jett Lingo

ENGAGE • EXCITE • EMPOWER

Teaching students how to code through next-generation visual programming and robotics

"Our nation's future economic prosperity is closely linked with student success in the STEM fields."
— STEM Education Coalition

"Employment in occupations related to STEM... is projected to grow more than 9 million between 2012 and 2022."
— US Bureau of Labor Statistics

JettLingo *is an innovative, exciting and engaging way for students to learn tomorrow's programming skills today.*

WHAT DOES IT DO?

JettLingo was created as a way for students to learn coding by using a unique combination of next-generation visual programming, avatars, and humanoid robots.

- Engages learners in real-world programming projects
- Next-generation visual programming environment
- Promotes STEM capabilities
- Students use avatars to program a humanoid robot
- Teaches applied coding, visual arts, critical thinking, collaborative learning, project management, etc.

HOW DOES IT WORK?

Students use the **JettLingo** visual programming language to manipulate personalized avatars and program Jett, a real, humanoid robot.

- Comprehensive coding curriculum
- Does not require teachers have programming training
- Flexible, ready-to-use lessons
- Blended instruction
- Appropriate for any grade level
- Structured, self-paced lessons
- Robot-assisted lessons
- Use any place, any space, and any pace (rotation, before/after school, labs, enrichment, home, etc.)

"I learned a lot but also had fun with it. My favorite part about the (JettLingo) class was making Jett the robot talk and move. I also liked that you could make him say what you want. If this class had an extended amount of days I would go. Another thing I like is that we get to work in groups. It's a good way to make friends."
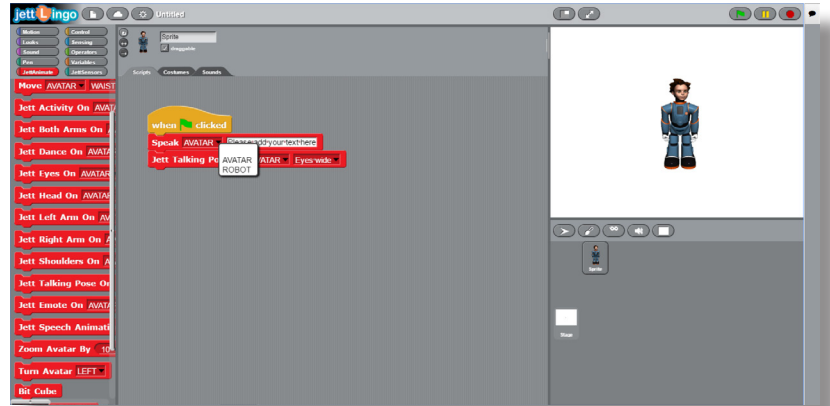— Ambria, 12

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WHAT IS JETTLINGO?

JettLingo uses a visual programming language based on the University of California Berkeley's SNAP! project and the work of MIT's Lifelong Kindergarten Group. The JettLingo project inventory includes more than 65 visual coding projects and 45 advanced assignments in JAVA. JettLingo is the perfect introduction to coding for any student.

JettLingo is compentency-based and aligned to national standards:

- National Science Education Standards (NSES)
- Computer Science Teachers Association (CSTA)
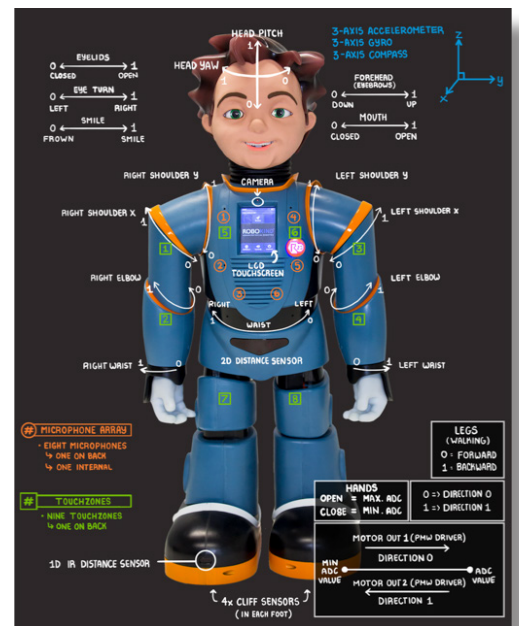- National Education Technology Standards (NETS)

HOW DOES JETTLINGO "ACTIVATE" LEARNING?

With Jett's assistance, **JettLingo** teaches the creative, cooperative, interdisciplinary and problem solving nature of computing, with instructional materials that are inquiry- and project-based.

HOW DOES JETTLINGO ENGAGE STUDENTS?

JettLingo classroom projects vary by complexity and allow students to bring Jett to life on their computers, using scripts and programs that cover a broad range of ability levels.

Every student has his or her own personal avatar—an emulator that looks just like the real robot. Programs that the students write using their avatar also operate on the working robot. Since Jett has a full range of motion and facial expressions, students program him to move, speak and respond to input. Every student learns how to direct, control, and program an intelligent machine. This flips the students' roles and engages them as guardians, instructors, and programmers of a dynamic, humanoid robot.

HOW DOES JETTLINGO "ACTIVATE" LEARNING?

With Jett and the **JettLingo** curriculum, schools don't need to wait until they have teachers with computer science backgrounds to get started.

Students learn coding and the principles of computer science with help and participation from Jett, the coolest teacher's assistant on the planet. With his endless patience, Jett and his avatar guide every student through a fun and exciting learning path.