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Using Robots to Promote Social and Emotional Learning

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THE ROOT ROBOT



Meet Root! A tiny robot designed to teach users logic and how to code. The robot can draw, play music, light up, drive on white boards, and so much more!

PARTICIPANTS

Six elementary-aged students were included in the study. These six students were paired up in order to create three groups. Each group was expected to work as team to complete the two projects (see right.)

THE PROCESS

1. Film the groups completing the projects
2. Transcribe the videos
3. Create a coding system to use consistently while coding all the transcriptions
4. Analyze the data
5. Draw results!!

Using Robots to Promote Social and Emotional Learning

Emma Hendricks, Claire Sullivan, Maya Young
Dr. Lin Zhang, Elementary/ Special Education

PROJECT ABSTRACT

Technology based interventions, such as computer programs and virtual reality, generally yield positive results when used with students with autism spectrum disorders (ASD). It is speculated that these devices may be successful because of their novelty and because they do not require the student with ASD to be socially interactive with a person. This project builds on the existing body of research and uses Root robots to enhance the communication/collaboration skills of children with special needs, particularly those with autism, through social interactions.

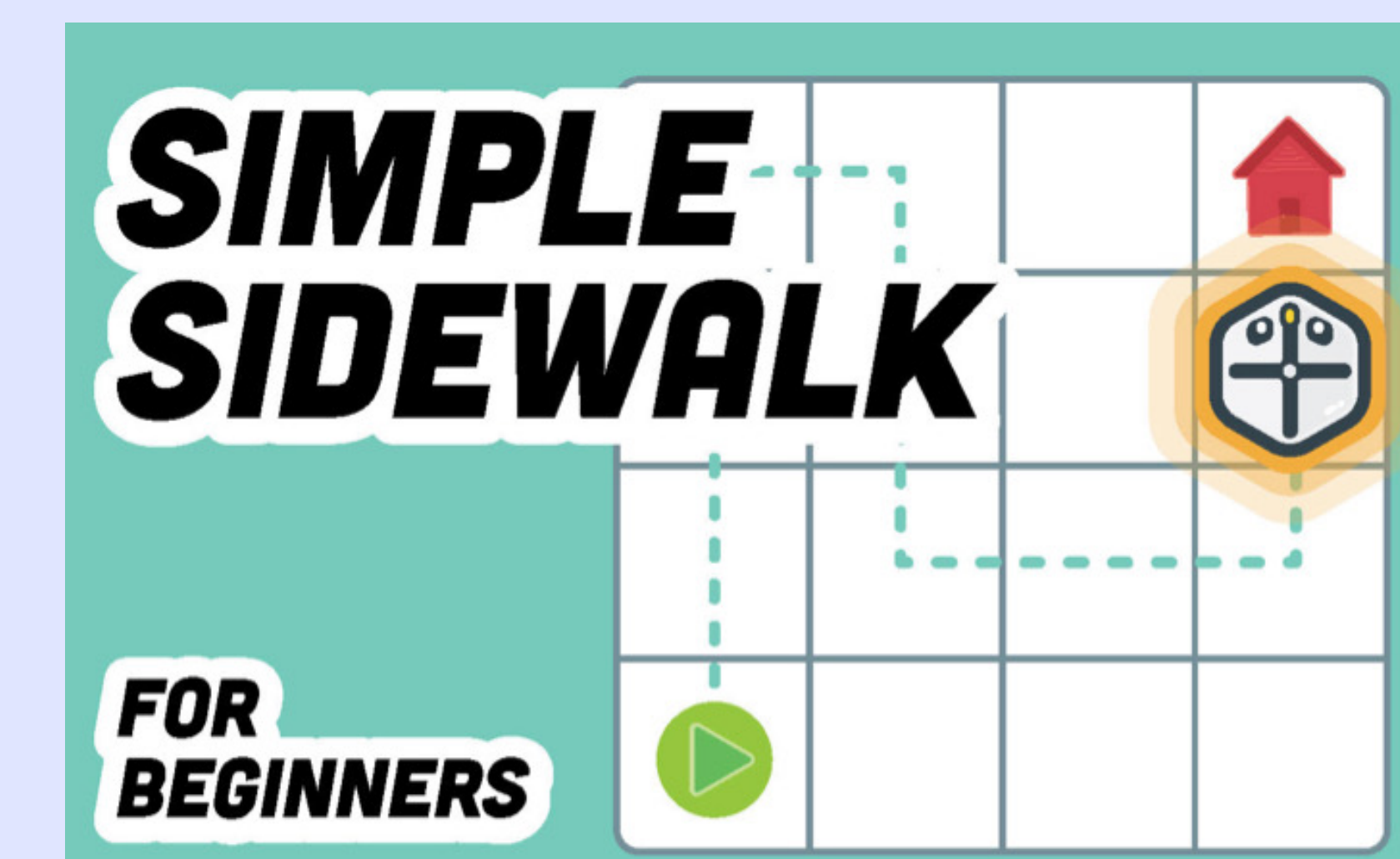
Using the Root Robot



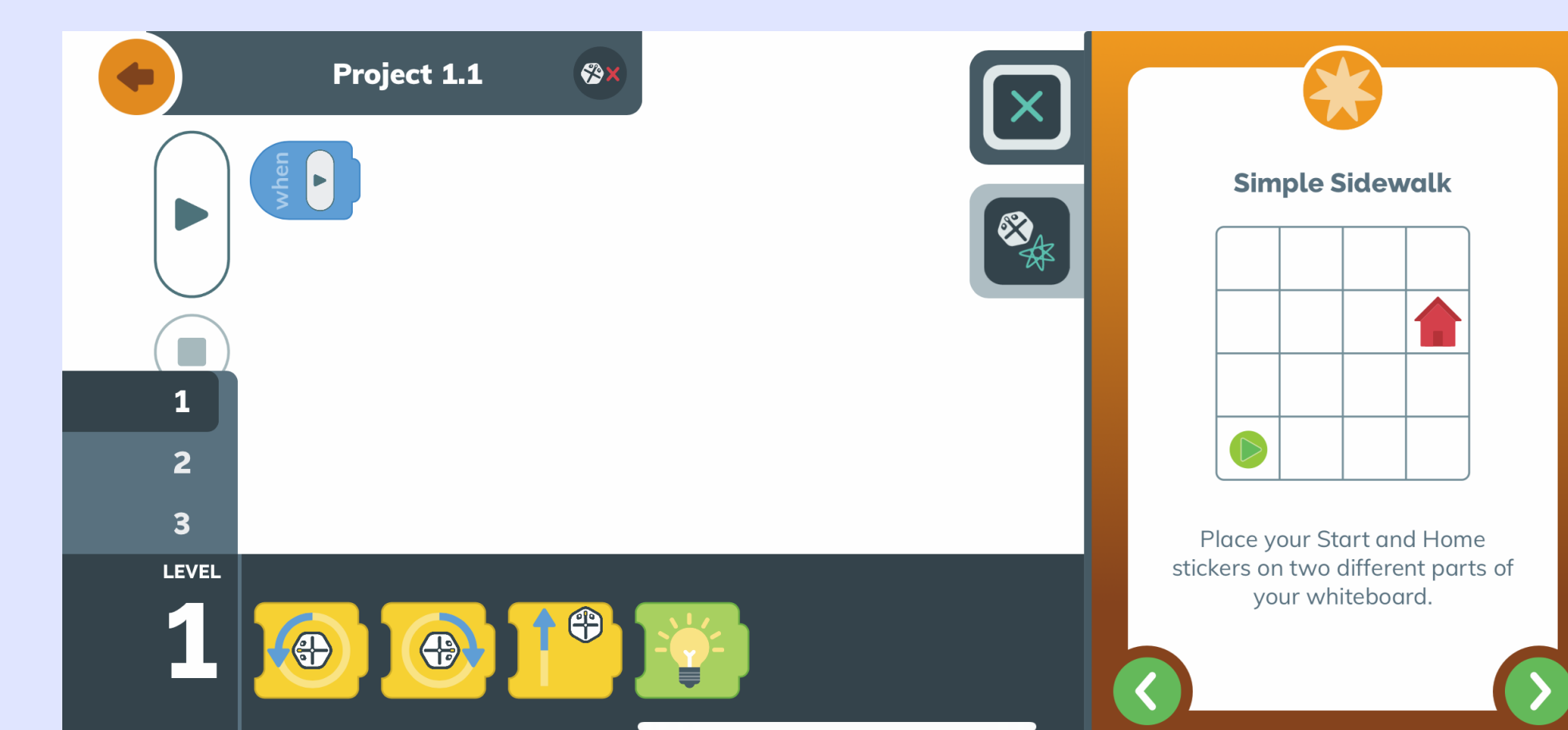
In our class we had the opportunity to play with Root and learn how to code, complete projects, and so much more!

THE PROJECTS

PROJECT 1: Build a Simple Sidewalk



Practice the basics of coding Root to move from Point A to Point B.



PROJECT 2: Memory Tester



Build a game to use loops to test your muscle memory on the dancefloor.

