

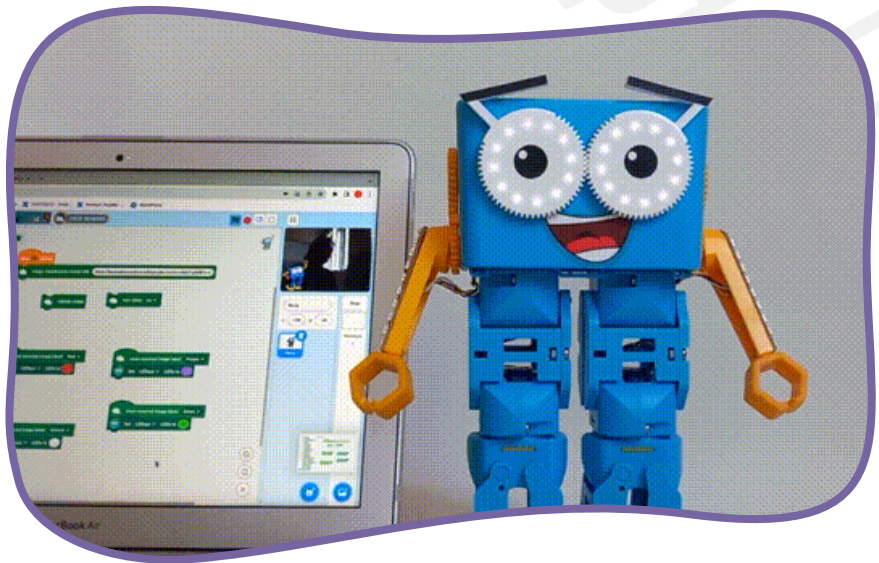
Find out more about Marty

Python translator

Marty the Robot was designed to provide immediate fun and engagement for children and to serve as an approachable solution for teaching coding and programming. A key element in making computational thinking accessible is the introduction of block-based coding, which is particularly suitable for learners just starting on their coding journey due to its emphasis on visual learning and an easy learning curve.

MartyBlocks, based on Scratch 3.0, is Robotical's block-based visual programming language tailored for children and young learners. With MartyBlocks, users can program routines, reactions to sensors, and other actions for Marty, fostering creative thinking, computational reasoning, and collaborative work (Figure 1).

We've introduced a new "show code" function to facilitate the transition from block-based to text-based coding. This feature serves as a block-to-Python translator, allowing students to seamlessly shift from visual programming to text-based coding and progressively enhance their coding skills.



Using Marty to teach AI and Machine Learning!

In an increasingly technology-driven world, it's crucial for children to feel included in discussions about the technology they engage with. Inclusion helps dispel any potential concerns or misconceptions they might develop regarding AI or Machine Learning and encourages young students to innovate and create using the technologies around them (Figure 2).

Marty the Robot was designed with interactivity in mind, and our [new machine learning extension](#) allows students to interact with Marty like never before. Students can teach

Marty to react to sounds or images and control the outcome. Marty can dance to a specific song, whistle when shown a particular image, or say hello and wave when they see a student; the options are endless!

Our user guides provide simple step-by-step instructions for training images or sound models. [Here's](#) an example of a project in which Marty has been trained to change his eye colour in response to different-coloured cards. >>

Figure 1

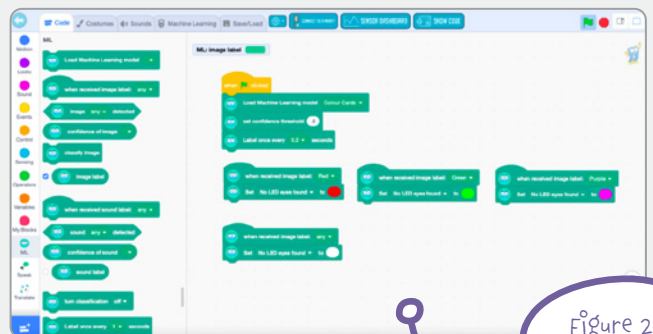
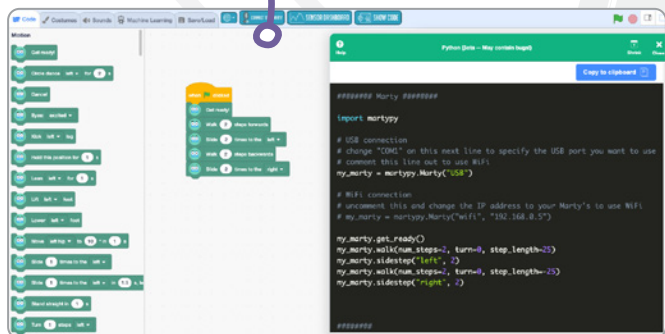
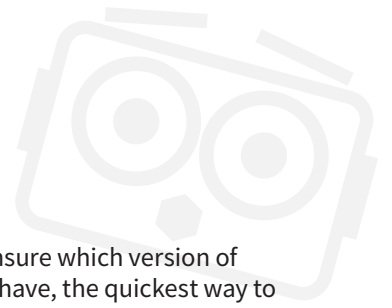


Figure 2



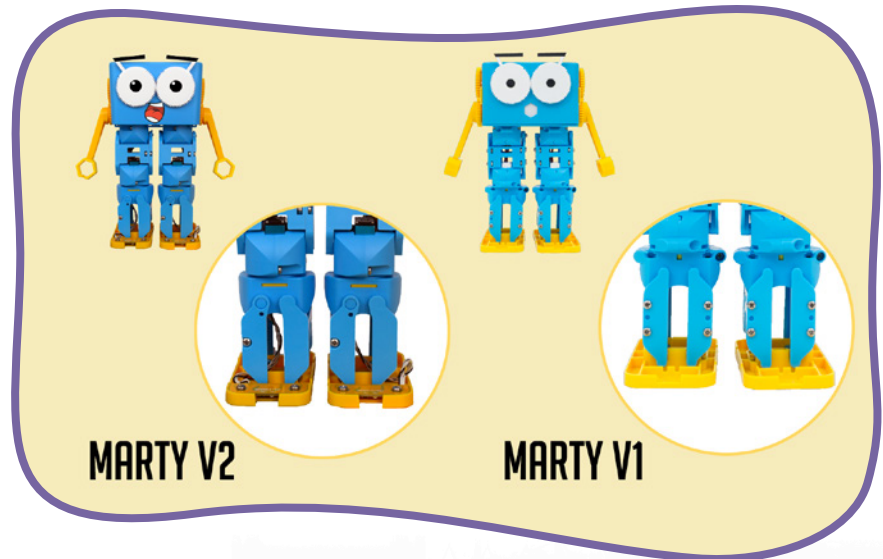
If you're unsure which version of Marty you have, the quickest way to find out is to check the legs. Marty V1 has four screws on the front of each leg, while Marty V2 only has one.

If you're interested in donating your Marty V1, please get in touch with us at hello@robotical.io. We'll arrange everything, from the collection to donation and even throw in a 25% discount on Marty V2 robots or class packs. <<

Time for a new Marty?

Since Marty V1 was first made and sent to schools worldwide in 2017, much has changed! While Marty V1 was great for making STEM learning engaging and fun for teachers and students, a few tweaks needed to be made. Marty V2 has kept all the best bits from V1 (the dancing, kicking, eyebrow-wiggling, and personality are all here to stay!) but is easier to use, stronger, and has great features, including sound and voice, add-ons, expansions, and Bluetooth.

If you no longer use your Marty V1, we can collect your robot, refurbish it, and donate it. We are delighted to support organizations like [The Turing Trust](#) and [Perfecto Labs](#), who work tirelessly to transform education.



MARTY V2

MARTY V1

