Blue-Bot Accessories

Want to enhance your learning experiences with Blue-Bot? If so, look no further. Read on to find out more about our range of Blue-Bot resources.

Note: All resources showing our Bee-Bot robot are fully compatible with our Blue-Bot robot.

The Tactile Code Reader

A great tool to use alongside Blue Bot is the Tactile Code Reader. This resource takes programming off the screen or robot, and into the hands of the pupils, making coding a more tactile and engaging experience.

The Tactile Code Reader allows children to create sequences by placing physical tiles in order, each representing a different command. The tiles can be placed either portrait or landscape depending on how the child wants to lay out their program. If they need to debug their program, simply swap the tiles and press 'go' to try the program again.

Why not extend children's learning with the Tactile Code Reader Extension Pack? This pack includes 45 degree turns and repeat function tiles.

Once the sequence is built, it can be sent directly to Blue-Bot via a Bluetooth connection and with the press of a button, bring the children's coded commands to life.

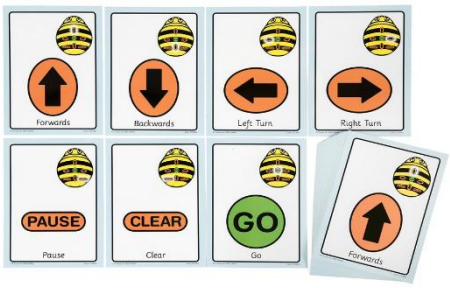
This hands-on approach not only helps to reinforce key coding concepts but also makes learning accessible for younger children or those who benefit from more interactive, physical learning experiences.

Click here for the Tactile Code Reader Guide

Docking Station

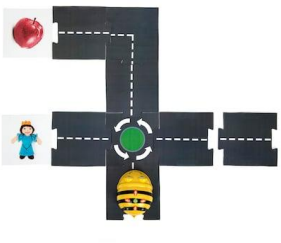
The Docking Station is an easy way to charge multiple Blue-Bots (up to six) - they are space saving and time efficient. They are also good for having Blue-Bots easy to hand and ready to use across a range of subjects.

Sequence Cards



The Sequence Cards are an excellent resource for introducing children to coding and algorithms. They offer children a hands-on approach to creating sequences for Blue-Bot to follow and can be used in conjunction with the TTS Mats and other accessories (see below), enabling children to plan Blue-Bot's journeys logically before programming Blue-Bot to execute the steps. Being able to see the programmed sequences also helps children to debug more easily through moving, adding and removing cards then retesting their programs. A fantastic resource for developing a concrete understanding of abstract programming concepts.

Modular Road



Engage children in programming Blue-Bot to go on an exciting journey, using the Modular Road. It comes in 25 pieces and can be constructed in various configurations. A fun and creative resource which is great for developing critical and creative thinking. It is especially good for developing coordination and directional language, as there are plenty of opportunities to program Blue-Bot to make right and left turns, helping children to distinguish between left and right.

TTS Mats

There are a range of TTS Mats available, ranging from alphabet mats, shape mats, minibeast mats, French town mats, treasure island mats to blank mats which allow you to decide what visual to have on each square.

They can be used imaginatively across a variety of subjects for many different purposes, in addition to learning computer programming and directional skills.

See our Blue-Bot Cross-Curricular Activity Ideas for inspiration on how to use the mats in a range of subjects.

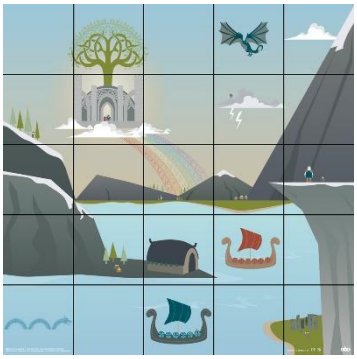
Blue-Bot Maps

Make Geography more interactive with the Blue-Bot Maps. Develop map reading skills, discover places and explore geographical features with the UK, Europe and The World map.

Furthermore, get your very own printed School Area Ariel Mat and Ordinance Survey Mats. Use Blue-Bot to explore geographical features in your local area and program Blue-Bot to take routes to and from familiar places.

Loti-Bot Mats

Blue-Bot is also compatible with the newly designed Loti-Bot Mats, allowing further exploration of a range of topics.



Clip on Shells

If you are looking for a Blue-Bot accessory that encourages imaginative play, then the Clip on Shells could be just what you're looking for. Children can decorate the shells and turn them into a whole array of different characters, moving on to programming Blue-Bot to execute steps in a role-play scenario. Children could create a multitude of designs, ranging from book characters to different vehicles to mini-beasts. There are endless possibilities. Furthermore, the clip-on shells are an excellent resource for distinguishing one Blue-Bot from another when multiple Blue-Bots are in use at one time. Number the shells for extra clarity so the children are always able to identify the Blue-Bot that they are programming.

Pen Holders

The engaging Pen Holders allow children to unleash their creativity while enhancing their computational thinking and programming skills. Challenge children to program Blue-Bot to draw letters, words, shapes and patterns, promoting critical thinking and spatial awareness while creating an enriched and fun educational experience.

Pushers

The Pushers are a fun and colourful accessory that can be used in a variety of ways to enhance learning. Use them in role play activities, such as programming Blue-Bot to move characters around on a Fairytale Mat to help tell stories, or programming 'Builder' Blue-Bot to move building materials around on the Construction Mat. Test out Blue-Bot's strength in science and see how many objects he can push. What happens if the object is too heavy or light? Why does this happen? Or why not challenge children to program Blue-Bot to clear up all the rubbish from a busy scene, such as our Seaside Mat. There are endless possibilities with this resource.

Blue-Bot Changeable Maze

Want to find ways to challenge children with Blue-Bot? The Changeable Maze is an excellent accessory for developing children's programming and problem-solving skills further. All the walls of the maze can be removed and repositioned, enabling a wide range of configurations. This allows for easy differentiation, as routes through the maze can be varied in their level of difficulty. Why not place objects in the maze that Blue-Bot must reach or avoid? Add an extra element of challenge by attaching a Trailer and set children the challenge of not only negotiating a Blue-Bot and trailer around the maze but collecting objects in a certain order.

Obstacle Course

Another accessory that is both versatile and great for offering more challenge is the Obstacle Course. Like the Maze, the obstacle course can be arranged in a range of different ways, providing endless possibilities. Children can be actively involved in designing the courses and given ownership over their learning, adjusting the course to match their confidence and skill level. Why not use the Sequence Cards so children can create their algorithms to complete the obstacle course and debug with ease?

Tunnels

The Tunnels are another great accessory for adding more challenge to programming tasks. They offer a fun and engaging element to coding activities, as well as helping to develop directional language and problem-solving skills. Why not use them as an extra addition to the Obstacle Course to add further opportunities for more complex coding?

Trailer

What better way to engage children in their learning than with a Trailer. A versatile resource that is great for evoking creativity and imagination across a range of subjects. Use it in role play activities, such as planning out a map of Katie Morag's (a popular children's book character) island home and programming Katie to deliver the post to island inhabitants. Why not dress up Blue-Bot's trailer as Santa's sleigh or as an Easter themed trailer? Can the children program Blue-Bot to deliver all the Christmas presents or find all the Easter eggs? Alternatively, why not test Blue-Bot's strength by exploring forces in Science and seeing how much weight Blue-Bot can pull in the trailer? Or challenge children to negotiate Blue-Bot around an obstacle course with the trailer attached. There are endless possibilities with this versatile resource.

Activity Tins

If you are looking for a Blue-Bot accessory that will engage children and spark their imagination, then look no further than the Activity Tins. They are an excellent, hands-on resource for developing creative thinking and engaging children directly with computing and geographical concepts. There are a range of themes, such as the Seaside, People Who Help Us and Transport and Industry, providing opportunities for cross-curricular learning. Each tin includes themed character jackets, props and activity cards with tasks linked to a variety of subject-related areas.

Maths Activity Cards

In need of inspiration for how to use Blue-Bot to learn maths skills? With sixty activities in total, these Maths Activity Cards offer a variety of fun and engaging programming tasks that enhance a range of mathematical skills. If you have TTS Mats, these are perfect to use as the activities have been tailored to complement many of the mats, such as the Coin, Shapes, Treasure Island and Transparent Grid mat.

Local Area Pack

The Local Area Pack is a visually stimulating and engaging accessory which allows children to develop their geographical and fieldwork skills. Challenge children to program Blue-Bot to move from one location to another, using cardinal directions. Can they create an algorithm for Blue-Bot to complete a journey, visiting specific locations on route?

For lots of creative ways to use the Blue-Bot accessories across the curriculum, see our Blue-Bot Cross-Curricular Lesson Activity Ideas.

More on a Blue-Bot theme...

Why not explore the free downloadable **Blue-Bot App**? The app connects via Bluetooth to Blue-Bot and has a range of progressive modes for children to develop their programming skills. It also increases Blue-Bot's functionality, as Blue-Bot can be programmed to perform 45 degrees and repeats via the app.

Click here for our Blue-Bot App Guide.