Oti-Bot

*With many thanks to **Mel Ratcliffe, a Computing and E-Learning consultant from Bolton Schools ICT,** for sharing her thoughts on **Oti-Bot**.*

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"With the ever-advancing developments in technology, **Artificial Intelligence (AI)** is becoming more relevant to the daily lives of our children. **What better way** to introduce children to this side of computer science, than with an Oti-Bot!

I have to start with the **facial recognition feature**! Oti can be taught to recognise up to 99 faces, creating a folder for each of his friends and storing photos, videos and work for each. Children can easily present their work to Oti by using the **TA mode** (graduation hat) button. He will also give the children a reaction to their work!

Oti has **so many relatable features** that children can connect with. My favourite has got to be his **facial expressions** and sounds when showing a certain **emotion**. This is a great way to enable children to open up about and learn how to express their feelings and emotions. Children can **create an algorithm to select Oti's reactions** to numerous scenarios or scan a QR code card to help communicate their feelings about a given situation. So, this is great for children in both KS1 and KS2.

I found the 'play' section in the Oti app **incredibly useful**. Within this there are already some written algorithms and ideas for how to program Oti. As an educator, having the codes pre-written is such a time saver. It also made it easier to tweak the algorithms to create debugging challenges to develop computational thinking.

Another of Oti's features are his interchangeable tummies. Oti has three tummies: forklift belly, basket belly and pusher belly. When the forklift tummy is connected there are new coding blocks related to the forklift which appear in the programming section. From the controls section you can also move the forklift like a remote control. This could be a good element for younger children before they are introduced to the blocks of code. This element also enables children to relate to real world scenarios and consider jobs in fields such as logistics and warehouses. The basket tummy can be used to deliver and collect items. Opportunities for discussions around robots completing jobs such as food deliveries, taking medicines to patients in hospital and considering the positive and negative aspects of this. The pusher tummy is not only a great incentive for children to help tidy up around the classroom (I'm talking shovelling up Lego), but also great for linking to the probability of collecting so many of a certain block or colour and healthy competition when learning to take turns.

There are so many fantastic learning opportunities with Oti, not just in computing but across the curriculum. Enjoy!"

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