



FOR GRADES 3-8 AND BEYOND

Imagine Robotify

A fun, engaging, and accessible way for all students to learn computer science



Code the Future — Today

Immersive instruction in virtual worlds

Give every student access to a comprehensive, engaging, and equitable computer science education. Imagine Robotify offers a best-in-class, 3D browser-based robotics simulator to teach students to code in Blockly and Python. Robust teacher resources ensure every educator delivers the three-part Imagine Robotify instructional framework successfully.

1 Learn

Students follow self-guided instructions and control virtual robots. They experience over 1,000 different coding activities and games, including 24/7 access to the latest and greatest robots without purchasing hardware.



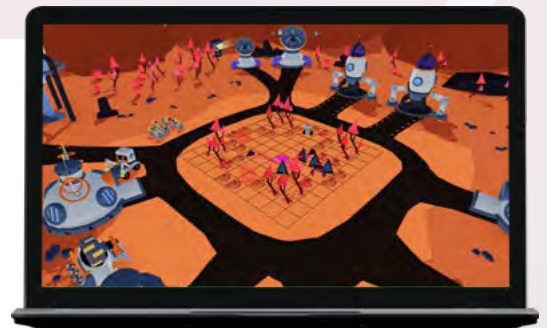
2 Create

Students apply new knowledge via project-based learning to build, reuse, edit, and analyze code in order to solve problems. They create their own projects and code robots in virtual environments.



3 Compete

Students participate in game-based learning with peers in their class, school, and across their district to test new coding skills and demonstrate their solutions to reinforce learning.



“I’m impressed with the way Imagine Robotify makes coding engaging and accessible. By virtualizing the technology, more young people will have the opportunity to learn and explore.”

...
Steve Wozniak
Co-Founder, Apple Inc.; Founder, WozEd

Apply the 4Cs of STEM

Imagine Robotify offers students the freedom and creativity they need to realize their original ideas by developing their capacity for:



LEARN

Critical Thinking



CREATE

Creativity



COMPETE

Communication

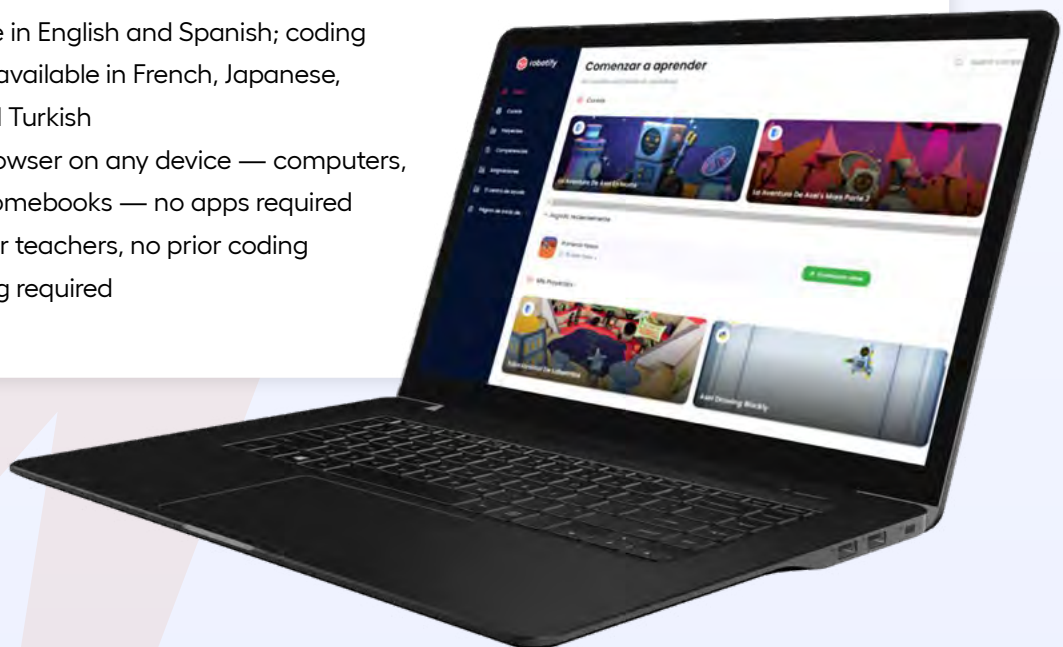


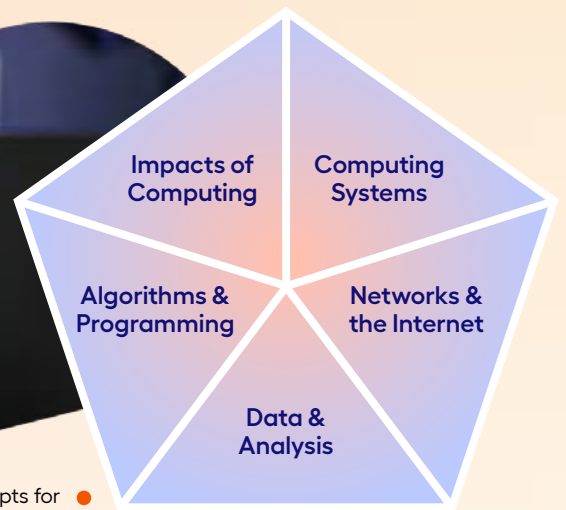
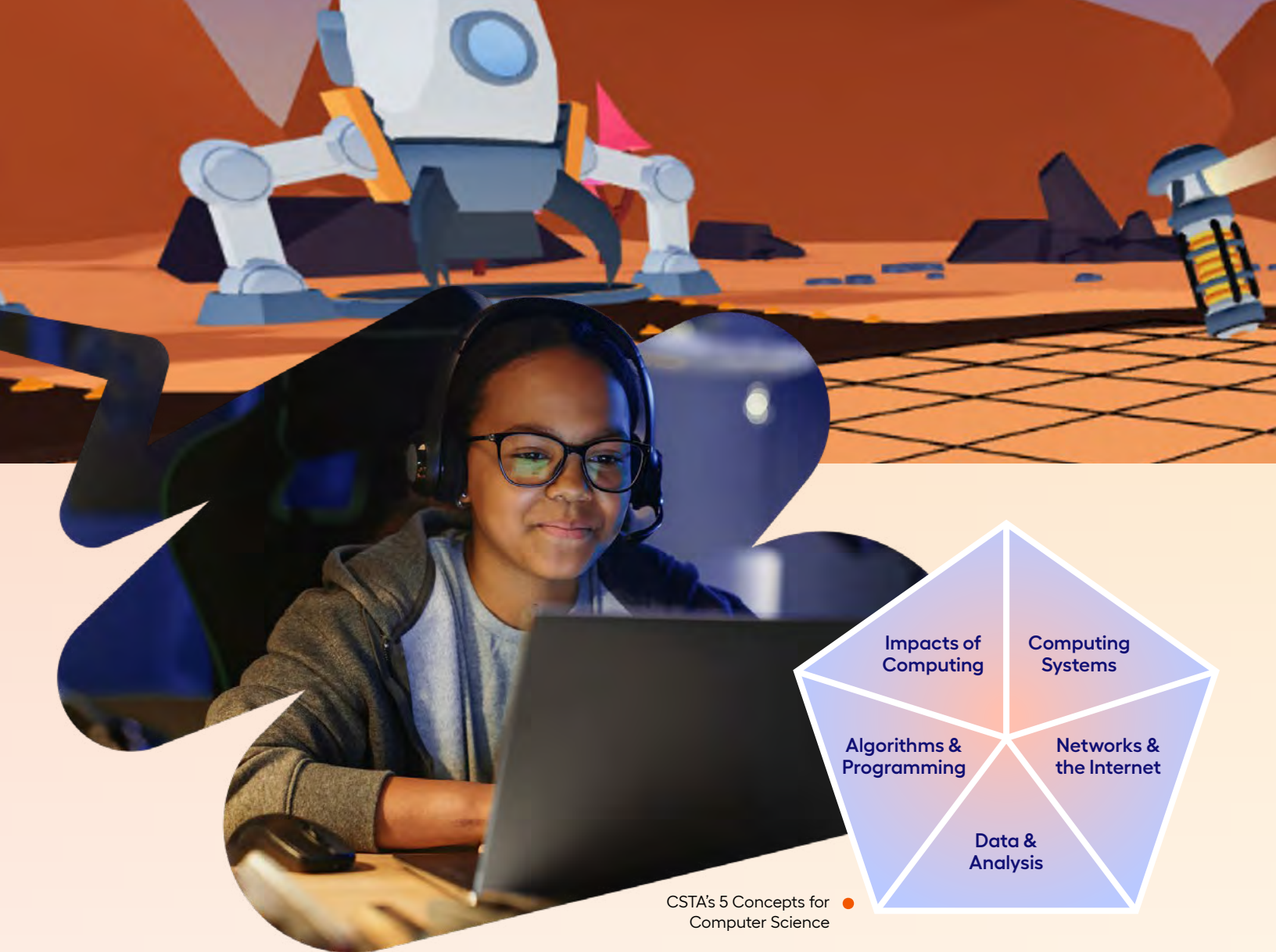
COMPETE

Collaboration

Equitable Access with Ease

- Lessons are available in English and Spanish; coding language support is available in French, Japanese, Korean, Spanish, and Turkish
- Accessible from a browser on any device — computers, laptops, tablets, Chromebooks — no apps required
- Easy to implement for teachers, no prior coding experience or training required





CSTA's 5 Concepts for Computer Science ●

A Comprehensive Computer Science Solution

Empower students with more than just coding lessons using instruction designed to meet to the CSTA K–12 Computer Science Standards

Our best-in-class browser-based robotics simulator is nestled within a robust computer science curriculum. Students learn about networks, cyber security, data, and so much more. Plugged-in content includes lessons within the 3D simulator, and unplugged content includes digital and print resources outside the simulator.

Plugged-In Content

LEARN BY CODING

In Blockly and Python courses, students learn coding structures, AI, algorithms, and data processing by coding robots in a variety of different environments: space, underwater, mobile, and in-flight. With our coding challenges, students explore science topics linked to marine biology, geology, astronomy, physics, and math.

Students use in-browser Blockly and Python code editors for learning, creating projects, and competing.

● Blockly programming for novice coders



● Python programming for advanced coders



Unplugged Content

COMPUTER SCIENCE LESSONS

There's more to computer science than coding — so, teachers can choose from a vast collection of instructional resources on topics like password security, crowdsourcing, and hardware components available in English and Spanish.

Objectives

- Examine how technology has changed the world.
- Examine how technology is influenced by people.
- Identify how technology is used to solve problems.

Objetivos

- Examinar cómo las computadoras han cambiado al mundo.
- Examinar cómo la tecnología está influenciada por las necesidades de las personas.
- Identificar cómo las computadoras pueden utilizarse para resolver problemas del mundo real.



● Unplugged Lesson: Impact of Technology and Computing



No Coding Experience Required

Easy-to-use instructional resources provide everything educators need to implement a successful program

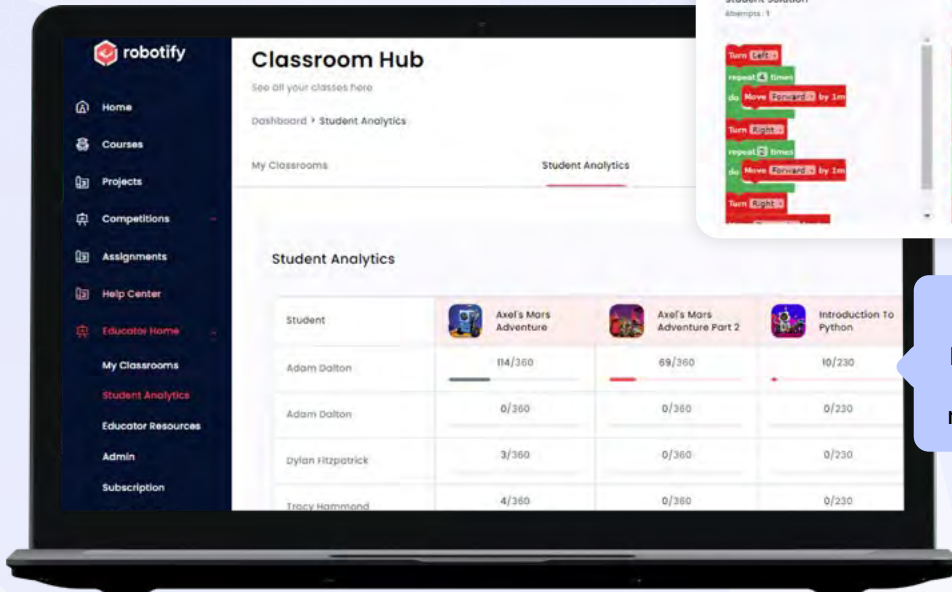
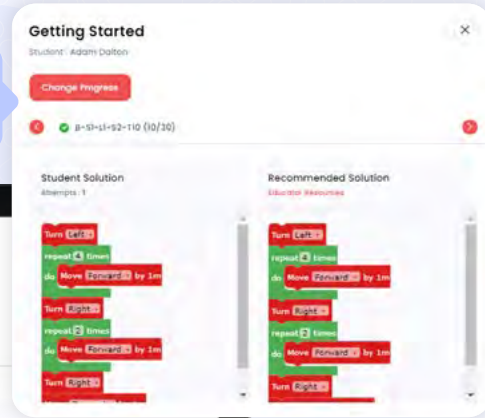
With Imagine Robotify, teachers receive in-depth lesson plans, state-specific computer science standards alignment, project resources, presentation slides, competition guides, alternative assessment resources, and so much more. Signing on is simple using SSO/SIS, and educators can roster students in minutes via Google Classroom, Clever, and more.



“...What really sets it apart from anything else on the market are the educator resources. An educator that has zero experience with coding can walk in and use Imagine Robotify with their students and hit the ground running.”

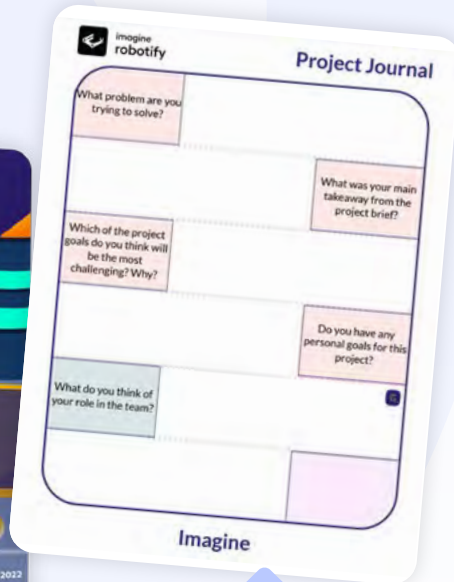
...
Amy F., STEM Teacher,
Seitz Middle School in
Riverview, Michigan

Side-by-side comparisons allow teachers to compare student work to recommended coding solutions



Classroom Hub provides student analytics to monitor progress

Alternative Assessment Guide provides Project Presentation and Project Journal templates with accompanying rubrics



Project Journals empower students to keep track of their iterative design process



Build an engaging and accessible computer science program

Empower educators to teach coding using incredible 3D environments, fun games, and competitions — no experience required.

//CODiE//
SIIA CODiE WINNER

Best Coding and Computational Thinking Solution

//CODiE//
SIIA CODiE FINALIST

Best Virtual Lab



imaginelearning.com/robotify

877-725-4257 • solutions@imaginelearning.com