

SERU STEM KITS

FANCY ZOO

Fancy Zoo – Virtual/Augmented Reality is an open-ended card set that comes to life when combined with the FREE Android or Apple OS App. Fancy Zoo has potential to be used across a number of curriculum areas with teacher/carer guidance. It has a number of distinct features and functions including viewing of 3D animals that come to life and can be manipulated, VR and AR features and the ability to photograph the animals in real life settings using the device camera.



Kit contents: Fancy Zoo Card Set, Android tablet with preloaded App and VR Glasses



GOOGLE EXPEDITIONS



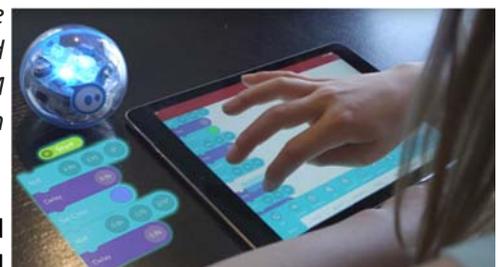
Google Expeditions - Virtual Reality App. You can swim with sharks, visit outer space, walk through a museum and more without leaving the classroom. There are close to 500 expeditions available and more in development. **Adult supervision is critical to the safe and effective use of VR.** Teachers/carers need to view the introductory videos **Google Expeditions** <https://edu.google.com/expeditions>

Kit contents: KB VR-X Headset, iPod Touch with preloaded Apps

SPHERO

The Sphero holds enormous potential for learning. To maximise this potential some support from educators will be required. Sphero can be used simply as a cool remote-controlled toy however after the initial novelty of this is diminished higher-level learning can be undertaken particularly with the programming functions in the App. *“Sphero Edu provides a toolset that is unbounded in its potential. While coding and 21st century skills are necessary, our program also goes beyond code by incorporating robotics and technology with collaborative STEAM activities, nurturing students’ imagination in ways no other education program can.”* (reference <https://www.sphero.com/education>)

Below is a sample of online resources and references. Much will be gained from exploring these particularly in the “educators” section of the official website (<https://www.sphero.com/education>).



COMPUTER MICROSCOPE



The **Computer Microscope** enables students to view objects through a computer onto a monitor or digital display. Made readily available students will begin to seek opportunities to utilise the resource.

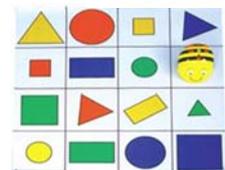
Kit contents: Computer Microscope, Software, slide kit

BEE-BOT

The **Bee-Bot** is a clever little robot that is very simple in its operation with a limit to what you can instruct it to do. However do not let this simplicity disguise the Bee-Bots potential for learning across the entire curriculum.



Kit contents: Bee-Bots and various mats



BLUE-BOT



The **Blue-Bot** is a slightly advanced version of the Bee-Bot and can be controlled by either the buttons on its top or through an App. If you are unfamiliar with the capabilities of the Bee-Bot I have included here the Bee-Bot activities for Literacy, Numeracy and Geography. The Blue-Bot has potential for learning across the entire curriculum.

CUBETTO

Cubetto is the friendly wooden robot that will teach the basics of computer programming through adventure and hands on play. Montessori approved, LOGO Turtle inspired. Cubetto uses Coding Blocks and a coding language you can touch and manipulate like LEGO. Each block is an action. Combine them to create programs. (reference <https://www.primotoys.com/> "Meet Cubetto")



Kit contents: Cubetto Robot, Program interface Board, Clear Grid Mat, X2 Cubetto Adventure Mats

