

## Introduction to the Pilot from the participating schools

What attracted me to the PicoH was it's the third version of the Ohbot platform, so the Ohbot, our humanoid head robots that are expressive and speak, and PicoH is the newest child in the family.

How I put it and what it allows you to do is simply programming a robotic head, which I think is great.

It gives you a great opportunity to look at expressions and get sort of human-like characteristics in a robotic being. So I've been teaching my Year five computing class and they've been using the PicoH online with Scratch and programming it to do lots of the things in our computing curriculum.

But having the PicoH gave it real purpose so that they can actually see the coding principles come to life and the excitement when the first group got their PicoH to start working and responding to the code that had input made it all worth it.

I saw in the PicoH project the opportunity to really get children to the level of teaching variables to a high level or teaching in a conditional way of thinking to a higher level has been very difficult. But using something like this has been a really good way to get there. It allows you to really think about the interaction element of programming because you have to interact with the device in some way.

So it's a little bit different from using robots with wheels and lights and flashing lights. It's a bit more focussed in trying to create a programme that we can interact with an object.