

New Technology Offerings and Programs at the Library

Commencing in Term 2

- A variety of new STEAM programs aimed at K-Year 8 students
- Programs will focus on developing teamwork, problem solving, and creativity
- Potential for incorporation into all curriculum areas
- Some items will be available for in-library loaning
- Taster sessions can be run in your classroom, facilitated by library staff

Cubetto

A wooden robot toy to teach basic fundamentals of coding. Screen free and appropriate for pre-readers.

Bee Bots

A programmable robot that can be used to teach directionality, planning, sequencing, counting, and working together. Screen free or screen enabled, for pre-readers and beyond.

Dash and Dot

A programmable, responsive robot that can be used to teach more advanced coding and problem solving. App based, for children 8-12 years.

MakeyMakey

An electronic invention tool that allows users to everyday objects to computer programs. For children aged 6+.

Ozobots

A pocket-sized robot that teaches programming. Recommended for upper-primary but can be adapted for younger children.

Sphero

An app enabled robot that teaches coding through play and games. Recommended for children aged 8+.

Lego WeDo

A robotics and software platform that enables students to learn through constructing their own models and bringing them to life. Recommended for ages 7+.

Lego Mindstorms

A more advanced robotics and software platform that enables student to build, program and command their robot. Recommended for ages 10+.

3D Printers

Through the use of design software, develops students' creativity and problem solving. Recommended for ages 10+.

For more information or to organise a taster session, contact Leah Woodhouse at leah.woodhouse@karratha.wa.gov.au or phone 9186 8660.