



LEGO® Education WeDo™ Fact Sheet

LEGO® Education WeDo™ is a new product that facilitates a hands-on, minds-on learning experience that redefines robotics for elementary school students 7-11 years of age. As with the entire LEGO Education portfolio the WeDo concept is based on a 20+ year learning approach that actively involves students in their own learning process and promotes children's creative thinking, team-work and problem solving skills – skills that are essential in the workplace of the 21st century.

LEGO Education WeDo encourages teachers to issue curriculum-based challenges that students must solve. Working in teams, the children invent their own solution by building a LEGO model and programming it to perform a certain task. Cause and effect learning is enhanced by the models remaining tethered to a computer; similar to scientists in working labs, children can test and adjust their programming in real time. After reflecting on what did and did not work students can consult with peers, adapt programming, adjust models or begin again.

The WeDo concept creates a clear link between the virtual world (computers and programming) and the physical world (represented by LEGO models). The complete package includes:

- 158 LEGO brightly colored elements, including gears, and levers
- One LEGO USB Hub connects directly to a PC, standard, XO or Classmate laptop to allow control of hardware input (tilt and motion sensors) and output (motor), thereby bringing models to life
- One motor, one motion sensor and one tilt sensor
- Drag-and-drop icon-based software that provides an intuitive and easy-to-use programming environment suitable for beginners and experienced users alike
- Activity pack CD-Rom provides up to 24 hours of instruction and includes 12 activities based on four themes: Soccer, Adventure Stories, Wild Animal Park and Mechanical Toys. Running alongside programming software, activities are introduced via animations. Teacher notes and glossary are also included.

Designed to cover a broad range of curriculum areas, topics covered include:

- Language and literacy: narrative and journalistic writing, storytelling, explaining, interviewing and interpreting
- Mathematics: measuring time and distance; adding, subtracting, multiplying, dividing, estimating, randomness; using variables
- Science: working with simple machines, gears, levers, pulleys; transmission of motion
- Technology: programming; using software media; designing and creating a working model

Availability

Designed to serve children in both emerging and developed markets, LEGO Education WeDo will first be available in the United States and Brazil beginning January 1, 2009. Further market launch dates have not been solidified.

For more information about LEGO Education product solutions, purchasing information or to download free activity examples go to www.LEGOeducation.com.

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