



Children's  
**TECHNOLOGY**  
REVIEW EXCHANGE

**April 2019**

**Susan Rivers**

# Helping Teens Thrive



**Nintendo Labo VR Kit**

**“I can  
draw in  
3D!”**



# Eggs

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On the cover: Nintendo Labo Elephant

**Children's Technology Review  
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Volume 27, No. 4 Issue 231

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Robot

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Fisher-Price Laugh & Learn  
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Fisher-Price Linkimals  
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Lightsaber Academy  
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Lipa Land  
Nintendo Labo Expansion Set 1:

Camera + Elephant  
Nintendo Labo VR Kit

Nintendo  
Labo: VR  
Kit – Starter  
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Pictionary Air  
What Remains of  
Edith Finch



\* Denotes "Editor's  
Choice."

*The opposite of play is not work. It's depression. Brian Sutton-Smith, Play Theorist, as cited by Susan Rivers*

#### VIDEO OF THE MONTH: NINTENDO LABO VR

If you haven't seen the video of TCNJ students testing the new Nintendo Labo VR kits, be sure to have a look. You'll get a preview of you can see inside the cardboard goggles. The kits go on sale next week, and are described in this CTR <https://youtu.be/nv1a1rw0Qyo>



#### CAN WE USE GAMES TO HELP TEENS LIVE MORE PRODUCTIVELY?

Being a young adult these days can be complicated. Interactive media can either cause harm, or it can help -- depending on how it is used. Games like **What Remains of Edith Finch** <http://bitly.com/2TTrDuy> can help to build relationships between people. If you are interested in this topic, watch this talk from last Fall's Dust or Magic by Susan Rivers, a social psychologist who studies emotional intelligence at the iThrive Foundation. Dr. Rivers puts theory into practice via game jams and game design. <https://youtu.be/uno5S7ZQfqq>

#### A NEW APPLE ARCADE AND CREDIT CARD

Apple's "think different" announcement about game delivery and credit cards is noteworthy for several reasons. The "all you can eat" subscription model (coming this fall for a price not given) could help children's publishers because the money won't come from ads or in app purchases. The move into banking could put Apple in conflicting roles, as both a seller of curated content and of credit. Watch the keynote and decide for yourself, at <https://www.apple.com/lae/apple-events/march-2019/>



#### LITTLE CLICKERS: Eggs

We all use Bluetooth and WiFi these days, but few can explain how Bluetooth got it's funny name (hint, it was from a king with a rotten tooth). Learn more on page 3, or visit [www.littleclickers.com/eggs](http://www.littleclickers.com/eggs)



### Children's Technology Review April 2019

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**Editor** Warren Buckleitner, Ph.D.,  
(warren@childrenstech.com) [WB]

**Director of Code** Matthew DiMatteo [MD]

**Editorial Director** Ellen Wolock, Ed.D.

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Dust or Magic

Save the Date!  
[www.dustormagic.com](http://www.dustormagic.com)

Nov 3-5, 2019 • Institute The 19th Annual fall institute is on the books.

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5 (or so) sites & 10 videos

# Eggs

Read this column online, with links, at [www.littleclickers.com/eggs](http://www.littleclickers.com/eggs)



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Ponder if you will, the genius of the simple chicken egg. Perhaps you had one for breakfast or you are planning on decorating one for an Easter egg hunt. Let's test your knowledge of eggs.



### 1. How many chicken eggs does an osterich egg equal?

About 16 or so, and yes, it is possible to have one for breakfast. Here's what it looks like to cook one, at [https://youtu.be/pN7s\\_ZmYXG4](https://youtu.be/pN7s_ZmYXG4)

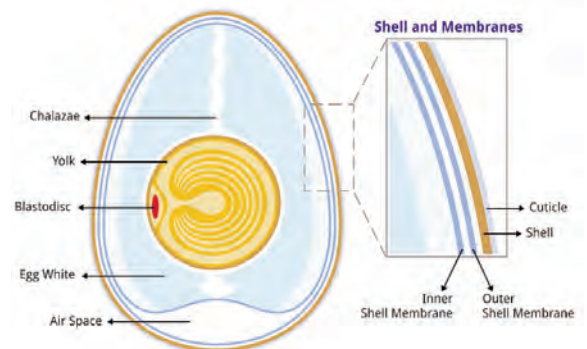
### 2. Where do most of the eggs we eat come from? Most

likely, the egg you ate this morning came from a caged chicken. But not all egg farms are the same. Let's have a look at a modern "free range" chicken farm, at <http://bitly.com/2FKXZ5G>

### 3. How many eggs does a chicken lay in it's lifetime? The average hen will produce about 265 eggs a year and most hens have two productive egg laying years. That means about 530 eggs. <http://bitly.com/2W1bklZ>

### 4. What is the world's most famous egg? According to CNBC a photograph of a single brown chicken egg has become the most liked post on Instagram. See what it looks like, at <https://cnb.cx/2WEO5JB>

### 5. What's the difference between an egg white and a yolk? A happy, well fed chicken produces a healthy egg with a well-defined yellow part, or yolk. Here's what is inside of a chicken egg. <http://bitly.com/2FKwmtF>



### APPLICATION: COOL EGG TRICKS

How can you tell if an egg is hard boiled? If it spins like a top, the egg is hard boiled, because the inside is solid. Here's some other fun egg tricks.

### 1. Onion Skin decoration.

 Easter is a time when many people decorate eggs. Did you know that you can use onion skins to make a beautiful brown shell? <http://bitly.com/2FKh1jr>

### 2. Make the perfect hardboiled egg.

 Steam them... don't boil them. Here's how <http://bitly.com/2UavTtN>

## Eggs on YouTube

Want more? Here's a video playlist

<https://www.youtube.com/playlist?list=PLcBVHzUUEKwmNB9WvFvZYV7t56hu9CbnK>





# Feature Reviews and New Releases

APRIL 2019

*Here's an alphabetical listing of both the feature reviews (with ratings) and the new and future releases. "Entry Date" refers to the date we first learned of the product.*

## Aibo ERS-1000 Companion Robot

Since the first Sony robotic dog launched in 1999, the concept of a "companion robot" has taken many forms. It continually suffers from an identity crises -- is it a toy or an appliance? One thing for sure -- this year's aibo (all lower case) is packed with technology, and has a hefty price. It contains two cameras, WiFi (required) microphones and three touch sensors for capturing environmental information. The data is collected and sent to an off-site AI server allowing the dog to respond individually to as many as 100 people, which it can recognize through it's front (nose) camera. According to Sony PR during CES 2019, no two aibo robots develop the same way. Each owner's approach to raising their aibo shapes its personality, behavior and knowledge, creating an environment for growth. Over time, aibo continues to learn and develop as each owner's approach to nurturing gradually shapes its personality. aibo will even learn new tricks through owners' interactions with other aibo robotic dogs, experiences with changing seasons, and different events. Because this this information is stored on Sony's servers, this data is classified as "biometric information" which is not legal in some areas. Sony aibo includes a three year subscription to an AI Cloud Plan, which lets the dog upload its day-to-day life experiences to Sony's AI engine. In other words, this dog literally has a brain in the cloud. This database of memories allows aibo to grow and evolve over time. Sony is quick to tell you that this is not a toy. It contains 22 moving joints and 4,000 individual parts. Proper use requires a Wi-Fi connection and an app. You can stay connected with your aibo using the "My aibo" web interphase (<https://us.aibo.com/myaibo/>) and app, which can be downloaded from Google Play for Android devices and the Apple App Store for iPhones.

Learn more at <https://direct.sony.com/aibo/>.

Details: Sony Electronics, Inc., <https://direct.sony.com/>. Price: \$2,900. Ages: 10-up. Platform: iPad, iPhone, Android, Smart Toy. Teaches/Purpose: robotics, AI. Entry date: 3/11/2019.



## Fisher-Price Laugh & Learn 3-in-1 Smart Car

This is a walker/riding experience with light up LED buttons. To be clear, you can't actually "drive." The steering wheel turns but has no connection to the direction. You can bounce on the seat however. If you put in the 3 AA batteries, you can honk the horn and play with a radio. You can also pretend plug your car into your Fisher-Price Laugh & Learn Smart Learning Home. There are three smart stages settings.

Details: Fisher-Price, [www.fisher-price.com](http://www.fisher-price.com). Price: \$50. Ages: 6 months to 2 years. Platform: . Teaches/Purpose: early learning, logic, gross motor. Entry date: 3/17/2019.



## Fisher-Price Laugh & Learn Smart Learning Home

Powered by four 'C' batteries, this toddler-in plastic smart home contains futuristic touches like pretend solar panels, a thermostat and a place to charge your Fisher-Price electric car. The car is sold separately.

This version was designed and first sold in 2018. Content includes 200 songs, sounds, tunes, and phrases, three learning levels and four language options. Children can check the weather or calendar, turn on the lights, and watch the thermostat change colors. There is an analog clock and a pretend kitchen with a shape-sorter fridge. Includes the Fisher-Price "Smart Stages" technology with matching songs for toddlers through preschoolers.

Details: Fisher-Price, [www.fisher-price.com](http://www.fisher-price.com). Price: \$150. Ages: 6 months to 3. Platform: . Teaches/Purpose: early learning, role play. Entry date: 3/17/2019.





## Fisher-Price Linkimals

Five toys work either as stand-alone toys, or connect through RF Radio Frequency signals to work together as a family. So one toy might ask a question, and the answer may come out of another. The toys cover different learning areas, and range in price from \$10 to \$30. Powered by AA batteries. The five toys are: Smooth Moves Sloth (movement); A to Z Otter (letters); Music Mouse (music); Lights & Colors Llama (colors); and Happy Shapes Hedgehog (classification).

Details: Fisher-Price, [www.fisher-price.com](http://www.fisher-price.com). Price: \$10 and up. Ages: 2-6. Platform: . Teaches/Purpose: early learning, logic, shapes and colors. Entry date: 3/16/2019.



## Hungry Like a Wolf (Affamato Come un Lupo)

A well designed maze game starring four animals (Help Hare, Snail, Dormouse and Mole) who must get away from a wolf. To move, you drag your finger along the mazes. The BRDA Jurors liked the illustrations and characters.

Details: minibombo, [www.minibombo.it](http://www.minibombo.it). Price: \$.99. Ages: 4-8. Platform: iPad, iPhone. Teaches/Purpose: Logic, spatial relations. Rating (1 to 5 stars): 4.7 stars. Entry date: 2/10/2019. []



<b>Ease of Use</b>	9	94 %	
<b>Educational</b>	9		
<b>Entertaining</b>	10		
<b>Design Features</b>	9		
<b>Good Value</b>	10		

## Lightsaber Academy

What if you could put a teacher inside a sword? That's the idea behind the Lightsaber Academy, with build in batteries, bluetooth and accellerometers. Real time motion information is sent to your iOS or Android tablet, which scores your progress. If your friend as a second saber, you can fight one another as the computer scores the accuracy of your moves. There are five modes, each inspired by one of the masters. Content includes LED lights, Star Wars sounds, character voices, and app connectivity.

Details: Hasbro, Inc., [www.hasbro.com](http://www.hasbro.com). Price: \$50. Ages: 6-up. Platform: iPad, iPhone, Android. Teaches/Purpose: physical, bodily kinesthetic, large motor. Entry date: 3/5/2019.





## LingoZING

This noteworthy, innovative app-based comic store uses branded comics and graphic novels (Garfield, Maze Runner, Smurfs) to teach different languages. You download the store app with the tutorial and free sample and can then buy additional titles (most priced in the \$2 - \$3 range) as IAP (In App Purchases).

Each comic is listed by reading level - from beginner to upper intermediate. Once you select your home language, you are prompted to choose the language you want to learn. Languages listed include English, French, Spanish and Portuguese. It is possible to toggle between the two languages and to record your own attempts to read the new language, to be played side-by-side by a native speaker. We liked how you can slow down the speech for a close listen. There's a lot of validity to this method -- using high interest, authentic material to introduce a second language.

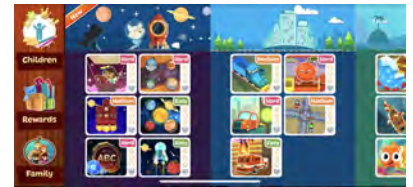
Details: LingoZING, [www.lingozing.com](http://www.lingozing.com). Price: \$free with IAP. Ages: 5-up. Platform: iPad, iPhone, Android. Teaches/Purpose: reading, languages (English, French, Spanish and Portuguese). Entry date: 2/25/2019.



## Lipa Land

This is an app to 'use the device to get out of the device' and balance use of technology. The idea is to explore the outside world. Content includes family activities like crafts, puzzles, stories and experiments, tips on parenting and child development, child learning profiles with progress tracking and a timer to track screen time.

Details: Lipa Learning s.r.o., [lipalearning.com/en/](http://lipalearning.com/en/). Price: \$6.99/month subscription. Ages: 3-6. Platform: iPad, iPhone, Android. Teaches/Purpose: logic, reading, music. Entry date: 1/28/2019.



## Nintendo Labo Expansion Set 1: Camera + Elephant

Providing you already own the \$40 Nintendo Labo VR Starter Set (required) you can purchase this optional expansion set for \$20 more. This is one of two VR expansion sets. Expansion Set 1 includes the components needed to build the Toy-Con Elephant and Toy-Con Camera. More info at <https://labo.nintendo.com/kits/vr-kit/>.

Details: Nintendo of America, [www.nintendo.com](http://www.nintendo.com). Price: \$20. Ages: 7-up. Platform: . Teaches/Purpose: Creativity, spatial relations, VR, AR. Entry date: 3/27/2019.



## Nintendo Labo VR Kit

Coming April 12 for Nintendo Switch -- VR Goggles designed to slip into a new set of cardboard "Labo" kits. We had a chance to test six of the "Toy-Con" tools, and found them to be fun and responsive, although our testers concluded a lot of further testing must be required. There's a camera (explore underwater or interact with strange creatures); an elephant (create 3D artwork in space by moving the "trunk" in open air -- show off your creations on the big screen by docking the Switch); bird (fly through the air on a bird's back, collecting items and helping baby birds hatch); blaster (battle an alien invasion or feed hungry hippos); wind pedal (jump as high as you can on an ever-growing stack of balls while avoiding obstacles and heading soccer balls).

All six devices can be used in the VR Plaza, containing 64 bite-sized games, many designed for only the Toy-Con VR Goggles and Nintendo Switch system. See also the Nintendo Labo VR Starter Set + Blaster.

Details: Nintendo of America, [www.nintendo.com](http://www.nintendo.com). Price: \$80. Ages: 7-up. Platform: Nintendo Switch. Teaches/Purpose: Spatial Relations, timing, logic, creativity, Virtual Reality. Entry date: 3/21/2019.





## Nintendo Labo: VR Kit – Starter Set + Blaster

This starter set is designed to give you a taste of Labo VR, and make you want more. It consists of the software cartridge, plus the parts to the Labo VR Goggles, the Blaster gun and the Screen Holder. Players that own the Starter Set can purchase \$20 optional expansion sets.

Nintendo Labo: VR Kit – Expansion Set 1 (includes the components needed to build the Toy-Con Elephant and Toy-Con Camera), and Nintendo Labo: VR Kit – Expansion Set 2 (includes the components needed to build the Toy-Con Wind Pedal and Toy-Con Bird).

Details: Nintendo of America, [www.nintendo.com](http://www.nintendo.com). Price: \$40. Ages: . Platform: . Teaches/Purpose: Spatial Relations, timing, logic, creativity, Virtual Reality. Entry date: 3/21/2019.



## Pictionary Air

This pen uses a color coded tip that can be tracked by your tablet or phone's camera, making it possible to "draw" in the air. This effect can be enhanced if your mobile device is plugged into a big screen, say, via Chromecast or Airplay.

Content includes the pen, the free app and 112 clue cards -- each with five clues on each side. The idea is to guess the clue based on the sketch -- just like the traditional game. The pen is powered by one AA battery.

Details: Mattel, Inc., [www.mattel.com](http://www.mattel.com). Price: \$19.99. Ages: 9-up. Platform: iPad, iPhone, Android. Teaches/Purpose: gross motor skills, movement, logic, interpersonal relationships, art, logic. Entry date: 3/12/2019.



## What Remains of Edith Finch

A first person, richly illustrated, innovative collection of tales about a family in Washington state. As Edith, you'll explore the Finch house, searching to find out why you're the last one in her family left alive. Each story you find lets you experience the life of a new family member on the day of their death, with stories ranging from the distant past to the present day. The gameplay and tone of the stories are varied. The only constants are that each is played from a first-person perspective and that each story ends with that family member's death. Ultimately, it's a game about what it feels like to be humbled and astonished by the vast and unknowable world around us. Created by Giant Sparrow, the team behind the first-person painting game *The Unfinished Swan* and published by Annapurna Interactive. Mentioned during *Dust or Magic* by Susan Rivers of iThrive Games. Learn more at <http://edithfinch.com>

Details: Annapurna Interactive, <http://annapurna.pictures/interactive/>. Price: \$20. Ages: 10-up. Platform: Windows, Mac OSX, Steam, Xbox One. Teaches/Purpose: logic, language, problem solving. Entry date: 3/18/2019.

