

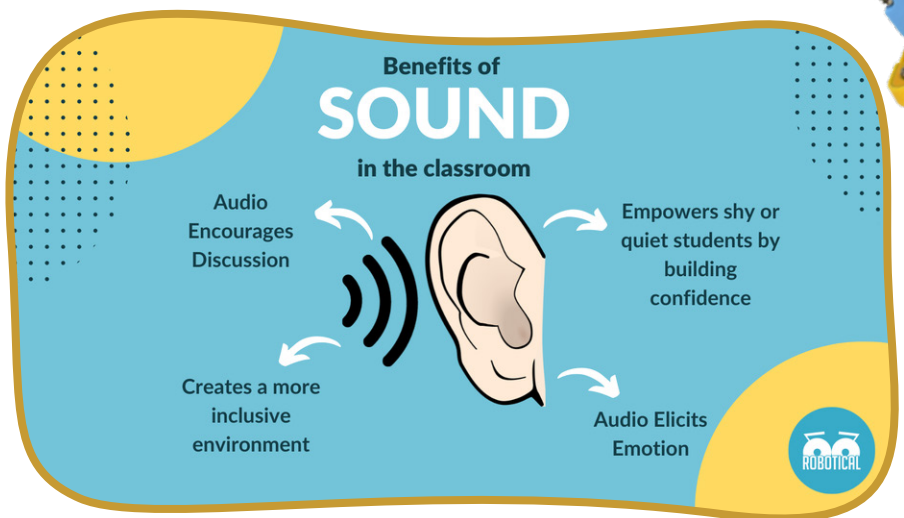
Who is Marty?

Marty the Robot is a fully programmable and customisable robot, designed to bring learning to life in every classroom. As the best value-for-money humanoid robot on the market, Marty's unique functionality has supported teachers in igniting a passion for learning and engaging all learners in the world of STEM since 2017. Controllable through nine individual motors, Marty teaches through play and as Marty can walk, dance, turn, lean and kick a ball – it's the perfect classroom companion!

And Marty's just getting better! What's new for 2023?

The Robotical team have been working tirelessly behind the scenes to bring you Marty's new **drag-and-drop sound blocks**. This latest addition to the MartyBlocks coding environment (based on Scratch) allows learners to expand their creativity, get even more technical and will add extra personality to every robot.

MartyBlocks is now packed with a massive selection of wacky and wonderful sounds, new pitch and volume options and phenomenal recording features. Coders can even adjust Marty's accent and play a variety of musical instruments through their physical robot.



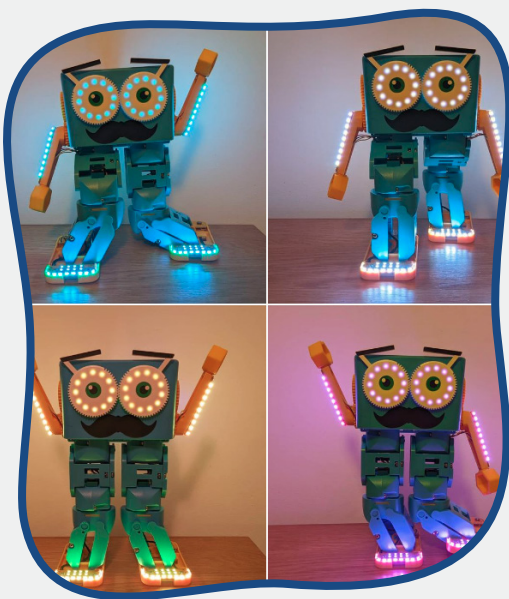
On top of that, every Marty the Robot is now delivered with pre-installed LED eyes. Programmable in every colour under the rainbow, these lights are the perfect addition to the robots and will add a pop of colour and sparkle to every lesson.

Not to mention, this new addition will also allow teachers to take advantage of Robotical's **disco eye lessons**, expanding learners' knowledge of LEDs and lights, testing learners to program different colours as reactions and allowing learners to explore different patterns and timing orders.

What do learners learn with Marty?

Marty the Robot is a classroom tool that can be used right across the curriculum. With a vast library of curriculum-linked lessons and resources, Marty promotes a variety of skills in learners without them even noticing - they just learn while having fun!

From problem-solving and creative thinking to teamwork and leadership skills, Marty goes above and beyond to help deliver STEM subjects (and more) in an accessible, interactive and engaging way. >>



Marty teaches many valuable and transferable skills. Take maths for example: recent research suggests that coding can help with maths engagement and attainment. Coding and maths are very much related, and when learners learn to code, they are also applying numerous mathematical principles and as such developing strong mathematical thinking skills. For instance, when coding Marty on Robotical's various platforms, learners are challenged to test out conditionals, loops, and distances/measurements. Marty can bring abstract concepts like fractions and angles to life.

Grasping abstract maths concepts can be challenging for many and may even put some learners off the subject entirely. With Marty, learners learn by play and as such can visualize complex notions and develop skills in an exciting way. Why not check out Robotical's [maths lessons](#) and see for yourself?

New Coloured Programming Tiles

Robotical's new Coloured Programming Tiles are now available with all Marty class pack orders. These are super durable and designed specifically for the classroom. They can be used for unplugged, or screen-free, coding in early years, but also with more advanced functions in MartyBlocks (block coding environment based on Scratch) later on in primary and even in secondary schools.



Want to try Marty in your class?

Robotical is offering FREE two-week trials to all Scottish schools. They'll even cover shipping and collection costs and provide virtual training for teachers.



Sign up for your free trial today!



Marty V2 course...

Following the success of our first Marty V2 course, run in partnership with Robotical, the link is now live for application to this course. Find out more by clicking on the Marty image to the left.

A two day course comprising:

- Monday 5th February 2024 – in person at SSERC HQ
- Monday 11th March 2024 – live remote session via MS Teams