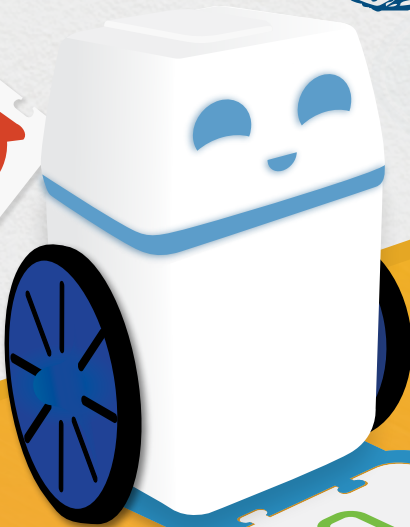# KUBO

Quick start guide

KUBO's Class Set

There are ten individual boxes in KUBO's class set. Each box is divided into three sections — one for each kind of TagTile. This makes it easier for you to keep your TagTiles organized and find the ones you need for a particular assignment.

1 The first section contains KUBO's movement TagTiles, and its coding head. This section can be used when you need to make routes for KUBO to follow.

2 The second section contains KUBO's two function sets, including both play TagTiles. Use this section when making functions, subroutines and recursive functions.

3 The third section contains KUBO's loop TagTiles, and parameters from 1-10. Use this section when you need KUBO to repeat a certain sequence more than once.

Once you're done with the TagTiles, place them back in their respective sections. There's a picture printed on each lid to show you where they belong!

Meet KUBO

To start KUBO, attach its head to its body.

To turn KUBO off, pull its head and body apart.
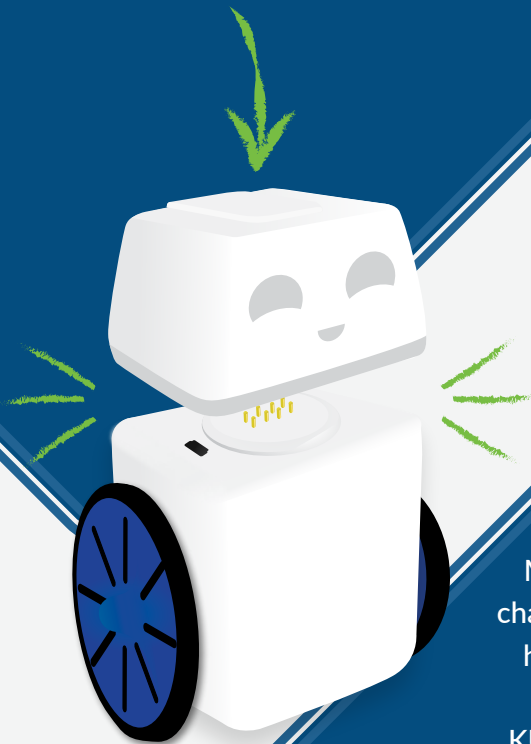
Make sure your KUBO is charged. It takes approx. two hours to do a full charge. When fully charged, KUBO has up to 4 hours of continuous play time.

KUBO's Lights

KUBO is powered on.
KUBO has finished executing a sequence and function.

KUBO has detected an error.
KUBO is low on battery.

KUBO is executing a sequence.
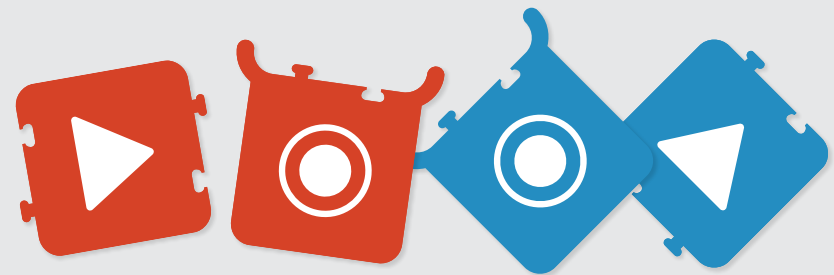
KUBO is executing a function.

Building your code

Start building your code with KUBO's TagTiles.
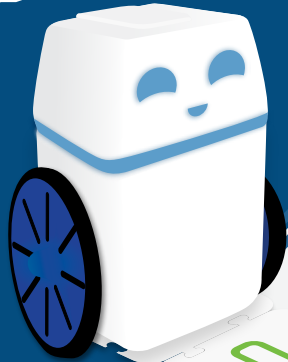
You can use:

Movement TagTiles

Function TagTiles

Loops

1 2 3 4 5 6 7 8 9 10

Movement TagTiles

Use the **movement TagTiles** to lay down a route for KUBO to follow on the activity map. Place KUBO on the first TagTile, making sure to align it properly. Watch KUBO move!
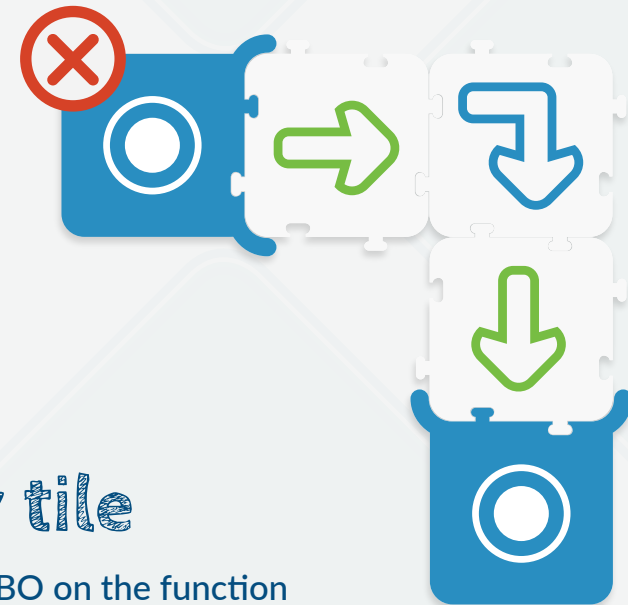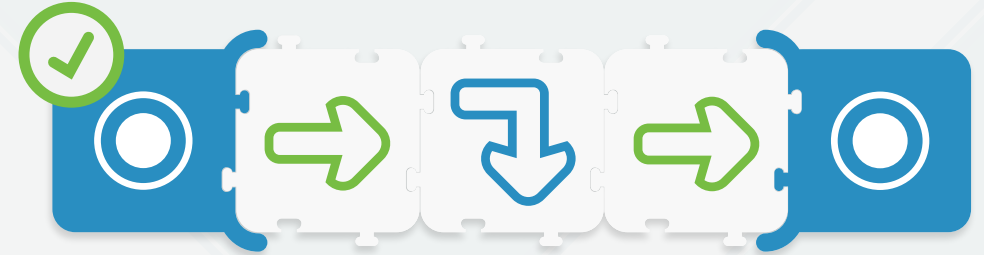
Remember: KUBO doesn't move backward, and always moves one extra step forward before coming to a stop.

Right

Straight

Left

Function TagTiles

To save these commands, enclose them within two function TagTiles.

Function tile

Function tile

Play tile

Place KUBO on the function TagTile to memorize the function. Then place it on the play TagTile to execute the function.

Remember: functions are built linearly!

9

Loops

To make KUBO repeat a sequence more than once, enclose the commands within two **loop TagTiles** and slot a **parameter** in the space provided. In this example, KUBO will repeat the sequence four times.

Loop tile

Loop tile

Parameter

For video tutorials, visit our online curriculum platform, KEDU, by following this link:

www.kubo.education

First assignment

Get to know KUBO and the TagTiles

To learn how to use KUBO and its TagTiles before you start the Coding License, this exercise is an introduction from the Coding License that you can try.

Use these TagTiles in the exercise:

1 Try and take KUBO's head on and off. When KUBO gets its head put on, its lights flash blue, and it is ready to use. When KUBO's head is pulled off, it is turned off.

2 Find the TagTile with the green arrow. Put KUBO on it and see what it does.
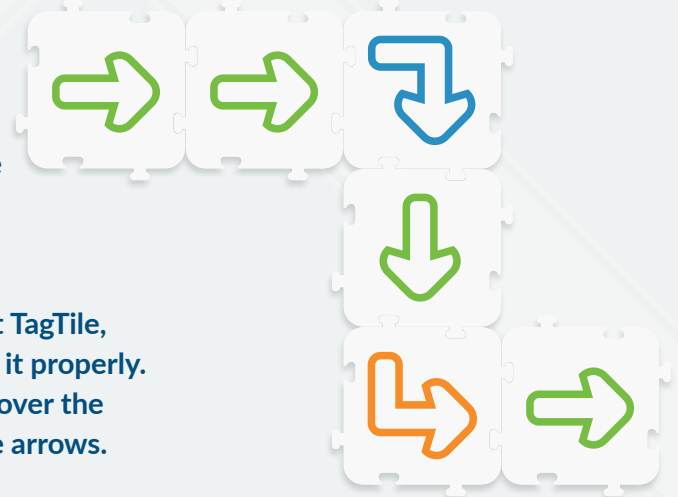
3 Find the TagTile with the blue arrow. Put KUBO on it and see what it does.

4 Find the TagTile with the orange arrow. Put KUBO on it and see what it does.

5 Put the TagTiles together like a puzzle — joined together one after another. This is called a route.

Put KUBO on the first TagTile, making sure to center it properly. KUBO will now drive over the TagTiles, following the arrows.

Welcome to our virtual teacher's lounge!

On KEDU, KUBO's online curriculum platform, you'll find KUBO's curriculum, the Coding License.

The Coding License is an activity package that teaches students coding, computational thinking, and the Four Cs of 21st-century learning.

Communication

Critical thinking

**Collaboration**

Creativity

KEDU is also a community resource. Stop by to upload assignments you and your students have designed for KUBO, or if you're looking for inspiration from other teachers around the world.

Follow the link below to set up your profile and get started:

www.kubo.education

Welcome to **KEDU**

Your e-mail

Password

I've you forgotten your password?

LOG IN   REGISTER
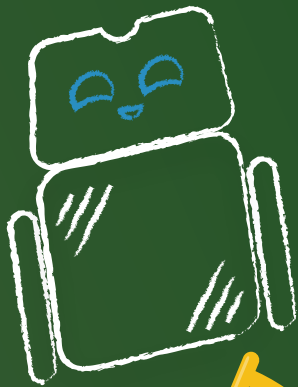
To reduce the risk of fire and burns, do not attempt to open, disassemble or service the battery pack. Do not crush, puncture, short external contacts, expose to temperatures above 60°C (140°F), or dispose of in fire or water.

Battery chargers used with the device are to be regularly examined for damage to the cord, plug, enclosure and other parts and, in the event of such damage, must not be used until the damage has been repaired. Battery is 3.7V, 800mAH (3.7*0.800=3W). The max operating current is 700mA.

To keep KUBO happy and healthy, make sure to use it on a clean surface free from all contaminants. Exposure to certain substances can permanently damage components or diminish performance.

Do not disassemble KUBO. Doing so will void any warranties, implied or otherwise. Be careful when handling KUBO. Applying excessive force or dropping it may cause permanent damage. More information about KUBO's limited warranty can be found on our website.

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions:

1. This device may not cause harmful interference, and

2. This device must accept any interference received, including interference that may cause undesired operation.

Modifications not expressly approved by this company could void the user's authority to operate the equipment.

If you have any questions, visit **www.kubo.education/support** or email us at yourfriends@kubo-robot.com