Enable students in Grades 3-5 to learn coding with wearable tech.

Code Cube™ is a beginner-friendly learning tool that takes a unique approach to teaching kids the basics of coding. The programmable wearable specifically developed for elementary students offers a full-color, 64-pixel LED screen with built-in accelerometer and sound output. Students use block-based programming to bring their Code Cube to life and use sensor inputs and outputs to animate it. Students eventually progress to become more advanced coders, integrating loops and coding their wearable to react to movement. Code Cube shows students they can be more than just consumers of technology – they can actually be the creators behind these wearable devices.

NUMBER OF STUDENTS PER 10-PACK: The 10-pack is optimal for 10 students; one per Code Cube. Code Cube is also sold as a single unit.

NUMBER OF LESSONS/PROJECTS: There are ten 45-minute lessons along with four activities in the areas of ELA, science, math, and social-emotional learning that extend knowledge gained from the lessons. Additionally, at the end of the lesson plans are 12 additional activities that let students use coding skills on open-ended challenges.

E-LEARNING COURSE: Available as a single-seat license, our professional learning course, featuring 4+ hours of content, sets teachers up for success.

TARGET: Grades 3-5, ages 7-11

For more information visit Pitsco.com/CodeCube.

"My students were able to see the results of their code within minutes of opening the box. The app is so easy to use that students just jump right in. In fact, all my students – who have a range of academic levels and knowledge of technology – found success with Code Cube. The customizable display helps students connect to their interests and, in turn, connect their interest to coding."

Natalie Vanderbeck, K-5 math teacher, George Nettels Elementary School, Pittsburg, KS

WHAT'S INCLUDED WITH THE CODE CUBE 10-PACK

- 10 programmable Code Cubes featuring full-color, 64-pixel LED screen with built-in accelerometer and sound output
- 10 charging cables and 5 multi-unit wall chargers
- 10 slap bands for turning the Code Cube into a wearable
- Free Code Cube web app
- Free download of Code Cube curriculum and student worksheet materials
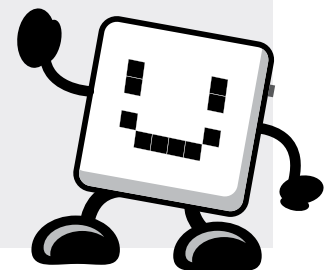
KEY LEARNING VALUES

- Students leverage technology to take an active role in choosing, achieving, and demonstrating competency in their learning goals, informed by the learning sciences.
- Students use a variety of technologies within a design process to identify and solve problems by creating new, useful, or imaginative solutions.
- Students develop and employ strategies for understanding and solving problems in ways that leverage the power of technological methods to develop and test solutions.
- Students communicate clearly and express themselves creatively for a variety of purposes using the platforms, tools, styles, formats, and digital media appropriate to their goals.
- Students use digital tools to broaden their perspectives and enrich their learning by collaborating with others and working effectively in teams locally and globally.

CURRICULUM ALIGNMENT

The Code Cube lessons and activities are aligned with national curricula for students ages 7-11 including the Common Core State Standards for English Language Arts and Mathematics, Next Generation Science Standards, and ISTE standards.

Additionally, these lessons teach students important 21st-century and social-emotional learning skills such as problem-solving, critical thinking, and communication.

PRODUCT BENEFITS

- ENGAGING: Creates a playful learning environment where students can connect with their own interests and bring creative expression to life through coding.
- CURRICULUM SUPPORTED: Comes with quick-start guide, teacher's guide, and class coding-based STEAM activities.
- GRAPHICAL PROGRAMMING: The limited number of icon-based, programming commands and drag-and-drop interface make the app the perfect solution for young learners and teachers looking to integrate coding for the first time.
- VIDEO TUTORIALS: A series of 12 video tutorials walks teachers through getting started with the Code Cube as well as each lesson plan.
- PRINTABLE STUDENT MATERIALS: The Code Cube curriculum pack comes with student-facing lesson plans, a planning worksheet, and vocabulary, which are all downloadable and printable for easy distribution.
- CODE IN FEWER THAN 5 MINUTES: Open the box, load the web-based software, plug in your device, and start coding.

THE CODE CUBE SOLUTION OVERVIEW

No-Fear Coding: Simple and approachable way to integrate coding without any fear. Code Cube is ideal for teachers and students who are first-time coders.

Play-Based Learning: We all tend to be the most engaged and most creative when we're at play; Code Cube enables students to participate in various types of play as they develop collaboration and social skills.

Full STEAM Ahead: The simplified hardware, web-based app, and included curriculum ties to social-emotional learning and intertwines artistic creativity with geometry and the scientific, mathematical side of code – it's a true interdisciplinary STEAM learning experience in which students are free to create and re-create as many times as they want.

Beginner Friendly: Code Cube has a limited number of hardware components to manage, an appropriate number of streamlined software commands, and a web-based software that works on many devices. No software downloads required!

Classroom Ready: With more than 1,000 minutes of ready-made, standards-based content available, teachers will experience instant coding success with Code Cube.

Blend Coding with Art: Both coding and artistic creativity encourage students to express themselves creatively and also provide a safe medium to take risks and occasionally fail.

Equally Appealing to Girls and Boys: Students can tap into their own interests and make their Code Cube whatever they want.

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