# Unleash Your Inner Code Wizard!







We're diving into the exciting world of teaching coding in the classroom, and we've got some fantastic tools at our disposal -Kubo, Cubetto, and Makey Makey playsets.

### coding for kids: why it's so awesome

These magical gadgets are about to transform your classroom into a coding wonderland, where learning meets fun, and where kids become the code wizards of the future! Coding isn't just about learning a new language; it's about enhancing problem-solving skills, fostering creativity, and preparing our little geniuses for the digital age.

With coding, children can create interactive stories, design games, and build anything they can dream of. It's not just about preparing them for careers in technology; it's about empowering them to think critically and become digital innovators.

By learning how to code, children can also gain a deeper understanding of how technology works and the impact it has on society. Additionally, coding can provide a creative outlet for children to express themselves and bring their ideas to life through the projects they build.

### the skills gained by coding



#### problem-solving skills

The practice requires them to break issues down into smaller sub-problems, then progress through an iterative process of identifying, prioritising, and implementing solutions. therefore, children start honing their problemsolving skills as soon as they take on their first coding challenge.



#### persistence and resilience

The trial-and-error process doesn't allow a quick defeat, but instead motivated kids to continue and pursue a successful outcome.



#### fosters creativity

With programming, kids are constantly prompted to experiment. Once they understand basic functionalities, they can continually ask themselves, What if I tried this? Would that work?

#### get in touch

# The STEM shortage in the UK and what can we do about it?

Teachers have the power to shape the future by shaping the minds of your students. You can inspire, motivate and educate the next generation



**Discover the requirements:** The Government's official website, <u>www.gov.uk/national-curriculum-</u> <u>computing-programmes-of-stud</u>y is a treasure trove of information to guide you through the requirements for introducing coding to your young learners.

The website highlights the subject content and attainment targets for each of the key stages which is really useful.

**Invest in block-based resources**: Beginners will do best starting with basic computational thinking skills and blockbased coding. We have complied a resources guide below with our recommended resources to get you started.



come from STEM courses



#### Cubetto

Made of tactile and hard-wearing wood is your child's guide into the world of coding. Screenless, friendly and ready to play.

#### **Coding Blocks**

A coding language you can touch and manipulate like LEGO®. Each block is an action. Combine them to create programs.

#### **Control Board**

Place the blocks on the board to tell Cubetto where to go. Hit the blue button and Cubetto executes your very first program.

#### **Maps and Blocks**

Expand play time with world maps, educational story book and challenges that take your child on epic coding adventures.



Cubetto: Recommended for early years and Key Stage 1.



This is the 'first' computer science product in 17 years that I have incorporated without hesitation.

Ana Stocks, Director of Information Technology

find out more

https://edtech.direct/primo-cubetto

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## Why choose KUBO for your classroom?

If you're new to teaching coding and aren't sure where to start, are overwhelmed by the choice of coding products available, or if you're looking for an affordable solution that makes it easy to get started and provides all the support you need, the answer is KUBO

**BLENDED** 

LEARNING

Increase inclusion

Increase learning

student insights

outcomes

Increased

KUBO makes coding easy and fun for students of all abilities, even the most technology-shy. It enhances creativity, collaboration, critical thinking, and communication skills, preparing students for the future – and can be used in-class and at home.

> Testimonial One of the things we like about KUBO is that it is not only teaching coding at its most basic level to our youngest children. It can also be integrated to our math lessons, it can be integrated into our story lessons

Roy Coleman, Executive Headteacher, Nightingale Primary School

Kubo: Recommended for Key Stage 1 and Key Stage 2.

#### HANDS-ON LEARNING

- Visual and spatial tools enhance core concept understanding
- Turns abstract into concrete experience
- Enables natural collaboration

#### DIGITAL LEARNING

- Personal pace, space, and time
- Personalized learning experience through adaptive content systems

find out more

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#### How does the Makey Makey invention kit work?

The kit is designed to turn everyday objects into computer keys, using a circuit board, crocodile clips and a USB cable the kit can replicate either a keyboard or mouse click signal. The kit introduces students to computer programming, engineering and design in a way that is simple, fun and accessible for any level of ability.

Makey Makey: Recommended for Key Stage 2 upwards.



- **Craft & Code** Design your own controller with everyday materials like playdough or graphite pencils. Control your favourite Scratch game while you learn to code.
- Supermarket Circuits Is a banana conductive? The world is full of conductive objects & materials. Make musical circuits with liquids, fruits, and low cost office supplies.
- Build your own sensors Using foil, pennies, and paper clips, invent sensors just like scientists do.



#### find out more

https://edtech.direct/makey-makey

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# Summary

Teaching coding in the classroom with Cubetto, Kubo, and Makey Makey playsets is a fantastic way to engage children in the new world of coding. These hands-on tools offer a variety of benefits, from teaching coding fundamentals to promoting creativity and problem-solving skills. By integrating these innovative educational resources into the curriculum, educators can prepare young learners for a technology-driven future while making the learning experience both fun and enriching.



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