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How to make important ideas in science learnable? A design case study of an educational robotics toolkit

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This work discusses a design framework based on “idea-power” established by the late MIT professor Seymour Papert. The GoGo Board is used as a case study of an educational robotics toolkit that follows this design principle by focusing on making important ideas in STEM learnable more than specific technical skills such as circuit assembly and low-level programming. A collection of fieldwork examples is shown based on the GoGo Board’s 20-year history and case-studies from schools in Thailand, Brazil, USA.

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