



Learning through Play with **ROBOKIND'S VIRTUAL AVATARS**

MULTI-SENSORY STRATEGIES THAT CREATE FUN FOUNDATIONS

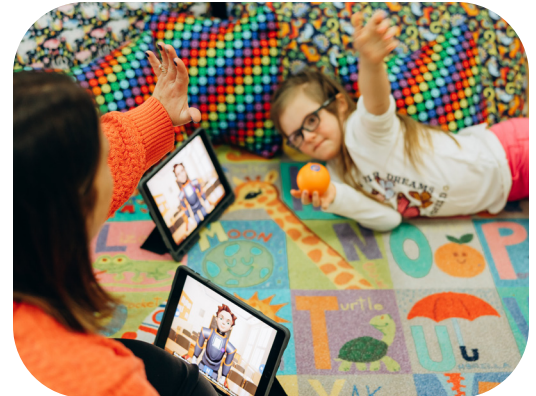
RoboKind's Virtual Avatars are revolutionizing the way students engage with curriculum and reach their goals! The engaging and interactive nature of the Virtual Avatars facilitates a gamified learning experience featuring Evidence-Based Practices such as Visual Supports, Video Modeling and Social Narratives. Students have the opportunity to learn-through-play with multi-sensory inputs and strategies that light up the brain!

WE SUPPORT THE "EACH" IN TEACHING

Developed with the intention to create equitable experiences for diverse learners, RoboKind's Virtual Avatars offer accessibility to both Social Skills & Phonics curriculums with any of our four diverse characters: Milo, Jemi, Carver, and Veda.

SPECIAL TECH FOR EXCEPTIONAL OUTCOMES

By learning with the virtual avatars, students can immerse themselves in across the different learning domains (cognitive, social, emotional, and behavioral). Educators select lessons targeting students' individual goals, creating a personalized learning experience, leading to increased learning outcomes.



Our Partners praise the convenience, cost-effectiveness, and scalability of using Avatars in their classrooms to support students in developing critical social, behavioral, communication and literacy skills.

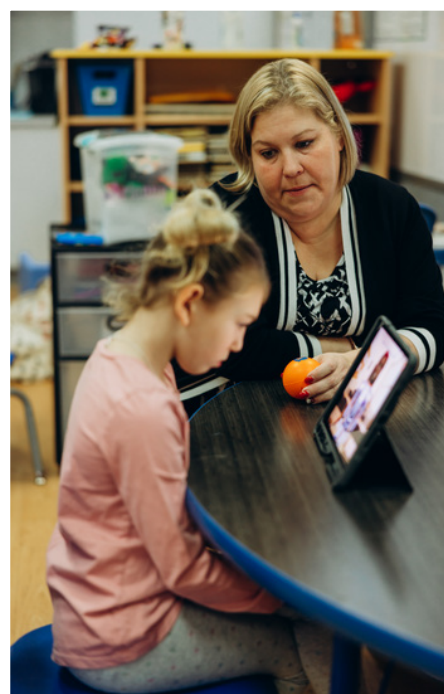
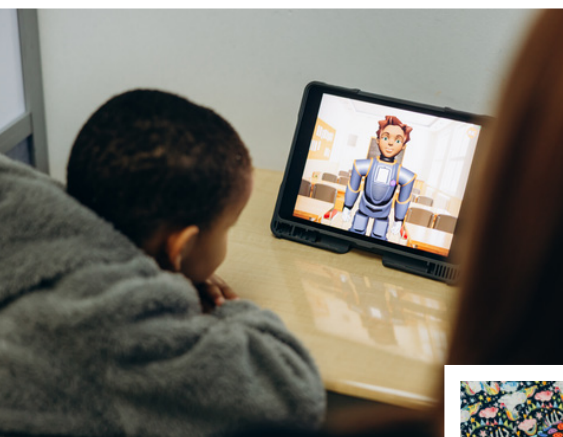


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