DASH AND DOT

Designed for learning, engineered for fun.
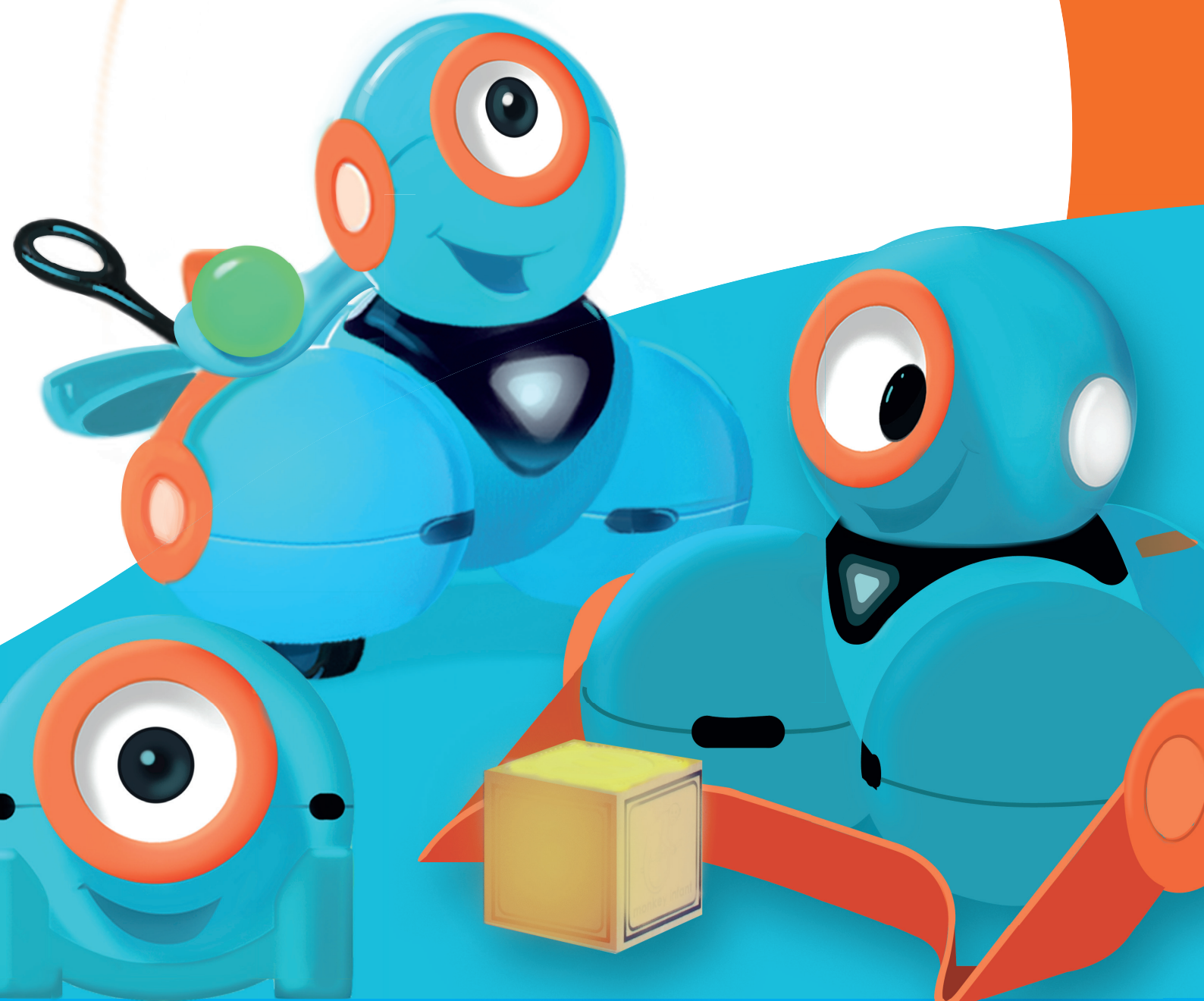
Dash and Dot

Dash and Dot are the coolest, cutest robots around and they are on a mission to help teach KS1 and KS2 aged children. Both robots are feature-packed and can be programmed with Android, iOS, Kindle and Chromebook devices. They come ready-assembled and require almost no set up. They even have built-in rechargeable batteries so getting going couldn't be easier.

Why use Dash and Dot in your primary school?

Dash, Dot and the apps that support them have been specifically designed for use in primary education. We appreciate that one of the biggest concerns with any school investing in Ed Tech products is cost, so if you are going to invest in hardware for use in your classrooms you need to be sure that you are going to get value for money. The best way to do this is to make a device that delivers learning outcomes across the school for children of all ages.

Dash and Dot Challenge Card Set
£22.99
Order code 70-1107

Learn to Code Curriculum Guide and Library Subscription
£109.99
Order code 70-1109

Gripper Building Kit
£28.99
Order code 70-1114

Sketch Kit
£33.30
Order code 70-1110

Dash

Dot

So who are Dash and Dot anyway?

Dash is a ready-assembled robot that requires almost no set up and it even has a built-in rechargeable battery so getting going couldn't be easier. But whilst it is easy to use and set up, Dash is a really smart robot that is packed with features and sensors - it can drive around, move its head, detect objects around it, identify which direction a sound is coming from, record and playback sounds and communicate with other Dash and Dot robots.

Dot is Dash's companion and is the brains without the brawn! Whilst Dot doesn't have wheels to make it move, it has loads of cool sensors and can interact with Dash as well as being used as a stand-alone device. Dot can hear sound, light up any colour you like, know when and how it is being moved and communicate with Dash.

You can build structures using LEGO® parts on both Dash and Dot by using the Building Brick Adaptors which are included with all Dash robots or available separately.

Markers Refill Kit
Pack of 6

£11.45
Order code
70-1121

Xylophone for
Dash Robot

£29.99
Order code
70-1103

Launcher for
Dash Robot

£20.99
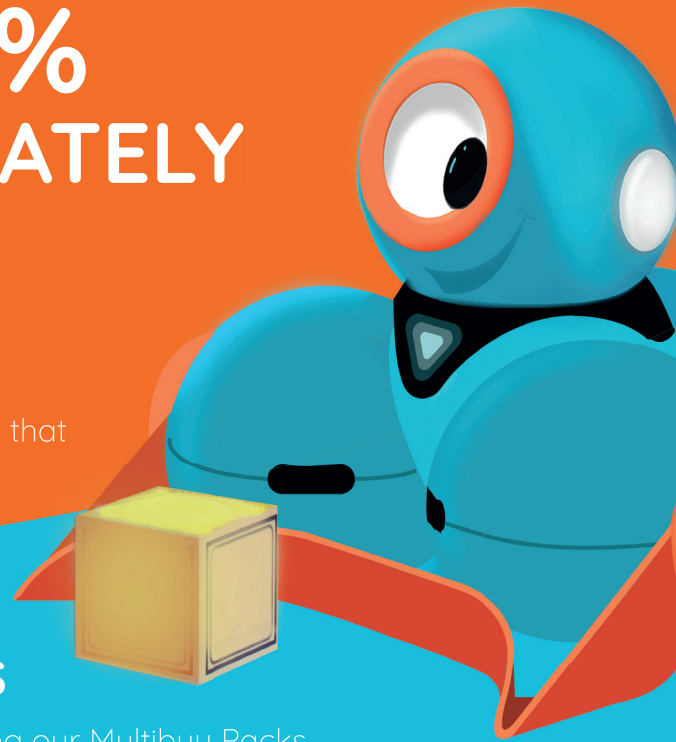Order code
70-1102

Dash and Dot
Accessory Pack

£29.99
Order code
70-1106

SAVE UP TO 25%
OVER BUYING SEPARATELY
with our Wonder Workshop bundles

Our money-saving bundles are perfect for schools or clubs that are looking for the most cost effective and comprehensive way to implement robotics.

Dash Robot Multibuy Packs

If you need multiple Dash robots, get the best value by using our Multibuy Packs

SAVE 6%

x6

6x Dash Robot Multibuy Pack

£759.00
Order code 70-1115

SAVE 8%

x12

12x Dash Robot Multibuy Pack

£1,485.00
Order code 70-1116

SAVE 25%

Wonder Pack

The Wonder Pack is a bundle containing both Dash and Dot robots as well as a whole host of accessories - the Xylophone, Launcher, Accessory Pack and Building Brick Connectors are all included. Ideal for those wanting to work with small groups.

£195.00
Order code 70-1104

Code Club Bundle

This bundle takes all the advantages of the Wonder Pack and adds another Dash robot, the Sketch Kit and a set of Challenge Cards which make it perfect for after school club use or as a way of expanding your computing lessons.

£359.99
Order code 70-1118

**SAVE 20%**

£1,800.00
Order code 70-1120

SAVE 10%

Wonder Workshop Class Bundle

Perfect for full classes working together in small groups of 2 or 3 students. This bundle contains robots, teaching materials and some of the most popular accessories.

Quantity	Description
10	Dash robot
10	Challenge Card set
5	Sketch Kit
5	Gripper Kit
1	Learn to Code Curriculum Guide

Class Bundles

Class bundles contain robots, accessories and teaching materials giving you everything that you need to deliver exciting lessons using Wonder Workshop robots and providing a saving over purchasing separately.
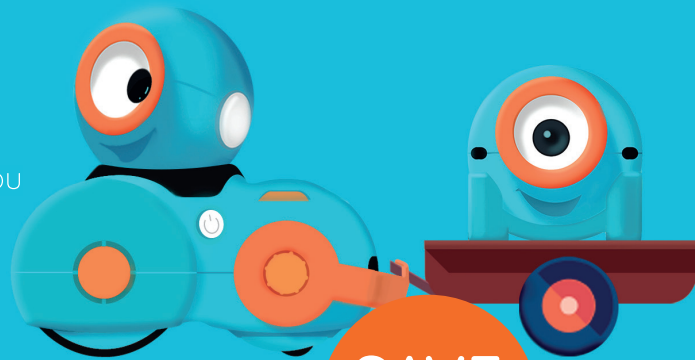
SAVE 13%

Wonder Workshop Ultimate Bundle

Our Ultimate bundle packs in both Dash and Dot robots, a wide range of accessories and teaching materials too. In smaller classes, students will be able to work with one robot each. In larger classes, there is still enough hardware for children to work in pairs.

Quantity	Description
15	Dash robot
5	Dot robot
5	Challenge Card set
15	Sketch Kit
5	Launcher Kit
5	Gripper Kit
5	Xylophone
5	Learn to Code Curriculum Guide

£2,689.00
Order code 70-1117

x5 x1 x5 x15 x5 x5 x5 x15

The Dash and Dot apps

Dash and Dot apps are available on iOS, Android and Kindle. Download them for free via your device's app store. Please note that Go! is not available on Kindle.

Go!

This app is for your youngest kids from reception class upwards.

Go! acts as a remote control for Dash.
• Drive the robot around using the on-screen joystick
  (top speed can be limited using the slider)
• Move the head to make Dash look around
• Create patterns by controlling which of Dash's 12 LED eye segments
  are illuminated.
• Independently change the colour of the ear and chest LEDs and experiment
  with different ways of making them flash
• Get Dash to play a number of pre-recorded sounds
• Record your voice into the microphone on the tablet device and play
  it back through Dash as a way of making Dash talk

What is Go! good for?
• Developing a child's fine motor skills
• Spatial awareness
• Acting out stories and characters
• Understanding sound and light
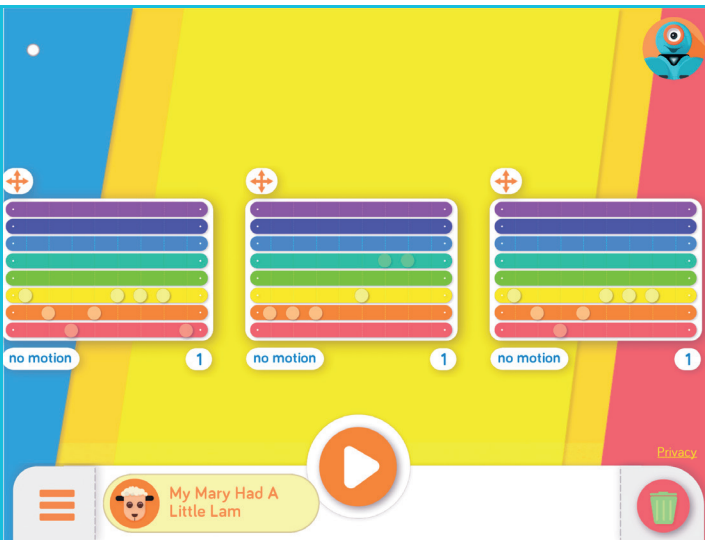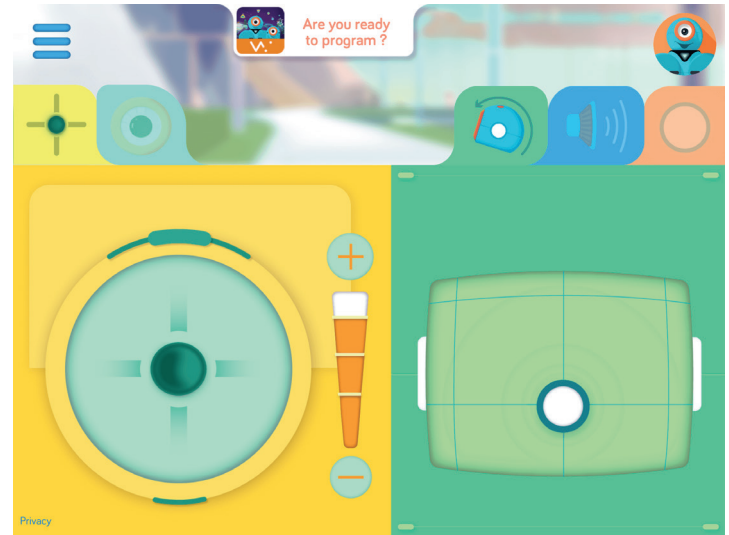
Xylo (All ages)

Xylo is designed to be used specifically with the **Dash Xylophone accessory**. This accessory is available separately or is included as part of the **Wonder Pack**.

Xylo introduces children to both programming and music by allowing them to create visual sequences of notes which Dash can then play on the Xylophone.

What is Xylo good for?
• Algorithm design
• Command sequences and control flow
• Loops

Path (Key Stage 1 and Key Stage 2)

Path allows you to draw a route for Dash to follow. When you press the head of the on-screen Dash, the real-life Dash will follow the path you have drawn. You can drop various icons along the way, so that the robot plays a sound or does an action at certain points along the route.

There are various "challenges" within the software such as a racetrack and farmyard but perhaps the most powerful part is the free space which allows children to explore distances, estimating, sequencing and more.

What is Path good for?
• Spatial awareness - try to estimate a route around some obstacles on the floor
• Basic algorithm design
• Sequences
• Control flow
• Sensors and events
• Problem solving

Penguin and Kiwi

Light Sound Animation Move Special Accessory
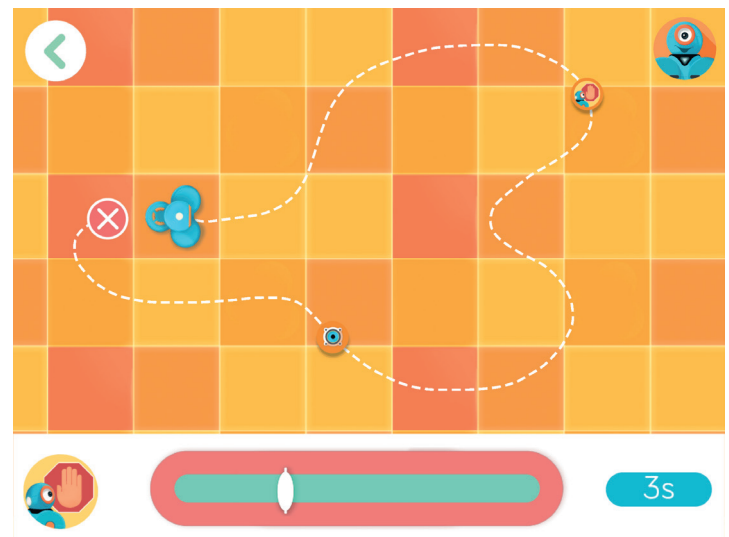
Wonder (Later Key Stage 1 and Key Stage 2)

Wonder is an introduction to coding which lets children discover sequences and algorithms using a very visual interface. Connect the commands together with lines much like you would with a flow chart and use inputs from sensors to control the program flow.

For children that are completely new to coding, Wonder can be easier to understand than the more traditional Blockly language.

What is it good for?
• Ideal for children who are new to coding
• Algorithm design
• Command sequences
• Control flow
• Loops
• Sensors and events

Blockly (Mainly Key Stage 2 but also great for budding programmers in Key Stage 1)

Blockly is the full programming app for Dash and Dot - it's ideal for teaching coding and can be used in conjunction with the accessories like the launcher and the pen add on to create exciting tasks. It can also be used with the **Challenge Card Set** and the **Learn to Code Curriculum Guide** teacher book which sets mini-challenges for students to solve and give the teachers solutions explanations.

What is it good for?
• Perfect introduction to block programming (coding)
• Algorithm design
• Command sequences
• Control flow
• Conditionals (Booleans, if/then/else)
• Loops
• Sensors and events
• Variables
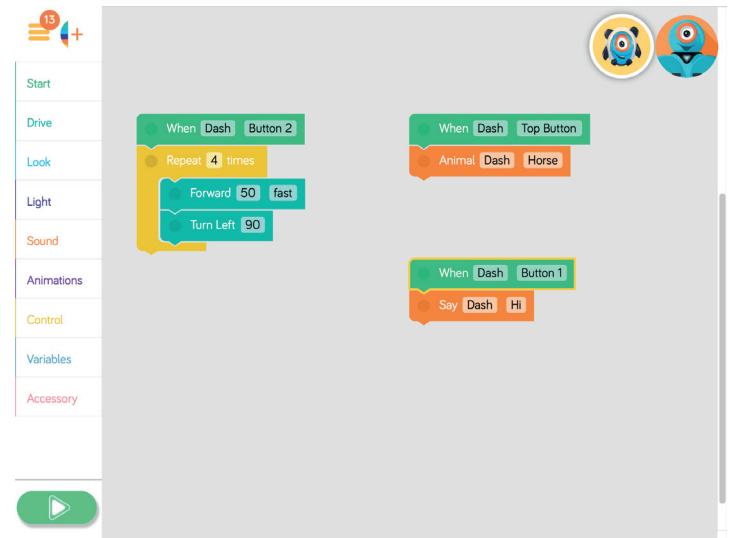
Compatible devices

Dash and Dot can be programmed from iOS, Android, Kindle and Chromebook devices but please note that not all the apps are available on all devices.

*Go is not available on iPad Pro, please use the Wonder app controller on these devices

	Wonder	Path	Blockly	Go	Xylo	Swift
Apple iOS	✓	✓	✓	✓*	✓	✓
Android	✓	✓	✓	✓	✓	
Kindle	✓	✓	✓		✓	
Chromebook	✓		✓			

Wonder League Robotics Competition

Wonder League is a robotics competition with a difference – you can compete against schools from all over the world without ever needing to leave the comfort of your classroom!

Using the Dash and Dot robots, teams of primary school-aged students work together to complete missions by programming their robots to perform tasks. These solutions are then uploaded to the Wonder League so you can see how you are doing against the rest of the world!

What is required?

- A supervising adult coach, usually a teacher or parent
- A team of 1 to 5 students
- One Dash robot and one Dot robot
- A compatible tablet or mobile device for programming
- Internet access to download and upload materials
- A 150x240cm grid of 30cm squares (a 5x8 grid) You can purchase a ready-to-go printed vinyl mat from Rapid (70-1119) or you can make your own using an old vinyl flooring offcut (see if your local carpet/flooring shop has any going spare) or by just marking the grid on the floor with tape.
- Some basic crafting materials - these will be outlined in the missions and are usually items like paper cups, pipe cleaners, kitchen roll tubes, tennis balls etc.

Class Connect

Designed to support the award-winning Dash and Dot robots and the primary-friendly Blockly programming app, Class Connect gives teachers a tool to see where students are succeeding and struggling in real time. Gather all your students' progress in one place and see how they are solving the challenges that are being set for them.

How does it work?

As a teacher, you have access to the Class Connect portal from which you can create Classrooms and profiles for the students within each class. You can also control which devices (tablets, smartphones etc.) have access to your Classroom.

Now your students will be able to select their profile whenever they use any of the enabled devices and start to work through the programming challenges within the software.

- See which tasks each student has completed
- See how each child has solved the task as well as suggest solutions to help you provide guidance
- Download teacher guides PDFs for each set of tasks with learning outcomes, solutions and extension activities
- Unlock tasks for students who need a greater challenge
- Students don't need to log in – no data compliance issues

To learn more about Wonder League or Class Connect, visit www.rapidonline.com/dashrobot