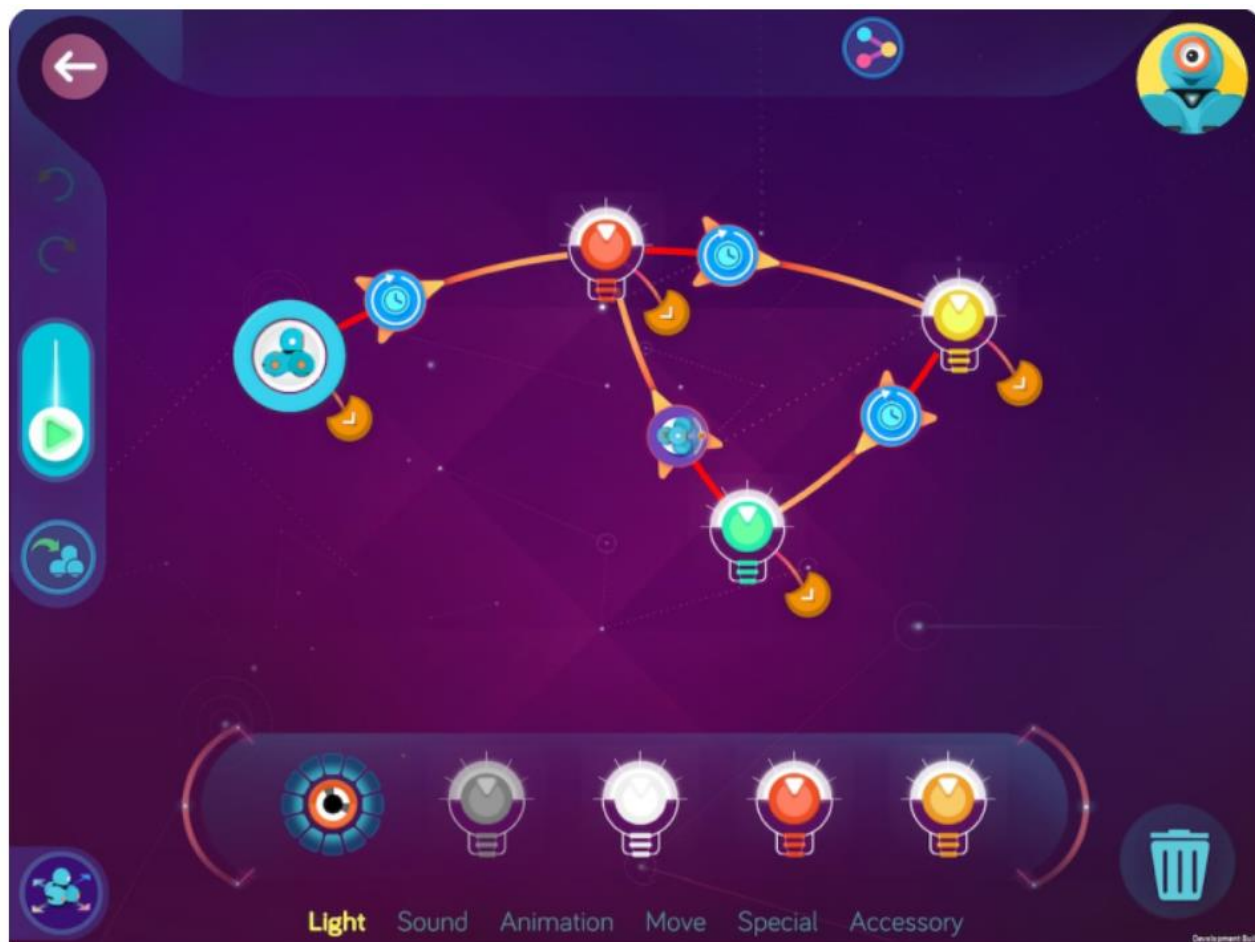


Coding for beginners 2nd & 3rd grade

Wonder App 6yr. +

Wonder codes the way we think. Combining unstructured play with hundreds of in-app challenges, Wonder makes robotics a delightful experience for every child. This is a great set of apps that help prepare the young learner to start thinking like a coder. We have purchased the Dash robots and curriculum from Wonder Workshop and are ready to get your child started coding while having a great time.



Coding for young learners 3rd through 5th grade

Blockly 7+

Blockly is a drag and drop visual programming tool that introduces children as young as six to fundamental programming concepts including Sequencing, Loops, Sensors + events, Functions, Variables, and conditions through creative problem – solving. We have purchased the Dash robots and curriculum from Wonder Workshop.

The image shows the Blockly programming environment for the Dash robot. On the left, there is a sidebar with various block categories: Start, Drive, Look, Light, Sound, Animations, Control, Variables, and Accessory. The main workspace displays a script starting with a 'When Start' block. This is followed by an 'If Dash See Dot' block. Inside the 'If' block, there are three blocks: 'Backward 50 normal', 'Say Dash Hi', and 'All Lights Red'. Below the 'If' block is an 'Else' block. Inside the 'Else' block, there is an 'If > 0' block. Inside this 'If' block, there are three blocks: 'Set Wheel Speed', 'Left forward normal', and 'Right forward normal'. Below this 'If' block is another 'Else' block. Inside this 'Else' block, there are two blocks: 'Load Launcher Left' and 'Launch with 70 % Power'. A play button is visible at the bottom left of the workspace.