Exploring Robotics with Dash and Dot
Introduce Coding and STEAM Concepts

Grades K-5

Integrate Dash into Math, Science, ELA, and other lessons for hands-on active learning.

Cute Programmable Robots!
Dash drives around and Dot controls Dash’s movements!

√ Coding lessons introduce critical thinking, problem solving, the scientific method, algorithms, and more!
√ Use tablets or smart phone apps with drag and drop graphic interfaces to control the robots.
√ STEAM lessons are adaptable to different ages, and expandable for teaching additional concepts.
√ Teacher Prof. Development and support available—getting started, use of robots, coding, lesson plans. Any math, science, or technology teacher can use these robots in a class, summer camp, or after school program, with no special credentials required.

Engage Students in STEAM
These robots are so cute, yet rugged! Students love them. They move, wink, flash lights, and make fun noises (elephant, pig, siren, etc.) They can also detect sounds such as a hand clap. Dash plays the Xylophone, and can launch balls!

Students control their movements using simple Tablet Apps (Go, Path, and Xylo) or use Blockly, a programming language that snaps together like puzzle pieces.

Students start with simple commands to their robot, like turning right, or turning left, or moving forwards or backwards. They then add in making noises at events such as when you pick them up, or when they reach a destination. Dash can go in circles, turn sharp corners, & look for approaching obstacles as it navigates a maze.

Dash and Dot are controlled with Tablets and integrate well with LEGO, blocks and other educational kits.

Go and Path Apps control the robots with simple interfaces.

Learn Coding (programming) concepts with robots.

Call: 760-650-2687
Email: service@exploringrobots.com

Ask questions.
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Educator packs for teams of students
◊ Kits configured for educators, and tested in classrooms. Classroom Packs include:
   ◦ Dash Robots (drive around)
   ◦ Dot Robots (control dash)
   ◦ Building Brick Connectors (connect to Legos)
   ◦ Accessories Packs with Xylophone and Launcher
◊ Four fun Apps for driving, story telling, learning to code, and playing music on the xylophone.
◊ Lesson plans, games, assessments, and fun group activities are accessed online.
◊ Everything needed for success in classrooms, clubs, or makerspaces.

STEAM Lessons

Children learn through play. Combining a fun robot with typical lessons fires up a child’s imagination, inspires dreams, motivates, builds confidence, and helps students remember concepts. Test scores increase with hands-on application of standards topics.

Science: Learn about the scientific method, sound waves, light color spectrum, and mimic animal behaviors. Use the launcher to explore Newton’s laws.

Technology—Coding: Analyze problems and design algorithms to program robot actions and reactions using Blockly, a visual drag-and-drop coding tool.

Engineering: Navigate mazes, knock down objects, and explore engineering principles. Integrates with LEGOos to build add-ons such as a pen to draw, a bulldozer, and many other creative components.

Arts: Inspire with storytelling, history lessons, language arts, music, drawing, geography, costumes, & presentations.

Math: Explore concepts like the number line, geometry, angles, coordinates for map reading, distance, time, and measuring.

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Engage ◆ Discover ◆ Invent