



Scottie Go!

Scottie Go! EDU is a game-based approach to introduce coding and programming in an interactive and fun way, created especially with schools and educators in mind.

Scottie Go! EDU, for children aged 6+
Scottie Go! Basic, for children aged 4+

Early, supervised interaction with new technologies allows pupils to familiarise themselves with the world of coding and programming, and to open the door to the world of IT.

Scottie Go! is a great learning tool for children:



improves the ability to think analytically and logically



develops algorithmic intuition

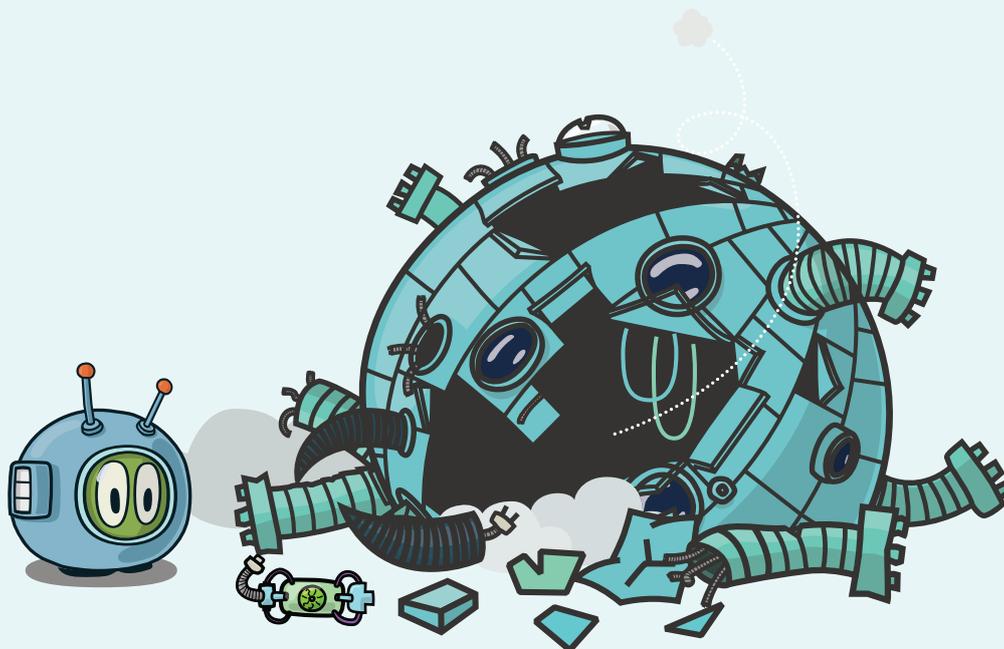


teaches how to solve complex problems and how to work collaboratively



develops programming skills in the early stages of education

A unique programming interface, in the form of tiles, makes the game child-friendly and allows children to work in teams, without the fear of having to miss out.



PLAY AND LEARN WITH SCOTTIE GO!

The Scottie Go! app and tiles have been created to allow younger pupils to create programming commands.

The year is 2030. Scottie is a friendly alien. His space ship crash lands on our planet. The pupils' task is to help Scottie retrieve the spare parts to his ship by programming his moves.

There are many fun challenges requiring creativity, and dozens of tile sequences to be created. The fate of the friendly alien depends on the pupils' programming skills. Solutions are verified by using the app, which can be downloaded on smartphones, tablets or any other computer device.

Scottie Go! consists of tasks of increasing levels of difficulty, helping players to gradually develop their programming skills.



SCOTTIE GO! AND THE CURRICULUM

Since Scottie Go! covers all basic concepts of programming, ranging from basic instructions, loops, conditionals to variables and functions, it can be used as a basic tool to introduce programming in class. Thanks to its modular content, it can be complementary to other tools used to teach programming.

In addition to the game, schools may be entitled to additional teaching aids and introductory training, to help them achieve the curricular goals across all educational levels.



Scottie Go!

AN EDUCATIONAL GAME WITH
AN INTERACTIVE COURSE IN PROGRAMMING

EDUCATION



GAME ELEMENTS

The game includes:

- cardboard tiles & a board, incl. a tiles organiser;
- the game app, free to download (no ads, no in-play purchases; see details below);
- a licence code.

The tiles are used to create programming commands on the board, which will be performed by Scottie.



The app sets the tasks, captures the string of commands by taking a photo or a short video of the tiles, and then verifies the string by illustrating how Scottie would act based on the suggested solution. There are 91 tasks of increasing levels of difficulty to complete.

Since the app does not require internet connection, the game can be played anytime and anywhere.

The game can also be played if there is only one device in the classroom. The tasks can be displayed on a screen and the solutions suggested by pupils can be scanned by the teacher and assigned to the relevant user account within the app. The teacher can then switch to another user account before scanning the next solution, as results are stored individually in the app.



IN ADDITION, TEACHERS WILL RECEIVE:

- 1** Access to educational content;
- 2** Set of solutions for all tasks, to be displayed on interactive whiteboards;
- 3** An introduction to the basics of programming concepts;

MAGNETIC TILES Scottie Go!

A teaching aid for basic programming.

A set of 47 large tiles to learn how to code. The magnetic tiles help illustrate the basics of algorithm coding and the concepts of parameters, loops, and loop nesting. The set is compatible with the Scottie Go! Edu app. The set allows to solve the initial 24 tasks in the Scottie Go! Edu app.

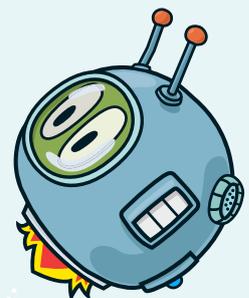


Scottie Go! basic



BASIC: Scottie's adventures for young programmers.

This game version is intended for children aged 4 and older to allow them to code without a computing device. The Basic version allows educators to create their own game scenario, working with children in groups, and to let them enjoy 'algorithmic role-playing'. The game was developed with primary school teachers. The tiles are compatible with the Scottie Go! Edu app.

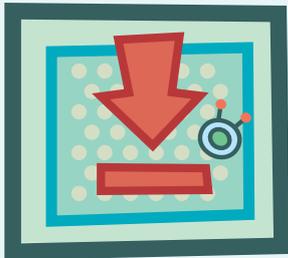




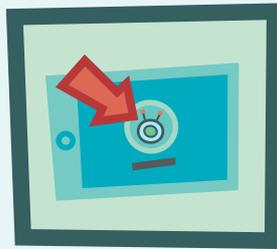
HOW TO PLAY SCOTTIE GO! EDU AND SCOTTIE GO BASIC

Players select a task and try to come up with a solution by displaying the tiles in a string of commands. Next, with the use of the app on a computer, tablet or smartphone, they scan the written program (tiles) by capturing a photo or a video. Once the string of commands has been scanned, the app will execute it and the players discover if Scottie completes the task correctly.

PLAY!



download the app



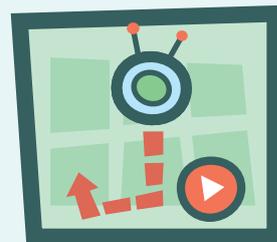
select the task and work out the solution



arrange the tiles into a suitable program



use the app to take a picture or a video of your solution



using your own device, see if the task has been performed correctly



DOWNLOAD THE APP FOR THE GAME

(The app may be installed on three devices)



App for PCs with Windows 7/8/10 (32-bit and 64-bit) downloadad from:
scottiego.pl/edu/pl/pobierz/



The app for devices using Android is available on Google Play and Amazon.



The app for devices using Apple iOS is available on appstore.



SYSTEM REQUIREMENTS

MINIMUM SYSTEM REQUIREMENTS FOR A PC WITH WINDOWS

(The app does not support smartphones using Windows):

Windows 7/8/10 (32/64 bit), 2 GB RAM, dual-core 1.33GHz processor, USB webcam 2Mpix.

MINIMUM REQUIREMENTS FOR ANDROID:

System version 4.1.2 or above, dual core processor 1.2 GHz, back camera

MINIMUM REQUIREMENTS FOR iOS:

System version 8 or above, iPhone 5s or above, 4th generation iPad or above

Once the app has been installed on a device (Android or iOS mobile device, or a PC with Windows), the game does not require further connection to the internet. This means that activities can be run anytime and anywhere.

**FOR MORE INFORMATION,
VISIT OUR WEBSITE
WWW.SCOTTIEGO.COM**

