

Roamer® Order Form

Product		RRP £	Qty	Total Price
I520-108D	Primary School Pack	1025.00		
I520-106D	Infant Pack	825.00		
I520-107D	Junior School Pack Pack	825.00		
I520-400D	Roamer deluxe* – one base unit with all four keypads	165.00		
I520-401D	Early Years Roamer*	95.00		
I520-402D	Infant Roamer*	95.00		
I520-403D	Primary Roamer*	95.00		
I520-404D	Junior Roamer*	95.00		
I522-101D	Early Years keypad	30.00		
I522-102D	Infant keypad	30.00		
I522-103D	Primary keypad	30.00		
I522-104D	Junior keypad	30.00		
I522-108D	High Capacity Rechargeable Batteries (6 pack AA)	24.00		
I522-110D	Recharger	28.00		
Activities for the Computing Curriculum coming soon. Preorder now				
	I524-401D	Activities for KS1	18.00	
	I524-402D	Activities for lower KS2	18.00	
	I524-403D	Activities for Upper KS2	18.00	
I526-100D	Number Line - printed both sides	24.00		
I526-103D	Clear grid mat - 5x5 squares	28.00		
I526-101D	Clear grid line - 10x1 squares	28.00		
I522-102D	Multi activity mat - 5x5 squares	32.00		
I522-109D	Computer Interface	27.00		
RoamerWorld Graphics	I525-100D	single user	29.95	
	I525-106D	five user	99.00	
	I525-110D	ten user	149.00	
	I525-114D	twenty user	199.00	
	I525-117D	fifty user	249.00	
	I525-119D	over fifty	299.00	

Carriage and handling are charged at cost.
Allow 10% – Minimum £3.

* batteries not included.

£
P&P £
ADD:VAT @ 20% £
ORDER TOTAL £

www.roamer-educational-robot.com

PLEASE PRINT IN BLOCK CAPITALS	
Our Purchase Order number is (if applies):	Please deliver to (School name):
Address:	
Post Code:	Tel No:
Email:	
Signature:	Name: (PLEASE PRINT)
Position:	Date:
Invoice to: (If different from above)	

TynCan Learning
Greenesfield Bus Cen
Mulgrave Terrace
Gateshead
NE8 1PQ
tel: +44(0)
1914787976
mob: +44(0)
7949393995
info@tyncan.com



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Delivery is subject to Valiant's usual
terms & conditions of sale – for a
copy please contact Valiant.

Recommended for the new Computing Curriculum

To
the Computing
Coordinator

ROAMER® The next generation...

.... provides a scaffolded approach to programming



Early Years Roamer ages 3 – 6

The simplest Roamer using a counting paradigm to move and turn.

“Write and test simple programs...”

Infant Roamer ages 5 – 7

This keypad uses number beyond counting and introduces Repeat for patterns. Can make music and change speed and volume.

“Understand what algorithms are, how they are implemented as programs on digital devices and that programs execute by following precise and unambiguous instructions.”

Primary Roamer ages 7 – 10

This keypad introduces simple inputs and outputs and procedures as well as allowing flexibility of speed, size of unit.

“Design, write and debug programs that accomplish specific goals, including controlling physical systems, solve problems by decomposing them into smaller parts (procedures)” “Use sequence, selection & repetition in programs”

Junior Roamer ages 10 and above

This keypad allows students to engage in the full range of control options and customise their Roamer to suit their activity.

“work with various forms of input and output” “Use logical reasoning to explain algorithms and correct errors in algorithms and programs”

‘Roamer has helped us to embed programming across the new curriculum. It is well known that Roamers are useful for teaching children about shape, angles, direction and prepositions by programming sequences of commands, but we have really brought the children's learning alive by sending Roamer on rescue missions through zig-zagged WWI trenches; creating “Star Wars” themed videos... combining mathematics, literacy, DT, history, computing and topic work and bringing it alive through the use of Roamer.’

Nick Flint - Computing Subject Leader, Maple Cross JMI.

You can view the student's project at
<http://roamerrobot.tumblr.com/post/47373232477/star-wars-roamer>

VALIANT



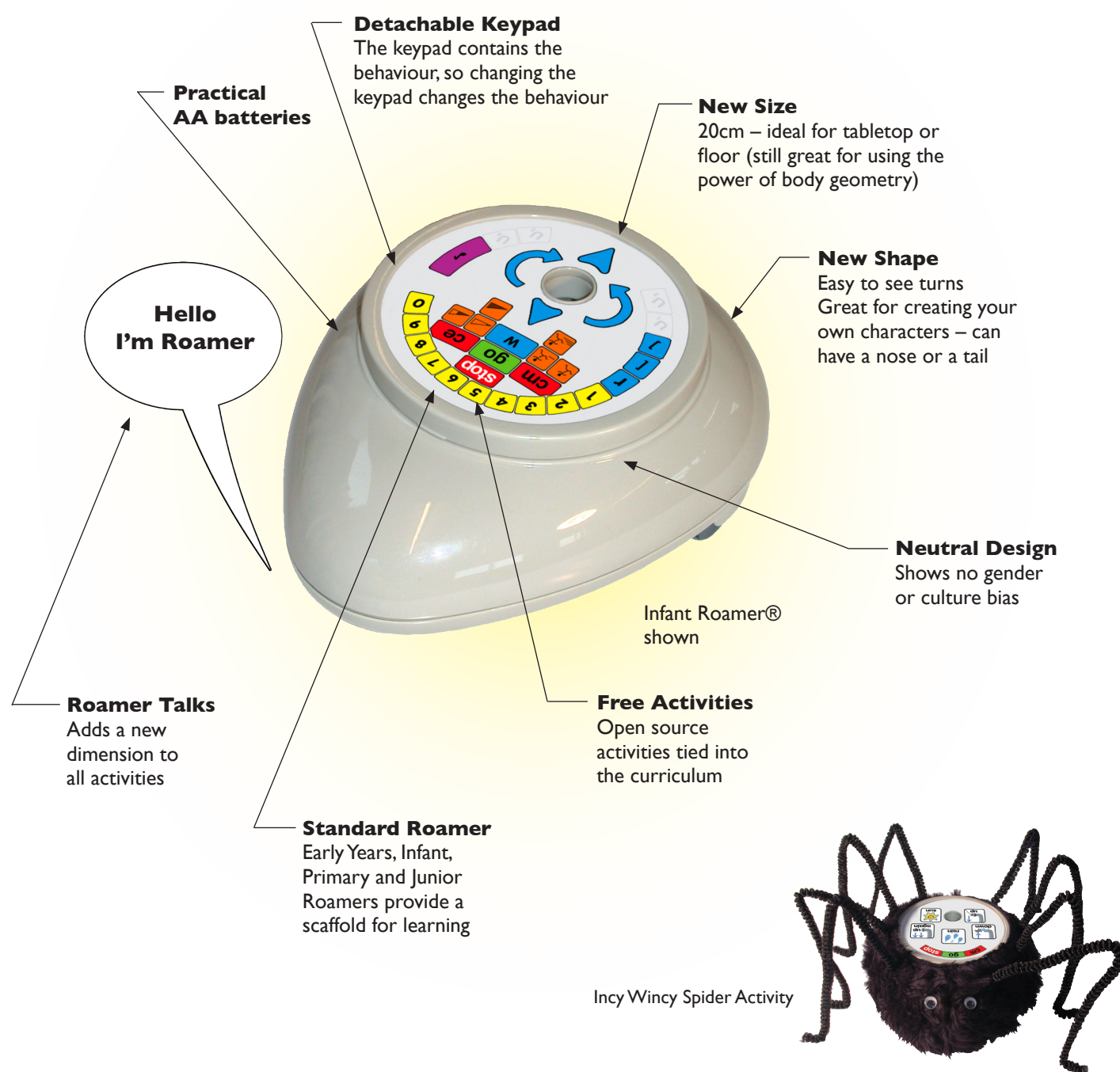
Roamer®

Discovery at every turn



One robot • All ages • All curriculum areas

What makes it better?



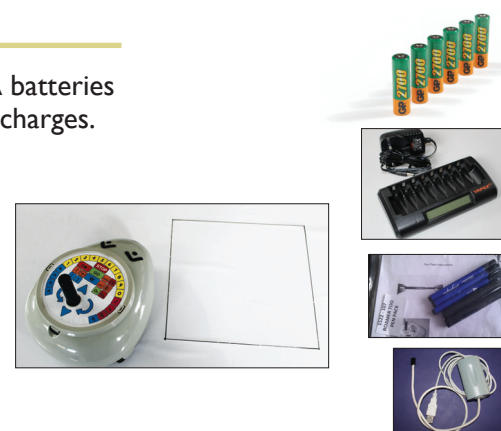
A growing range of Accessories

Rechargeable Batteries – A pack of 6 high capacity, high quality AA batteries to provide the best possible performance for the longest time between charges.

Recharger – Allows for a quick recharge over lunch or a proper recharge overnight. Cannot overcharge.

Pen Pack – Get Roamer to plot its route or draw repeat patterns etc. An incredibly useful accessory.

Interface Lead – Useful for changing behaviour, saving programs etc.



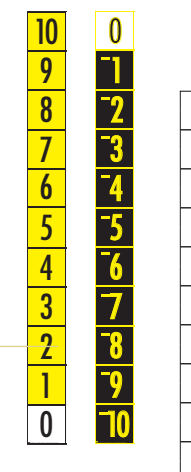
Mats

Clear Grid Mat - provides a great surface for Roamer to travel on. Create your own environments.

Number Line – Fantastic for early number work. The negative numbers on the back help Juniors conceptualise this more difficult area of mathematics

Clear Grid Line – really useful mat for creating storylines, sequencing activities, historical timelines etc. Just add your own pictures to customise it to the activity you want.

Multi Activity Mat – lots of routes through: pick roses as you go, avoid the puddles, find a route to school, make words. Hundreds of activities all on one flexible mat.



Activities for the Computing Curriculum

With a focus on algorithms, sequencing, coding, debugging, variables and computational thinking, these activity packs are designed to satisfy many of the requirements of the new curriculum. Each activity is presented in a cross-curricular context. Three Packs - Infant, lower Junior and upper Junior.

Special Offer Packs

Primary Pack for ages 5 – 11

A complete pack of Roamers and resources specially selected for Primary Schools.

Contains: 5 Primary Roamers, 5 Infant keypads, 1 Junior keypad, Curriculum materials for years 1,2 and 3, 5 sets of rechargeable batteries, 2 chargers, 2 numberlines, 5 clear grid mats, 2 pen packs, 1 card pack, 1 computer interface

Save Over
£100



Infant Pack for ages 4 – 7

A pack of Roamers and resources specially selected for Infant Schools

Contains: 5 Infant Roamers, 1 Early years keypad, 1 Primary keypad, curriculum materials for Year 1 and 2, 5 sets of rechargeable batteries, 2 chargers, 1 numberline, 2 clear grid mats, 1 multi activity mat, 1 card pack, 1 computer interface

Save Over
£60

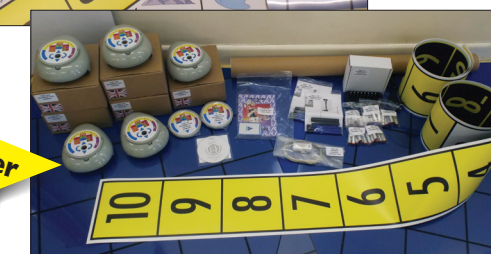


Junior Pack for ages 7 – 11

A selection of Roamers and resources suitable for Junior Schools

Contains: 5 Junior Roamers, 2 Primary Keypads, Year 3 Curriculum materials, 5 sets of rechargeable batteries, 2 chargers, 2 numberlines, 2 clear grid mats, 2 pen packs, 1 card pack, 1 computer interface.

Save Over
£60



Roamer User Group

Join RUG for free and get access to free activities and training and many special offers.
<http://www.roamer-educational-robot.com/roamer-user-group/>

Helpline: 020 8673 2233