Nasco Education™

Empowered teachers, engaged students

BUYING GUIDE

Find the right robots for you and your students

There are so many robotics systems available for educators that it can be challenging to know which ones provide the perfect combination of technical features, teacher support, student accessibility, and cost effectiveness. This guide will help you identify the details that matter most to you and compare 10 of the top robots.

The top 4 things to consider

1. Device compatibility

Before purchasing a new robot, make sure that it is compatible with the devices you're already using in your classroom. Some robots require connection to a web browser or web application to use some or all the features. This guide will provide compatibility details (pp. 2–3) so you can ensure the robots will work with your Chromebooks, laptops, tablets, or smartphones. If you have older devices that aren't compatible, consider applying for grant funding to purchase new devices and robots at the same time.

2. Run time and charge time

Think about how often you will be using your robots. The length of time they can be used before running out of power and how long they take to recharge should align with your schedule. For example, if the use time is one hour, and then it takes one hour to recharge, you won't be able to support back-to-back class periods. In some cases, you can purchase additional batteries so that all you need to do is switch out the batteries for the next class. If it fits your budget, you could also purchase two class sets so that one can be charging while the other is in use.

3. Ability to grow with students

Consider your students' ability and knowledge levels and how robust of a system you need to accommodate them. Some robots are intended as an introduction for young learners, some are intended for students who already have a background in robotics, and others offer both basic instruction and advanced features so that students can build their skills without having to learn a new platform.

4. Availability of instructional content

If you're new to robotics or don't have a lot of extra prep time, it's helpful to have lessons or activities ready to use right out of the box. Some robots have free downloadable lesson plans that you can use to introduce the robot and explore its capabilities. Some have curriculum subscriptions available for purchase that require renewal every one, two, or three years. Others have free apps designed to help guide students through the basics and then move onto more challenging tasks designed by the educator. Many robots have sample lessons, online tutorials, teacher reviews, and free trials available. Checking these out can provide you with even more information and help you make a final decision.

Specifications and features comparison chart

	Code & Go™ Robot Mouse, p.4	Matatalab Screenless Robot, p.4	Cubelets® Robot Blocks, p.5	Botley® the Coding Robot, p.5	Dash™ Robot, p.6
Grade level	PreK–2	PreK–4	PreK–12	K–3	K–8
Apps or computer needed	No	No	No, but app or computer can be used	No	App and computer
Level of difficulty for educator/ prep time required	Low	Low	Medium	Low	Low
Robot assembly required	No	No	No	No	No
Tutorials included with robot	No	No	No	No	Yes
Free curriculum or supplemental curriculum available	Yes, guide included	Yes, guide included	Yes, guide (included w/bundles) and online content	Yes, guide included	Yes, guide (included w/bundles) and online content
Additional cost for curriculum/ supplemental curriculum	No	Yes, additional curriculum books	Yes, additional curriculum books	No	Yes, for classroom management and to connect devices to curriculum
Curriculum renewal needed (additional cost)	No	No	No	No	Yes, subscription fee
Power requirements	3 AAA batteries (not included)	Charges with USB Type-C cable	Charges with Micro-USB cable	5 AAA batteries (not included)	Charges with Micro-USB cable
Charge time	—	Robot = 2 hours Tower = 4 hours	90 minutes	—	60–90 minutes
Run time (approximate)	—	4–6 hours	4–6 hours	—	90 minutes
Type of connection	—	Bluetooth®	Bluetooth®	Remote control	Bluetooth®
Programming language type	Coding cards	Interchangeable titles	Blockly and C	Remote programmer/ coding cards	Blockly and JavaScript
Optical line sensor (follows a line)	No	No	No	Yes	No
Distance/proximity sensors (avoids objects)	No	Yes, add-on needed	Yes	Yes	Yes
Light sensitivity sensor	No	Yes, add-on needed	Yes	No	No
Bot-to-bot communication	No	Yes, add-on needed	No	No	Yes
LEGO® compatible	No	Yes	Yes	No	Yes
Creates sound	Yes	Yes, add-on needed	Yes	Yes	Yes
Creates lights or lights up	Yes	Yes, add-on needed	Yes	No	Yes
Hosted robotics competition available	No	MWRC Robotics Competition	No	No	Wonder League Robotics Competition

Specifications and features comparison chart

	Edison V3 Robot, p.6	Ozobot Evo, p.7	KAI: The Artificial Intelligence Robot, p.7	Makeblock mBot Robots, p.8	EZ-Robot Revolution Robots, p.8
Grade level	K–8	K–12	4–8	6–12	6–12
Apps or computer needed	Computer	No, but app or computer can be used	App	App and computer	Computer
Level of difficulty for educator/ prep time required	Low	Low	Low	Medium	Medium
Robot assembly required	No	No	Yes	Yes	Yes
Tutorials included with robot	Yes	Yes	Yes	No	No
Free curriculum or supplemental curriculum available	Yes, activities available online	Yes, guide (included w/bundles) and online content	Yes, guide (included) and online content	Yes, guide (included) and online content	Yes, online activities and lessons
Additional cost for curriculum/ supplemental curriculum	No	No	No	No	No
Curriculum renewal needed (additional cost)	No	No	No	No	No
Power requirements	Internal Li-ion rechargeable battery	Charges with Micro-USB cable	4 AAA batteries (not included)	6 AA batteries (not included) or rechargeable LiPo batteries (sold separately)	7.4V rechargeable LiPo battery (included)
Charge time	4–5 hours	60 minutes	—	1.5 hours with LiPo batteries	1.5–3 hours, requires 30 minute cool down before charging
Run time (approximate)	90 minutes of continuous driving time	60 minutes	—	1–2 hours with LiPo batteries	1 hour
Type of connection	EdComm cable (included)	Bluetooth® Low Energy	Bluetooth®	Bluetooth® 4.0 or higher	Wi-Fi
Programming language type	Barcodes, EdBlocks (Blockly), EdScratch (Scratch), and EdPy (Python)	Color code markers, Ozobot Blockly and Python	Sound and movement recognition (basic AI coding skills)	• mBlock app (Blockly) NA10357 only: • Arduino IDE • NodeJS • Python	RoboScratch, Blockly, C++, JavaScript, Python, and EZ-Script (a C# derivative)
Optical line sensor (follows a line)	Yes	Yes	No	Yes, NA10357 only	Yes
Distance/proximity sensors (avoids objects)	Yes	Yes	No	Yes	Yes
Light sensitivity sensor	Yes	Yes	No	Yes, NA10356 and NA10357 only	Yes
Bot-to-bot communication	Yes	Yes	No	No	Yes
LEGO® compatible	Yes	No	No	Yes, available at an additional cost	No
Creates sound	Yes	Yes	Yes	Yes	Yes
Creates lights or lights up	Yes	Yes	Yes	Yes, NA10350 only	Yes
Hosted robotics competition available	No	No	No	No	No

Code & Go™ Robot Mouse

Even the youngest students will love learning to code with this smart little mouse. With no need for a screen, students learn the basics of coding through sequencing and tactile play. They can play games, practice math, create paths for their mouse to follow, and code their mouse using its colorful buttons. Activity guide included.

Code & Go™ Robot Mouse, Grades PreK–2	
Product No.	**Description**
EL16731	Code & Go™ Robot Mouse
EL16381	Code & Go™ Robot Mouse Classroom Set
EL13708	Code & Go™ Robot Mouse STEM Activity Set

EL16832

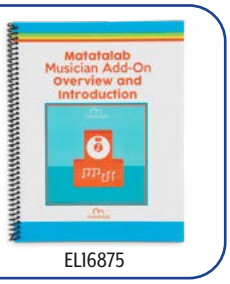
Matatalab Screenless Robot

This tangible, block-based programming tool does not require reading skills for success. Students move their robot through an environment by way of a Bluetooth®-enabled command tower and board. Supplementary curriculum and add-ons branch out into lessons on coding, music composition, storytelling, art creation, and projects driven by the student's interest. Plus, the Matatalab tower and robot are both compatible with LEGO®, making it easy for kids to expand the robot's environment and story line. Additional curriculum available for purchase.

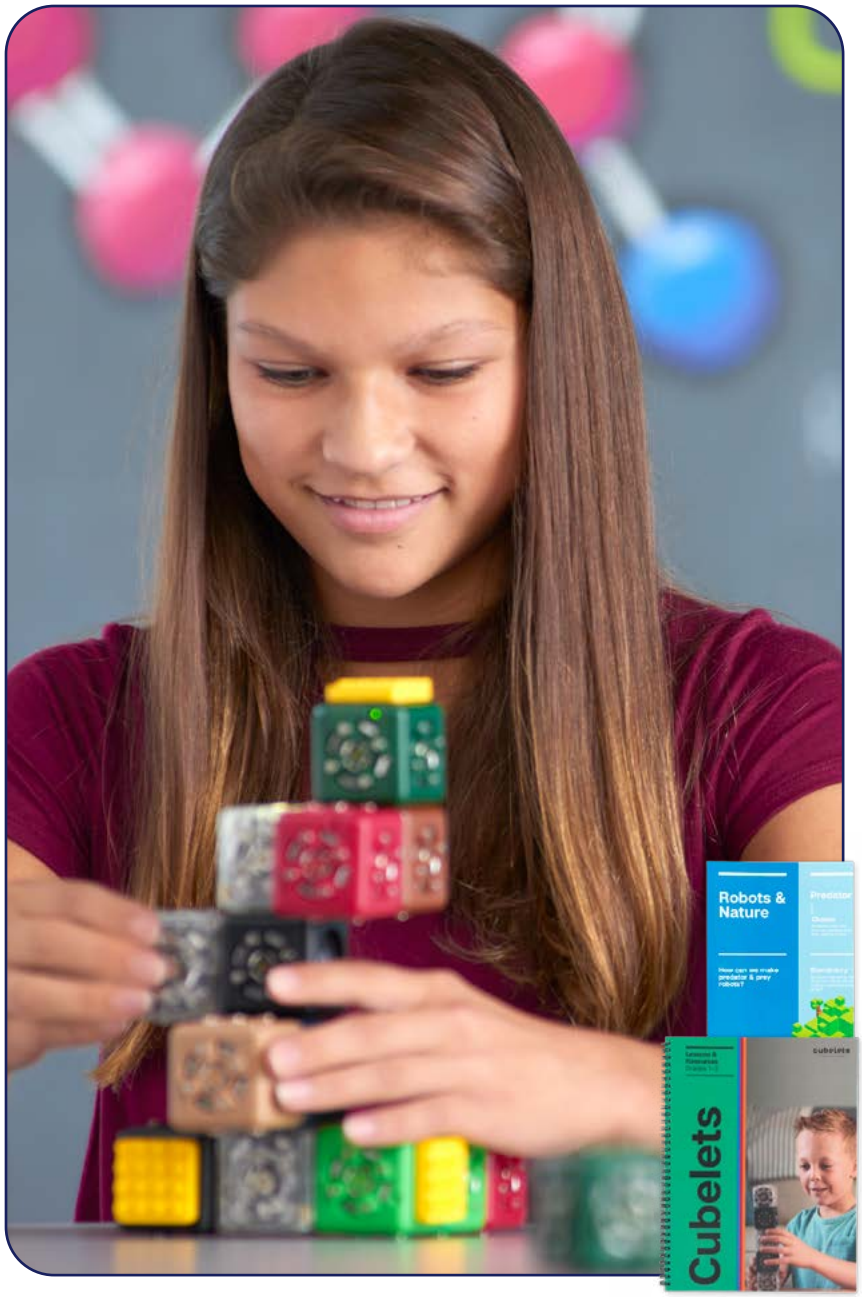
Matatalab Screenless Robot, Grades PreK–4	
Product No.	**Description**
EL16879	Matatalab Screenless Robot Classroom Set with Curriculum
EL16832	Matatalab Screenless Robot Hands-on Coding Set Plus Add-ons
EL16528	Matatalab Screenless Robot Hands-on Coding Set
EL16877	Matatalab Lite Screenless Coding Robot
EL16530	Matatalab Screenless Robot Hands-on Coding Set Artist Add-on
EL16885	MatataLab Animation Add-On Coding Blocks
EL16529	Matatalab Screenless Robot Hands-on Coding Set Musician Add-on
EL16873	Matatalab Learning Station Curriculum for Matatalab Screenless Robot Coding Set
EL16874	Matatalab Artist Add-on Overview and Introduction Curriculum for Matatalab Screenless Robot Coding Set
EL16875	Matatalab Musician Add-on Overview and Introduction Curriculum for Matatalab Screenless Robot Coding Set
EL16876	Matatalab Extracurricular Curriculum for Matatalab Screenless Robot Coding Set


EL16877

EL16885



EL16875



Cubelets® Robot Blocks

These robot blocks use tactile coding to help builders of nearly any age explore robotics, coding, and more. Blocks are grouped into three categories: Act, Sense, and Think. They attach to other blocks via built-in magnets and are programmed to interact with each other to teach students how to build a program. Along the way, students will learn problem-solving and persistence. Free lesson plans available online.

Cubelets® Robot Blocks, Grades PreK–12

Product No.	Description
SB52239	Cubelets® Motivated Makers Pack
SB53142	Cubelets® Boundless Builder Pack
NE30480	Cubelets® Clever Constructors Pack
NE30481	Cubelets® Intrepid Inventors Pack
SB53141	Cubelets® Activity Cards
SB53303	Cubelets® Classroom Bundle - Grades PreK–K
SB53304	Cubelets® Classroom Bundle - Grades 1–3
SB53305	Cubelets® Classroom Bundle - Grades 4–6
SB53306	Cubelets® Classroom Bundle - Grades 7–12
SB52690	Action Cubelets® - Drive Cubelet®
SB52244	Battery Cubelet®

SB53304

NE30480

SB52690

EL16207

EL16379

EL16206

Botley® the Coding Robot

This screen-free robot makes it easy to get started right out of the box but is challenging enough to keep students learning for years with its advanced features. Using a programming remote, students can program up to 80 steps, or they can turn on black-line-following mode and draw a path for the robot to travel. Botley features advanced collision detection, looping commands, and If/Then programming logic, as well as an object detection sensor, enhanced wheels for multi-surface use, robo-gear for moving blocks and objects, and LEDs to show the direction of each step. Free lesson plans available online.

Botley® the Coding Robot, Grades K–3

Product No.	Description
EL16207	Botley™ the Coding Robot
EL16206	Botley™ the Coding Robot Activity Set
EL16379	Botley® the Coding Robot Classroom Set

EL13675

Dash™ Robot

Dash is a responsive robot with built-in motors, sensors, LEDs, and audio capabilities that allow it to interact with students, the environment, and other Dash robots. Dash is Bluetooth®-enabled and different apps are available for free download to introduce students to programming. Some apps require add-ons (i.e., Robot Launcher). You can help students learn the basics of block-based coding with the robust curriculum (included with most packs). The curriculum also includes access to Blockly Pro, which allows students to code with JavaScript. Kids can program Dash to react to the sound of a clap, perform a victory dance, detect and avoid obstacles, and more. As students gain more experience and familiarity, more coding elements are added.

NE30634

Dash Robot, Grades K–8

Product No.	Description
EL13675	Wonder Workshop Dash™ Robot
EL13759	Wonder Workshop Dash™ & Dot™ Robot Launcher
EL16386	Wonder Workshop Sketch Kit
EL16609	Gripper Building Kit for Dash™ and Cue™ Robots
NE30625	Wonder STEM Center Starter Suite 1 year
NE30626	Wonder STEM Center Starter Suite 2 year
NE30627	Wonder STEM Center Starter Suite 3 year
NE30628	Wonder STEM Center Suite 1 Year
NE30629	Wonder STEM Center Suite 2 Year
NE30630	Wonder STEM Center Suite 3 Year
NE30631	Wonder STEM School Suite 1 Year
NE30632	Wonder STEM School Suite 2 Year
NE30633	Wonder STEM School Suite 3 Year
NE30634	Wonder Pack

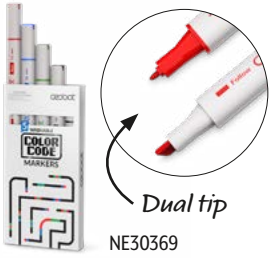
Edison V3 Robot

Programmable robot designed to be a complete STEM teaching resource for coding and robotics education. Durable, no loose parts to manage, rechargeable, compact, and easy to store. Works right out of the box, fully pre-built with all sensors ready to use. No software to install or manage, making it easy to use Edison with different devices and platforms, including laptops, Chromebooks, and tablets. Edison lessons and teacher guides are free to download. Each Edison V3 robot comes with an internal rechargeable battery and attached USB cable for programming and charging. Charge up to 5 robots at once with the optional EdCharger.

Edison V3 Robot, Grades PreK–12

Product No.	Description
NE30497	Edison V3 Robot
NE30498	Edison V3 Robot, 10-pack
NE30499	EdCharger for Edison V3 Robot

NA10449



NE30369

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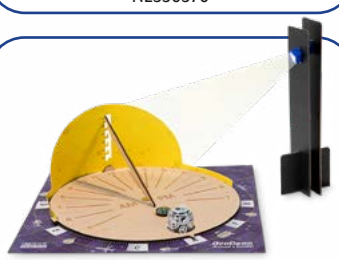


NE30372

NE30373

Ozobot Evo

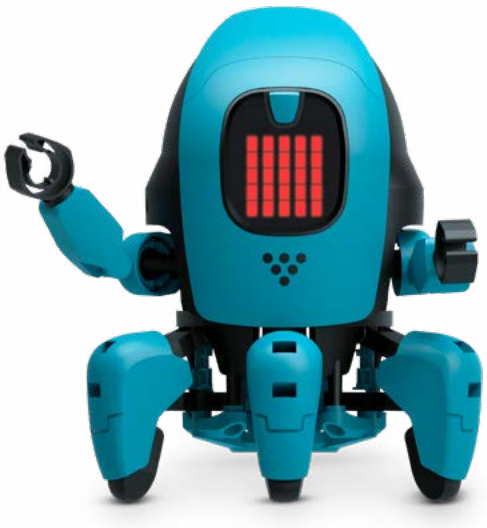
This friendly little robot is packed with possibilities. It's small enough for use on desktops and in limited spaces, and it's the perfect size to integrate with other building projects and arts and crafts supplies. Students can code Evo two different ways: screen-free with Color Code markers and online with OzoBlockly visual programming. They can also program and control a variety of features, including proximity sensors, optical sensors, LED lights, and built-in speakers. You'll also get an Ozobot Classroom license code for access to interactive educator training, hundreds of standards-aligned STEAM lessons, and real-time information about your students online and offline activity.

Ozobot Evo, Grades K–12

Product No.	Description
NA10449	Ozobot Evo Robot Classroom Kit - 12 pack
NA10450	Ozobot Evo Robot Classroom Kit - 18 pack
NE30106	Ozobot Evo Educator Entry Kit
NE30369	Ozobot Dual-Tip Washable Color Code Markers
NE30370	Ozobot STEAM Kit: OzoGoes to the Solar System
NE30371	Ozobot STEAM Kit: OzoGoes to the Sun, Earth & Moon
NE30372	Ozobot STEAM Kit: OzoGoes Around a Sundial
NE30373	Ozobot STEAM Kit: OzoGoes on a Seesaw

KAI: The Artificial Intelligence Robot

Introduce students to artificial intelligence with KAI, an intelligent, app-enabled robot they can build and program. Using the app, students record physical gestures and sounds, assigning them to KAI's functions. KAI will learn to recognize each gesture or sound. Then students can put their artificial intelligence robot to the test in play mode by controlling it remotely. They perform the same gestures or sounds they made when collecting data, and the robot will perform the assigned functions! Composed of 25 red LEDs, KAI's face display can be programmed via the app to show different expressions and scrolling messages. A full-color, 64-page manual provides step-by-step illustrated assembly and programming instructions.



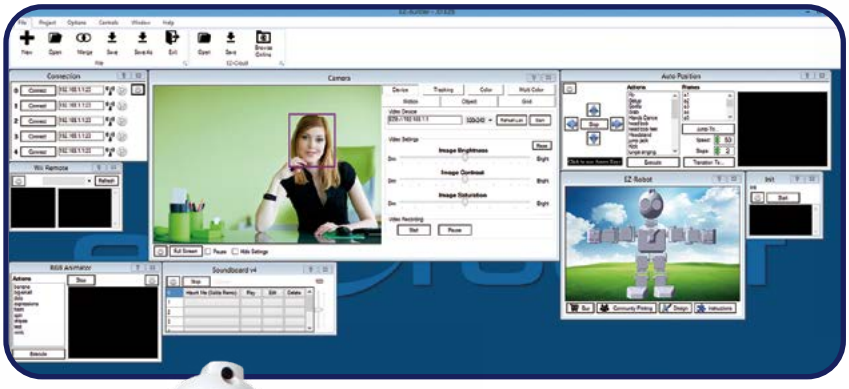
KAI: The Artificial Intelligence Robot, Grades 4–8

Product No.	Description
NE30399	Thames & Kosmos® KAI: The Artificial Intelligence Robot

Makeblock mBot Robots

Each Makeblock kit gives students the experience of physically building a robot and then controlling its actions with simple block-based coding. The user-friendly design and clear visual instructions make it easy to assemble preset forms or create new robot designs. Students can then use preset control modes or write new code through the mBlock app. The mBot Ultimate also supports Arduino IDE, NodeJS, and Python. Free lessons, programming cases, and more available online.

Makeblock mBot Robots, Grades 6–12	
Product No.	**Description**
NA10356	Makeblock mBot Ranger Robot Kit
NA10350	Makeblock mBot - S Explorer Kit
NA10357	Makeblock Ultimate 2.0 10-in-1 Robot



EZ-Robot Revolution Robots

These robots combine powerful hardware, modularity, and innovative software. Each robot has an exceptionally compact and powerful brain that offers scalable capabilities that grow with students as they learn to code with technologies such as object tracking, speech recognition, artificial intelligence (AI), and machine learning.

EZ-Robot Revolution Robots, Grades 6–12	
Product No.	**Description**
SB52298	EZ-Robot Revolution Robot — JD Humanoid
SB52297	EZ-Robot Revolution Robot — Roli Rover
SB52299	EZ-Robot Revolution Robot — EZ-B v4 Developer Kit

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