 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.* ”

—Cory Roffey
St. Pius X Elementary School
Edmonton, Canada

It's Not all Fun and Games. KIBO is Backed by 20 years of Research.

Developed by our co-founder, author, and researcher, Prof. Marina Bers, KIBO is based on years of research in early childhood development from Tufts University, including testing with thousands of children and teachers. KIBO has proven efficacy in helping kids learn STEAM.

KIBO comes alive with play, engineering, and imagination!

