



STEMworks – STEM Advisory Council’s Approved STEM Program October 2017

KINDERLAB ROBOTICS - KIBO

PROGRAM OVERVIEW

KIBO is a robotic kit specifically designed for young children aged 4-7 years old. With KIBO, children imagine, build, decorate, program, and bring their own robots to life! Learning with KIBO is fun, imaginative and easy. Your youngest learners will playfully discover STEAM concepts by coding with wooden building blocks. They will create programs and sequences, as well as learn the Engineering Design Process. Young children learn by doing. KIBO gives young learners the chance to produce ideas that are physical and tangible—exactly what their young minds and bodies need. And KIBO does all this without requiring screen time from PCs, tablets or smartphones. Designed for open-ended play, KIBO enables kids to make almost anything they can think of: a character from a story, a carousel, a dancer, a race car, a helicopter. With KIBO, young children can become programmers, engineers, designers, artists, dancers, directors, choreographers, and writers – anything they want to be.

TARGET GRADES

KIBO is designed for young learners from Preschool through 2nd grade.

A UNIQUE OR SPECIAL FOCUS OF THE PROGRAM

KIBO is unique as it is the only researched based robot available that is designed specifically to introduce children ages 4-7 in a fun and meaningful way to robotics, engineering and programming, without requiring any screen-time!

THE PROGRAM’S IMPACT ON STUDENTS

KIBO introduces key principles with proven efficacy in helping kids learn STEAM concepts —and getting them excited about it!

SPECIFIC SKILLS STUDENTS WILL LEARN

Due to the open-ended platform, KIBO Robots enable young students to use and discover their imagination. Students will learn invaluable skills in science, technology, engineering, art, and mathematics (STEAM) in a fun and playful way. Children learn sequencing, executive function, computational thinking, cooperation and collaboration.

RESOURCES PROVIDED TO EDUCATORS

KinderLab offers a complete suite of teaching materials that help integrate STEAM elements into a wide range of curricula, including art, cultural studies, and reading literacy. Materials include 20-40 hours of curriculum, programming games, activity cards, posters, engineering design workbooks, assessment material, and professional development.

WEBSITE

www.kinderlabrobotics.com

CONTACT INFORMATION

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