imagine robotify®

FOR GRADES 3–8 AND BEYOND

Imagine Robotify®

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

imagine learning

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 best-in-class, browser-based, 3D gamified learning to teach students to code in Blockly and Python. Robust educator 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 challenges while honing essential 4C STEM skills.


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.
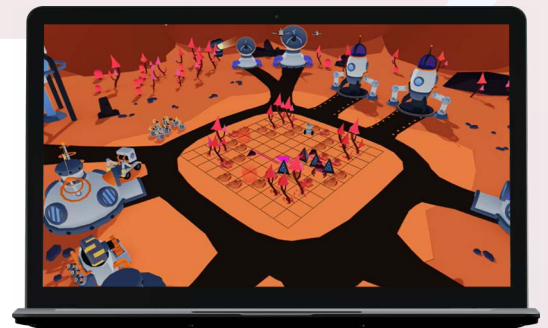
> "I'm impressed with the way Imagine Robotify makes coding engaging and accessible. By virtualizing the technology, more young people will have the opportunity to learn and explore."
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> • • •
>
> **Steve Wozniak**
> **Co-Founder, Apple Inc.; Founder, 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
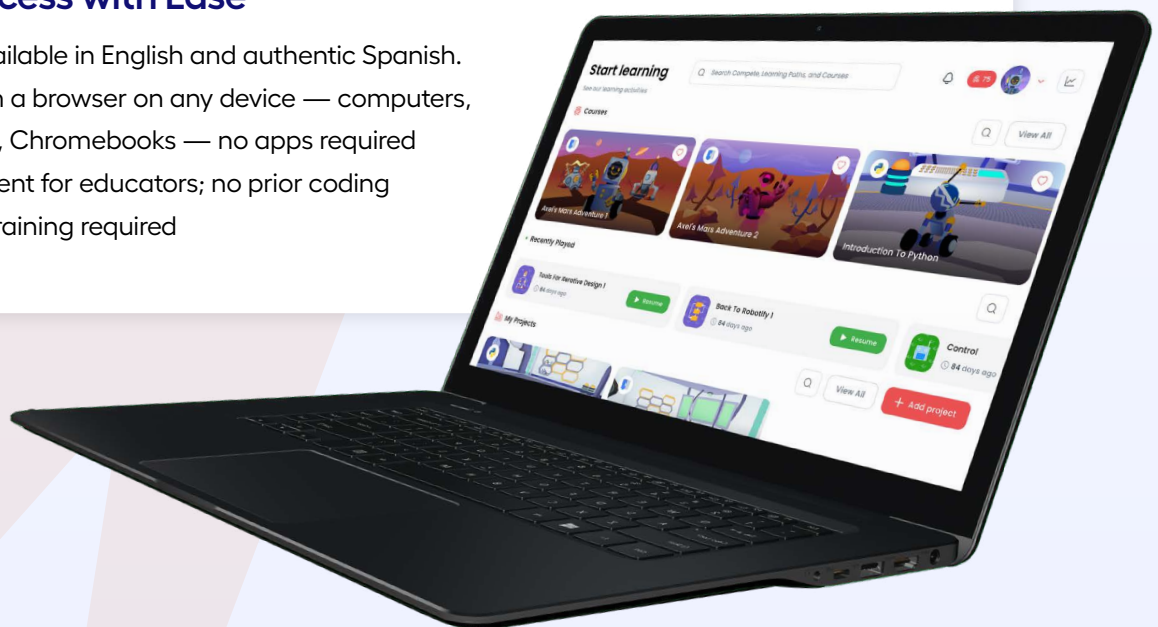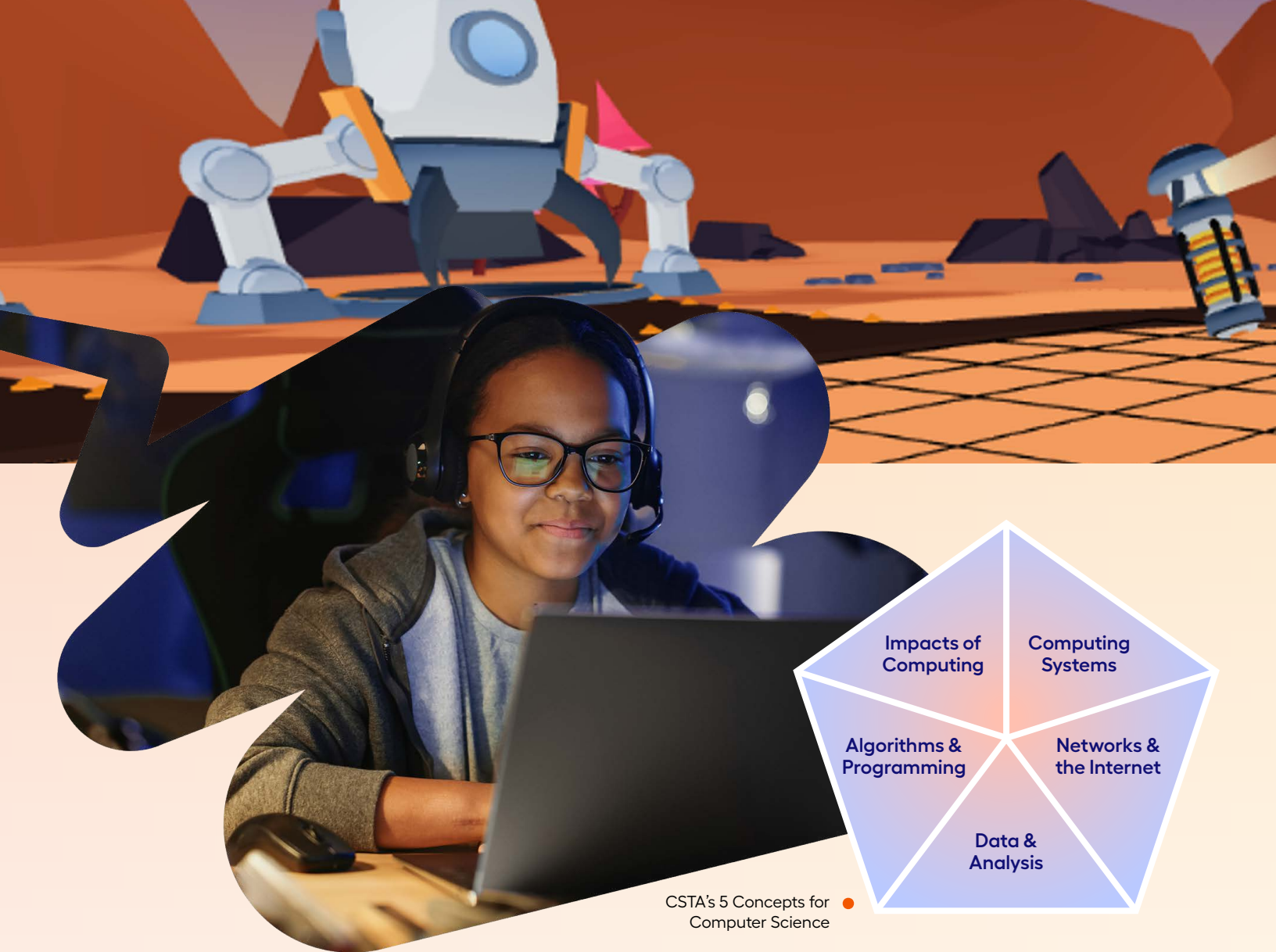## Creativity

COMPETE
Communication
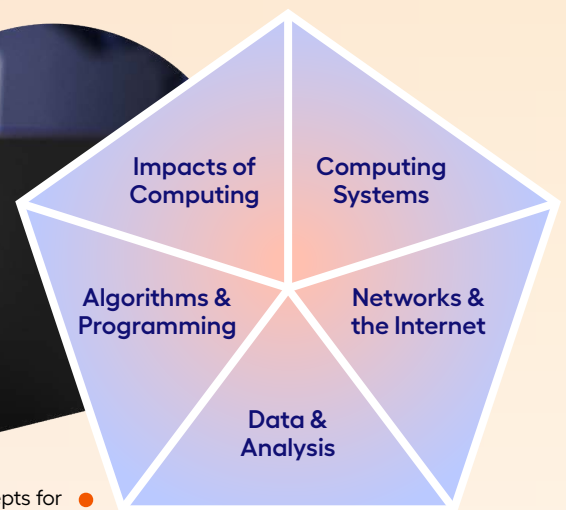
COMPETE
Collaboration

Equitable Access with Ease

- Lessons are available in English and authentic Spanish.
- Accessible from a browser on any device — computers, laptops, tablets, Chromebooks — no apps required
- Easy to implement for educators; no prior coding experience or training required

Impacts of
Computing

Computing
Systems

Algorithms &
Programming

Networks &
the Internet

Data &
Analysis

CSTA's 5 Concepts for
Computer Science

A Comprehensive Computer Science Solution

Empower students with more than just coding lessons using instruction aligned to the CSTA Computer Science Standards

With Imagine Robotify, a robust supplemental computer science curriculum, students learn about networks, cyber security, data, and so much more. Plugged-in content includes lessons within an engaging 3D virtual environment, and unplugged content includes both digital and print resources.
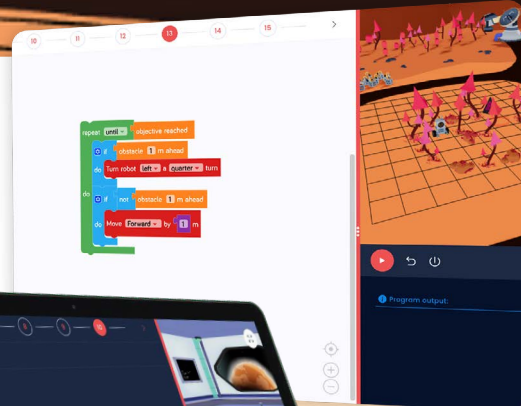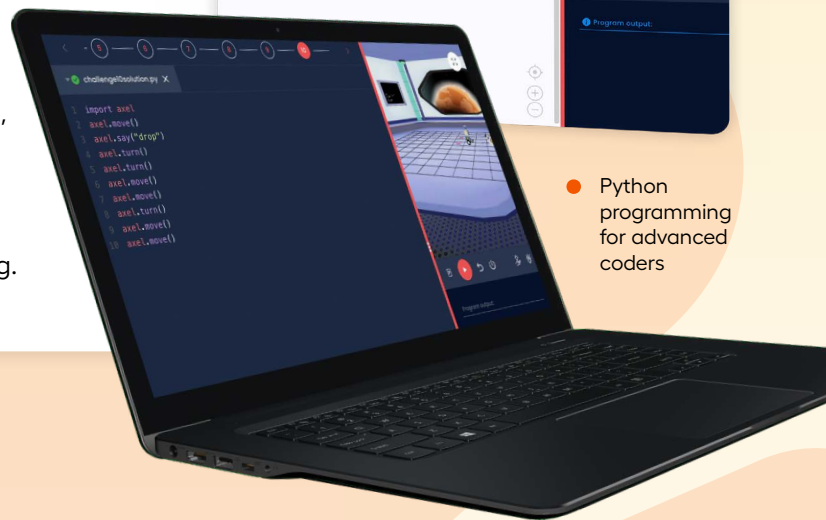
Plugged-In Content
LEARN BY CODING

In Blockly and Python courses, students learn coding structures, algorithms, and data processing by coding robots in a variety of different environments: space, underwater, mobile, and inflight. With our coding challenges, students develop critical thinking, collaboration, communication, and creativity skills.

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.

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."

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

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

Getting Started

Student : Adam Dalton

Change Progress

B-S1-L1-S2-T10 (10/30)

Student Solution	Recommended Solution
Attempts : 1	Educator Resources

Classroom Hub

See all your classes here

Dashboard › Student Analytics › Axel's Mars Adventure 1

Axel's Mars Adventure 1
Ronan's Test Class

Ronan's Test Class | Axel's Mars Adventure Pa...
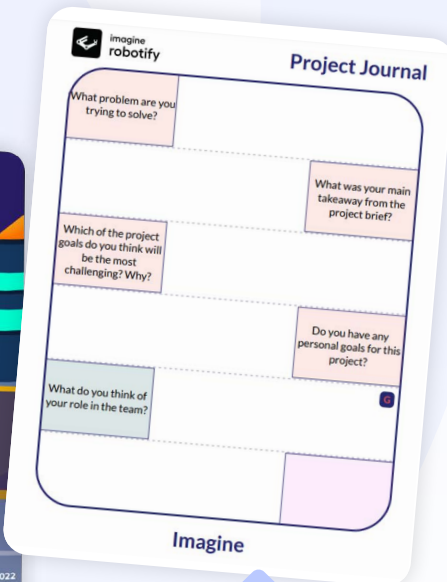
Student	Getting Started 1	Getting Started 2	Robotiblockly Inputs 1	Robotib Inputs 2
	ⓘ Lesson Locked	Lesson Locked	Lesson Locked	Lesson Lock
Jack Dalton – jack.dalton@robotify.com	15/15	0/15	0/15	0/15
Ronan Student – ronanstudent	0/15	0/15	0/15	0/15

Classroom Hub provides student analytics to monitor progress

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

Alternative Assessment
Alternative Project Assessment Options and Rubrics

Published 18 October 2022
V1.0

Project Journal

What problem are you trying to solve?

What was your main takeaway from the project brief?

Which of the project goals do you think will be the most challenging? Why?

Do you have any personal goals for this project?

What do you think of your role in the team?

Imagine

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

imagine robotify®

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

THE TECH EDVOCATE AWARDS 2023 WINNER BEST CODING APP OR TOOL

Best Coding App or Tool

EDTECH BREAKTHROUGH AWARD 2024 OVERALL STEM EDUCATION SOLUTION OF THE YEAR

imagine learning empower potential™

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