



ROBOTICS

EXCLUSIVELY DESIGNED AND DEVELOPED BY TTS
TTS-INTERNATIONAL.COM

Edition 2

of The Learning Atlas has arrived!

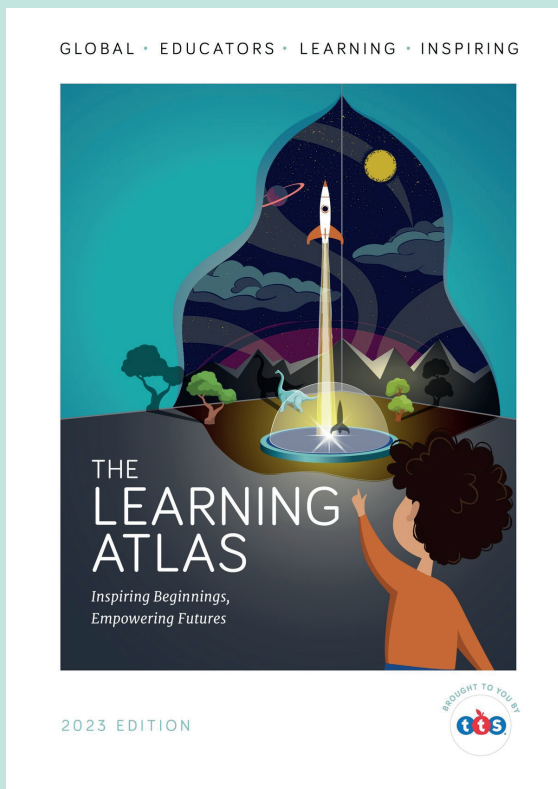
Inspiring futures

Early Years education articles written by experts and practitioners from around the world.

Scan the QR code to read Edition 2.



Have you read the first edition?





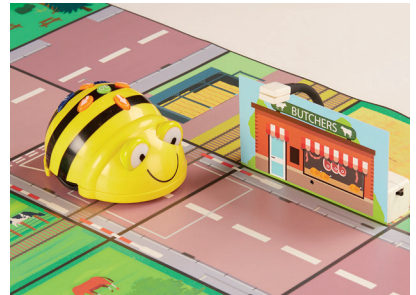
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TTS IS THE HOME OF BEE-BOT®, BLUE-BOT® AND OTI-BOT!



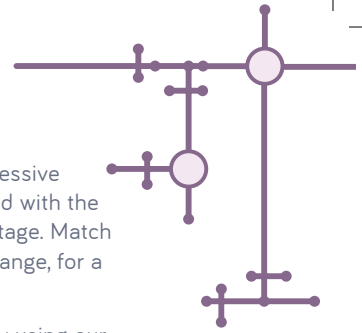
At TTS we value the quality of our resources right from the start - from the idea to production. Our Innovative Robotics range includes award-winning bots - from the newly developed to the established bots that are still actively being used in curriculums and classrooms around the world!










ICT SKILLS MATRIX

Develop Computational Thinking skills from an early age with our progressive range of computing resources. Each resource has been mindfully created with the skills of the child in mind to ensure that concepts are secured at each stage. Match our resources with the needs of your students, rather than just the age range, for a personalised learning experience.

Use our ICT Skills Matrix to review the key skills children can develop by using our programming range. See which of our resources support early programming skills, 21st century learning skills, and computational thinking skills.



SKILLS		Cause and Effect	Hand-Eye Co-ordination	Fine Motor Skills	Directional Language	Critical Thinking	Collaboration	Creativity	Communication	STEAM	Algorithmic Design	Pattern Recognition	Abstraction	Decomposition	Debugging	Inputs and Outputs	Looping and Iteration	Storage of Different File Types	Working With a Wide Variety of File Types	Data Logging / Working with Data
GLOW AND GO BOT 10+ months		●	●		●	●	●	●	●	●	●	●								
BEE-BOT 3+ years				●	●	●	●	●	●	●	●	●	●		●	●				
BLUE-BOT 3+ years				●	●	●	●	●	●	●	●	●	●		●	●	●			
TACTILE CODE READER 3+ years				●	●	●	●	●		●	●	●	●	●	●		●			
RUGGED ROBOT 5+ years		●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●		● (with backpack)
LOTI-BOT 6+ years		●			●	●	●	●	●	●	●	●	●	●	●	●	●	●		
OTI-BOT 7+ years		●			●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●







● EARLY SKILLS

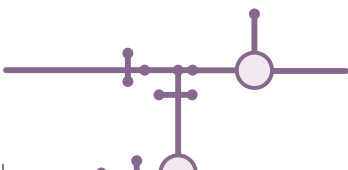
● 21ST CENTURY LEARNING SKILLS AND STEAM

● COMPUTATIONAL THINKING SKILLS

TTS ROBOT FEATURE CHART

Our ICT Robot Feature Chart lists key information on each resource, to help teachers choose the right resources for their student's ICT journey. Mix and match resources - both across years and within the same classroom - enabling children to have personalised learning experiences, while still building skills and working towards lesson outcomes.

						
	GLOW AND GO BOT	BEE-BOT	BLUE-BOT	RUGGED ROBOT	LOTI-BOT	OTI-BOT
FEATURES	10+ months	3+ years	3+ years	5+ years	6+ years	7+ years
Distance of movement		15cm	15cm	20cm	Customisable	Customisable
Turn radius		90	90	45	Customisable	Customisable
Memory count of steps	10	200	200	256	Customisable	Customisable
Connection: B - Bluetooth, W - wireless			B, W	B, W	B	W
Charge via: U - USB, D - docking station	U	U, D	U, D	U	U	U
Includes: P - PC software, T - Tablet app, PI/TI - Software/app can be used independently from the bot		T, I	P, T, TI	T	T	T
Method of movement	Wheels	Wheels	Wheels	Wheels	Wheels	Caterpillar tracks
Sensors		Senses other Bee/Blue bots	Senses other Bee/Blue bots	●	●	●
Continuous remote control			Via app			Via app
Pen holder/drawing		Via accessory	Via accessory		●	●
Sound input & output		●	●		●	●
Block programming			●	●	●	●
Internal storage						●
Programmable buttons	●	●	●	●		
Display output						●
Video/photo/livestream input (camera)						●
Facial recognition						●
QR reader						●
Programmable voice activated functions						●
Programmable body lights	●					●
Follows lines						●
Colour sensor						●
Ability to execute offline	●	●	●	●		●
Can be used outdoors				●		
Additional accessories		●	●	●		●
Can be used with the tactile code reader		●	●	●		
Buddy detect		●	●		●	

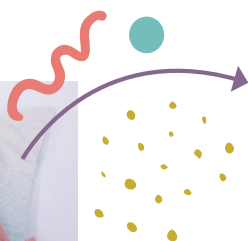


Glow and Go Bot

Where awe and wonder meet technology

Laying the foundations for learning from babies through to pre-schoolers, Glow and Go Bot has been designed and developed to align with critical skills that all children need to develop. Glow and Go Bot encourages child-led learning and evolves with the child, building on their experiences with the bot to deepen their understanding of cause and effect. This results in enhanced curiosity and enquiry skills in the early years right through to the development of gross motor and social skills in pre-school age children.

Learning Outcomes



From 10 months:

Develops curiosity and the relationship between cause and effect.

Toddler (Age 2):

It will develop a toddler's enquiry skills, allowing them to manipulate and manoeuvre the bot to make a sequence of moves or noises.



Pre-school (Age 3-4):

Further deepens the understanding of cause and effect through curiosity, promotes social skills and enhances gross motor skills.



1. GLOW AND GO BOT

EY10564

A multi-sensory, rechargeable robot, which will captivate young children's interests as they plan its illuminated journey, whilst laying firm technological foundation skills.

This highly engaging robot has simple, clear and literal button controls that are, when pressed, textured and colourful. They also illuminate and create sounds, enabling the child to explore cause and effect. Suitable for ages up to 5 years.

H10 x W27 x L28.5cm.



2. GLOW AND GO BOT MIRROR SPOTS

EY11865

A set of flexible, mirrored-surface floor spots that are great for using with the Glow and Go Bot, as well as in sensory areas.

See the floor reflect and light up as the illuminated robot travels over the shiny circles. These can be used in a variety of contexts. Made from plastic. Pack of 7.



Our Glow Resources

work well with Glow and Go Bot



3. LIGHT UP GLOW CYLINDERS

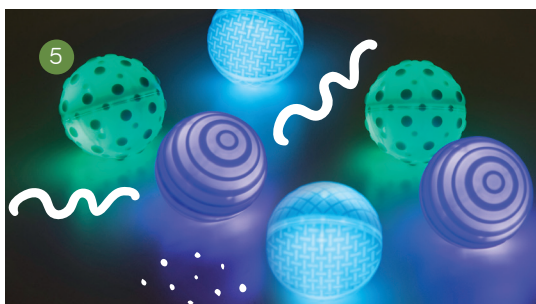
EY11108 | 12PK

A truly versatile and engaging set. Learn about cause and effect and stimulus response as you tap the cylinders and see them light up (stay lit for 3 minutes). Children will delight in using this glowing collection in their schema play as they roll them and post them. Age 10 months+ Diameter 33mm. Length 212mm. Pack of 12.

4. LIGHT UP GLOW CONSTRUCTION BRICKS

EY10970 | 12PK

Illuminate your block play with this innovative set of 12 rechargeable, sturdy bricks that will light up when shaken. Underpin ICT to your early STEAM play as



the children create glowing towers, constructions and patterns. Each brick stays illuminated for 3 minutes, then will need tapping again to relight. Suitable for 10 months and up. Made from plastic. Pack of 12.

5. LIGHT UP TACTILE GLOW SPHERES

EY10974 | 6PK

A set of light-up, textured balls with intricate designs, that can be used for mark-making, fine motor skills, and calming activities. The spheres are rechargeable and are in 3 different designs. They are a great resource for improving hand-eye coordination as children manipulate the spheres around. Simply tap the spheres to transform them into illuminated globes of light, that will stay lit for 60 seconds. Suitable for 10mths+. Diameter 84mm. Pack of 6.



6. TTS RECHARGEABLE EASI-TORCH

SC00117 | 6PK

The rechargeable handheld LED torches are simple to use and come with a useful charging hub for storage. The LEDs provide a constant brightness for up to 2 hours, recharge in the hub once the battery is low. Pack of 6.

7. RADIANT ACTIVITY STACKING CONES

EY11877 | 20PK

Introduce these versatile, vibrant, colourful cones to different learning environments for children to stack, post, roll and explore. Add them to your construction area and see them build and create. Suitable for ages 10 months and up. Made from polypropylene. Pack of 20.



8. GLOW PEBBLES

EY11966 | 12PK

A set of 12 rechargeable illuminated pebbles that can be stacked and rolled for engaging sensory learning. The pebbles are in three sizes and are charged via cables. Choose from static or set to sequence mode. A great resource for sensory rooms and a novel way of encouraging children to experiment and explore.



9. SENSORY ICT GLOW CONSTRUCTION BLOCKS

EY06793 | 12PK

A set of construction bricks in two sizes that light up and change colour when they are turned. Perfect for using ICT to learn sequencing. Each cube requires 2 x AA batteries (not included). Suitable from birth. Made from plastic. Pack of 12.

Loved in classrooms around the world

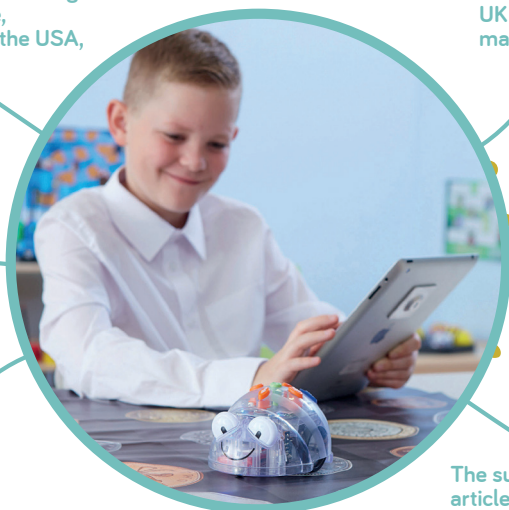
Quoted in curriculums, including Europe, Argentina, Chile, Australia, New Zealand, the USA, Canada and Asia

Every single school in the UK has at least 6 units, many have more than 12

Bee-Bot® & Blue-Bot® are used in 90 countries around the world



Over a million units sold worldwide



The subject of scholarly articles and case studies around the world



Bee-Bot®

Created for children between the ages of 3 and 7, the Bee-Bot® is a perfect starting point for children to learn directional language and basic programming commands.

Blue-Bot®

Our first robot with blue-tooth technology that can be controlled wirelessly from a tablet or PC. Blue-Bot® has a transparent shell that allows children to see the components inside.



The pedagogy behind Bee-Bot® & Blue-Bot®



Teach without restrictions



Research & Investigation



Multidisciplinary



Experimental Learning

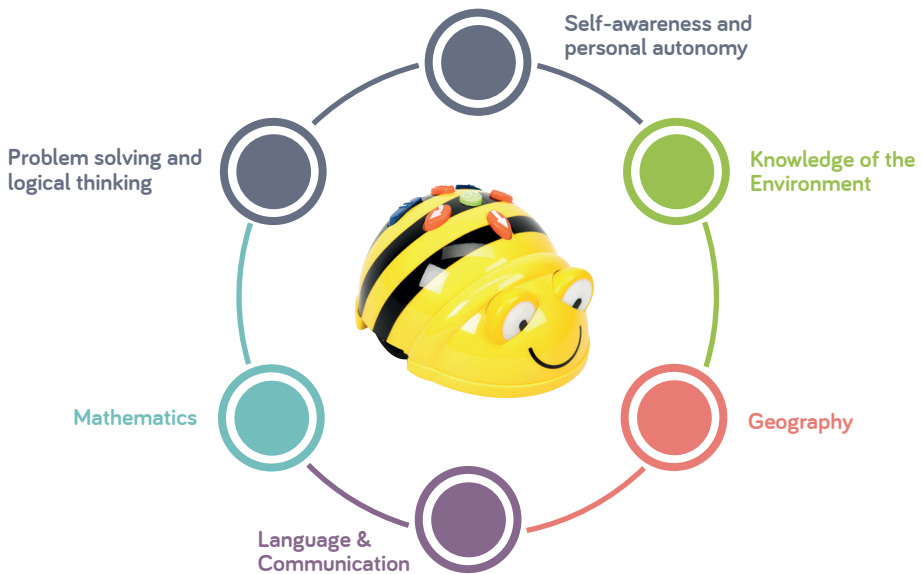


Collaborative Learning



Student on student teaching

Skill Development Areas



10. BEE-BOT® PROGRAMMABLE FLOOR ROBOT

IT10077 | BEE-BOT®

IT10079 | CLASS PACK

Bee-Bot® is a perfect starting point for teaching control, directional language and programming. Along with a memory of 200 steps, Bee-Bot® can detect another Bee-Bot® or Blue-Bot® and say hello. Height 7cm. Length 13cm. Width 10cm.



10





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12

11. BEE-BOT® STARTER SET

EL00399

Everything you need to hit the ground running with Bee-Bot! Bee-Bot's simple and child friendly layout is a perfect starting point for teaching control, directional language and programming.

12. BEE-BOT®/ BLUE-BOT® DOCKING STATION 2

IT10213

A USB rechargeable docking station for up to six rechargeable Bee-Bots® or Blue-Bots®. This docking station is not only easy to carry around your setting, but is an excellent storage device for a class set of Bee-Bots® or Blue-Bots®. You'll be able to charge your Bee-Bot(s)® within half a day for approximately 4 hours of normal use. Wall mountable.



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13. BEE-BOT® / BLUE-BOT® HIVE STORAGE BAG

IT10294

Store your Bee-Bots® and Blue-Bots® compactly and safely in this purpose made bag. Made from durable fabrics and with an extra tough zip, this is the perfect storage solution for your floor robots.



14. BLUE-BOT®

IT10082 | SINGLE

IT10080 | 6PK

The Blue-Bot® programmable floor robot is the perfect place to start for teaching control. The Bluetooth functionality means you can wirelessly control it with your tablet, or Tactile Reader.



15. TACTILE READER

IT01118 | TACTILE READER

ELO0546 | EXTENSION TILE PACK

IT01172 | STANDARD TILE PACK

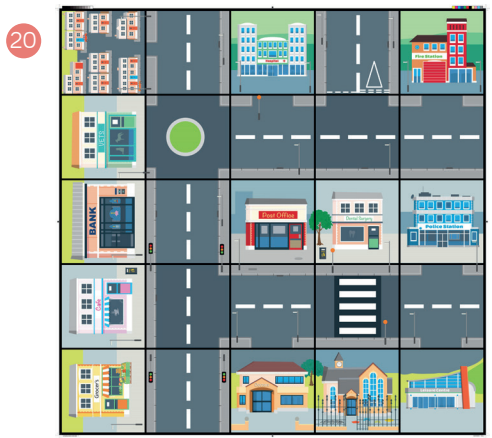
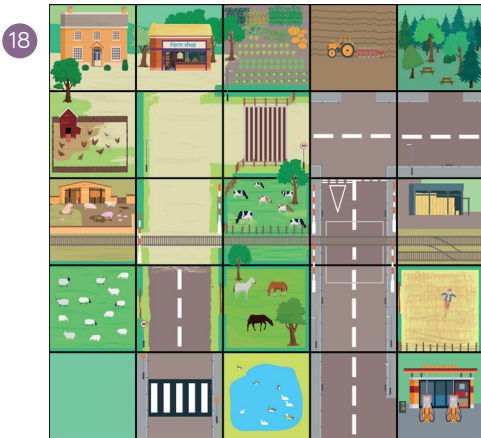
A unique and extremely fun way to program Blue-Bot®. Place your instructions on the tile reader, press go and see Blue-Bot® complete the program!

16. BLUE-BOT® AND MAT PACK

ELO0517 | Blue-Bot® and Mat Pack

Save time and money when you buy six Blue-Bots®, a docking station and three mats together. Can the children program Blue-Bot® to make its way from the forbidden swamp to the cove?





17. BEE-BOT® TREASURE ISLAND MAT

ITSMAT1

Ahoy there! Explore the island and hunt for treasure. This mat is sure to inspire children's imaginations. An excellent resource for teaching control. Complete with support notes downloaded from the TTS website.

18. BEE-BOT® COUNTRYSIDE MAT

IT10144

Take Bee-Bot® or Blue-Bot® on a countryside adventure. Introduce children to different country side animals and places. The mat forms part of the Bee-Bot® World, where 4 mats can be joined together.

19. BEE-BOT® FARMYARD MAT

IBFARM

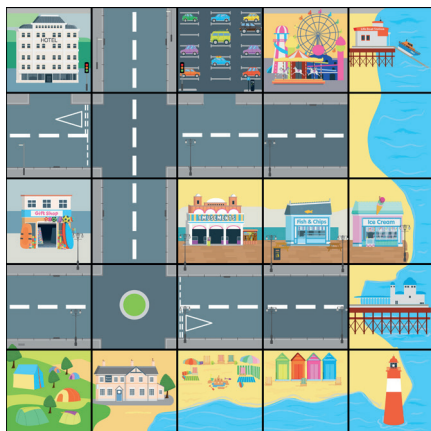
Program Bee-Bot® and Blue-Bot® on a farmyard adventure with this colourful floor mat. Introduce children to different animals, crops and how they are grown, etc. A useful link between Science, Literacy and ICT.

20. BEE-BOT® PEOPLE WHO HELP US MAT

IT10145

Navigate Bee-Bot® or Blue-Bot® around the community. A nice introduction to Our Community and People Who Help Us, such as the hospital, police station and many more.

21



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21. BEE BOT® SEASIDE MAT

IT10148

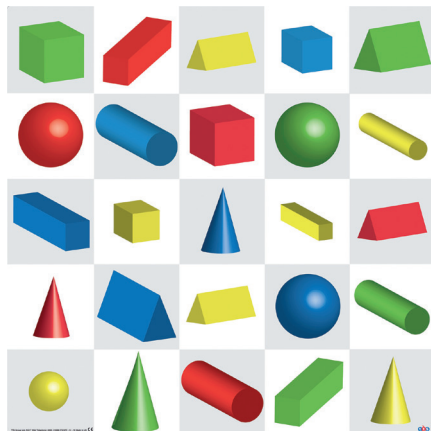
Take Bee-Bot® on holiday to the Seaside. Navigate through this busy seaside town. Visit the lighthouse, fish market and get an ice cream to cool down!

22. BEE-BOT® TRANSPORT AND INDUSTRY MAT

IT10152

Navigate Bee-Bot® around the town to discover the different forms of transport and industry! The mat forms part of the Bee-Bot® World, where 4 mats can be joined together.

23



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23. BEE-BOT® 3D SHAPES MAT

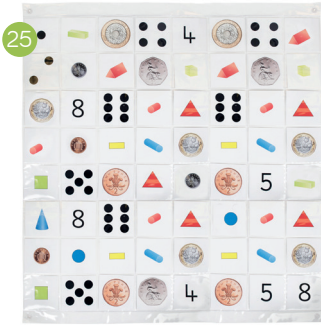
IT01075

An exciting resource for use with Bee-Bot® and Blue-Bot® to help children familiarise themselves with 3D shapes. A great way to combine teaching control technology and geometry at the same time.

24. BEE-BOT® & BLUE-BOT® ALPHABET MAT

IT00853

An excellent way to learn literacy and ICT skills through play. With upper and lower case letters, children can explore the alphabet whilst playing a range of literacy games.



25. BEE-BOT® POCKET MAT

IT10125 | 4 x 6 Pockets

IT10126 | 5 x 5 Pockets

IT10127 | 8 x 8 Pockets

Personalise your own mat by inserting your own pictures and drawings. Create your own cards to retell your favourite story or support any cross-curricular topics. Program Bee-Bot® to travel through your very own created world.

26. BEE-BOT® OBSTACLE COURSE

IT10113

Challenge students to program Bee-Bot® through the obstacle course. Including 10 wall pieces, 6 doorways and 2 arches to allow for variation and progression from lesson to lesson.

27. ROBOT SENSOR FRONTS

IT10132

Transform your Robot Sensor into a market stall or a shop with this pack of sensor fronts. Designed to make your programming challenges more interactive, these fronts are ideal to be used alongside your range of Bee-Bot®/Blue-Bot® Mats.

28. BEE-BOT® TRANSPARENT GRID MAT

ITSGRID

This clear 4 x 4 grid can be used to help create topical programming routes for Bee-Bot®. Place the mat on top of carpets and mats or simply ask the pupils to design their own, perfect with the own mat creator on the Blue-Bot® app.

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29. BEE-BOT® TUNNELS

IT10116

Use these tunnels to add a 3D challenge to your Bee-Bot® lessons. With 2 15 x 15cm tunnels and one 30cm x 15cm tunnel, different routes and obstacles can be easily mapped out on any of your Bee-Bot® mats.

30. BEE-BOT® PUSHER

IT10196

Push objects from one destination to another with this set of clip-on Bee-Bot®/Blue-Bot® Pushers. A set of 6 rainbow coloured accessories to extend the use of Bee-Bot® and Blue-Bot®.



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31. BEE-BOT® PEN HOLDER

IT10114

Now Bee-Bot® can draw with this Bee-Bot® pen holder! This set of 6 rainbow coloured shells are made from a high quality plastic that is designed to withstand everyday school life. Simply click on the shell, place a pen in the pen holder and off you go.



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32. BEE-BOT® BUSY STREET MAT

IT10131

This mat provides a multitude of activities to suit a variety of learning objectives. Take Bee-Bot® on a journey and complete his shopping list. Activity Tin sold separately.



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Rugged Robot

Our award-winning programmable robot, ideal for outdoor lessons across the curriculum



With 3 different settings for children to choose from, Rugged Robot is designed for robust challenges navigating all terrains including sand, grit, dirt, water and grass.

Boasting Bluetooth functionality, Rugged Robot can also be controlled via a free tablet app or the TTS TacTile reader. Rugged Robot is a great next step after Bee-Bot® and Blue-Bot®, building on what has been learned previously.

MEMORY UP TO 256 STEPS

Experiment, challenge, and extend learning. Rugged Robot will remember the steps!

CREATE ALGORITHMS

Create algorithms directly on the bot, through the app or via the TacTile Code Reader.

DIFFERENT TERRAINS

Rugged Robot can navigate different terrains - even snow, sand and water. The large tires enable Rugged Robot to continue - even upside down!

EXPAND WITH ACCESSORIES

Build cross-curricular lessons with mats, the TacTile Reader and our Rugged Robot Data Logger.



33. RUGGED ROBOT

IT10000

The first programmable robot from the TTS range, specifically designed for outdoor use! Boasting Bluetooth functionality and designed for robust challenges, Rugged Robot can be controlled via tablet or the TTS TacTile Code Reader.

34. RUGGED ROBOT DATA LOGGING BACKPACK

IT10342

Add data logging capabilities to Rugged Robot with this simple to use data logging backpack. Log light, sound and temperature and export the data onto your computer as a USB keyboard. PC, Mac and Chromebook compatible. With seven different memory blocks, data can be captured at every 1s, 10s, 30s or 60 second sample rate. Fits into the recess on the programmable Rugged Robot.





35. RUGGED ROBOT TREASURE ISLAND MAT

IT10242

Take Rugged Robot on an adventure using our new Treasure Island Mat. Generously sized at 120 x 120 cm there is enough room for more than one robot at a time.

37. RUGGED ROBOT CORAL REEF MAT

IT10240

Take Rugged Robot for a swim in the coral reef using this 120cm x 120cm mat. Providing excellent cross curricular links, this mat includes a variety of coral fish, examples of coral bleaching and a broken ship mast which links to the Treasure Island mat.

36. RUGGED ROBOT & TACTILE READER

IT10203

Expand ways to engage with the Rugged Robot, when you buy it together with the Tactile Reader. Students will benefit from being able to program and debug using the tactile reader, or programming directly onto Rugged Robot. Great for small group work, and for inclusive needs.

Loti-BOT

THE BLOCK-BASED PROGRAMMABLE ROBOT



38. LOTI-BOT

IT10415

Loti-Bot is the **newest member** of the TTS bot family, featuring **programmable movement**, highly **accurate drawing** capabilities and a variety of inputs and outputs. Loti-Bot is the perfect bridge from early programming with Bee-Bot & Blue-Bot to advanced programming with Oti-Bot.

Using a **Bluetooth connected tablet** and the **TTS Loti-Bot app**, learners can progress from a **control environment**, to a **junior programming environment** to a **block based programming environment** - providing a wide spectrum of differentiation for your classes.

KEY BENEFITS

- Supports learners with computational thinking skills
- Highly accurate drawing capabilities to support numeracy curriculum
- Ideal size to share between 3 learners
- A range of inputs and outputs to engage learners and deepen computational understanding

Visit www.tts-international.com/Loti.html for more information.



An exciting new way for children to **learn coding, computational thinking and language development**, aligned to a broader **STEAM curriculum**.



Loti has **accurate drawing** capabilities enabling it to draw **complex 2D shapes**, and it can also be programmed in a **variety of units of measure**.



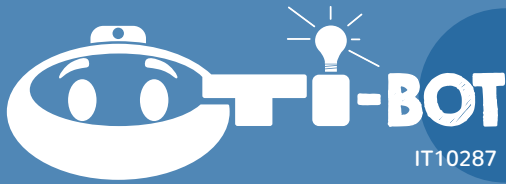
Programmable, colour changing LEDs provide **personalisation and engagement**.



Loti has a **variety of sensors** including **temperature, light, cliff edge, proximity and bumper sensors** which enables it to respond to the local environment.



Simple, intuitive, app-controlled robot enables **easy adoption** for teachers, and adapts well into key curriculum areas.



IT10287

“ Oti-Bot is our most advanced cross-curricular, programmable robot to date, designed to support the future of robotics. ”

39. OTI BOT

IT10287



5 Oti Lesson Activities



COLLABORATION

COMMUNICATION

CRITICAL THINKING

CREATIVITY

2022 TOP DESIGN
EUROPEAN
PRODUCT
DESIGN
AWARD

www.productdesignaward.eu

INTRODUCING



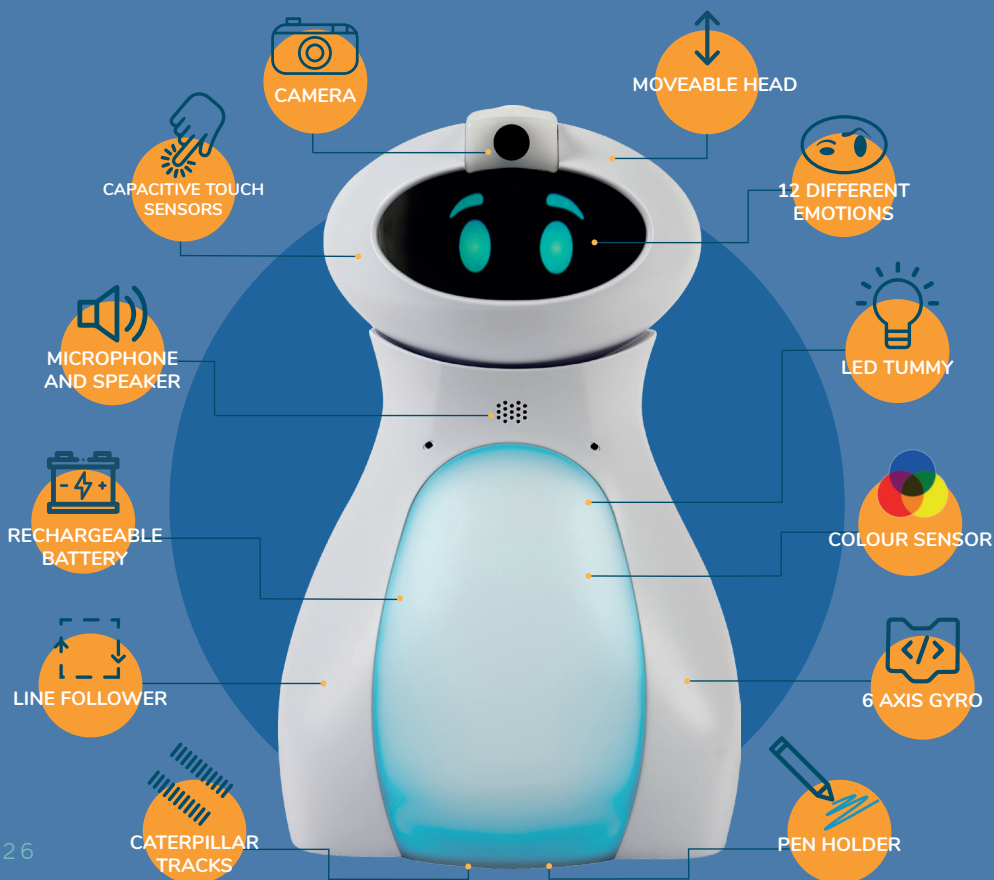
A STEAM ROBOT DESIGNED WITH THE FUTURE IN MIND

Oti-Bot is a versatile, social, engaging and upgradable humanoid robot designed for the 21st century classroom. Oti's many different functions and features can be programmed by pupils to support Computing outcomes but can also be used to support learning in other

subject areas, allowing for a holistic use of a robotic device throughout the curriculum. This makes Oti the perfect robotic device to familiarise learners with working alongside a humanoid device and replicates real-life examples of how robotics can be used in society.

EXPLORING THE FUNCTIONS AND FEATURES

Oti-Bot is equipped with many different functions and features that can be controlled and programmed by pupils.



USING OTI-BOT ACROSS THE CURRICULUM

Oti-Bot allows us to demonstrate to children and young people how we can work alongside technology and use it to support and facilitate learning across many different areas.

Here are just a few suggestions of ways Oti-Bot could be used across the curriculum:

COMPUTER SCIENCE : COMPUTATIONAL THINKING & PROGRAMMING

- Understand what algorithms are and how they work.
- Write and debug algorithms. Develop an understanding of what they are and how they are implemented as programs on digital devices.
- Create simple programs.
- Detect and debug any errors in algorithms and programs.
- Design, write and debug programs that accomplish specific goals, including controlling and simulating physical systems.
- Use logical reasoning to predict the behaviour of simple programs.

SCIENCE

Learn about the human body with Oti-Bot. Draw around someone on a large piece of paper or use a poster of the human body. You can then take Oti on a journey to discover the different parts of the body, programme Oti to mark out the different organs, or use Oti's pen to draw the path of blood around the body using two different colours.

ENGLISH

Use Oti's camera to help children develop their speaking and listening skills. They could record themselves practising performances, retelling stories or creating presentations. Children can then watch and review the recordings on a computer.

MATHS

Develop children's knowledge of shapes and angles by drawing and measuring different lines and shapes within Oti's block-based environment. You could extend by measuring perimeter and area of the shapes that children draw.

GEOGRAPHY

Explore the world with Oti by programming journeys to different continents, countries, seas or oceans. You could encourage children to measure the distances on a large world map (such as the Bee-Bot mat), to increase their accuracy.

ART AND DESIGN

Create artwork with Oti by programming and drawing lines, shapes and patterns. Children could finish their masterpiece by colouring, painting or shading. You could take inspiration from different types of art such as abstract or line drawings.

EMOTIONAL WELLBEING

Use Oti to explore, discuss and learn about different emotions. With children, talk about the different things that can make us change emotions, look at their own facial expressions and then represent these with Oti's programmable moods.

HISTORY

Using Oti's built-in camera, capture and record children's learning by, for example, creating news reports about historical events or even a brand new documentary.

MUSIC

Create music with Oti-Bot by programming the wide range of pre-recorded sounds or sounds you record yourself. Children could also use instruments to play along with Oti's new tune!

OTI-BOT TUMMIES

COMING SOON! SPEAK WITH US REGARDING AVAILABILITY DATES.



- NEW OTI-BOT FORKLIFT ARMS
IT10293
- NEW OTI-BOT PUSHER TUMMY
IT10420

- NEW OTI-BOT PALLET
IT10421 | 3PK
- NEW OTI-BOT BASKET TUMMY
IT10422



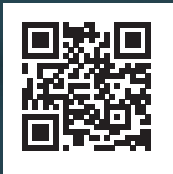
Kitt

THE LEARNING COMPANION

Designed with many different functions and audio-visual features that can be tailored and personalised to support SEN learners, Kitt is an accessible and inclusive learning companion for all children to talk and record their thoughts onto Kitt.

Empowering student voice

Capturing and listening to the thoughts and feelings of children with SEND is so important when planning for their provision. It can sometimes be hard for children to express themselves, and providing technology can help. Children may find it easier to talk and record their thoughts onto Kitt.



FIND OUT MORE

40. KITT THE LEARNING
COMPANION
IT10363





41. KITT CLOTHING PACK

IT10369

Allows students to personalise their kitt with a pack of three clothing set. Suitable for imaginative play, developing social awareness and to simply enjoy playing with Kitt.

42. KITT WHITEBOARD & PENS PACK

IT10372

Perfect for reducing paper waste and for capturing crystal clear images. Kitt whiteboards and drywipe pens are a perfect addition to Kitt in your classroom. Wipe clean and with various useful templates this classroom set is a fantastic addition to the Kitt range.

43. TTS KITT DOCKING STATIONS

IT10367 | 3-Way Docking Station

IT10363 | Single Docking Station

The docking stations can be used both to recharge your tired Kitt and to add and remove files. The ambient light displays the charge level in an accessible, child friendly manner.



Kitt's Functions and Features

Inclusivity lies at the heart of Kitt's design.

With many different functions and features that can be tailored and personalised, such as vibration and voice prompts, Kitt becomes an accessible learning companion for children across a spectrum of needs.

Photographs, Audio and Videos



Children can use Kitt to take photographs or record videos and audio. They can capture their learning, record reminders and prompts or share their thoughts. As these are stored on Kitt, children can revisit and review them independently and share their recordings to showcase their learning.

By plugging Kitt into a computer, adults can easily upload files that can also be listened to or viewed on Kitt. These could be supportive learning resources, such as reminders, audiobooks, explanations, modelled examples, wellbeing prompts or a learning stimulus. Individual resources can be chosen and specifically shared to scaffold and differentiate an individual child's learning.

Voice Prompts with Double Touch



Within Kitt's menu there is the option to turn voice prompts on or off. When voice prompts are on, Kitt will read the name of the button when it is touched and read the names of the menu options as you scroll through. This will also activate a double touch function which will allow children to hear their selection with one press and select with the next.

Vibration



From the menu, Kitt's vibration feature can be turned on or off. When it is turned on, Kitt will vibrate to offer sensory feedback when stroked, lifted up or when buttons are touched.

Screen Brightness



Kitt's screen can be set at three different levels of brightness.

Timer



Kitt's timer can be easily set within the menu allowing children to monitor and plan their own learning time.

Alarm Clock



Children can set their own alarms for key routines during the day to help build independence.

Volume



Kitt's volume can be easily changed, depending on the sensory preference of the child or the noise level of the learning environment.



Companionship Features

Kitt also has a number of companionship features that help children to build a relationship with Kitt. Educational research shows that children's engagement levels are higher when working with a humanoid robot rather than on a screen.

These companionship features include:

Kitt Waking Up and Getting Sleepy



When switched on, Kitt will greet children by saying "I'm just waking up. Let's go."

Kitt will let children know when it is time for a battery charge by saying "I'm getting a little bit sleepy". Kitt's tummy will also turn blue.

Light



Kitt will respond when the light gets brighter by putting on a pair of sunglasses. This feature can be adjusted in the menu.

Dressing Kitt



There are little magnets inside that allow Kitt to be dressed so that children can 'look after' their robot, for example a coat to go home or pyjamas for bedtime.

Kitt's Eyes



Kitt's eyes will move and change to show engagement when listening to a child. Kitt has lots of different eye animations to observe, for example when stroked.

Stroked, Picked Up and Cuddled



Kitt responds to being stroked, picked up and cuddled by changing colour and through different eye animations.

Play Mode



Selecting the play mode will disable the touch buttons so that children can freely enjoy playing with and dressing up Kitt.

Personalised Learning

Every child can have their own personalised learning experience with Kitt.

If children have their own Kitt, adults can collate and share personalised learning resources and activities that can both support children to make progress towards specific SEN outcomes and also help to differentiate and scaffold classroom learning. Through having their own robot, children will build a rapport with their Kitt and will have individual access to the resources and functions available, such as the timer.

Blended Learning

Kitt can safely travel home with your learners to support learning both inside and outside of school.

All of Kitt's recordings can be accessed, watched, listened to and deleted on Kitt, and as a non-connected device, parents can be reassured that no information is being shared with an inaccessible location.



Looking for some

Inspiration?

Our range of robots have been designed as a cohesive range - each one progressing and building skills on top of the bot that comes before it. Not only do they help build and strengthen programming skills, they also help to build 21st Century learning skills - Communication, Creativity, Critical Thinking and Collaboration.

Following are some sample activities for each of our Robots, along with suggested materials.

Glow and Go Bot

Activity Materials:

- A Glow and Go Bot
- B Metallic Boulders
- C Metallic Colour Boulders
- D Glacier Bricks
- E Potion Bottles
- F Iridescent Pebbles

Sample Activity:

Create pathways and magical landscapes for your Bot to travel through. Can the bot go on mini adventures? Where will Glow and Go Bot go?

The children could set out small world environments for the bot to explore and for them to create exciting narratives.

Skills:

Imagination

Creativity





Bee-Bot®

Activity Materials:

- A Bee-Bot®s
- B Pen Holder Shells
- C People Who Help Us Mat

Sample Activity:

This activity would fit very well with a 'People who help us' topic. Talk about the word 'emergency' and what it means. Who might help if there was an emergency? The emergency services include the police, the fire service, the ambulance service, and lifeboat services and each of them may be accessed by using one three-digit telephone number. This obviously varies depending on which part of the world you are in; however, it is a very important number for children to learn and remember. Use Bee-Bot® and the pen holder shell and see if children can programme and draw each of the 3 digits. 1 is obviously the easiest, but 9 or 2 will require more thought. Is it possible for children to work out a way to write the 3 numbers together without stopping Bee-Bot® in between? This is very challenging! Once they have the number use the mat to programme Bee-Bot® to travel to the rights spot on the map!

Skills:

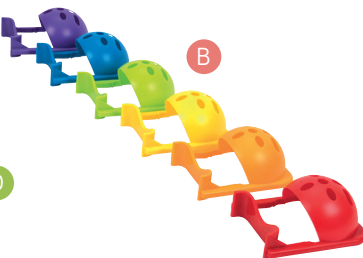
Problem Solving

Positional and Directional Language

Blue-Bot®

Activity Materials:

- A Blue-Bot®
- B Pusher shells
- C Busy Street Mat
- D Farmyard Mat
- E Transport and Industry Mat



Sample Activity:

The pusher shell is great for enabling Bee-Bot® to take objects from one destination to another and any of the ready-made Bee-Bot® mats may be used for this purpose. Small world objects could be used to further enhance the activity. Examples might include:

- Placing an animal on one square and explain it needs to be taken to the vet/a park/home. Children must programme Bee-Bot® to 'collect' the animal and deliver it where it needs to go.
- Collecting a bunch of flowers from a shop and deliver them to a house for someone's birthday!

Skills:

Problem Solving

Communication





Rugged Robot

Activity Materials:

- A Rugged Robot
- B Tactile Code Reader
- C Tile Extension Packs

Sample Activity:

Ask children to create an enclosed track or course in which to use their Rugged Robot. They might work together to see how long or complex they can make it. Provide a selection of possible resources children might use to create the course outdoors – it would be great on a field or grassy area if possible. They will need to ensure the course is wide enough all the way along. Children might add bends for the Robot to negotiate. Once finished, they will need to programme Rugged Robot to get from the beginning to end. Estimate first and then try it out. Have one team programme directly onto the Rugged Robot, whilst the other team uses the Tactile Reader. How many turns will it take to complete the course?

Skills:

Creativity

Communication

Collaboration

Critical Thinking

Loti-Bot

Activity Materials:

- A Loti-Bot
- B Bee-Bot® Shape Map
- C 2-D shapes, pens, rulers or metre sticks



Sample Activity:

Use Loti-Bot to explore and develop skills in programming and coding, whilst embedding learning around shape, space and measure.

Properties of Shapes: Using a shape mat (the Bee-Bot® shape mat is ideal), ask children to set each other challenges to program Loti to travel between shapes, based on their properties. Can they make Loti travel from a shape with three sides to a shape with four right angles? Children will need to use their skills of estimating or measuring to calculate the distance and plan their route.

Drawing shapes with Loti-Bot: Challenge children to choose a 2-D shape from a selection of shapes, and then program Loti-Bot to draw that shape, using the adjustable pen mechanism.

For example, can you draw a triangle with Loti-Bot? They will need to bring together their knowledge of programming, length, shape and angles. You could add additional challenges by asking them to ensure the sides are the exact same length as the original, or make the shape larger or smaller than the original. If the shape drawing goes wrong, ask them to review, reflect and debug their program.

Skills:

Problem solving

Collaboration

Computing skills

Write & debug programs

Critical Thinking



Oti-Bot

Activity Materials:

- A Oti-bot
- B Bee-Bot® World Map
- C Oti-Bot Tummies (coming soon)



A

B

Sample Activity:

Explain to children that today we are going to be helping Oti-Bot to travel the world and visit different places. Share and introduce the large world map, looking closely at the countries you have identified with your flag cards. For these cards, choose the countries you are particularly learning about, for example countries within a particular continent. Children must choose 3 (or more if you wish) flag cards and place them in order. Their challenge is to help programme Oti's journey to visit each of these countries in turn.

- Encourage children to start by measuring the distances between the countries on the map and create their own algorithm to test. Once they have written this out, they can try it with Oti-Bot. If there are any problems, they must work together to debug their program.

- You could extend children's learning by adding in some extra requirements. **For example:**
 - Add Oti-Bot tummies for the children to push or carry the flag, or country-specific items.
 - Can they programme Oti's tummy to change to the colours of the country's flag when crossing the border?
 - Can they programme Oti to say hello in that language when entering the country?

Skills:

Develop an understanding of countries of the world

Design

Problem solving

Computing skills

Write & debug programs

Critical Thinking

4
Viki
23
25
PA
T-V



Social Snapshot



Educators around the world are using our bots and accessories for creative and engaging learning experiences. Here's a selection of our favourites!



Glow and Go Bot
@paolalopez_kinderoo



Rugged Robot
@kolla.aterljeristan



Blue-Bot: The Three Little Pigs
@ikibarnehagen



Bee-Bot
@tufftrayobsessed



Bee-Bot
@iktoglek





Blue-Bot & Tactile Reader
@ohmyclass



Glow and Go Bot
@little.munchkins.playdough



Bee-Bot
@ro_botica_



Glow and Go Bot
@create_make_and_play



Bee-Bot
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Blue-Bot
@handsonsciences





TTS ROBOTICS

EXCLUSIVELY DESIGNED
AND DEVELOPED BY TTS

TTS-INTERNATIONAL.COM



GLOW AND GO BOT
EY10564



BEE-BOT®
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KITT THE LEARNING COMPANION
IT10363



OTI BOT
IT10287

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