



emysTM

CATALOGUE 2026





EMYS ROBOT

EMYS is a social robot created to meaningfully empower children in their learning adventure. It is a comprehensive educational solution that was created to help young learners acquire & practice English language as well as other preschool skills.

The robot is an embodiment of an imaginary companion that accompanies children in the autonomous learning adventure where the digital meets the real object without replacing it. With EMYS, children move around, dance, play with objects, but also interact with their peers. With EMYS, educators introduce their young learners to the new dimension of technology-supported learning and the 21st century skills.



Play

Learn



Love



- be the change, shape the future



Loved and approved by 700 of kindergarten and primary school teachers for reinforcing:

- digital literacy,
- technology skills,
- autonomous learning,
- communication skills,
- teamwork & collaboration,
- productivity,
- flexibility.

An irreplaceable support for all English levels:

- language immersion,
- British English accent,
- playful learning,
- for the youngest learners.



An unparalleled, early years ed-tech solution with:



a tangible increase observed in intrinsic motivation for learning English,



a visible activation of language production,



a potential to grant equality of learning accessibility and chances to diverse disabilities and disorders.



Safe exposition to the most modern and advanced technology of our time.



EMYS can recognize
all it's accessories.



A unique blend of tangible and virtual
dimensions that grants:

- digital security,
- hands-on learning,
- active language immersion.





I'm hungry, can you make a smoothie for me?

Is it clean or dirty?

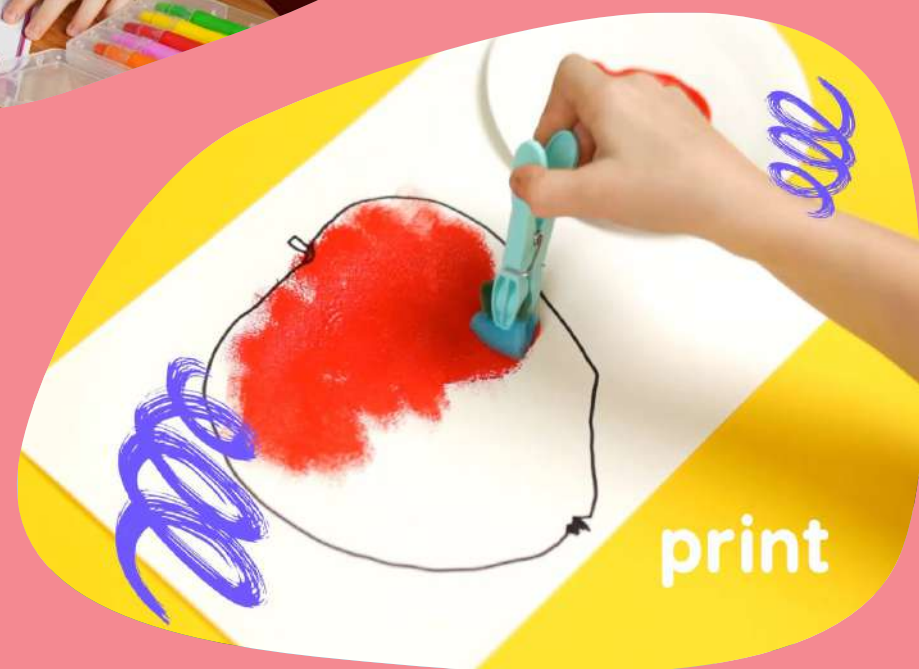


From the clear and easy robot instructions

My tummy hurts. Use some medicine.



...to the active and creative activities



print





EMYSverse

In the EMYSverse classroom, teachers are given more space to observe and assess children in their work and progress. Institutions in possession of the classroom pack can also implement their robots in different configurations and for a variety of needs, such as:

- independent work at individual play&learn stations,
- small group work at individual play&learn stations,
- group games with several play&learn stations active at once,
- independent & rotational learning where teachers are working with one group of children while the others are consolidating previously introduced content with robots,
- free play with several play&learn stations active at once.

Children are at the center of their learning in the EMYSverse classroom. In this type of setting:

- the role of a teacher changes from vertical to horizontal, making a child a fully autonomous learner,
- the young learners get enough space and time to progress naturally at their own rhythm.



Interacting with EMYS

The children will:

- continue to independently sustain interaction with EMYS by following his verbal and visual instructions
- learn to use the colour dice to make a choice
- learn to prepare art materials, fold, draw, colour, paint, and cut out
- learn to use the green and red sticks to move the instructions forward or to move backwards
- enjoy the photo taken by EMYS in appreciation of their work

The children will:

- recycle and revise the names
- learn the names of art supplies: scissors, paper, paints, a palette
- learn and follow the words of instructions: fold, cut, draw, colour, show

Before the lesson: Prepare the art supplies required for the art activity. These are: paints, a paintbrush, markers, scissors and paper. If your school does not have enough paints, paintbrushes, markers or scissors for each child, you can ask the children to bring in their own from home.

What game 7 is about: There are three art activities to choose from. Choose the activity you wish to complete by touching the screen with the corresponding side of the colour dice. EMYS will tell the children which items they should prepare and tell them how to do the activity. You can use the green and red sticks to move the instructions forward or backwards.

1



Revise STEP 6 and play the song
Play the song. Ask the children to sing and do the actions/gestures the children learned in the previous lesson.



2

Activity Book, pages 26 - 27

As an introduction to an art activity the children will be asked to circle the things which they will be asked to make a fruit stamp. On page 27 show the children how they need to decide which picture is number 1, 2, 3 and 4 by drawing a line to the numbers at the bottom of the page. The first example is done for them.



3

Choose an art activity

Activate step 7 and as a class, choose an art activity by voting. Show the children the pictures of each individual art activity and then ask them to choose.



4

Prepare the art supplies

Start the art activity, and draw the children's attention to EMYS' screen as he shows the supplies that will be needed for the chosen activity. Once the children have watched the part of the film showing what they will need, encourage them to come to you and ask for the things they are missing in English, for example, 'Scissors, please'. The children may need prompting and/or reminding of how to need prompting and/or reminding of how to say the words.



5

Do the art activity

Once all of the children are ready, start the art activity. Wait until all of the children have finished a given stage before asking one of the fast-finishers to come and touch the screen with the green stick to move on. If a child wishes to watch part of the instructions again, ask them to touch EMYS' screen with the red stick to move backwards.



6

Take a photo

EMYS will take a photo of the children's artwork at the end of the art activity. Ask the children to hold their artwork and to arrange themselves in such a way that all of them will fit into the picture.



7

Activity Book, pages 28 - 29

Ask the children to open their books to page 28. With the help of the first example show the children how they need to draw a line from the art activity to the required art supply. Encourage the children to say the words.



21

For teachers

For parents

Guides available on the App



Planet Stop 1

EMYS will show you how to play and say the words.

Interacting with EMYS:

Your child will:

- sustain interaction with EMYS
- independently answer questions
- record his/her answers to EMYS' questions

English language outcomes:

Your child will:

- follow a story and learn to understand words and structures presented in story context: What's this? A cat, a dog, a rabbit, a parrot.
- learn to recognise, repeat and record the words: a cat, a dog, a rabbit, a parrot
- learn to pronounce the new words
- learn to understand and follow EMYS' instructions

What game 1 is about:

In this game EMYS will show animals hidden around the city. Your child's task is to identify the hidden animal and touch the screen with the corresponding card. The children are asked to repeat the name of the animal.

Game 1 is about: EMYS will show animals hidden around the city. Your child's task is to identify the hidden animal and touch the screen with the corresponding card. The children are asked to repeat the name of the animal.

1

Explore the content of the 'At the Vet' box.
Open the box 'At the Vet' and explore the content of the box with your child.



2

Say 'Hello' and look after EMYS

Ask your child to greet EMYS with a cheery 'Hello.' This will be your next set after 'The Washing Machine' and your child will have unlocked the cleaning game. Make sure your child has got a soft cloth with which he/she will look after EMYS i.e. clean his sides, head or tummy.



3

Find the number on the dice.

Look at the dice together and show the numbers. Encourage your child to independently find no. 1 on the dice.



4

Activate STEP 1

Spread the animal cards on the table. Ask your child to touch the screen with no. 1 on the dice. EMYS will show one by one parts of the city animals: a cat, a dog, a rabbit, a parrot. It is your child's task to identify the animal and to find the needed card. When your child touches the screen with the right card, EMYS will say the word and ask your child to repeat it. A progress bar will appear on the right side of the screen. EMYS will record the word repeated by your child and not just for the result. Remember to praise your child for the effort and not just for the result. This word will be repeated by your child in many other new contexts and by the end of the set your child will be able to say the word very well.



5

The EMYS Activity Book, page 1

Ask your child to open the Activity Book on page 1 and to write his/her name. Keep touching EMYS to keep him happy and entertained. Ask your child to show EMYS the page with his/her name and to say 'Hello, EMYS.'



6

Revision, STEP 1

Encourage your child to independently activate STEP 1 again and to proceed with the game all on his own.



7

EMYS Activity Book, pages 2 & 3

Ask your child to colour the cat and find the sticker with the word 'a cat'. Ask him/her to say the word and if he/she needs help, ask your child to touch the screen with the card 'a cat'. Similarly, on page 3 ask your child to draw a line to the right picture and say the word 'a cat'.



8

EMYS Activity Book, pages 4 & 5

Tell your child to draw a line from the body parts of animals to the right animals. As a reward children can stick the animal stickers and try to say the words. EMYS and the animal cards can help them.



9

Show the pages to EMYS

Ask the child to stroke EMYS on his head and show the result of his/her work.

10

OPTIONAL: STARTERS, Memory Sequencing Game

Program EMYS with the animal cards. Tell your child you are going to play a game.



11

OPTIONAL: STARTERS, Memory Sequencing Game

EMYS will show your child the four animals in a certain sequence. It is your child's task to touch EMYS' screen in the same sequence. Encourage your child to say the words and praise him/her for the effort.



12

The end of Planet Stop 1

Say 'Thank you, EMYS' and 'Good-bye' to EMYS and end the first Planet Stop.

15



Box content:

Activation
Potato
Plushie



14 Games
Activation
Cards



Program Your
Robot Card



12 Badges



52 Smart Cards



Starter

The STARTER SET contains a collection of games and activities which can be used a wide range of teaching programmes. The games and activities can also be used with any of the EMYS TOPIC SETS and detailed suggestions are included in each of the Teacher's Guides to each set.

There are altogether 15 games in the STARTER SET, of which 10 are based on the principle of programming EMYS with chosen vocabulary that one wishes to practise. The programming is done with the help of the PROGRAM YOUR ROBOT card and the Smart Cards which are included in the Starter Set and those which are a part of the individual EMYS TOPIC SETS. Two of the games contain a selection of quiz questions or sentences which children must assess as TRUE or FALSE with the help of the green and red sticks or to which they have to respond with Smart Cards or movement. The set also contains five ENERGY BURNING GAMES which engage children in a variety of physical activities combined with language instructions and responses to questions. All of the games engage children in active participation and activate the sleepiest of groups and classrooms.

Set in numbers:

- **52** target words and expressions
- **210** questions and commands
- **398** EMYS' instructions and words of support

Examples of instructions:

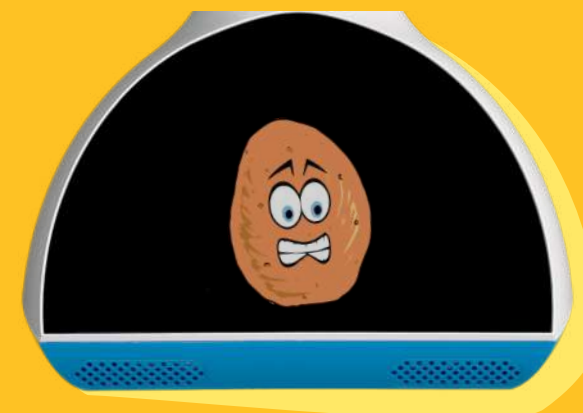
"Look at my screen. What can you see?"
 "Choose a number:"
 "Let's count!"

Examples of questions and commands:

"Wednesday is before Thursday. Is it true or false?"
 "Cross the room if you've got a teddy bear."
 "Have you got two hands?"

Examples of motivational language:

"Wow! That's right!"
 "You've got it! Well done!"
 "Congratulations! You were the fastest!"





Box
content:

Game Activation
Card



8 Smart Cards
with animals



Sticky
Smart Tag



Functional
Language
Dice



5 Smart Cards
with medical
items



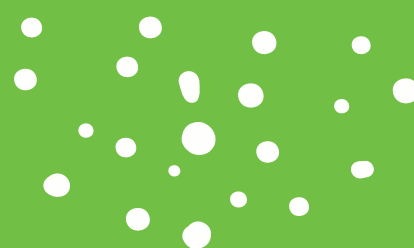
Activity Book



At the Vet

Young children love to take on the roles of adults and to engage in pretend games of being doctors, teachers, builders, pilots or... vets. In the 'At the Vet' set children embark on a mission to save injured animals, take them to a clinic and apply treatments. They need to identify the animals in city and forest settings, take them through a maze in an ambulance and utilise the right medical items in their roles as vets.

In order to help children internalize the knowledge they gain with EMYS and reflect on their learning in a creative way, each set comes with a 48-page Activity Book. Moreover, the set includes a self-adhesive Interactive Tag with a doctor. This character can be glued to the child's favorite toy or themselves.



Set in numbers:

- **181** EMYS' instructions and words of support
- **42** target words and expressions
- **117** questions and commands
- **9** interactive games
- **10** animated stories
- **4** guided art activities
- **1** animated song & **1** instruction video

Examples of instructions:

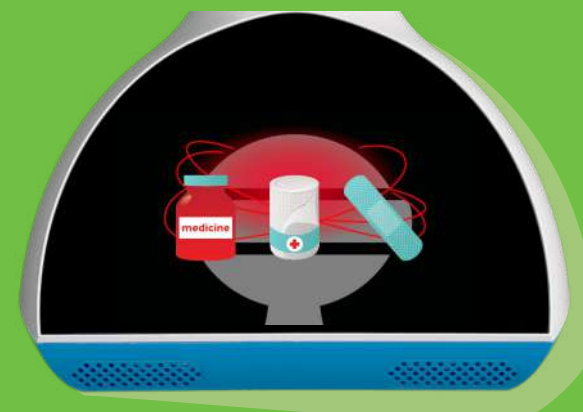
"Poor animals. Let's help them."
 "The cat's got temperature."
 "Choose a treatment."

Examples of questions and commands:

"Can you give me some medicine?"
 "Which animal can we help?"
 "What can you see?"

Examples of motivational language:

"You're a wonderful vet!"
 "You're doing great!"
 "Excellent!"





Box content:

Game Activation Card



8 Smart Cards with items of clothing



8 sticky Smart Tags



Functional Language Dice



3 topic related Smart Cards



Activity Book



The Washing Machine

Young children learn a language when functioning within a familiar language context. The home is the centre of a child's life but it is also the starting point for imagined worlds. The Washing Machine Set focuses on the well-known routine of sorting the laundry and washing the clothes, but it also introduces other characters that discover the magic of the washing machine.

Set comes accompanied by an activity book, allowing children to internalize the contents in a focused setting, stop and consciously reflect on their learning, as well as to introduce the elements of written language in the form of "sight words". The Washing Machine tag stickers allow kids to introduce their own clothes to the universe of EMYS. When put on the child's clothes, these become additional items for games and activities with EMYS Washing Machine set as well as Starter set.

Set in numbers:

- **182** EMYS' instructions and words of support
- **52** target words and expressions
- **128** questions and commands
- **10** interactive games
- **10** animated stories
- **3** guided art activities
- **1** animated song & **1** instruction video

Examples of instructions:

"Touch my screen with a card."
"Please help me decide."
"Colour the dress pink."

Examples of questions and commands:

"Do you want to try again?"
"What have you got?"
"Is it clean or dirty?"

Examples of motivational language:

"Excellent! Congratulations!"
"What a lovely dress!"
"Wonderful!"

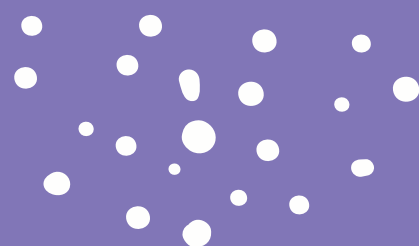




The Blender

In 'The Blender' children learn to make fruit smoothies and prepare a fruit salad. But in preparation for the roles of cooks they learn to name the different fruits, to count them and to identify the colours. All this is enabled through the games conducted by EMYS and the wonderfully soft and colourful interactive fruit plushies so loved by children.

In order to help children internalize the knowledge they gain with EMYS and reflect on their learning in a creative way, each set comes with a 44-page Activity Book and craft set that can be used during art work.



Box content:



Set in numbers:

- 182 EMYS' instructions and words of support
- 61 target words and expressions
- 132 questions and commands
- 8 interactive games
- 8 animated stories
- 3 guided art activities
- 2 guided cooking activities
- 1 animated song

Examples of instructions:

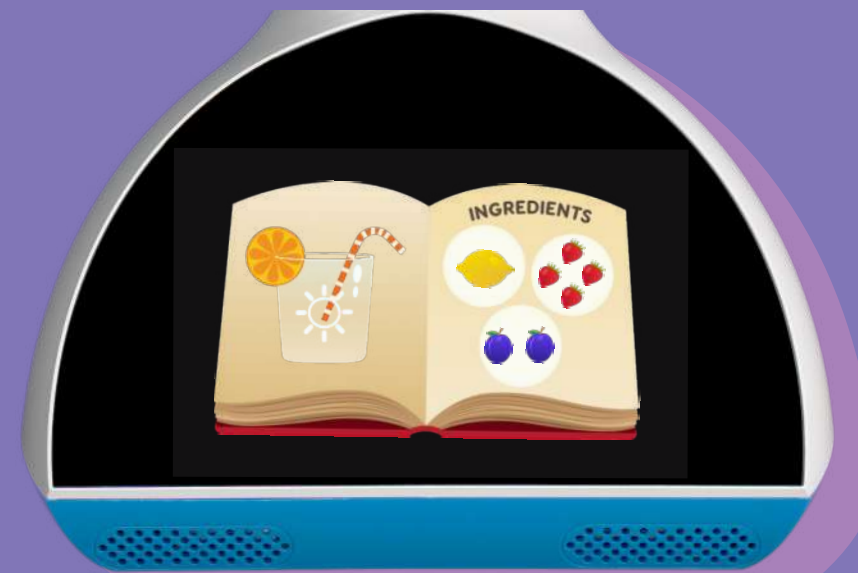
"Look at the basket. What is it?"
 "Let's colour. Colour the apple."
 "Let's count. Count the fruit in the basket."

Examples of questions and commands:

"What can we put inside?"
 "How many are there?"
 "Is it yummy?"

Examples of motivational language:

"Super! You're doing great."
 "Fabulous!"
 "Hurrah!"





By the Pond

In this set, children explore the fascinating life cycles of frogs and butterflies through immersive, hands-on activities. With EMYS, the English-speaking robot, as their guide, they engage in dynamic learning experiences that include interactive games, creative crafts, energising movement-based tasks, and captivating real nature footage that brings the pond environment to life. Let your child dive into a world full of wonder, where nature meets language, and learning happens through movement, creativity, and joy.

The set is designed around an approach known as Content and Language Integrated Learning (CLIL). The set combines science and mathematics in meaningful, real-life contexts. Children practise counting, addition, subtraction, and comparing quantities and sizes – all while learning English through playful discovery.

Box content:

4 Crinkle Smart Cards with frog life cycle stages



4 Crinkle Smart Cards with butterfly life cycle stages



4 Crinkle Smart Cards with topic-related items



Pond Play Mat



Functional Language Dice



Set in numbers:

- 43 expressions to be acquired from games
- 72 target words and expressions
- 106 Instructions and motivational set phrases
- 12 interactive games
- 4 guided art activities
- 10 real nature footage clips
- 4 bonus activities after purchasing a live butterfly breeding set

Examples of instructions:

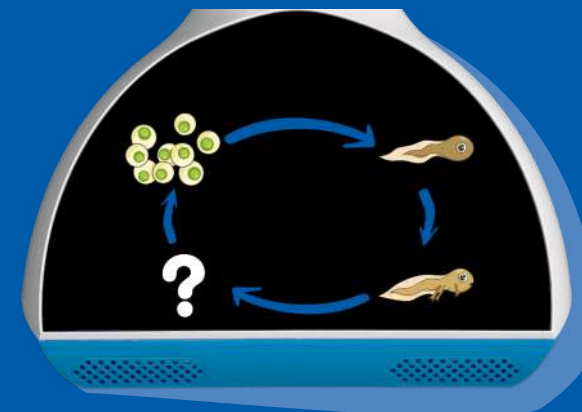
"Seven is an odd number."
 "Help me find the missing element."
 "Each egg hatches into a tiny tadpole."

Examples of questions and commands:

"Do you know how frogs grow?"
 "Can you walk like a duck?"
 "Is it the right order?"

Examples of motivational language:

"Super! You're doing great."
 "Brilliant!"
 "Excellent!"



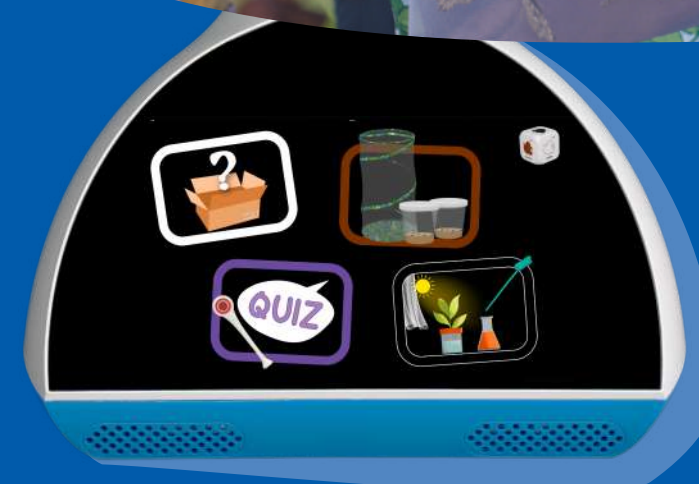


Butterfly Pavilion - Live Butterfly Add-On Kit

The optional Butterfly Pavilion - Live Butterfly Add-On Kit, allows children to observe the complete butterfly life cycle up close - from caterpillar to pupa to butterfly. We work with **Insect Lore**, our trusted partner and exclusive supplier of live butterfly rearing kits, bringing over 50 years of experience in nature-based learning. The Butterfly Pavilion kit includes a mesh habitat and a voucher to redeem live caterpillars, making the experience both exciting and easy to manage in the classroom. EMYS supports the journey with bonus interactive content, including extra games and activities. It's a truly memorable way to connect language learning with the wonder of real nature.

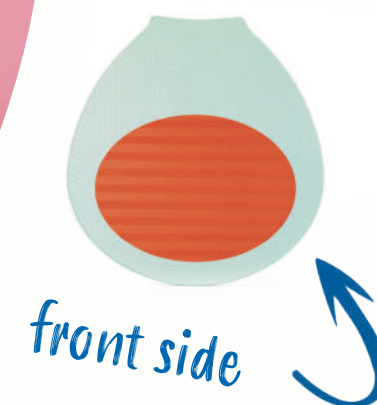


DISCLAIMER: The Butterfly Pavilion product referenced here is an original, stand-alone Insect Lore product provided in its complete and unmodified form. All copyrights, trademarks, logos, and intellectual property associated with the original product remain the sole property of Insect Lore.





Box
content:



front side



a tummy

back side



Game Activation
Card

17 Smart Cards
with body parts



Option 1



Option 2

55 cm

21 cm

Mr Zaggy

In Mr Zaggy games EMYS, the English-speaking robot, engages children in interactive and playful tasks created to introduce & drill the names of parts of the face and parts of the body. Children quickly learn to use the 17 elements which make up Mr Zaggy. They communicate with EMYS with understanding and respond to prompting with grow as they play!

This set, along with video instructions demonstrating the use of air-dry clay, will inspire children to customize their own robot. A personalized robot will not only bring children's creative ideas to life but also allow them to build a special bond.



Set in numbers:

- **158** EMYS' instructions and words of support
- **53** target words and expressions
- **82** questions and commands
- **6** interactive games
- **1** guided art activity demonstrates how to personalize a robot

Examples of instructions:

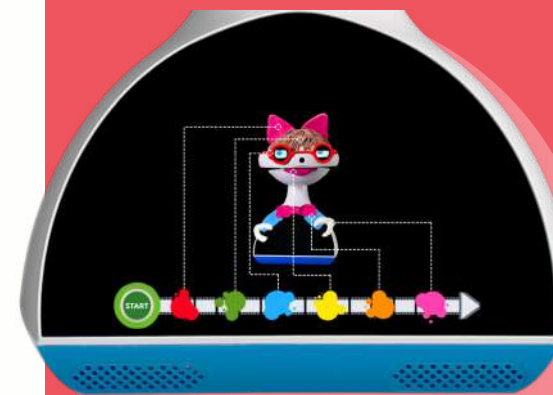
"Look again. What's missing?"
 "Let's colour it. Choose the colour."
 "Arrange the body parts from top to bottom."

Examples of questions and commands:

"What can we put inside?"
 "How many are there?"
 "Is it yummy?"

Examples of motivational language:

"Super! I love my two ears."
 "Fantastic! I love my hair."
 "That's right! Well done!"





Gym Dots

Children learn best while staying active. Gym dots mats were created with a mission to have kids review some language with EMYS robot through the total physical response to the clues that are given to them. Lots of laughter is guaranteed as the players' limbs get twisted in this highly entertaining game for all ages and levels. Touch your mat sensor to your robot's screen and let the fun begin!

With each Gym Dots mat kids review 6 different vocabulary items as well as absorb some grammatical structures in a form of peripheral language around the movements they execute as they play.

Available themes:

- **Halloween:** a bat, a witch, a black cat, a spider, a pumpkin, a ghost
- **Christmas:** a star, a reindeer, a Christmas tree, Santa, presents, an elf

...more themes coming.



Set content:

Gym Dots mat



a carry bag



2 Badges



"Put your right foot on Santa."
"Put your left hand on the bat."
"Can we move on?"



EMYSverse gadgets

When learning with EMYS, children interact with the physical world. Although led by a technological innovation, they enter the entirely new dimension where the real world is reflected in the digital universe. The interconnectedness of the two worlds stimulates young learner's imagination and motivates them to interact with EMYS gadgets.

By bringing EMYSverse gadgets into a classroom, you further reinforce the link between the world in which the child is the actor and the inner worlds of EMYS. You will immediately notice how your students associate themselves at an even deeper level with their digital english speaking companion and will be thrilled to observe how this stimulates their inner drive for learning.



EMYS bag



EMYS universe picnic blanket



EMYS universe cushions



EMYS universe carpet

EMYS universe tipi tent

Authorised Partner:

Contact
us!



/EMYSrobot



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