



Coding with Cubetto happens with hands-on coding blocks, which means children can use it irrespective of reading ability or language barriers.

Inclusive & gender neutral



Cubetto turns coding into a tangible, age-appropriate experience that reduces screen-time, increases engagement, and enhances learning.

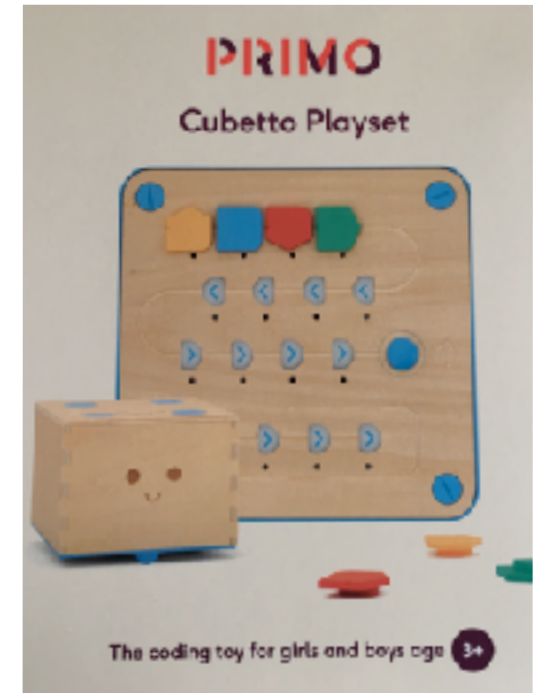
Coding without the screen



Primo quickstart guide

ages 3+ based on LOGO Turtle to introduce learners to coding

*Montessori Approved



GUIDED/GRADUAL RELEASE OF RESPONSIBILITY

This set is great to explore as a group and practice using a variety of stories and storymaps. Once there has been some practice as a group, this can easily be explored by small groups or individuals as part of a centre. Could also be a very good/fun Buddy Program

DISCOVERY - as a group

In a group setting, sit children in a circle and allow them to pass Cubetto around to one another, saying hello or acknowledging the presence of the object. This helps build a bond in the same way that a stuffed animal or other toy can to solve problems later on.

Introduce the board as a sort of Remote Control. Cubetto needs these instruction to do anything!

Introduce the blocks as tools that make Cubetto do different things - each block is distinct and does something different.



The Power of Story

Each map/mat is a way for Cubetto to tell a story. They are called “playgrounds” and there are many adventures that Cubetto can explore on each map.

Cubetto needs a code to be entered in order to “show” the story. By placing the code blocks into the Program Board, you are creating a Program that Cubetto will follow.

When you feel that you have set up the right instructions (each square on the Board reflect one code block on the board: a grid) - one green block means Cubetto will advance one square, or change its direction if you choose a green or red block. The blue block uses whatever is in the Function Line. When both the board and Cubetto are on, blue lights will be seen. By pressing the Blue Button on the board, Cubetto will start to follow the code.

IF/WHEN Cubetto does not go where you wanted it to go....make a change to the program and try again!

The Program works like a snake, not a paragraph. That means the code follows the path, not always going from right-to-left (though you could do this if the board was built that way). This is to help with non-linear thinking.

The Power of Coding (Function Line)

Want to use the “Blue Blocks”?

The blue blocks indicate a Function Line. This means that if you place a blue block into the coding program →

When Cubetto reaches a blue block, it will do whatever you placed in the bottom 4 spots →



This is called a “subroutine” and each time you use one of the blue blocks, Cubetto will recall that sequence and perform it.

The goal is to get children to create programs for Cubetto by arranging sequences of instruction. Children should be told that Cubetto cannot think for himself, and can only move as programmed by the child, just like any other machine. Stories and challenges can then be “made up” based on what is on a mat!