Makerspace Titles

Botley: The Coding Robot
999671,KT
P 2018
Botley Robot Teaches Coding without Screens because Botley is programmed via a handheld remote.

Botley will:

- Detect objects - and move around them!
- Follow looping commands
- Navigate obstacle courses
- Follow black lines

Teach and encourage:

- Basic coding concepts
- Advanced coding concepts like if/then logic
- Critical thinking
- Spatial concepts
- Collaboration and teamwork

Dash and Dot Challenge Cards
999693,KT
PJ 2018
Please note This kit contains ONLY the challenge cards. You will also need Dash and Dot robots and the Blockley app.

This box set contains 72 full-colour, illustrated challenge cards that will provide 100's of hours of learning for classrooms, after-school clubs, libraries, technology labs, maker spaces, and at home.

Each card provides a fun and engaging challenge that invites students to practice one of the six fundamental coding concepts: sequences, loops, events, conditionals, functions, and variables.

Dribble Drabble: Process Art Experiences for Young Children
999689,BK
E2016
Creative art should offer children the opportunities for originality, creativity, fluency, flexibility, and sensitivity. Remember, there is no right or wrong way of doing things in art. This collection of activities focuses on the process and not the finished product, to allow for growth and fun. All activities are easily adaptable for children from age two to eight.

The 145 process-oriented art activities cover a wide range of media including painting, crayons, collage and sculpture, chalk, and printing. Activities are easy to prepare, to set-up, and to develop into project-approach explorations building on young children's interests and inquiries. These hands-on projects have been classroom-tested to ensure they keep learning fun and engaging.

Dynamo Dominoes
999596,KT
PJ 2017
Students will build a colorful trail of wooden dominoes. The addition of bridges, bells, rails, and assorted tricks can be used to create a variety of chain reactions.

Encourages imagination and creativity, problem solving, the development of fine motor skills, and much more.

The Invent to Learn Guide to Fun
999683,BK
2015
The Invent To Learn Guide to Fun features an assortment of insanely clever classroom-tested "maker" projects for learners of all ages.

Josh Burker kicks classroom learning-by-making up a notch with step-by-step instructions, full-color photos, open-ended challenges, and sample code.

Learn to paint with light, make your own "Operation Game," sew interactive stuffed creatures, build "Rube Goldberg" machines, design artbots, produce mathematically generated mosaic tiles, program adventure games, and more! Your MaKey MaKey, LEGO, old computer, recycled junk, and 3D printer will be put to good use in these fun and educational projects.

With The Invent To Learn Guide to Fun in hand, kids, parents, and teachers are invited to embark on an exciting and fun learning adventure!

Lego Tubes Experiment Set
998523,KT
P 2015
Your students will have fun while exploring with the Lego Tubes Experiment Set.

Let’s Go Code! Activity Set
999673,KT
P 2018 2131
Students will have fun while building gross motor skills by stepping, hopping and turning.

This set introduces students to early coding and programming ideas without electronics.

Educational Benefits

Learning Style: Visual, Kinesthetic, Tactile

Skill Development: Critical thinking, Sequential thought, Problem solving, Gross motor skills, Directional sense, Following directions

Ozobot bit - Class Set
204055,KT
PJ 2018
Program like a pro.

It is easy to program Ozobot Bit. Students will control their robot with OzO Codes by simply drawing lines and color segments. Then they will advance to a visual block-based editor OzoBlockly, with its many features and modes, taking them from Novice to Master in no time at all.

Attached as a pdf (see below)

A Pair of DASH Robots
204038,KT
PJ 2018 LA
Dash is an exciting, hands-on learning tool for students.

Targeted at teaching creative problem solving, coding and robotics, Dash gives every student a head start on fundamental STEAM principles and 21st century skills.

Students send commands to robots to move them, light them up, and have them detect the world around them using coding and robotics applications.

Also included in the kit
Android tablets
DASH challenge cards
SumBlox
999519, KT
PJ 2017
Pre-K to 5th grade

For budding makers and mathematicians alike, SumBlox are an ingenious way to explore the foundations of mathematics in 3 dimensions.

Sumblox are a hands-on transition from concrete to semi-concrete mathematical thinking. Carefully manufactured from natural wood they’re an ideal addition to any learning environment.

Classroom Benefits
* Simple concepts
* Excited to learn
* Meets standards
* Hands on application
* Builds confidence
* Creates excitement
* Increase retention

Tegu: Magnetic Blocks
999674, KT
PJ 2018

Tegu Blocks bring open-ended imaginative play to the classroom with the feel of all natural wood and the powerful wonder of magnets. The Classroom Kit allows small groups of children to build big and learn unique lessons from science to math to art.

Developed Over Time
Fine Motor Skills
Pattern Recognition
Balance
Scale
Imaginative Play
Problem Solving
Story Telling

Vehicle Building Centre - STEM
998526, KT
P 2015 1677

How do vehicles roll, tow and carry things? This engaging building centre teaches students to look closer at real-life designs, and make original vehicles that use the same important elements.

Created to encourage open-ended building with minimal teacher involvement, this centre includes 8 photo cards showing actual vehicles, plus tons of hands-on manipulatives that invite students to build, explore & engineer again and again.

For easy reference, the back of each photo card explains key elements for each design, so it’s easy to guide students’ learning.