LEGO education

ENHANCING THE
LEGO® LEARNING
EXPERIENCE

Compatibility with third party coding platforms provides more choice to educators and students and helps them more easily learn different coding languages in addition to using the LEGO® Education WeDo 2.0 app and the LEGO® MINDSTORMS® Education EV3 app.

LEGO® Education WeDo 2.0 compatibility

SCRATCH

Scratch, the world's most popular block-based programming language for children, is a natural next step from the LEGO Education WeDo 2.0 app. LEGO Education WeDo 2.0 connects easily to the free Scratch platform to open up a wider range of creative coding possibilities. Scratch also has a safe global community of educators and kids sharing, remixing, and learning from one another. There will be new tutorials and materials available for using LEGO Education WeDo 2.0 with Scratch this August when the next generation of Scratch (Scratch 3.0) is released. For more information about Scratch, visit www.scratch.mit.edu.

TYNKER

Tynker is a vertical text-based block coding platform that is a natural progression from the LEGO Education WeDo 2.0 app. Tynker offers self-paced online courses for children to learn coding at home, as well as an engaging programming curriculum for schools and camps. For more information visit www.tynker.com.

Engage your entire classroom with LEGO® Learning. Learn more at LEGOeducation.com.au

LEGO® MINDSTORMS® Education EV3 compatibility

APPLE SWIFT PLAYGROUNDS

Swift Playgrounds is a revolutionary app for iPad that makes learning Swift interactive and fun. It requires no coding knowledge, so it is perfect for students just starting out. With Swift Playgrounds, students can code and interact with their LEGO MINDSTORMS Education EV3 creations, motors and sensors. Teachers can also use the free EV3 Animal Rescue Book, a lesson plan designed to teach how to code LEGO MINDSTORMS Education EV3 creations with real Swift code. The EV3 Animal Rescue Book engages and motivates students to solve a real-world problem as they help an injured robotic turtle move and interact with its surroundings. For more information visit www.apple.com/swift.

MICROSOFT MAKE CODE

Students can program their LEGO MINDSTORMS Education EV3 with the MakeCode platform which communicates with the EV3 Brick via USB cable and offers both block and text editors to support learners at different coding proficiency levels. With the included simulator, students can tinker with their code, get instant feedback on how their program is running and debug the code before applying it to the EV3 brick. Students new to coding can start with colored blocks that they can drag and drop onto their workspace to construct their programs and when ready, move into a full-featured JavaScript editor with code snippets, tooltips, and error detection to help them along the way. For more information visit www.makecode.MINDSTORMS.com.

SCRATCH

Students will be able to program their LEGO MINDSTORMS Education EV3 with Scratch 3.0 – the next generation of Scratch, coming out in August 2018. Scratch is the world's most popular block-based programming language for children. Scratch 3.0 expands how, what, and where you can create with Scratch. The release of Scratch 3.0 will include new tutorials, sample projects, and other support materials for using Scratch with LEGO MINDSTORMS Education EV3. For more information visit www.scratch.edu.

LEGOeducation.com.au