Loti-Bot
(IT10415)

Maria Temel, Computing and E-learning Consultant at Bolton Schools ICT, has tested and trialled Loti-Bot with a group of children and has shared her thoughts about the new robot and suggestions for ways to use Loti within the classroom.

> **"The children were absolutely amazing and while watching them with the robots, I realised that by integrating Loti-Bot into primary classrooms we can spark curiosity, ignite creativity, and nurture problem-solving skills, equipping them with the mindset needed to thrive in an ever-changing digital world. Isn't that the whole point of our National Curriculum? Deep thinking for a Tuesday morning I can tell you!"**

I've said before that Loti-bot (and previously Ino-bot) go a long way to redress a deficiency in our schools by allowing our children to practically apply their programming skills and knowledge to tangible objects and integrating the concept of the IoT into our schools. Despite the recent recognition of the significance of STEM in our curriculum, it has yet to be formally included in the National Curriculum which is an out and out crying shame.

So, here are our **findings and testimonial:**

- We would like to take a moment to express our deep appreciation for the wonderful experience we had with the new Loti-Bot robot. It has been an **exceptional teaching and learning tool that has had a positive impact on our classroom's delivery of the Computing curriculum.** Loti-Bot's charming personality has captivated all the children, and they have thoroughly enjoyed discovering its unique features, such as the two side light bars and reactive headlights.

- Before discovering Loti-Bot, I struggled to find an effective way to teach my primary school children the practical side of coding and demonstrate the importance of programming. I experimented with different ideas like Microbits and Raspberry Pi, but they did not quite meet my expectations. **Loti-Bot, on the other hand, incorporates all the essential elements I wanted to deliver - an easy-to-use, responsive robot that makes learning a fun and exciting journey.**

- The moment we began using Loti-Bot in the classroom, we were amazed at its smooth movement, which allowed us to draw accurate shapes and turn through precise angles. This feature opens up endless possibilities for shape and space Maths activities, and the children agree that it is much better than drawing 2D shapes in their books!

- Loti-Bot is built to the highest quality and designed to withstand the challenges of a primary school classroom. It comes with a **programming app that is both familiar to children and visually impactful,** enabling them to simulate and quickly make changes to the programs they build. The app is also an excellent platform for the children to transfer their programming skills and broaden their learning.

In summary, we highly recommend Loti-Bot to anyone seeking an engaging and effective solution for teaching the practical aspects of the Computing National curriculum while providing unparalleled opportunities to develop computer science and critical thinking skills.

We thank you for creating such a fantastic offering.

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What we loved about Loti-Bot:

- The name! The children fell in love with her instantly!
- Loti feels really robust
- Shielded wheels means there is less chance of them breaking
- Speaker position on the top
- Smooth motion and turning
- Bumpers on the back
- The pen holder – not wobbly at all
- Charging point at the back rather than on the bottom
- Very "cute, modern and friendly" looking
- The children loved Loti's face.
- The children renamed Loti as soon as they found out that they could, they called her rainbow cyan, they said it made them feel like they had ownership of her and that she belonged to them - surprisingly, this was really important to them.
- When using the app, the children needed no training at all, they knew exactly what they were doing and where to find the blocks that they needed. They transferred their skills from Scratch.
- Also, when using the app they were really taken with the simulation area which allowed them to see what their program would look like before testing it on Loti.

Lesson Ideas

While talking to their class teacher and from what the children naturally gravitated towards, we came up with a few lesson ideas:

- **Maths angles and measure** - The children were really engaged with the new and improved pen holder, the smooth motion of the robot meant that they were able to draw really accurate shapes. They spent a good 40 minutes independently investigating the code they would need to draw out several shapes. They even gave drawing their initials a go!

- **Maths number** - We spent ages looking at the greater and less than operators to get Loti to turn on her side lights under certain light levels.

- **Design a rumba** - the children programmed Loti to follow a random path and remain within a sectioned off area, reversing and replotting it's path when it reached the boundary.

- **Escape the maze** - we designed a quick maze that the children were asked to program a way out of. During this the children accidentally drove Loti up a slight ramp - this sparked a massive conversation about what incline Loti would be able to climb and how we would investigate this.

With many thanks to Maria Temel from Bolton Schools ICT.

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Many thanks to the children at Church Road Primary School who were **Terrific Testers** and put Loti-Bot through its paces for us.

Here are the views of five children from the Year 6 class.

> "She's amazing and it's a big improvement.
> I think she'd be great for Computing days and I'd like doing things like building her a maze and coding her to travel through it."
>
> *Olivia*

> "Loti's presentation is amazing and she is modern and user friendly.
> I think that Loti-bot will be useful in future computing lessons as it has had major improvements on features and looks."
>
> *Ayesha*

> "I think that Loti-bot will be good in the classroom as it's coding system is similar to Scratch, which most children know how to use so it will be user friendly. I also think it will be good for classroom projects."
>
> *Gethin*

> "I think it's easy to program and it's sturdy so if it accidentally gets dropped it will survive."
>
> *Daksh*

> "It looks sleek and I love the presentation. **It is quite interactive, which is great for smaller children too and will encourage more coding in classes**.
> I also really like the coding platform as it is similar to Scratch, which I use everyday, so I can use the same skills with ease."
>
> *Reagan*

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