OKdo partners with LEGO® Education to retail enhanced STEAM education products

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OKdo, trading brand of Electrocomponents plc (LSE: ECM), a global omni-channel provider of product and service solutions, has announced partnered with LEGO® Education as an authorised reseller of LEGO® Education products in the UK.

The partnership will see OKdo offer six LEGO® Education sets initially, all of which promote STEAM (Science, Technology, Engineering, the Arts and Mathematics) learning through play to students of all ages. Some of the initial products in the range include:

- The LEGO® Education SPIKE™ Prime Set, an easy-to-use STEAM learning tool to help introduce creative robotics to Year 7 to Year 9 students.
- The LEGO® Education SPIKE™ Prime Expansion Set, which makes it easy to bring students' creative robotics ideas to life using intelligent hardware. This set combines with the SPIKE™ Prime Set and free SPIKE App to give over 10 hours of targeted STEAM learning.
- The LEGO® Education BricQ Motion Essential Set, which introduces children aged 6+ to STEAM learning, with students able to build a robot using over 500 LEGO easy-build elements, mini-figures, gears and more.

The partnership further enhances OKdo's STEAM education offering, following their recent research into all the benefits of bringing coding and computer science into the classroom. Their Broader Benefits of Learning to Code report found that nearly all (96%) UK primary and secondary school teachers surveyed reported seeing first-hand evidence that computer science lessons help children to develop other hard and soft skills in addition to IT abilities.

Demand for computer science talent is also skyrocketing in the UK's booming tech sector, and OKdo's 'Computer Science in the Classroom' report highlighted the importance of engaging more children in computer science while at school.

They analysed the numbers of students sitting computer science and computing courses at GCSE and undergraduate levels, and found that, while progress is being made – 79,964 students sat the GCSE Computing in 2021 compared to just 16,773 in 2014 – more work still needs to be done to engage more students in these areas at any early age, to ensure the industry can continue to grow.

Richard Curtin, SVP of Technology at OKdo, said: "Educating the next generation is at the heart of the OKdo mission. Our research has shown the importance of STEAM skills in the classroom, and we are excited and proud to have partnered with LEGO® Education as their sets will encourage more children to discover coding and help them develop confidence in STEAM learning, while also building valuable creative and critical thinking, and problem solving skills."

For further information about the LEGO® Education products and resources available from OKdo, please visit: https://www.okdo.com/lego-education/

Information about the complete STEM offering from OKdo is available at: https://www.okdo.com/c/coding-for-kids/

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