



# Maker Space Kit Idea Sheet

## Dash & Dot Robot Kit

**CONTENTS:** 1 Dash robot (mobile), 2 Dot robots, charging cords, 2 building brick connectors, 1 launcher, 3 balls, 6 target stackers, instructions.

**REQUIREMENT:** An android or iPhone OR iPad or android tablet with application capabilities. Download the **FREE** Wonder Workshop App.



### DESCRIPTION:

Learn to code as you play with your new robot friends. Robots arrive fully assembled and ready to play after charging. Use the Wonder Workshop application on an iPad, iPhone, and Android devices to program Dash & Dot with guided play challenges. Dash & Dot interact with the world using sensors. They can hear sounds, detect objects, and know when you are moving them! Program Dash & Dot to do anything you imagine. Have a dance party, throw things, chase your pets, navigate through an obstacle course.

Visit the website: <https://www.makewonder.com/>

### PROGRAM IDEAS:

**Volunteer/Partner Presenters:** Is there a community member or group who would volunteer to help a library staff member pull off a program?

Science or Technology Teacher, Local Teenager, Girl/Boy Scouts, Parent/Teacher Organizations, Friends of the Library, Library Board Member, parents/caretakers/grandparents,

### Active Programming:

- Demonstrate Dash & Dot at elementary, middle school, or high school open house nights with a library display.
- Technology Day at the library for tweens and teens with other maker kits.
- Integrate Dash & Dot into a successful existing program before launching a solo program (bring the kit to speak for groups like new teachers, Lego Club, etc.)
- Dash & Dot Dancing Robots: Learn Coding Through Play!
- Invite Boy/Girl Scouts to a Dash & Dot day as part of their computer merit badge instruction.
- Does your community have a festival day (Harvest Fest, Cranberry Fest, Craze Daze, etc.)? Advertise a technology program or drop-in activity with Dash & Dot for the same day.

**TECHNOLOGY WARNING:** You must download the Wonder Workshop application on a compatible device. Make sure your device is compatible here: <https://www.makewonder.com/compatibility>

STEAM and maker space programming clearly show how libraries are providing programs outside of traditional library programs. Additionally, libraries are collaborating with community experts in STEAM learning opportunities. The Aspen Institute, ["Rising to the Challenge: Re-Envisioning Public Libraries."](#)