

# PRIMO

## Case Study | Orchard Primary School

Orchard Primary School, London, UK, Spring 2016

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**Age group**

4 to 5 year olds

**Group size**

3 children per playset

**Session leader**

Beckie Wright

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**“Cubetto encouraged pupils to work as a team and develop their language skills. We saw children helping one another, something we always strive to foster in our classroom.”**

Beckie Wright, 2016



## Activity

Orchard Primary is a state school in East London, which has invested in several programs to make coding an official part of their computing curriculum. They used Cubetto to introduce basic programming concepts to their youngest Key Stage 1 students.

## How was Cubetto used?

First we told the children we'd be using a new wooden toy (which got them very excited!) We then laid out the maps, the blocks and the board, introducing Cubetto as a wooden robot who needed to go from A to B. We then let the children discover this new educational toy independently. They quickly discovered what each block did, and moved onto creating programs to complete challenges on the map.

## What worked best?

The lights on the board beneath each block allowed children to anticipate Cubetto's moves, an essential aspect of educational toys for toddlers. By following and anticipating Cubetto's progress, the children were able to test, debug, and fix their own sequences. Cubetto also encouraged pupils to work as a team and develop their language skills. We saw children helping one another, which is a response we don't usually get.

## What skills did it develop?

Cubetto was great for developing teamwork, communication, basic maths, and problem solving skills as part of a play session. Planning Cubetto's route and working out what blocks are physically needed also helps with fine motor skills. We even introduced simple computing language like "command", "function" and "debug".

## How did pupils respond?

The pupils quickly formed a bond with the wooden toy, mostly because of his friendly face and natural aesthetic. Thanks to the maps, creating stories within the game was easy. We got lots of responses like 'oh no, Cubetto's going towards the crocodiles!' it's certainly one of the best wooden toys for toddlers we've used, and the response was awesome.

## How did the staff respond?

Educational toys for kids should be easy to implement, and I found Cubetto quick to set up (it worked out of the box), and really easy to use. I like the fact that Cubetto fits in with other wooden toys, as opposed to being entirely made of plastic. I would definitely feel confident just putting it out and letting the kids play with it independently, as we do with other great resources that we already use in the classroom.

