Cubetto case study | KS-1 school
Orchard Primary School, London, UK, Spring 2014

Age group
5 to 6 year olds

Group size
2 children per playset

Session leader
Ruth Woodward

Activity
The workshop involved a 30 minute introductory session, where children built their first algorithms, and practiced creating a queue of instructions with clear and unambiguous commands, as well as understanding how important.

What was challenging?
As mentioned above, the first challenge was “getting it” immediately for the educator, which was really no problem because the set up is minimal, and Cubetto’s tangible interface is intuitive even for an absolute novice.

How was Cubetto used?
In the UK, Coding in Key Stage 1 is now a requirement. Cubetto was simply introduced during one of our IT classes, since session lengths fit well.

How did students respond?
Children formed an instant bond with the small character, which made the learning of sequencing meaningful for them, and quite effective.

What worked best?
First of all it was just plain fun. The little robot was evidently loved by all students. What also really worked was the tangible aspect of it all. Because there was no screen to look at on this particular activity, the physical involvement of children really helped engagement and attention.

How did the staff respond?
The staff were relieved at how easy set up was, and ultimately pleased at how straightforward and focused play with children was too. Time is definitely a luxury, and Cubetto caters to that constraint.

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