



Pro-Bot is a sophisticated robot, cleverly disguised as a race car. Pro-Bot invites students into an engaging, hands-on coding experience that develops planning, reasoning, geometry, and math skills. The appealing and straightforward design, makes it easy to get started. With its many features, Pro-Bot continues to challenge and excite students as their skills develop.



Pro-Bot is self-contained, controlled via the on board keyboard, with no need for an additional device or managing a connection. The built-in LCD screen displays the code as commands are entered. Press GO and watch Pro-Bot follow each command as it is highlighted on the screen. Need to make a change? Use the edit keys to make an adjustment right on the screen.

Pro-Bot can hold a marker and draw as it moves. Give students the opportunity to create designs and turn rote memorization into active discovery as they code **Pro-Bot** to draw.

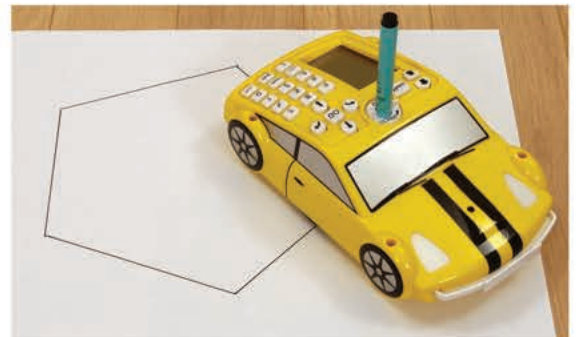
With built-in touch, sound, and light sensors, **Pro-Bot** can be programmed to respond to its environment. In addition to moving, turning, and reacting, **Pro-Bot's** headlights can be turned on and off and six different sounds are available, offering more opportunities to learn how to code.

Pro-Bot can repeat commands and call stored subprocedures. This helps simplify complex projects and designs and provides a fun way to learn and experience structured coding.

Pro-Bot encourages collaborative learning while bringing a classroom to life!

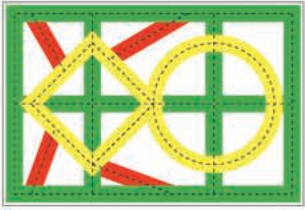


```
Rt 23
Fd 50
Lt 25
Proc 6
Rpt 8 [
  Lt
  Lt
  Fd 25
  Rt 45
]
Bd 60
Rt 360
```





Resources and Supporting Materials



The **Route Mat** offers many roads for Pro-Bot to travel. Choose a route and then program Pro-Bot to follow it. The many possible routes and varied angles challenge students to develop their skills as they send Pro-Bot on its way.



The **Dry Erase Mat**, complete with pens and a cleaning cloth, is a great drawing surface which encourages students to try and revise their Pro-Bot code. If it isn't right the first time, simply erase the design, change the program, and try again.



The **Guard Mat** provides a clear surface on which Pro-Bot can roam. Position the Guard Mat over posters, maps, or other images and Pro-Bot can draw without harming them. Alternately, use the Guard Mat as a protective surface under paper when drawing with Pro-Bot on carpet.



The **Robot Pen Pack** contains ten brightly colored felt tip pens that fit snugly in the Pro-Bot pen mechanism. Use the Pro-Bot Pen Pack to show off Pro-Bot's drawing capabilities. Colors may vary from pack to pack, but each pack contains 10 different colors.



The **Six-Bot USB Charger** charges up to 6 Pro-Bots utilizing one electrical outlet. Charging commences and continues until the Pro-Bot's battery is fully charged, then cuts off automatically. The Six-Bot USB Charger has an on/off switch and charging indicator lights.



The **Pro-Bot Six Pack** is a low cost way to equip a classroom with Pro-Bots. Multiple Pro-Bots boost excitement and learning as student teams work collaboratively or competitively to create designs and program the robots. The **Pro-Bot Six Pack** comes with six Pro-Bots, six Pen Packs, and a Six-Bot USB Charger -- everything you need for hours of coding for lots of students at an economical bundle price.