Robot Turtles is a board game that sneakily teaches kids as young as preschoolers the fundamentals of computer programming while being silly with the family.

Kids play the game with a grown up, using Code Cards to program their Robot Turtle to reach its matching Jewel. As play advances, obstacles like Ice Walls and more complex Code Cards like Lasers and Function Frogs are introduced. Best part? Kids have all the control, acting as programmers to boss around the parent, who becomes the computer. As kids create code, parents respond with goofy beeps, bops and zaps, eliciting shrieks of delight and belly laughs.

**Robot Turtles Teaches**

**The Programmer/Computer Connection**
Kids understand the advantages of learning how to talk to a computer.

**How to Write Code**
Kids learn to write a program in small steps, giving one command at a time and watching the outcome.

**Mistakes are OK**
When a program isn’t working properly it has a BUG. Fixing the bug is called debugging – it’s just like finding a mistake and correcting it!

**Code is a Language**
Kids use simple commands (move forward, turn left, turn right) in the form of Code Cards to “speak” to the computer and tell it exactly what to do.

**How Functions Work**
Kids learn that functions can be used to represent a repeating sequence and to create a shortcut.

**How to Solve Problems**
In Robot Turtles, your “problem” is to figure out how to move your Turtle to its Jewel by navigating obstacles. While playing, kids learn essential life skills including:

- Breaking big problems into small steps
- Working backwards from goal to solution
- Visualizing multiple solutions
- Perseverance and experimentation
- Patience
Teaching Coding Skills Without a Computer

When a child lays down her cards, she is writing code.

When a child rearranges his cards to fix what didn’t work, he is debugging.

When a child asks a parent to move the Turtle, he is running a program.

When a child plays a Function Frog, she is executing a subroutine or a function.

When a child discusses her strategy, she is commenting her code.

Ages 4+, 2 - 5 players
MSRP: $24.99
For more information, visit www.ThinkFun.com/roboturtles

“Fun and clever”
“STEM Toy that puts Barbie to shame”
“Like the best educational toys, it doesn’t actually feel like learning”
“Teach, through play”
“Good old-fashioned family fun”
“Dip a toe into the waters of computer programming”