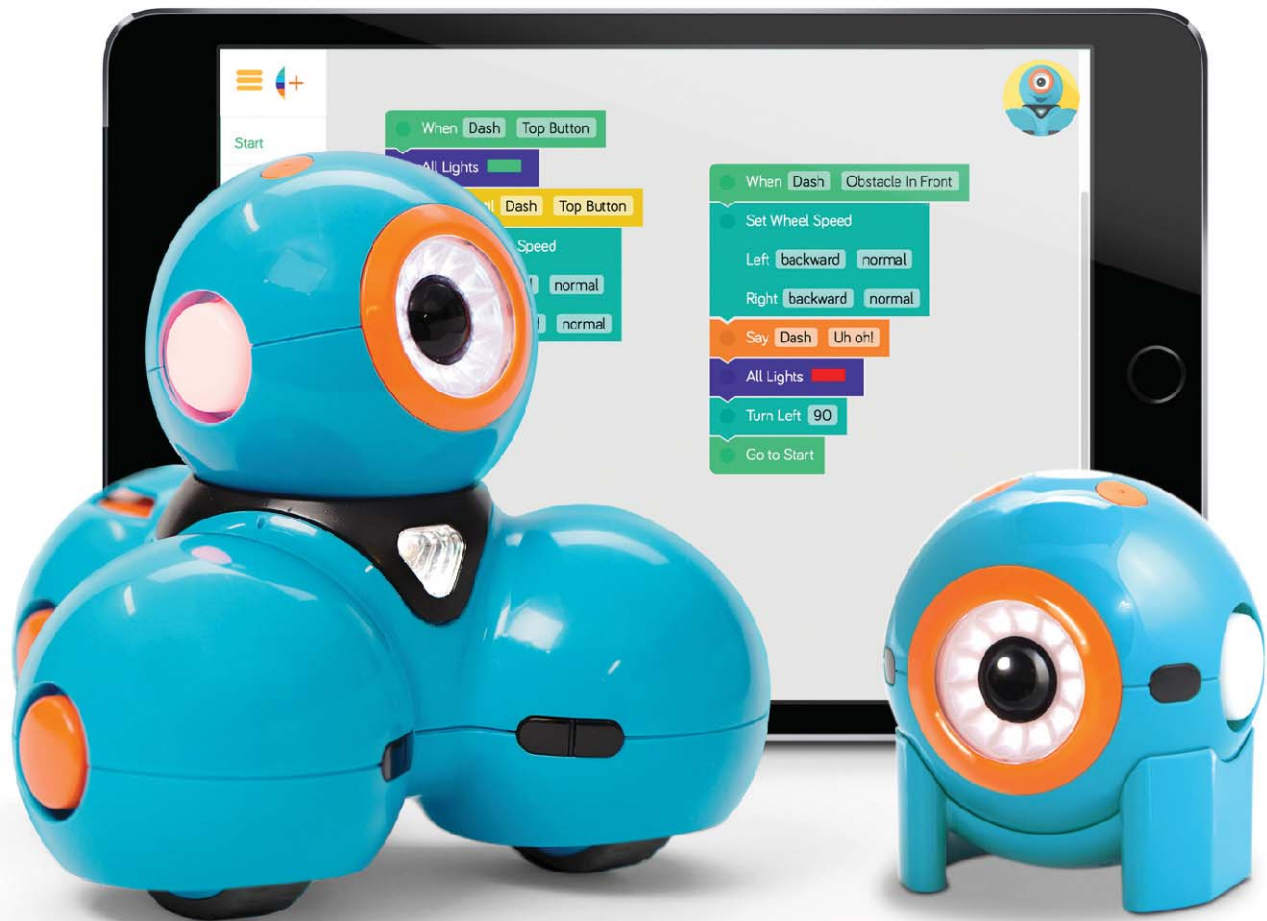


# wonder workshop

clever together

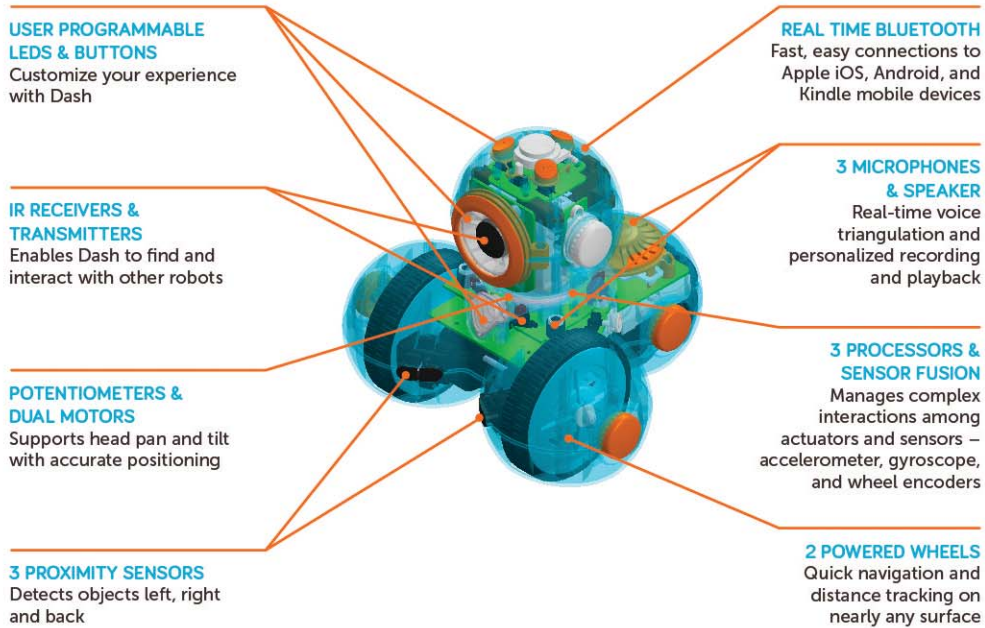


## Bring Coding to Life Through Robotics for All

At Wonder Workshop, our award-winning Dash™ & Dot™ robots, easy-to-use, powerful apps, and engaging curricular resources encourage hands-on play and learning to make creative problem-solving concrete and tangible.

# Out-of-the-box Innovation

With no assembly required, our robust robots are ready to go, right out of the box (Bluetooth enabled, no Wi-Fi needed!). Dash™ & Dot™ are responsive robots packed full of capabilities that allow them to interact with students, their environment, and each other thanks to their multiple built-in motors, sensors, LEDs, and audio capabilities. Program Dash to do anything from reacting to the sound of a clap to performing a victory dance to detecting and avoiding obstacles.

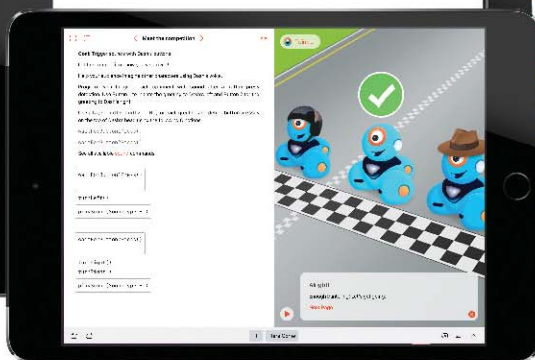


## A Magic Mix of Hardware and Software

Our products and apps teach students from kindergarten on up how to code. With each of our five apps – Go, Path, Xylo, Blockly, or Wonder – students tackle a series of challenges and in-app puzzles that introduce the fundamental concepts of coding. The Blockly app uses the most kid-friendly block-based coding on the market to introduce students to programming. Our unique Wonder app uses state machine programming and an original visual design to advance young students' understanding of computer science. And Swift Playgrounds™ from Apple® now powers Dash!



Wonder



Swift Playgrounds™



Blockly

# Teach Wonder

Just released! Our K-5 Learn to Code Curriculum, which includes an educator guide, 30 lesson plans, dozens of in-app puzzles, and 72 student-facing Challenge Cards, provides a step-by-step comprehensive solution to introducing coding and robotics. The scope and sequence aligns with Code.org's Computer Science Fundamentals series and is designed to meet CSTA and ISTE standards. Additionally, we offer a one-year subscription to our Lesson Library, containing an ever-growing database of cross-curricular, premium lesson plans created by expert educators like you.



Scope & Sequence	Level A	Level B	Level C	Level D	Level E	Level F
<b>Scope &amp; Sequence</b>						
Start at Coding Level A for beginners no matter what grade level students are in. Pacing can be adjusted according to how quickly your class moves through the content.						
Concept	Level A	Level B	Level C	Level D	Level E	Level F
Approximate grade level	K	1	2	3	4	5
Sequencing	●	●	●			
Loops		●	●	●	●	●
Events		●	●	●		
Conditionals				●	●	●
Functions					●	●
Variables						●



## Play is a Powerful Teaching Tool

Ignite curiosity and inspire confidence in your students by encouraging them to form a team and participate in our annual international Wonder League Robotics Competition. Teams navigate through a series of story-based missions that promote teamwork, perseverance, design thinking, and storytelling to create solutions to real-world science and technology challenges.

## Join the Wonder League Community

We have gathered an incredible group of educators and students from across the globe who exemplify a spirit of innovation and who share best practices. We call it the Wonder League. This valuable exchange of ideas takes place on our social media channels. And we offer professional learning opportunities through tutorial videos, monthly edWed webinars, and in-person workshops. Come join us!

 [www.facebook.com/TeachWonder](http://www.facebook.com/TeachWonder)

 [www.pinterest.com/TeachWonder](http://www.pinterest.com/TeachWonder)

 [www.twitter.com/WonderWorkshop](http://www.twitter.com/WonderWorkshop)

 [www.instagram.com/\\_WonderWorkshop](http://www.instagram.com/_WonderWorkshop)