



# GLOW AND GO BOT

Build a firm foundation of early technology skills through light, sounds, texture and movement

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# GLOW AND GO BOT

- Robust and rechargeable
- Designed with young learners in mind
- Cultivate a sense of curiosity



## Learning Outcomes



From 10 months:

Develops curiosity and the relationship between cause and effect.

Toddler (Age 2):

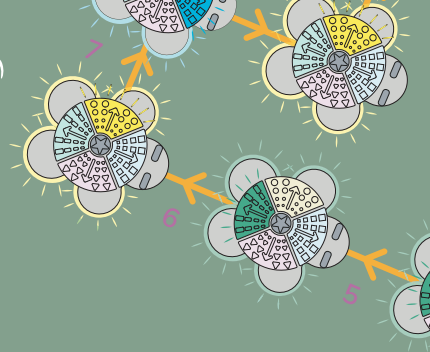
It will develop a toddler's enquiry skills, allowing them to manipulate and manoeuvre the bot to make a sequence of moves or noises.



Pre-school (Age 3-4):

Further deepens the understanding of cause and effect through curiosity, promotes social skills and enhances gross motor skills.





Glow and Go Bot...

# WHERE AWE AND WONDER MEET TECHNOLOGY

Laying the foundations for learning from babies through to pre-schoolers, Glow and Go Bot has been designed and developed to align with critical skills that all children need to develop.

Glow and Go Bot encourages child-led learning and evolves with your child, building on their experiences with the bot to deepen their understanding of cause and effect. This results in enhanced curiosity and enquiry skills in the early years right through to the development of gross motor and social skills in pre-school age children.

Find out more about how Glow and Go Bot was developed from our In House Educationalist, Catherine Clark.

[READ THE BLOG HERE >](#)



# GLOWING TESTIMONIALS

**Paola Lopez** Senior Program Director at Kinderoo Children’s Academy, Florida

**Upon opening the box, we saw a beautiful and futuristic robot. The bot is a charming, magical merge between awe and wonder with technology. We were immediately curious to observe and analyse its potential.**

We used this resource in two classrooms with children aged 4, which both gave us different perspectives based on their experiences.

Making a careful observation of how the students behaved in front of this resource, we appreciate how the Bot, full of light, sound, and movement, can promote joy and cognitive development through a child’s specific interest.

We were able to see how the children who participated could create innovative strategies to have creative outlets in resolving inquiry questions that were presented to them.



**Liz Ludden** EYFS Lead, Dukes and Duchesses Nursery, UK

**The arrival of Glow and Go Bot was an event in itself as it arrived beautifully packaged and protected which prompted an Instagram worthy “unboxing” which the children loved.**

The children were drawn in by the detail and readily made predictions about what it might do.

In comparison to other programmable resources the size and design of Glow and Go Bot made it easier to handle and navigate than others we have used in the past. There has been a gap in the market for programmable resources for babies and young children which goes beyond cause and effect. However, the different modes available ensured that there was scope for consolidation and challenge in children’s learning.

The younger children enjoyed the music and tracking the colours while the older children used it in a more systematic way, quickly keying into its uses and possibilities.

