Background for SAM Labs Learn to Code Maker Kit

- Learn to Code (L2C), the newest product from award-winning SAM Labs, is a hands-on, a block-based coding curriculum for grades 4-8.
- L2C is a complete hands-on teaching and learning package designed for classrooms of 30 students. It includes more than 50 standards-compliant lesson plans for non-expert teachers to share the basics of coding, problem-solving and design thinking.
- L2C includes bluetooth-enabled blocks that students arrange to design and build working applications and machines. Examples include buzzers, light sensors and sliders.
- L2C is the first product of its kind to be fully compatible with the popular and powerful coding product, micro:bit--the handheld, programmable micro-computer--and Workbench--the student programming canvas.
    - **Google Workbench** makes it easy to incorporate programming into lessons with the inline programming canvas. Students can view instructions and program multiple bluetooth-connected devices from a single environment.
    - **micro:bit**, the world-renowned handheld, programmable micro-computer can be used for all sorts of cool creations, from robots to musical instruments – the possibilities are endless.
- Before L2C, SAM Labs released their widely used STEAM course, a flow-based programming learning kit for ages 5-11.

Quotes

“Our courses have been wildly successful at delivering the depth of learning that only emerges as a result of authentic problem solving and hands-on experiences. We prepare students to have a stronger foundation in computational thinking, a version of the scientific method that's self-correcting and geared toward innovation,” said Dr. Hilary Aylesworth, vice president of product at SAM Labs.

“SAM Labs’ Learn to Code courses focus on student learning by providing the resources educators need. With over 50 lessons aligned to the CSTA Computer Science Standards, more students can express their digital creativity in the physical world through the magical combination of micro:bit and SAM blocks by using the Workbench coding software,” said Hal Speed, Chief of Global Engagement, Workbench.

“The collaborative approach between SAM Labs, Google Workbench and micro:bit is a real departure in how classroom resources are going to be developed in the future. Learn to Code creates a real ecosystem linking together tools that work together so that schools get even more value out of their investments,” said Joachim Horn, CEO of SAM Labs.

Image Captions

- Learn to Code maker kits now fully integrate with Google Workbench and micro:bits
- SAM Labs’ new Learn to Code maker kit - fully-aligned, hands-on STEAM learning for grades 4-8.
- Meet Sam, the Learn to Code character. Students will have to help Sam solve tasks from Mission Control using coding and programming.
- SAM Labs’ new Learn to Code maker kit includes 50 full lesson plans, all the building-block hardware, and now fully integrates with Workbench and micro:bits

Boilerplates

About SAM Labs: SAM Labs creates kits that bring together hardware, software and curriculum for engaging, hands-on learning experiences for all students grades K-8. SAM Labs kits include everything teachers need to teach STEAM and coding in an accessible, fun, standards-aligned, and interactive way without needing to be coding experts themselves. Learn more at SAMLabs.com. Follow us on Twitter and Pinterest.

About Micro:bit Educational Foundation The Micro:bit Educational Foundation is a not-for-profit organization with the vision of inspiring every child to create their best digital future. Originally developed by the BBC, the micro:bit is a pocket-sized computer that makes learning coding easy and fun while enabling students to express their creativity. The micro:bit is available in over 60 countries with a large community of organizations providing teaching resources, software editors and hardware accessories. For more information, visit www.microbit.org