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ubbu

is a coding software that prepares young minds for the future by enabling them to become logical thinkers, problem solvers and skillful conscious citizens.

This application has been meticulously designed with the help of educators to both enable and empower all teachers, without prior technology experience, to kick start their school's innovation journey. It's a turnkey solution that seamlessly brings computer science into all classrooms and content areas, including computational thinking. Teaching with ubbu transforms students from users into creators

of technology. Trials by Universidade NOVA de Lisboa, an independent entity, demonstrated that students improved their performance in other subjects as well; such as a 17% increase in math and a 5% increase in logical reasoning. Our curriculum was developed to support six continuous years of weekly classes for ages 6 to 12. The content has always the subtext to the United Nation's Sustainable Development Goals, to enable students to become global citizens while learning coding.

- Enable logical thinkers, problem solvers and skillful conscious citizens
- Aligned with the Sustainable Development Goals and STEAM approach
- Gamification strategies

Main features:

Resources Each ubbu lesson is made up of several resources like videos, images, games and projects

Programming language ubbox is a tool that allows students to create projects using a block-based programming language

Track progress Scores are a great way to track your, or your student's, progress within the curriculum

Teacher training The first time you use the platform you'll be prompted to begin your training: it will teach you how to create a class, navigate the platform and teach lessons

Access to more lessons To access the full online or offline ubbu curriculum, you can upgrade to the complete version, which includes a 30 lesson curriculum

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For more information, please contact **sales@jpik.com** Some software features may not be available depending on the hardware and Operating System of the device.

