Cardboard

A – Body, inside 1

(A)

4

4

4

6

6

8

7

3

7

8

2

1

1" (approx 25mm) for scale:

White card

C – Body, outside

C

13   13

14   12   11   12   14

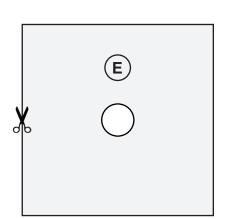**Cardboard**

B – Body, inside 2
G – Arms, inside

B

9

5

10

G   15   ▢

▢   15   G

Yellow card
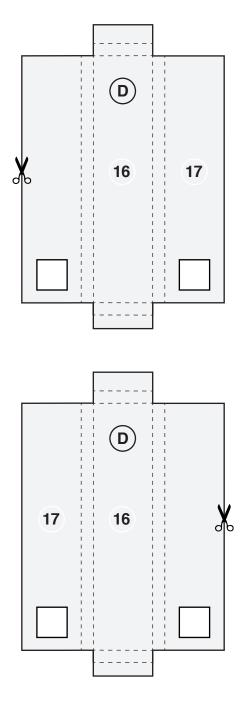
E – Eye

E

Red card

F – Ears

F

F
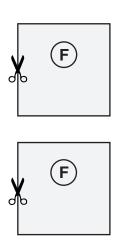
Blue card

D – Arms, outside

D

16   17

D

17   16

alto - a little teachable object

Parts required
You will need the following tools and materials to build your own teachable object:

Paper stuff
-2mm Cardboard (flute E)*
-White card (300 gsm)
-Coloured card (blue, red, yellow)

Tools
-Craft knife
-Stapler
-Metal rule
-Glue stick
-Bone folder (or a coin)

*Note: the templates have been designed with this size and type of cardboard - different sizes might affect the fit of some of the electronics.

Printing
Print these pages at 100% scale on A4 paper, making sure they aren't 'scaled to fit'.

1": |—————————|

3cm: |——————|

Cutting
Using a craft knife, carefully cut out all the templates. When cutting the cardboard, score lightly along the line first, and then do a second pass with the knife, to cut all the way through.

Try to cut along the centre of these thicker black lines:

——————————————

Scoring & Folding
All fold lines are indicated with a dashed line, that looks like this:
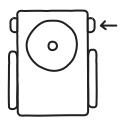
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Use a bone folder to initially crease the fold lines - or you can use most pointy blunt objects for scoring, like the edge of a coin.

While scoring you ideally want to squish the cardboard layers, making sure you don't pierce the layers. Each score line should leave an indent, but not break the surface.

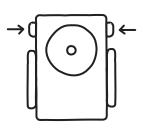Then pre-fold along the fold lines to make the assembly easier later.

To read our full instructions on how to set up the software, assemble the electronic components, and build the casing, head to github.com/googlecreativelab/alto.

Learns
by pressing one
of the buttons

Recognises
and lifts arm
to point

Forgets
when you press both
buttons for 3 seconds