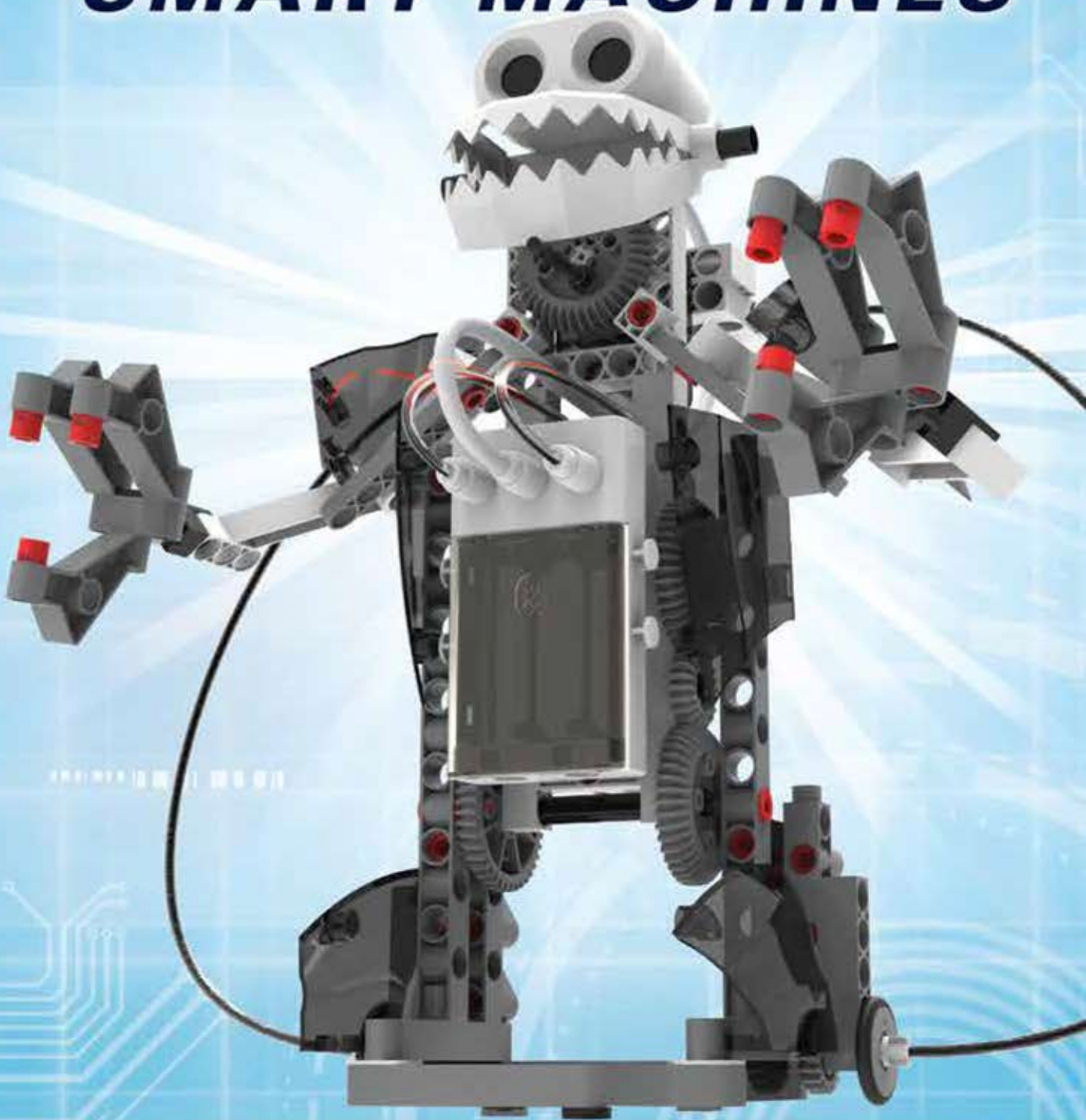


EXPERIMENT MANUAL

ROBOTICS

SMART MACHINES



THAMES & KOSMOS

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Thames & Kosmos UK LP, 20 Stone Street, Cranbrook, Kent, TN17 3HE, UK | 01580 713000 | www.thamesandkosmos.co.uk

Safety Information

WARNING. Only for use by children aged 8 years and older. Instructions for parents or other supervising adults are included and have to be observed. Keep packaging and instructions as they contain important information.

WARNING. Not suitable for children under 3 years. Choking hazard — small parts may be swallowed or inhaled. Store the experiment material and assembled models out of the reach of small children.

WARNING. Do not aim at eyes or face. Never launch heavy, sharp-pointed, or sharp-edged objects.

Safety for Experiments with Batteries

>>> The wires are not to be inserted into socket-outlets. Never perform experiments using household current! The high voltage can be extremely dangerous or fatal!

>>> To operate the models, you will need three AA batteries (1.5-volt, type AA/LR6) or three AA rechargeable batteries (1.2-volt, type AA, HR6/KR6), which could not be included in the kit due to their limited shelf life.

>>> The supply terminals are not to be short-circuited. A short circuit can cause the wires to overheat and the batteries to explode.

>>> Different types of batteries or new and used batteries are not to be mixed.

>>> Do not mix old and new batteries.

>>> Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.

>>> Batteries are to be inserted with the correct polarity. Press them gently into the battery compartment. See page 2.

>>> Always close battery compartments with the lid.

>>> Non-rechargeable batteries are not to be recharged. They could explode!

>>> Rechargeable batteries are only to be charged under adult supervision.

>>> Rechargeable batteries are to be removed from the toy before being charged.

>>> Exhausted batteries are to be removed from the toy.

>>> Dispose of used batteries in accordance with environmental provisions, not in the household trash.

>>> Be sure not to bring batteries into contact with coins, keys, or other metal objects.

>>> Avoid deforming the batteries.

As all of the experiments use batteries, have an adult check the experiments or models before use to make sure they are assembled properly. Always operate the motorized models under adult supervision.

After you are done experimenting, remove the batteries from the battery compartments. Note the safety information accompanying the individual experiments or models!

Notes on Disposal of Electrical and Electronic Components

The electronic components of this product are recyclable. For the sake of the environment, do not throw them into the household trash at the end of their lifespan. They must be delivered to a collection location for electronic waste, as indicated by the following symbol:



Please contact your local authorities for the appropriate disposal location.

Dear Parents,

Before starting the experiments, read through the instruction manual together with your child and discuss the safety information. Check to make sure the models have been assembled correctly, and assist your child with the experiments. **We hope you and your child have a lot of fun with the experiments!**

FCC Part 15 Statement

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.

Warning: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

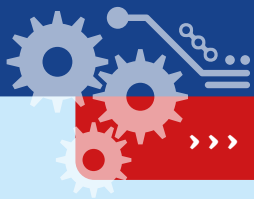
FCC RF Exposure Statement

To comply with the FCC RF exposure compliance requirements, this device and its antenna must not be co-located or operating in conjunction with any other antenna or transmitter.

For body worn operation, this device has been tested and meets FCC RF exposure guidelines when used with an accessory that contains no metal and that positions the device a minimum of 5 mm from the body. Use of other accessories may not ensure compliance with FCC RF exposure guidelines.

Simplified EU Declaration of Conformity

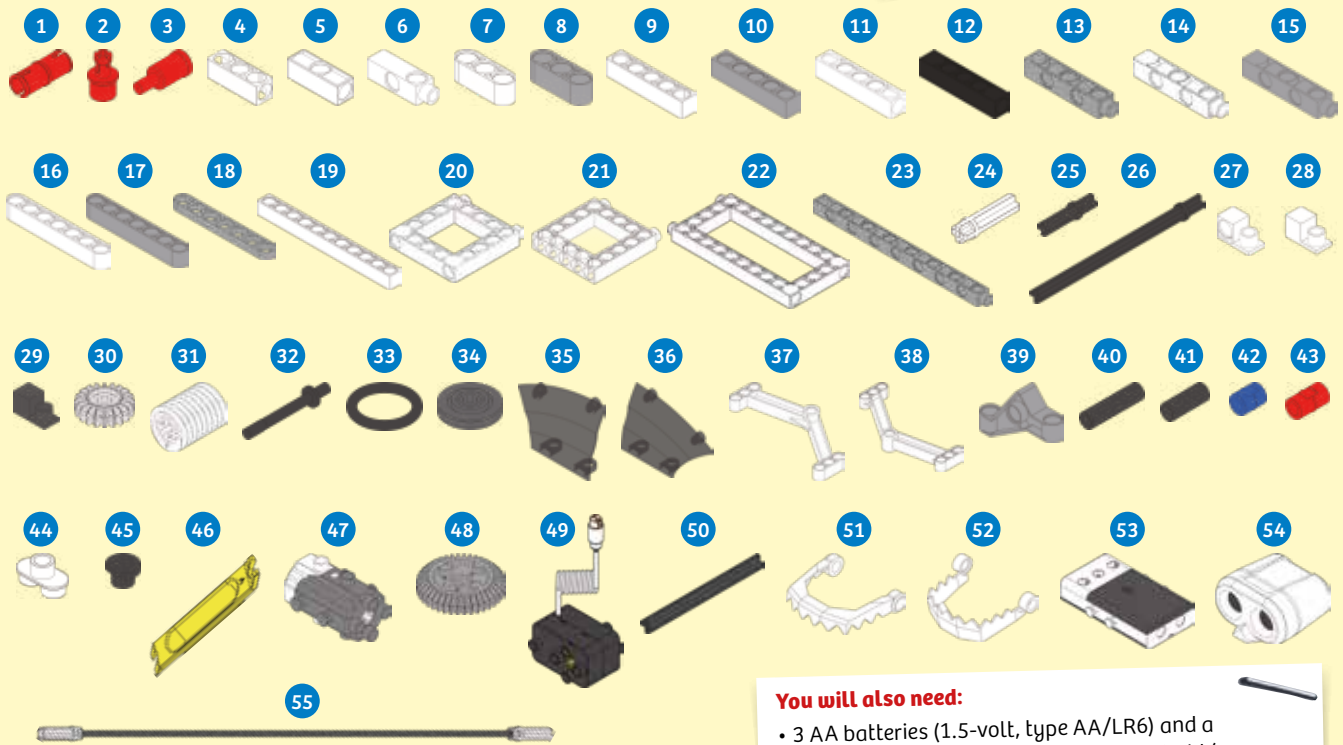
Thames & Kosmos hereby declares that the radio communication unit "Robotics Smart Machines" Bluetooth battery box, model number 7416-W85-A, conforms to Directive 2014/53/EU. The complete text of the EU conformity declaration is available at the following Internet address:
<http://thamesandkosmos.com/roboticssmartmachines/declaration.pdf>



>>> KIT CONTENTS

GOOD TO KNOW! If you are missing any parts, please contact Thames & Kosmos customer service.
 US: techsupport@thamesandkosmos.com
 UK: techsupport@thamesandkosmos.co.uk

What's inside your experiment kit:



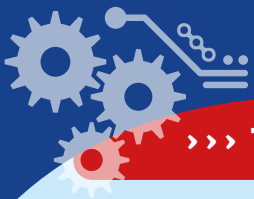
You will also need:

- 3 AA batteries (1.5-volt, type AA/LR6) and a tablet or smartphone running iOS or Android (see page 7 for app details)

Checklist: Find – Inspect – Check off

✓	No.	Description	Qty.	Item No.
<input type="checkbox"/>	1	Joint pin	18	7413-W10-T1R
<input type="checkbox"/>	2	Shaft plug	8	7026-W10-H1R
<input type="checkbox"/>	3	Shaft pin	9	7413-W10-S1R
<input type="checkbox"/>	4	3-hole rod	1	7026-W10-Q1W
<input type="checkbox"/>	5	3-hole cross rod	5	7026-W10-X1W
<input type="checkbox"/>	6	3-hole dual rod	2	7413-W10-Y1W
<input type="checkbox"/>	7	3-hole wide rounded rod, white	2	7404-W10-C1W
<input type="checkbox"/>	8	3-hole wide rounded rod, gray	6	7404-W10-C1S
<input type="checkbox"/>	9	5-hole rod, white	1	7413-W10-K2W
<input type="checkbox"/>	10	5-hole rod, gray	4	7413-W10-K2S1
<input type="checkbox"/>	11	5-hole cross rod, white	2	7413-W10-R1W
<input type="checkbox"/>	12	5-hole cross rod, black	2	7413-W10-R1D
<input type="checkbox"/>	13	5-hole dual rod B, gray	6	7413-W10-W1S1
<input type="checkbox"/>	14	5-hole dual rod C, white	2	7413-W10-X1W
<input type="checkbox"/>	15	5-hole dual rod C, gray	2	7413-W10-X1S2
<input type="checkbox"/>	16	7-hole wide rounded rod, white	2	7404-W10-C2W
<input type="checkbox"/>	17	7-hole wide rounded rod, gray	6	7404-W10-C2S
<input type="checkbox"/>	18	7-hole flat rounded rod, gray	3	7404-W10-C3S
<input type="checkbox"/>	19	11-hole rod, white	2	7413-W10-P1W
<input type="checkbox"/>	20	Square frame B	2	7413-W10-Q1W
<input type="checkbox"/>	21	Square frame A	1	7026-W10-V1W
<input type="checkbox"/>	22	Short frame, white	2	7413-W10-I1W
<input type="checkbox"/>	23	15-hole dual rod, gray	2	7413-W10-Z1S1
<input type="checkbox"/>	24	Motor shaft	4	7026-W10-L1W
<input type="checkbox"/>	25	3-cm axle	1	7413-W10-N1D
<input type="checkbox"/>	26	10-cm axle	1	7413-W10-L2D
<input type="checkbox"/>	27	90-degree converter X, white	4	7061-W10-X1W
<input type="checkbox"/>	28	90-degree converter Y, white	4	7061-W10-Y1W

✓	No.	Description	Qty.	Item No.
<input type="checkbox"/>	29	90-degree converter Y, gray	6	7061-W10-Y1S2
<input type="checkbox"/>	30	Small gear	8	7026-W10-D2S
<input type="checkbox"/>	31	Worm	1	7344-W10-A1W
<input type="checkbox"/>	32	Crank bar	1	7026-W10-J2D
<input type="checkbox"/>	33	O-ring	2	R12-08S
<input type="checkbox"/>	34	Small pulley	2	7344-W10-N3S1
<input type="checkbox"/>	35	Body plate 3	3	7392-W10-L1TD
<input type="checkbox"/>	36	Body plate 4	3	7392-W10-L2TD
<input type="checkbox"/>	37	Leg left	1	7397-W10-C1W
<input type="checkbox"/>	38	Leg right	1	7397-W10-C2W
<input type="checkbox"/>	39	Diagonal connector	6	7404-W10-B2S
<input type="checkbox"/>	40	30-mm tube	4	7400-W10-G1D
<input type="checkbox"/>	41	20-mm tube	1	7400-W10-G2D
<input type="checkbox"/>	42	Short anchor pin	6	7344-W10-C2B
<input type="checkbox"/>	43	Anchor pin	51	7061-W10-C1R
<input type="checkbox"/>	44	Two-to-one converter	4	7061-W10-G1W
<input type="checkbox"/>	45	Button pin	4	7061-W10-W1D
<input type="checkbox"/>	46	Anchor pin lever	1	7061-W10-B1Y
<input type="checkbox"/>	47	Motor unit 1	1	7392-W85-B3
<input type="checkbox"/>	48	Medium gear	10	7346-W10-C1S
<input type="checkbox"/>	49	Motor unit 2	1	7400-W85-A1
<input type="checkbox"/>	50	6.5-cm axle	3	7416-W10-C1D
<input type="checkbox"/>	51	Jaw, upper	1	7416-W10-A1W
<input type="checkbox"/>	52	Jaw, lower	1	7416-W10-A2W
<input type="checkbox"/>	53	Bluetooth battery box	1	7416-W85-G-TK
<input type="checkbox"/>	54	Ultrasonic sensor	1	7416-W85-B
<input type="checkbox"/>	55	Flexible shaft	2	7416-W85-C

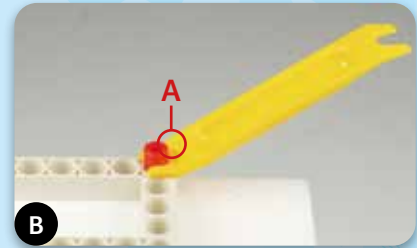
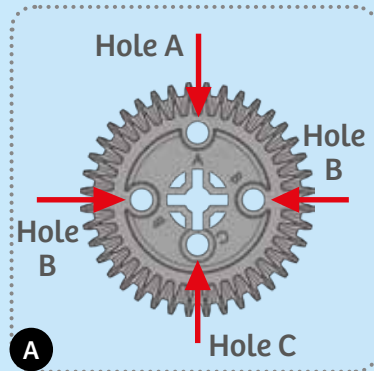


>>> TIPS AND TRICKS

Here are a few tips for assembling and using the models. Read them carefully before starting.

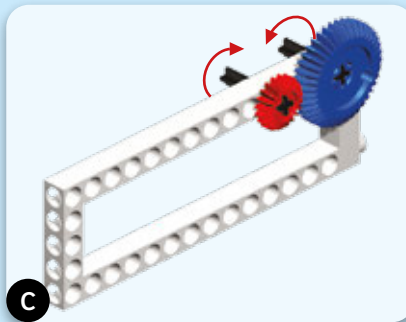
A. Pay attention to the hole alignment!

It is very important that you pay close attention to the alignment of the holes in the gear wheels. Make sure that you insert the shaft pins into the correct holes and that the gears are oriented exactly as shown in relation to each other and to the model. Otherwise, the robots will not move properly.



B. The part separator tool

In the box, you will find a little yellow tool called the anchor pin lever. End A of the part separator tool makes it easy to remove anchor pins from the frames.



C. Gear wheels

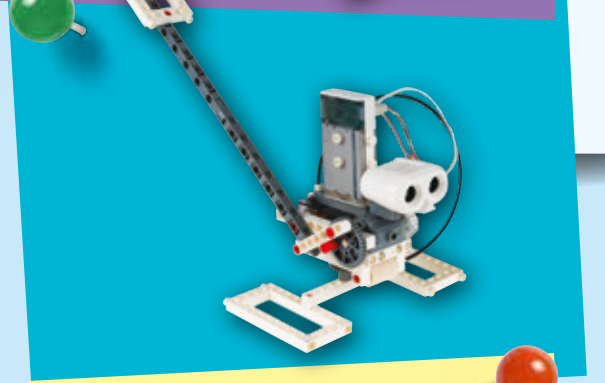
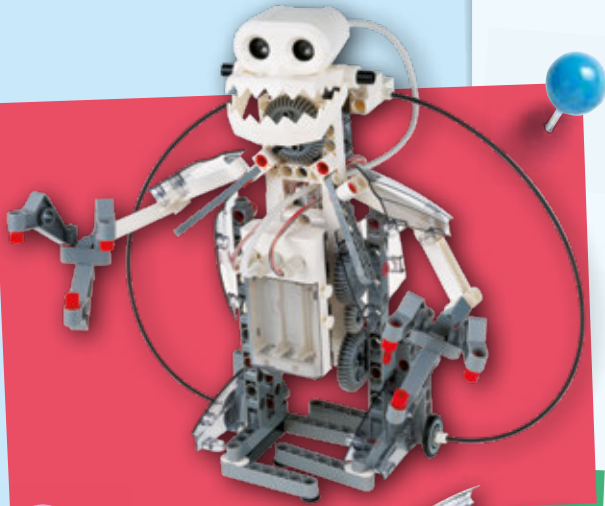
The models will often have several gear wheels installed in a row. In order for the models to work well, these gears will have to mesh well. Otherwise, the force from one gear wheel won't be properly transferred to the next.

D. Installing batteries in the Bluetooth battery box

Slide the transparent cover open. Insert brand new, disposable (1.5-volt) batteries into the battery compartment. Used batteries, a combination of new and used batteries, and rechargeable (1.2-volt) batteries may not provide enough power to operate all the models sufficiently. Ensure the batteries are inserted correctly as indicated by the plus-minus polarity markings. Close the compartment by sliding the cover back on.



>>> TABLE OF CONTENTS



TIP!

Above each set of assembly instructions, you will find a red bar:

>>> It shows you the difficulty level for the model's assembly:

● ○ ○
● ● ○
● ● ●
 easy medium hard

Safety Information Inside front cover

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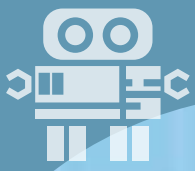
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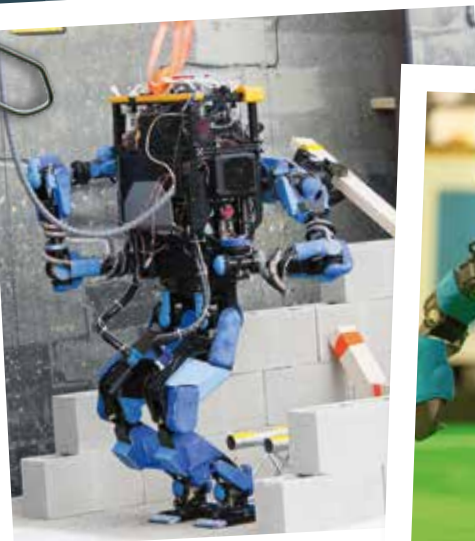
Catapult62
 Programming the Catapult64

Publisher's informationInside back cover



Robots: Sensing, Thinking Machines

Robots are mechanical agents controlled by computer programs. They can be programmed to perform all sorts of tasks and movements. Robots can assemble cars, play soccer, vacuum floors, deliver packages, map terrain, climb mountains, entertain people, cook dinner — the list goes on and on. With this kit, you can build robots that use an ultrasonic sensor to sense their environment. With the app, you can program the robots' motors to behave in different ways depending on the data coming from the ultrasonic sensor. In this way, you can create different robots that perform different tasks!



GETTING STARTED

There are four types of primary functional components in this kit that enable the robots to work:

- A. The Bluetooth battery box** connects to the app on your tablet or smartphone via a wireless Bluetooth connection, and provides power to the motor units via wires.
- B. Motor units 1 and 2** connect to axles and motor shafts to turn gears and wheels, activating your models. They are powered by the battery box.
- C. The ultrasonic sensor** sends out ultrasound waves and “listens” for them to bounce off of objects. It gives this information to the app.
- D. The app** is the “brain” of your robotic models. It uses the feedback from the ultrasonic sensor and program instructions to control the models.

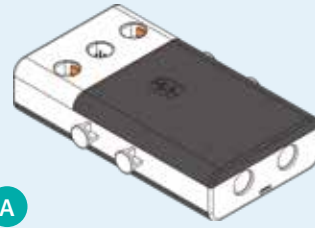
These four elements, in combination with all the mechanical parts — rods, gears, axles, frames, and so on — allow you to build and program mechanical robots that can sense their surrounding using sound waves.

First, follow the assembly instructions starting on page 13 to build one of the models. The Spy Bot model starting on page 18 is one of the easiest.

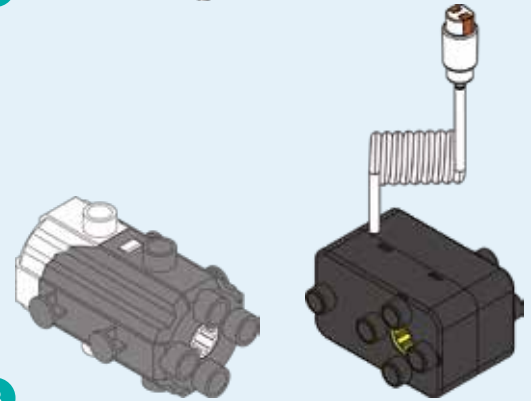
Make sure you have inserted the batteries correctly according to the battery information on page 2.

Shake the model until the blue light on the Bluetooth battery box turns on, indicating that the module is on. The module automatically turns off after about a minute of inactivity to save battery power. You simply have to jiggle the model when you want to turn it on again. It’s a movement-activated on-off switch!

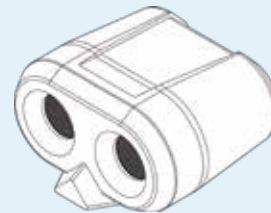
Now you can connect the tablet or smartphone to the model via the free app. Instructions to download and use the app start on page 7.



A



B

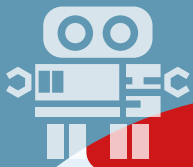


C



D

Robotics



ABOUT ULTRASOUND

ABOUT ULTRASOUND

Ultrasound is a sound pressure wave that moves through substances (gases, liquids, and solids) and has a frequency greater than that which humans can hear.

Frequency is simply the number of waves in a given period of time. Humans can hear sound waves in the frequency range of 20 hertz (which means cycles per second) to 20,000 hertz (20 kilohertz).

ANIMAL SONAR

In the natural world, bats, whales, and some birds use sound waves to detect objects around them. This is especially useful in the darkness of night or underwater, where seeing visible light is difficult or impossible.

This type of sensing is called **echolocation**, or biosonar. It works like this: The animal emits sound waves that move outward in all directions around it. When the sound waves hit an object, they bounce off of it and travel back to the animal's ears. The sound waves reach each of the animal's two ears at slightly different times. The animal can interpret this time difference to perceive the size, direction of movement, and speed of objects.

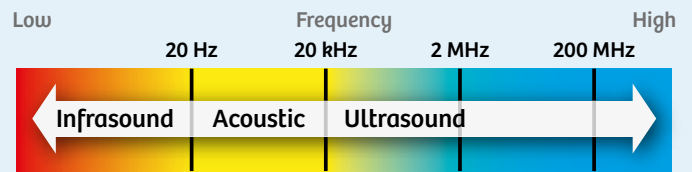
Animals use echolocation to hunt prey in the dark of night. They can also navigate and find their way around without normal eyesight.

ACTIVE SONAR

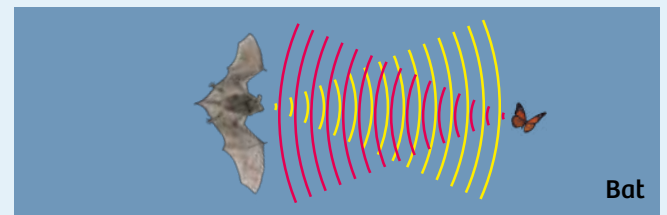
Humans have developed a technology to replicate echolocation, which is called **sonar**. Sonar is an acronym for **SOund Navigation And Ranging**. Sonar is used for navigation in submarines, ships, and airplanes. A similar technology using electromagnetic radio waves instead of sound waves is called **radar (RAdio Detection And Ranging)**.

With sonar and radar, airplane pilots are able to find their way and avoid collision with other planes, even in complete darkness or in thick clouds. Police use radar to detect speeding cars.

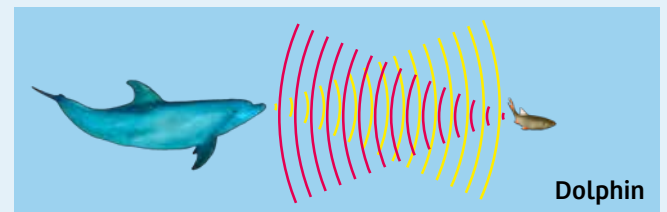
Your ultrasonic sensor also sends out sound waves. You can't hear them because they are ultrasonic! One "eye" on the sensor head is a transmitter and the other is a receiver. The transmitter sends out ultrasonic waves, like a speaker, and the receiver senses the waves that bounce back, like a microphone. In this way, the sensor is able to sense objects in front of it, even in the dark.



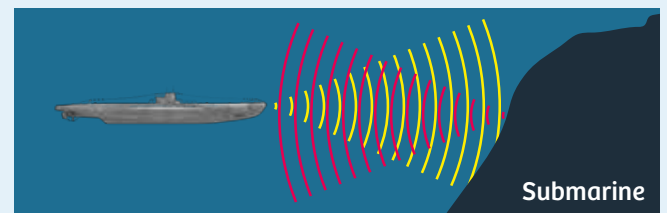
Sound waves of emitted call (yellow) Echo sound waves (red)



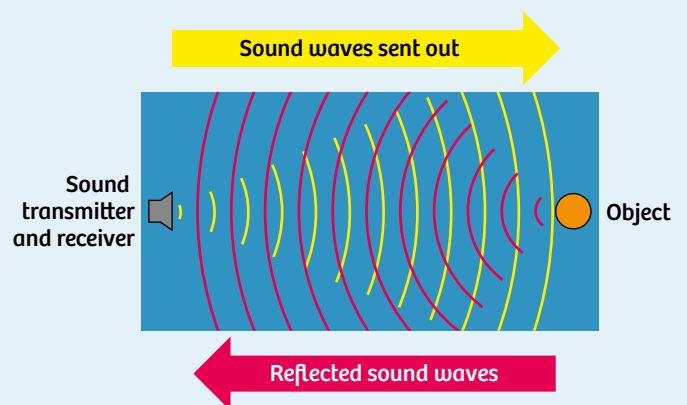
Bat



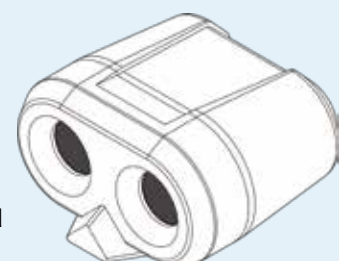
Dolphin



Submarine



The ultrasonic sensor has one transmitter and one receiver.



DOWNLOADING AND USING THE APP

DOWNLOAD THE APP

You can download the free app for iOS devices from the iOS App Store, or for Android devices from Google Play.

- iOS devices must support Bluetooth 4.0 (BLE). Check the iOS app store for details on iOS version requirements.
- Android devices must support Bluetooth 4.0 (BLE) and location services must be enabled. Check Google Play for details on Android version requirements.

To get the app:

1. Turn on your tablet or smartphone.
2. If you have a QR code reader installed, you can scan the QR code to the right to go to the product web page where there are links to the app in the app stores. If you don't have a QR code reader, you can follow this link: www.thamesandkosmos.com/index.php/robotics/robotics-smart-machines
3. Scroll down on the product web page and click the link for the app in the correct app store for your device.
4. Alternatively, you can search for the "Robotics - Smart Machines" app in the app store directly.
5. Follow the steps on the app download page to download and install the app on your device.
6. Open the app and the remote control screen will appear.

CONNECT THE APP TO THE ROBOT

1. Go to your device settings and make sure Bluetooth is turned on, but do not yet pair to any devices you see! You connect the app to the Bluetooth battery box via a control inside the app itself, not via the device settings.
2. Start the app and connect the app to your robot by pressing the circular Bluetooth button in the upper left corner (A).

Note: If you are using Android, you may need to grant location services permission to enable the Bluetooth connection. A permission dialog pops up the first time you attempt the connection.

3. When the connection has been made, the Bluetooth symbol will change color (B) and, if a motor is connected, the motor may turn on for a moment to indicate the connection has been made.



Robotics



Scan this QR code to go to the product web page where there are links to the app in the app stores.



Bluetooth status indicator:



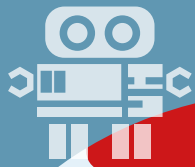
Initial State: A gray Bluetooth symbol with a flashing yellow ring around it tells you that the app is not connected to the robot. You can press the Bluetooth button to pair.



Scanning and Connecting State: The Bluetooth symbol will alternate between gray and yellow, and the entire Bluetooth button will appear slightly grayed out. Please wait until the Bluetooth symbol turns solid yellow, or the flashing yellow ring appears again.



Connected State: A solid yellow Bluetooth symbol on the button tells you that the app is connected to the robot. Press this button to disconnect the app from the robot.

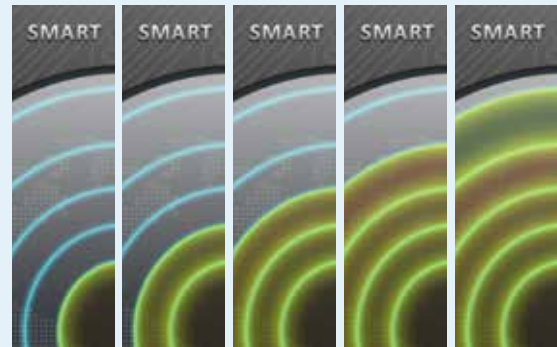


WRITING PROGRAMS

REMOTE CONTROL MODE

The ultrasonic functionality will now be available if the ultrasonic sensor is connected properly. The concentric circular rings indicate the relative distance to an object in front of the sensor. The ring lights up when an object is detected. Closer objects light up the inner rings; objects that are farther away light up the outer rings. Test it out by moving an object in front of the sensor.

You can use the two slider controls (C) to directly control the two motors on your models. Slide the slider up or down with your finger to make the motor spin clockwise or counterclockwise.



Object Near

Object Far

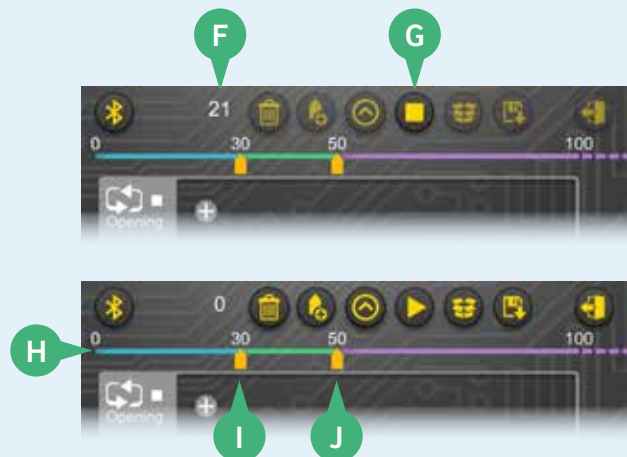
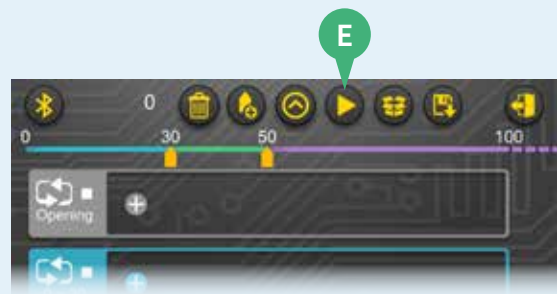
PROGRAMMING MODE

Press the gear icon (D) to enter the programming mode. When you press the icon, a list of programs appears. You can save up to eight programs. The app comes with demo programs preloaded in Programs 1-7 and Program 8 is blank. You will also see that there are other programs for other versions of the product.



UNDERSTANDING THE ULTRASONIC DETECTION INTERVALS

1. Enter Program 8 (the blank program). The programming screen appears.
2. The Go button (E) runs the program. When it is pressed, the number in the upper left (F) will start indicating the distance to the object that the sensor is detecting.
3. After you press the Go button, it becomes a Stop button (G) and the program runs. You can see in this example that the sensor is reading a distance of "21." This equates roughly to a distance of 21 centimeters. Press the Stop button.
4. The sensor distance indicator line (H) has adjustable ranges. Different program segments can run in each of these ranges. By default, there are three ranges. The first range marker (I) is set at 30 and the second marker (J) at 50. This means there are four program segments by default, which are described on the next page.



Continued on next page >>>

- The “Opening” program segment (K) runs once at the beginning when the Go button is pressed.
- When an object is detected between 0 and 30, the blue 0-30 segment (L) runs.
- When an object is detected between 30 and 50, the green 31-50 segment (M) runs.
- When an object is detected between 50 and 100, the purple >51 segment (N) runs.

You can slide the range markers to change the distance ranges. You can also increase the number of distance range segments by pressing the add range marker button (O). You can delete a segment with the delete button (P).

Range markers must be a minimum of 5 distance units apart. You cannot add a new range marker if there is another marker at 90 or higher.

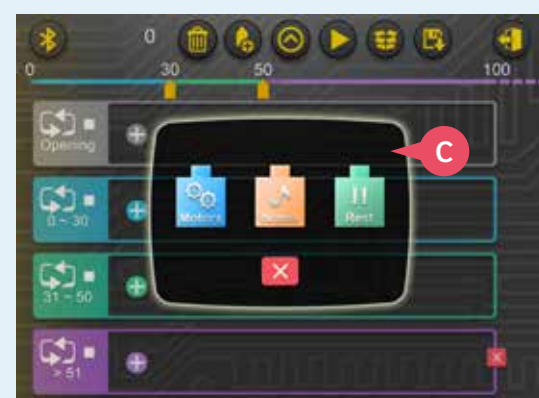
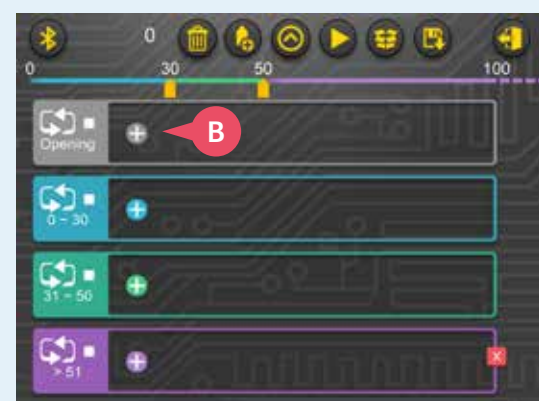
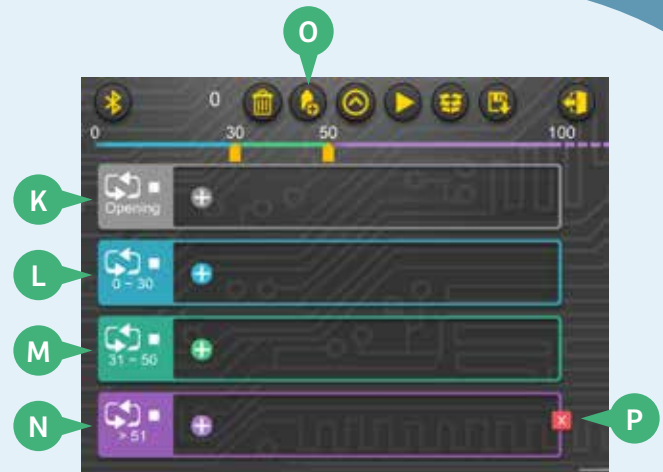
WRITING A PROGRAM

1. Now you are ready to write your first program. Click the gear button (A) to enter the programming mode. Choose a blank program (Program 8 starts out blank).
2. The programming screen appears.
3. Press the plus sign “+” button (B) in one of the program segments to add a command.
4. The commands menu (C) pops up. You can select between three types of commands:

- Choose Motors to add motor commands.
- Choose Notes to add sound commands.
- Choose Rest to add a pause command.

Or press the red X button to exit the commands menu.

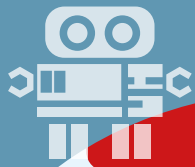
Continued on next page >>>



TROUBLESHOOTING THE SENSOR CONNECTION

If the sensor connection isn't working:

- >>> Disconnect and then reestablish the Bluetooth connection.
- >>> Make sure the sensor cable is securely plugged into the battery box.
- >>> Exit the program you are in and relaunch it.



PROGRAMMING MOTORS

1. Press the motors command icon and the motor programming window appears (D).
2. In the motor programming window, you can create a command to control motor one (blue) and/or motor two (red) to turn forward or backward. You can choose a relative speed from -4 (fastest in one direction) to 4 (fastest in the other direction).

Note: A positive speed (1-4) in the motor command doesn't always mean your model will move forward! You will have to test which direction results in the desired output direction on your specific models, because the orientation of the motor and the gearing will change the direction.

3. With the time slider (E), you can also set the duration for which the motor(s) will turn, from 0.5 to 5.0 seconds.
4. When you are satisfied with your selections, press the green check mark button and the motor block (F) appears in the program segment.

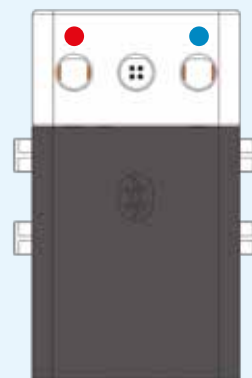
The blocks show which motor(s) (G) the command will turn, and at what speed and in what direction (H) each motor will turn. Below that, it shows how long the motor(s) will turn (I).

The blue gear wheel represents motor one and the red gear wheel represents motor two.

Tip! Add red and blue dots or stickers to the battery box and motors so you can easily keep track of which motor you are programming.

5. You can add more command blocks to the same segment by pressing the "+" button (B) again.

Continued on next page >>>

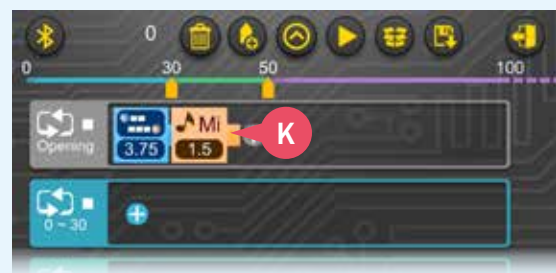


Motor indicator dots

PROGRAMMING SOUNDS

1. Press the notes command icon and the sound programming window appears (J).
2. In the sound programming window, you can create a command to make sounds. You can choose the pitch (Do, Re, Mi, Fa, Sol, La, Si, and Do) and the duration (0.5 to 5 seconds) for each note command.
3. Press the green check mark button and the note block (K) appears in the program segment.

In this way, you can program a simple melody with multiple note blocks that will play when the program segment runs.



PROGRAMMING PAUSES

1. The last command option is to add a pause, or rest, to the program. Press the rest command icon and the rest programming window appears (L). You can choose the duration (0.5 to 5 seconds) of the pause in the program. Press the green check mark button and the rest block (M) is added to the program segment.



WRITING A COMPLETE PROGRAM

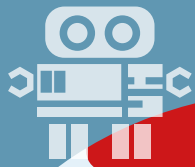
Following the previous instructions for adding commands, you can now go and write programs for all of the segments. You can think of the different actions you want your robot to perform when the ultrasonic sensor reads objects at different distances in front of it.

Don't be afraid to try a lot of different ideas and play around with different combinations of command blocks in different distance range segments.

DELETING COMMANDS

To delete a command block, press the block you want to delete to open its programming window. Then press the trash button (N) in the bottom corner.





WRITING PROGRAMS

DELETE ALL

To clear an entire program and set it back to the default blank program mode, press the trash can button (O) in the menu bar. This also resets the range markers to the default settings.

LOOP CHECKBOX

When the loop checkbox (P) is checked, the program segment will run in a continuous loop, over and over again, when the program segment is active.

When the loop checkbox is unchecked, the program segment will run just once when the program segment is triggered.

SWITCHING BETWEEN PROGRAMS

If you want to move to a different program, click the storage box button (Q) and select which program you want to open.

SAVING PROGRAMS

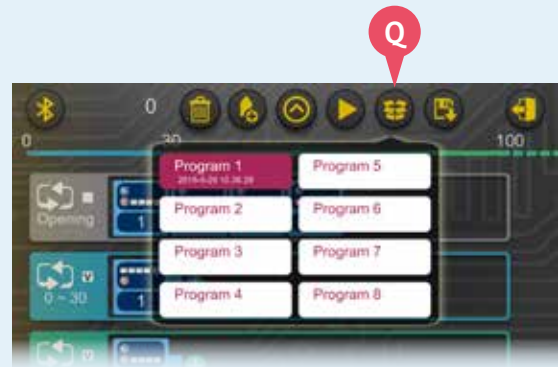
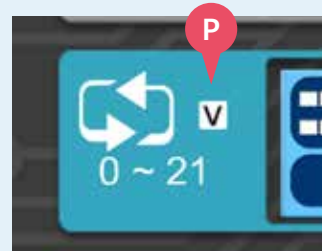
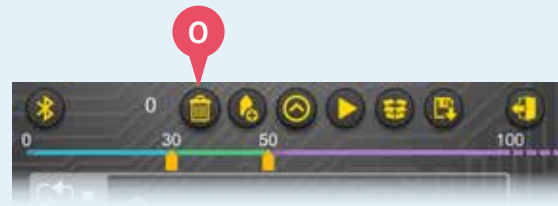
When you want to save a program you have written, press the disk button (R). The program script will immediately be saved inside the program (1-6) you are currently in. A confirmation screen will appear.

REVERT TO SAVED

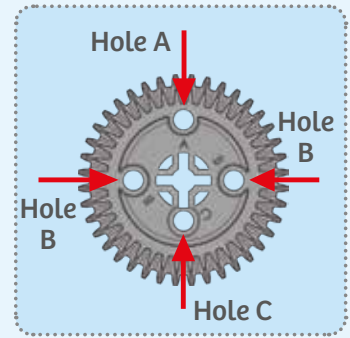
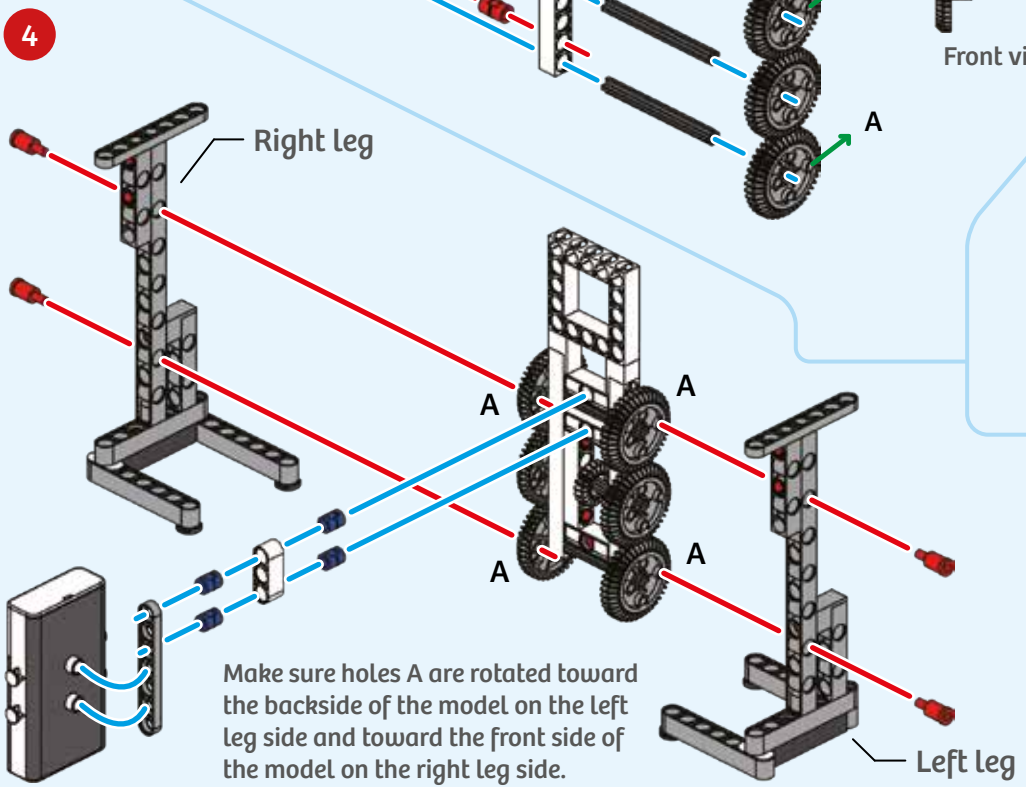
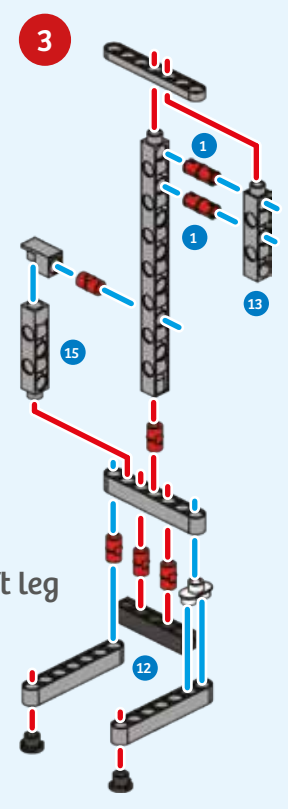
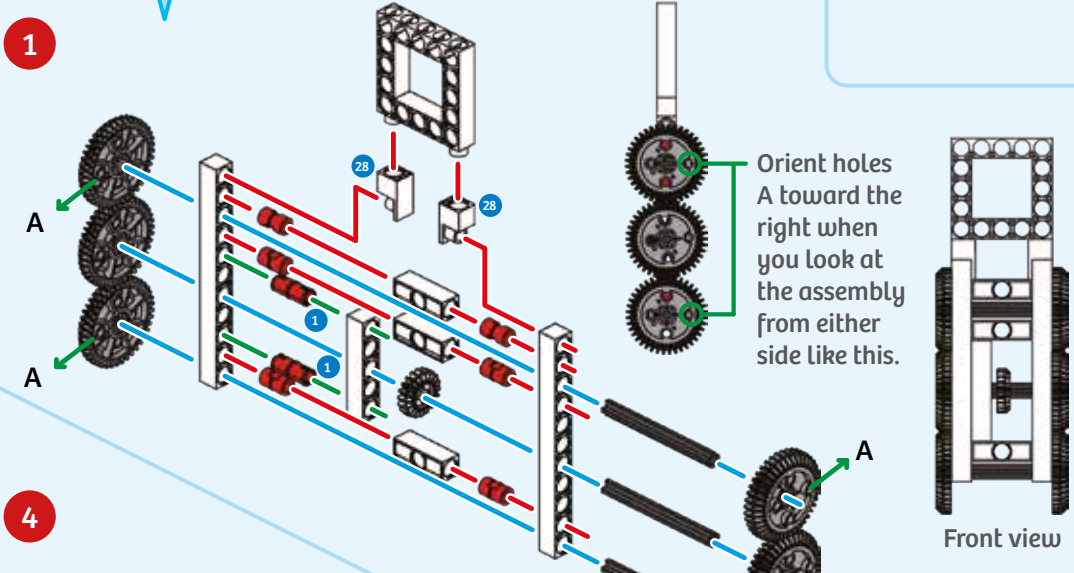
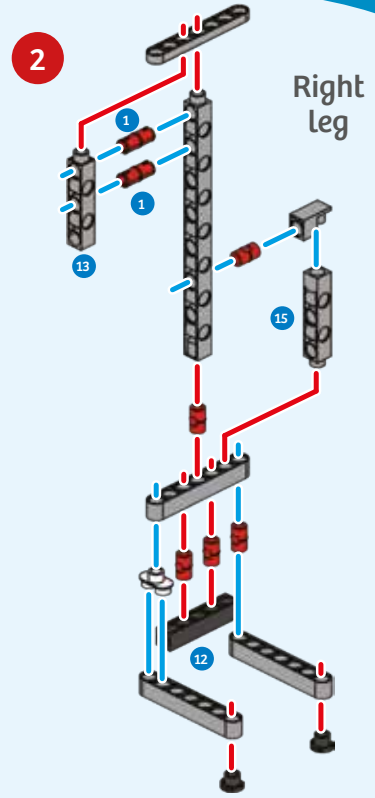
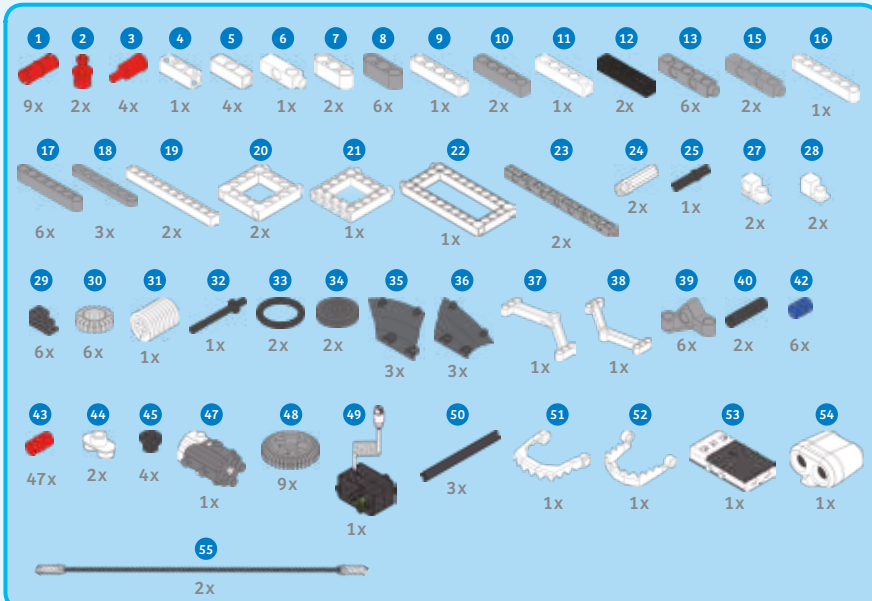
To revert to the last saved version of the program and erase all unsaved changes, press the revert to saved button (S).

EXITING PROGRAMMING MODE

When you want to leave the programming screen, press the door button (T). A window will pop up asking if you are sure you want to leave the programming screen. Press the green check mark button to go back to the main remote screen.



BIPEDAL ANDROID

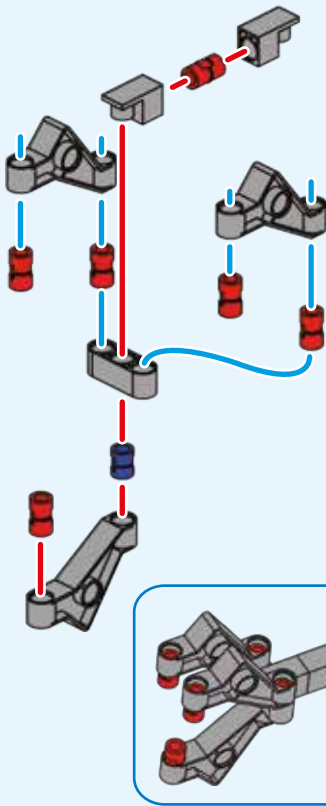




BIPEDAL ANDROID

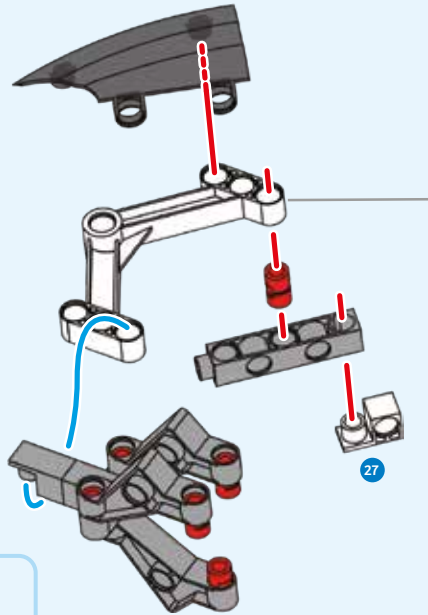
5

x2



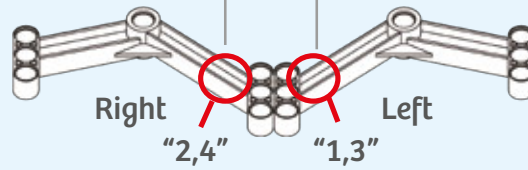
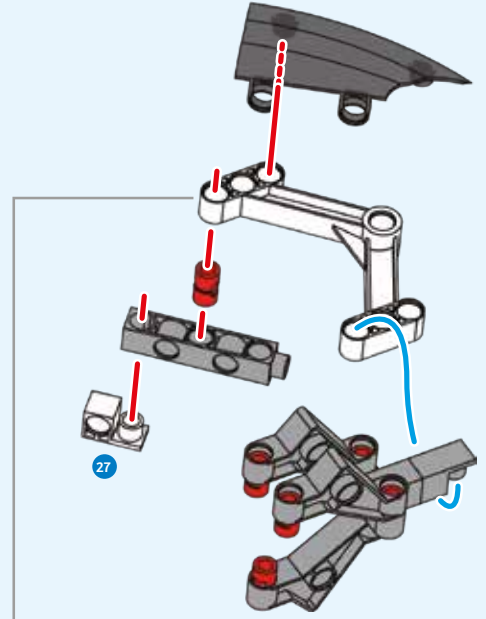
6

Right hand



7

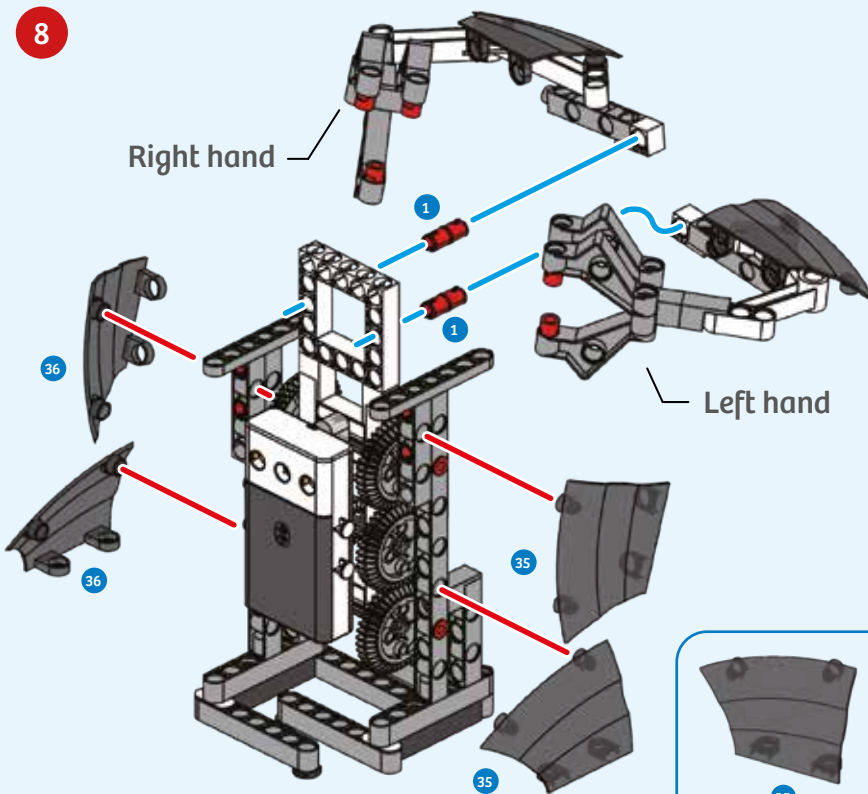
Left hand



Pay close attention to the two angled pieces. They are not the same.

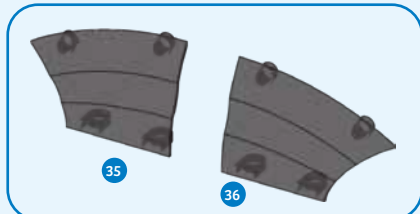
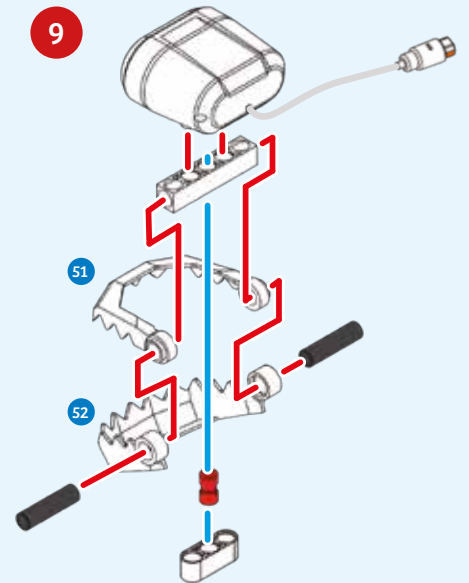
8

Right hand

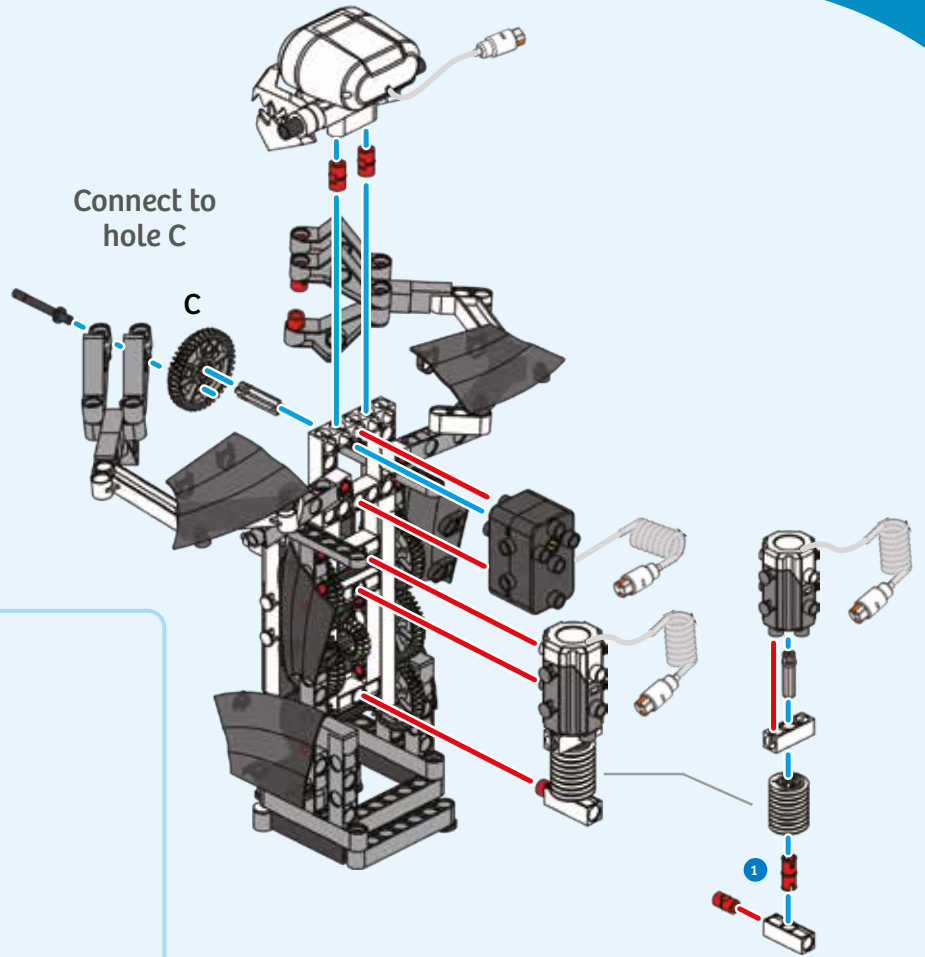
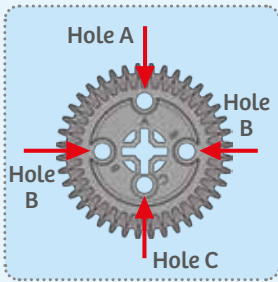


Left hand

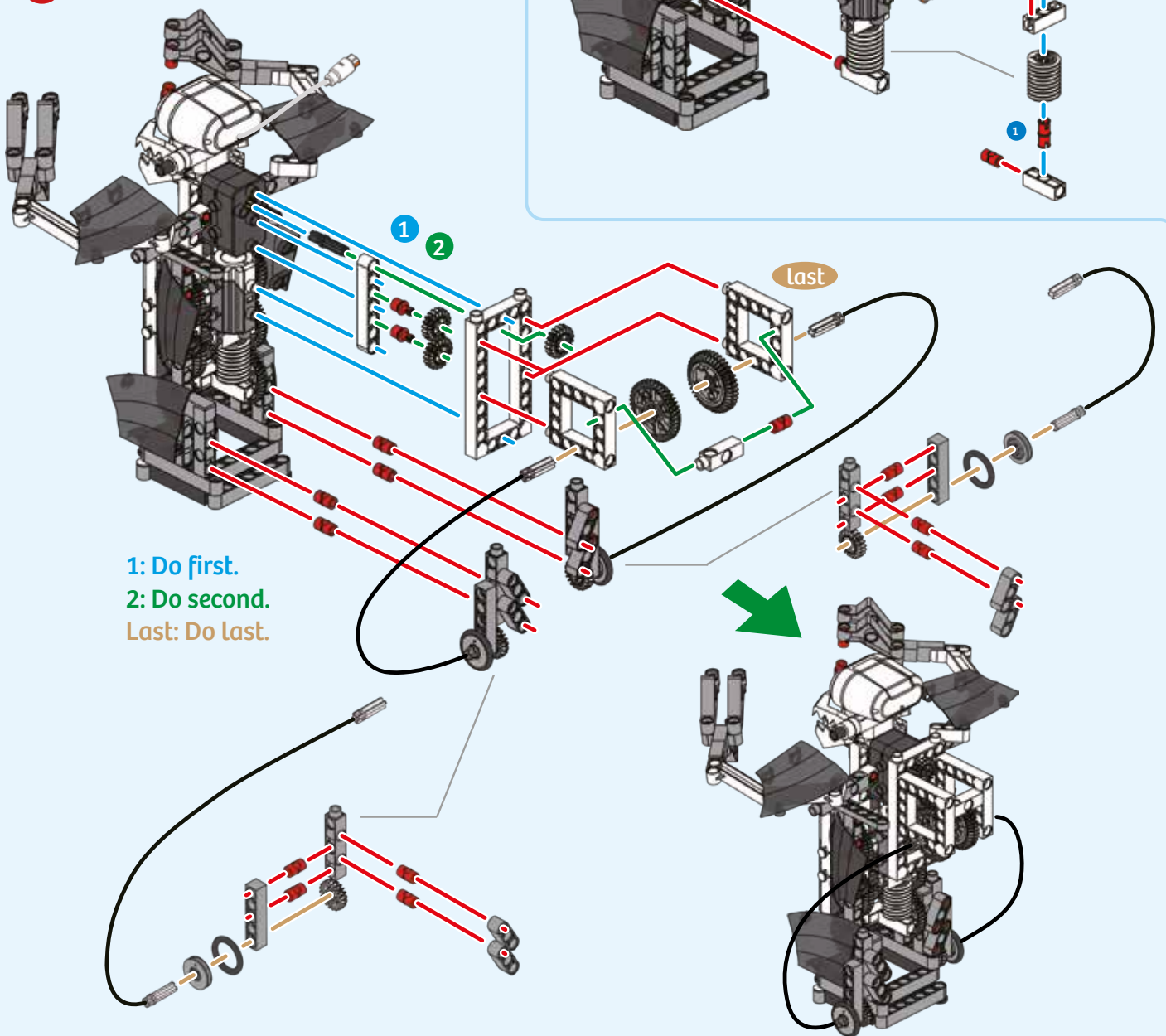
9



10



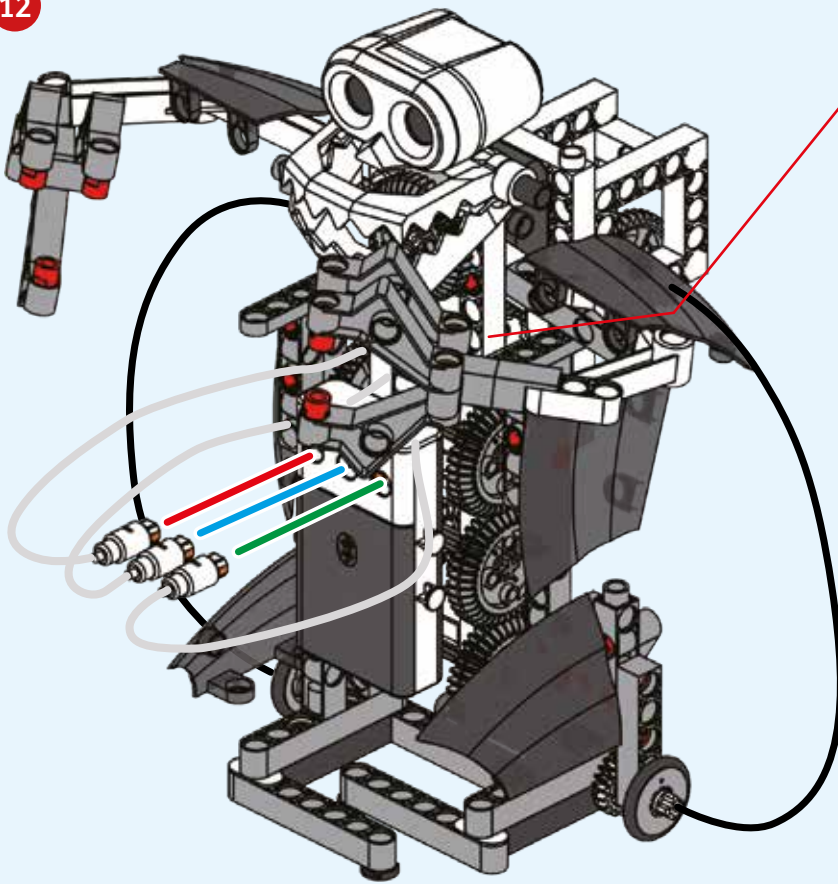
11



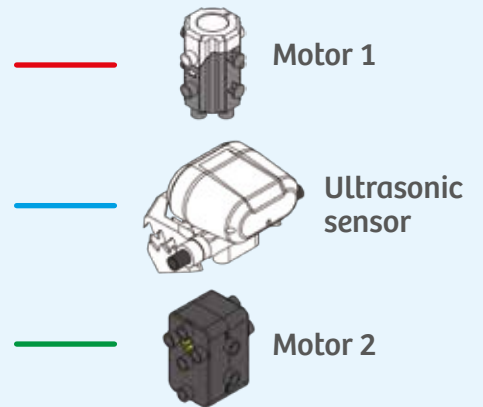


● ● ● BIPEDAL ANDROID

12

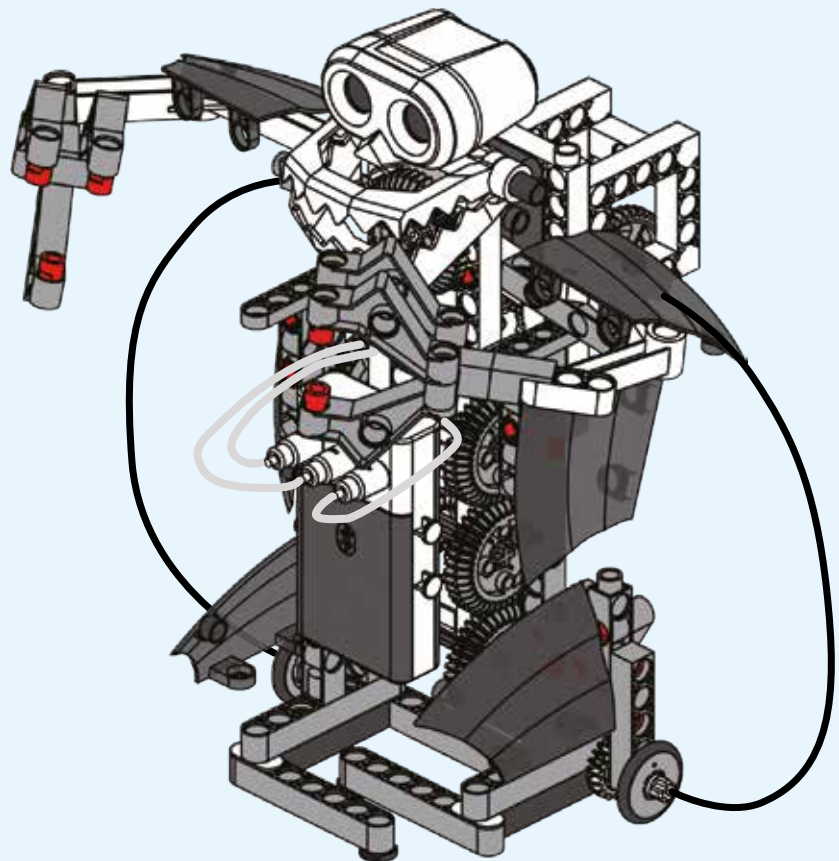


The three wires pass through the middle frame.



13

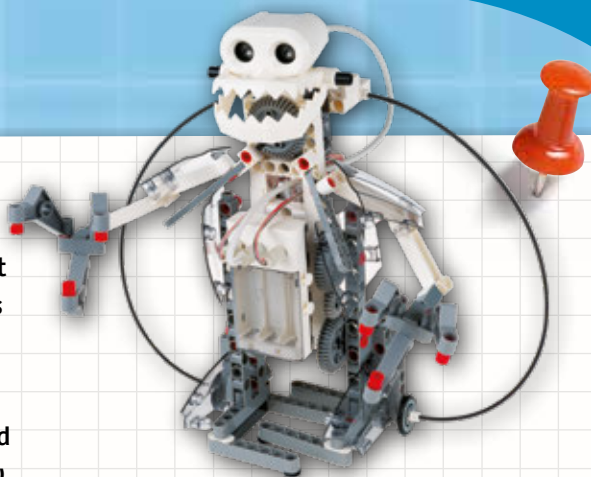
Done!



NOTE!

This model requires a smooth tabletop or floor in order to turn properly. Try it on different surfaces, such as a glass table and hardwood floor, to see what works best.

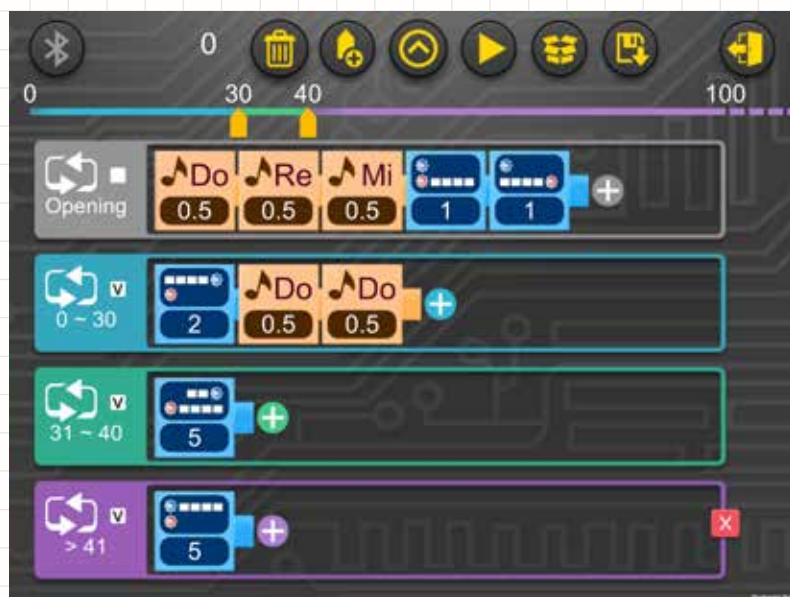
PROGRAMMING



SAMPLE PROGRAM FOR THE BIPEDAL ANDROID

Use this program to make your bipedal android walk forward until it detects an obstacle with the ultrasound sensor. When the obstacle is detected, the robot will turn to the side. When the robot no longer detects an obstacle, it will walk forward again.

This program is preloaded in the app under Program 7. Test it out and write down how the robot behaves for each program segment below.



DEMO PROGRAM:

Program 7

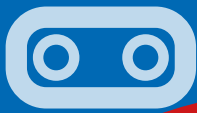
OPENING SEGMENT:

SEGMENT 0-30:

SEGMENT 31-40:

SEGMENT >41:

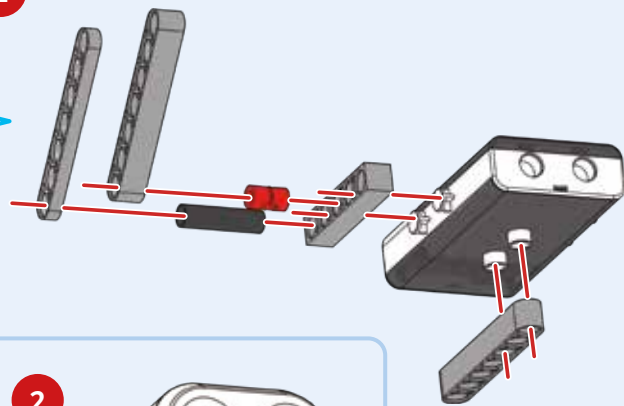
PROGRAMMING NOTES



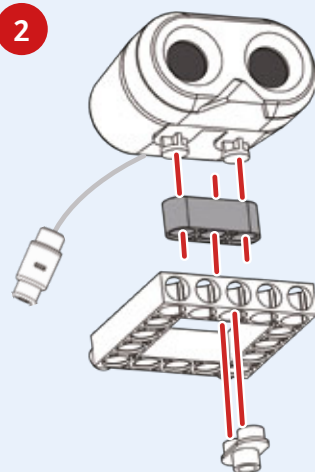
SPY BOT

- | | | | | | | | | | | | |
|----|----|----|----|----|----|----|----|----|----|----|-----|
| 1 | 2 | 3 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 13 | 15 |
| 1x | 2x | 2x | 3x | 2x | 2x | 5x | 1x | 2x | 1x | 3x | 2x |
| 16 | 17 | 18 | 19 | 20 | 21 | 22 | 24 | 26 | | | |
| 2x | 6x | 2x | 2x | 2x | 1x | 1x | 2x | 1x | | | |
| 27 | 28 | 29 | 30 | 33 | 34 | 37 | 38 | 39 | 40 | 42 | 43 |
| 2x | 4x | 4x | 5x | 2x | 2x | 1x | 1x | 2x | 2x | 6x | 30x |
| 44 | 47 | 48 | 49 | 50 | 53 | 54 | | | | | |
| 2x | 1x | 4x | 1x | 1x | 1x | 1x | | | | | |

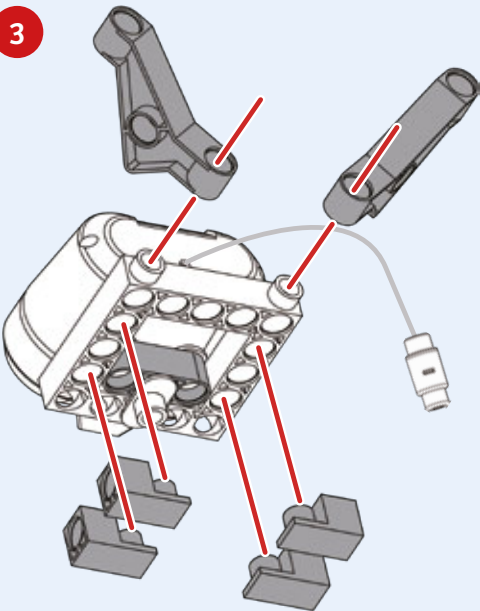
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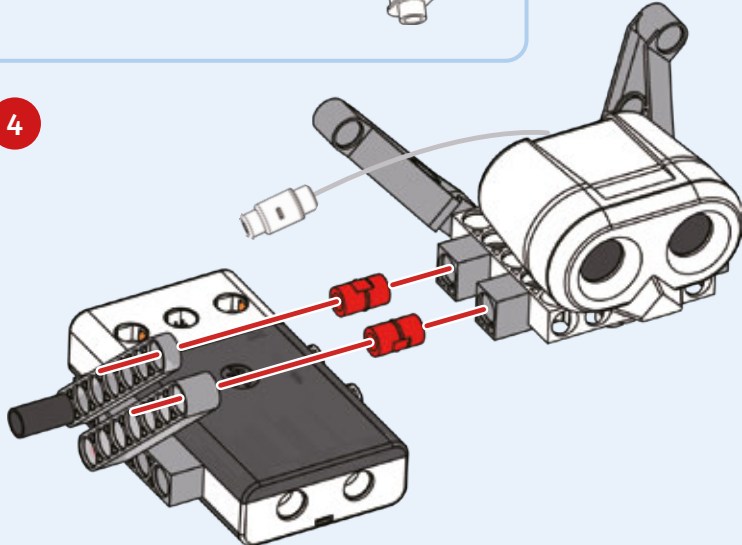
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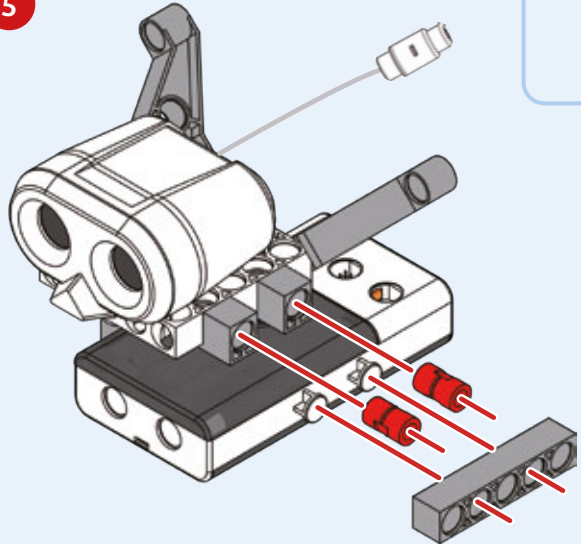
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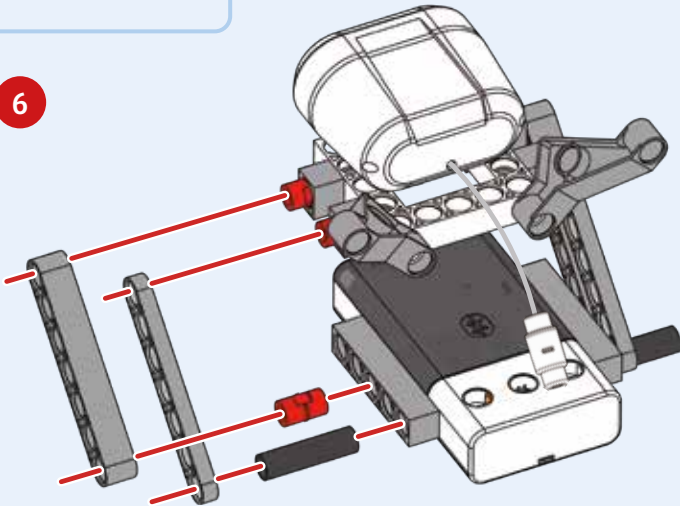
4



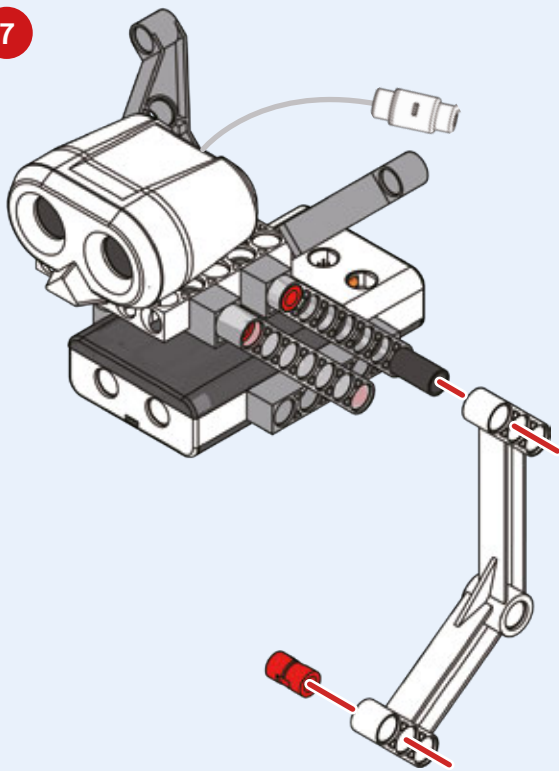
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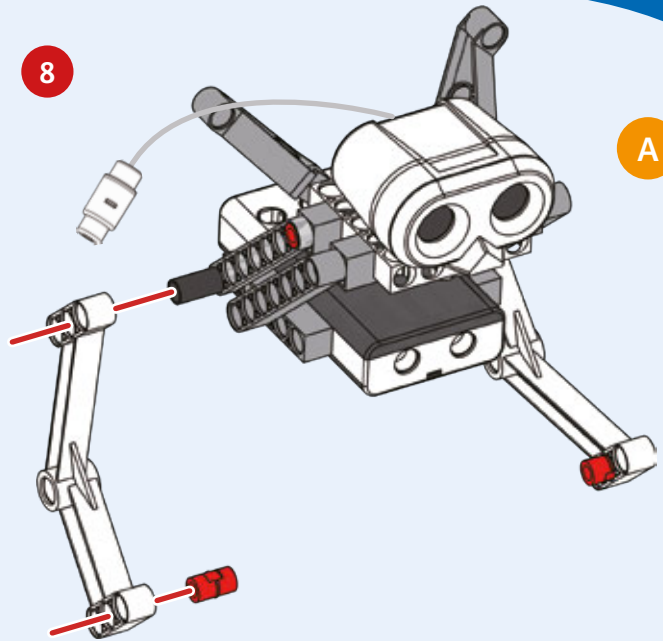
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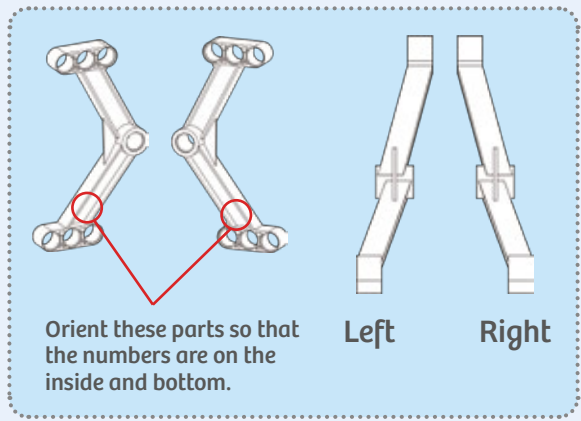
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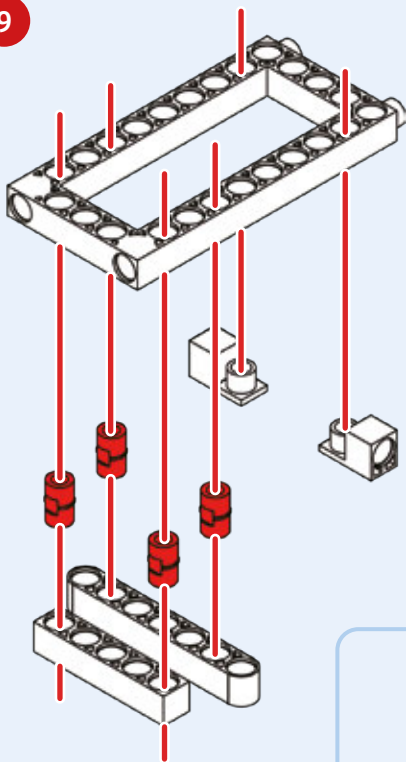
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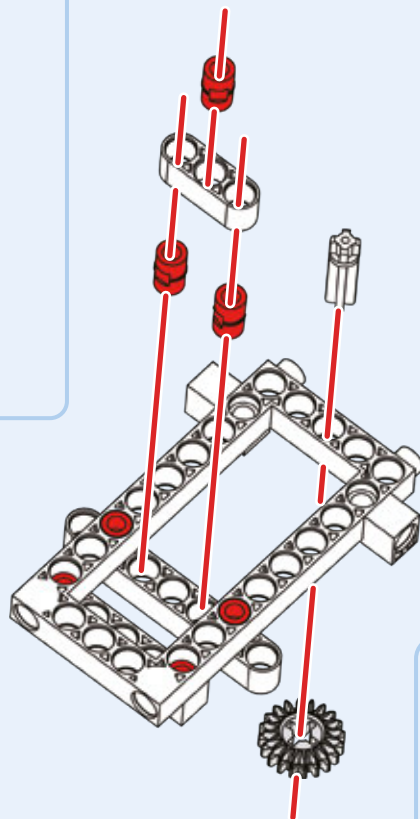
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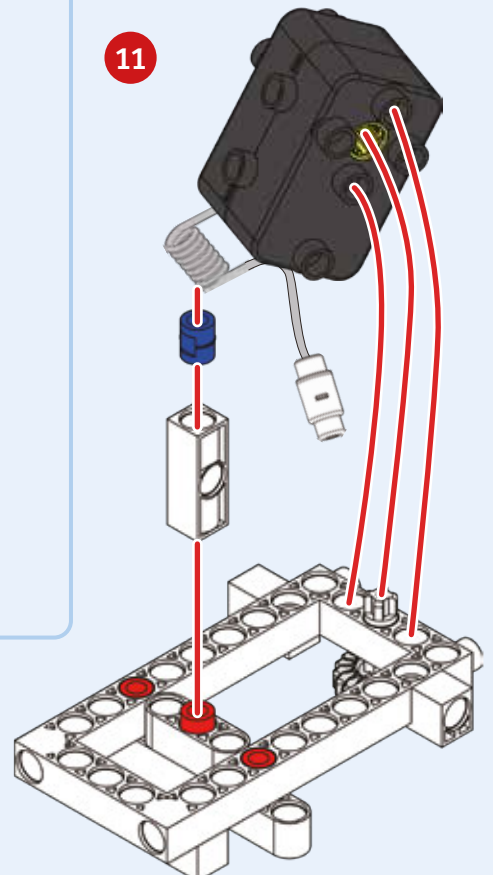
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10



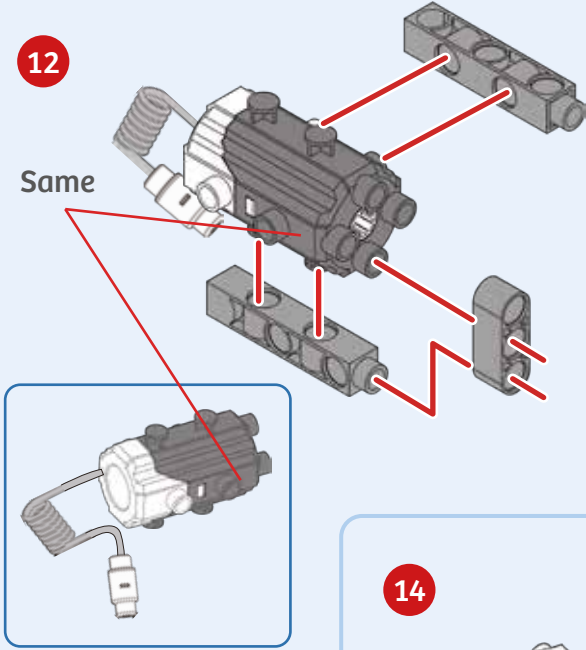
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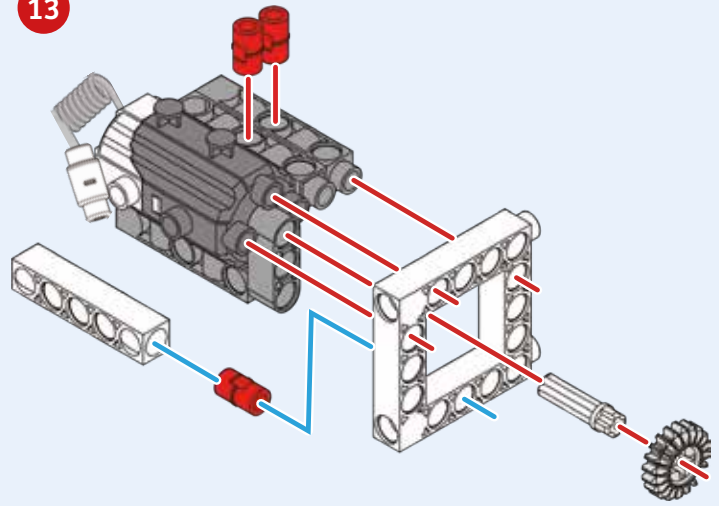


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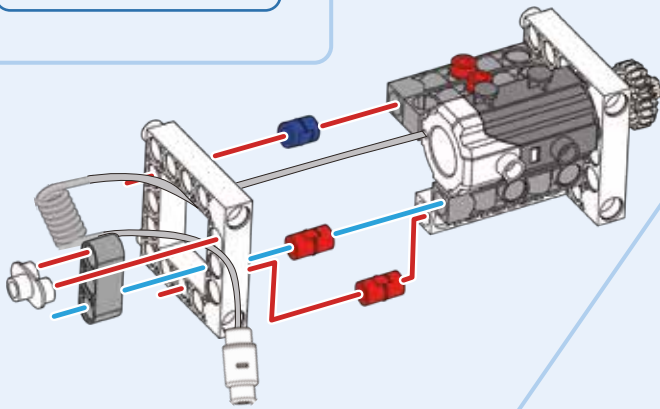
Same



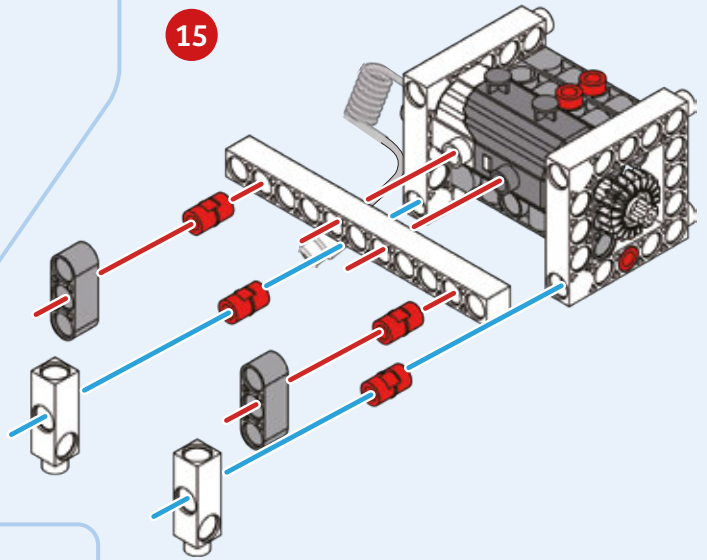
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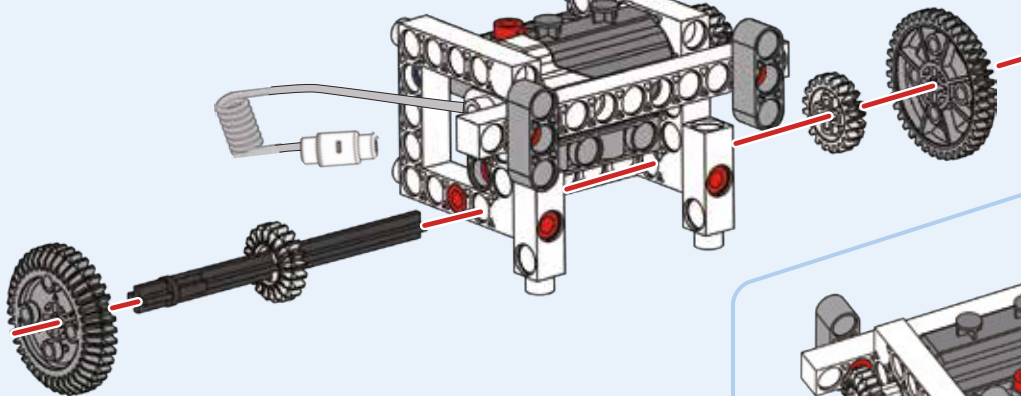
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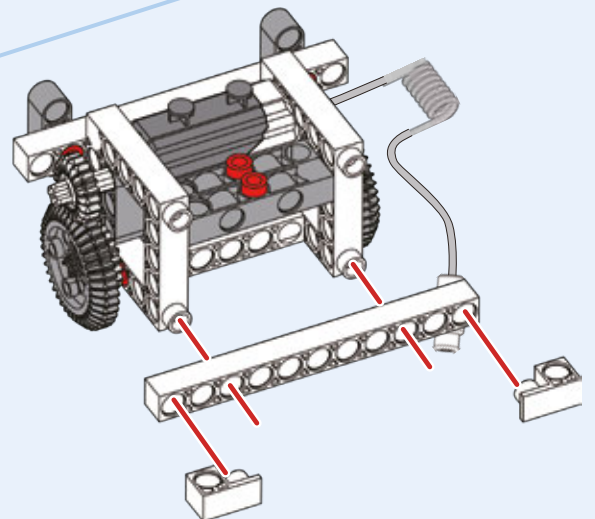
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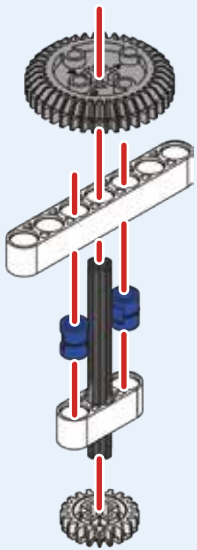
16



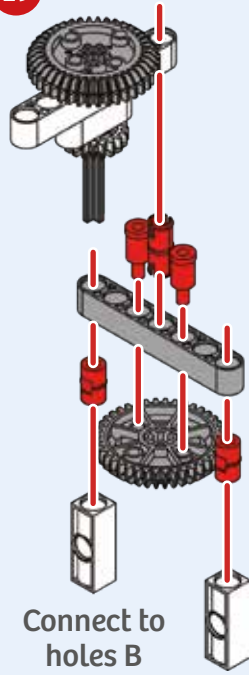
17



18

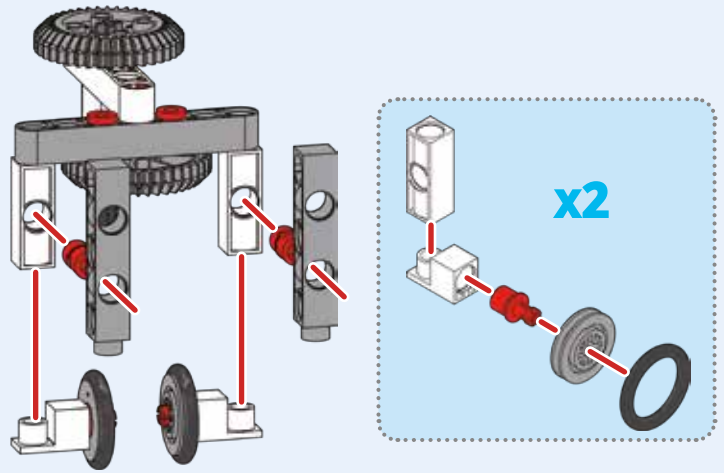


19



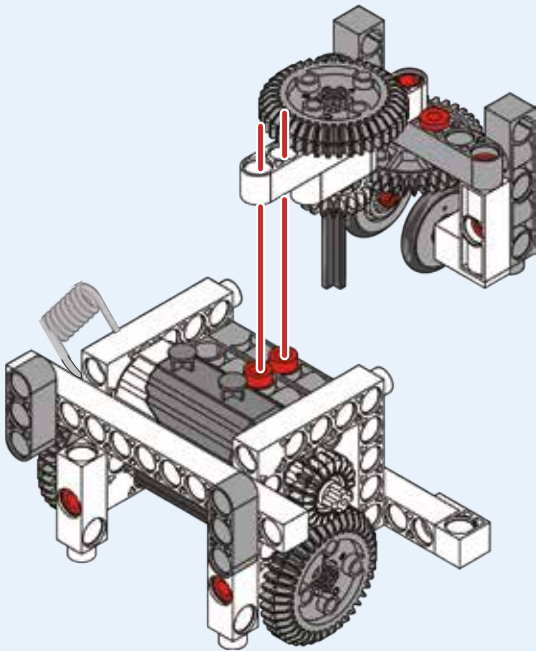
Connect to holes B

20

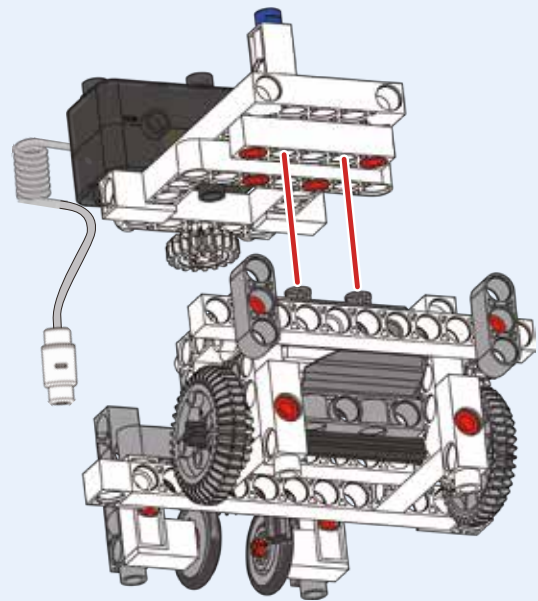


x2

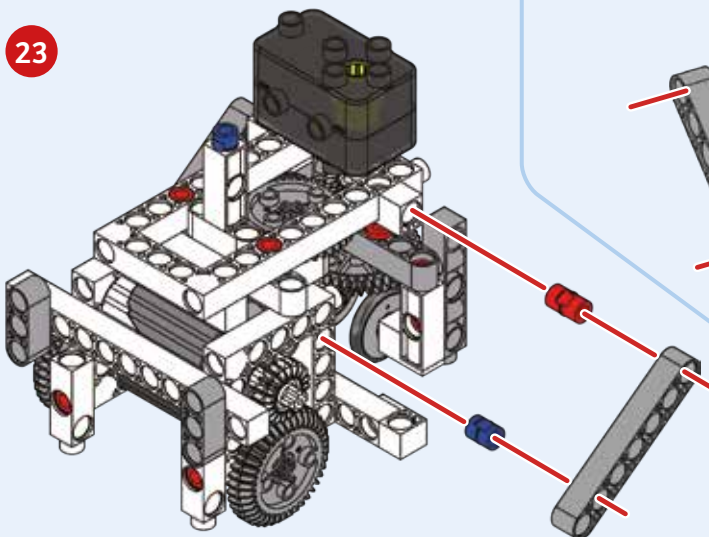
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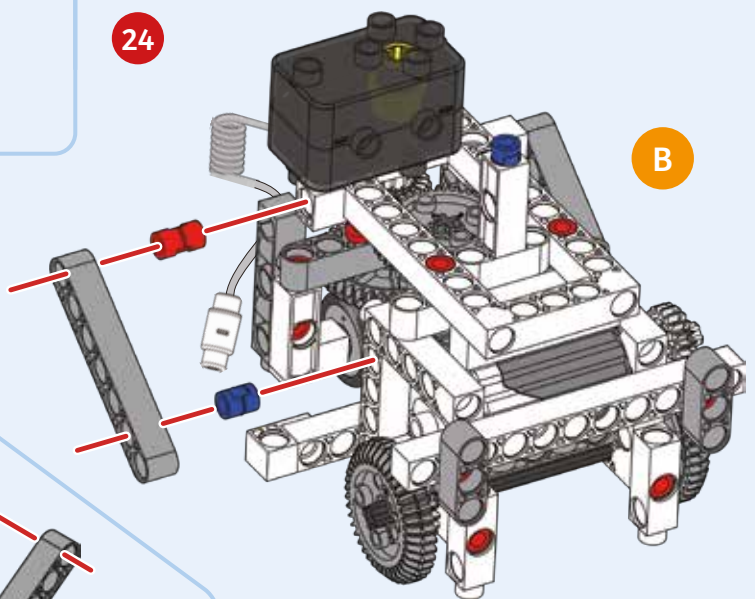
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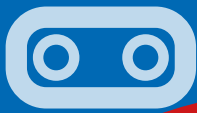
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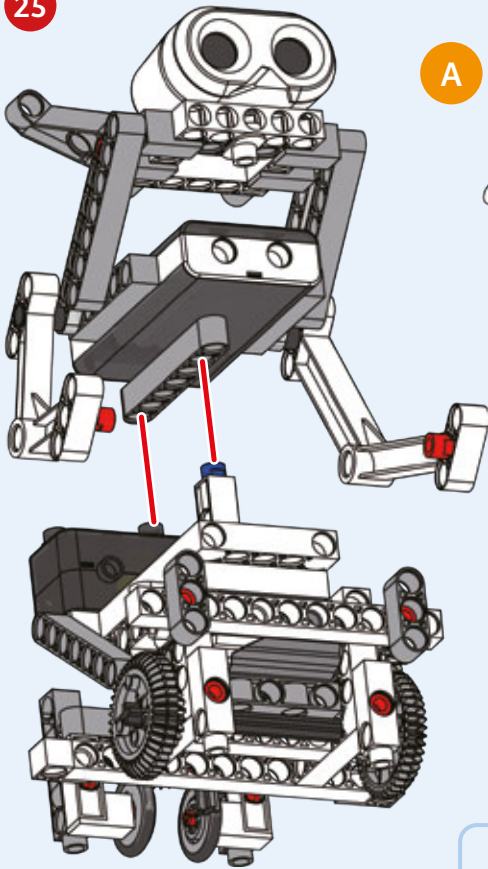
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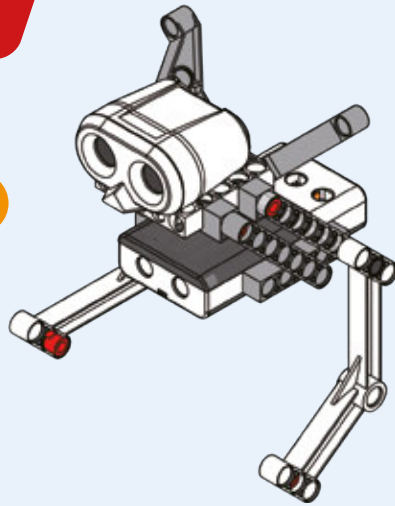
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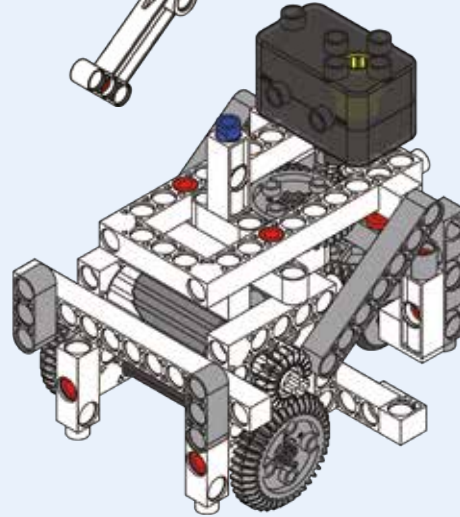
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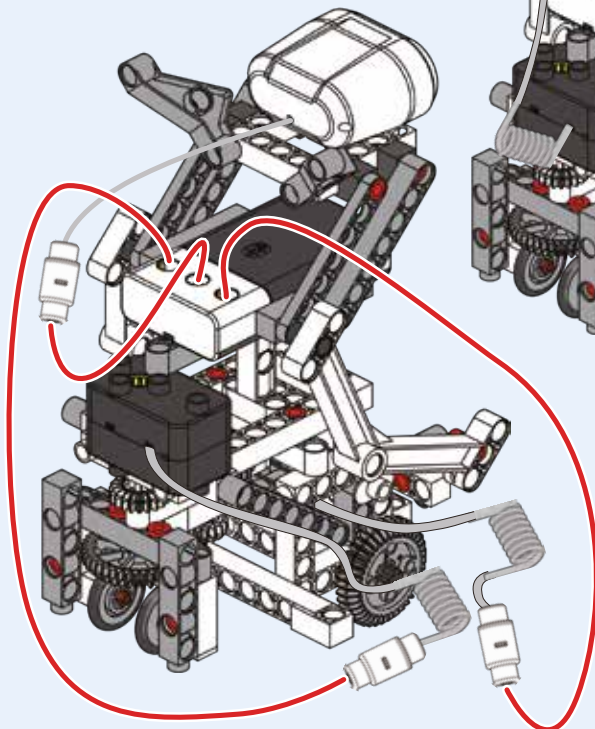
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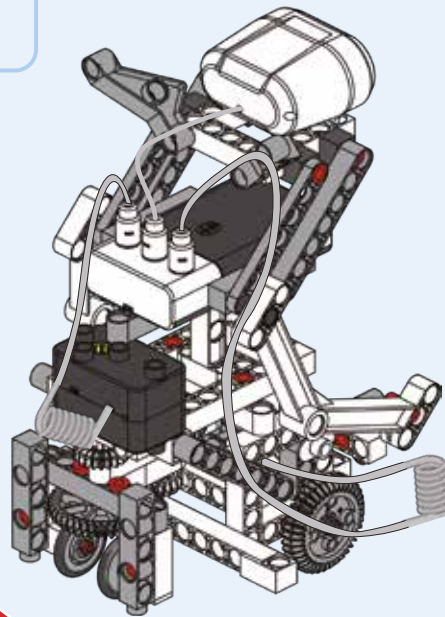
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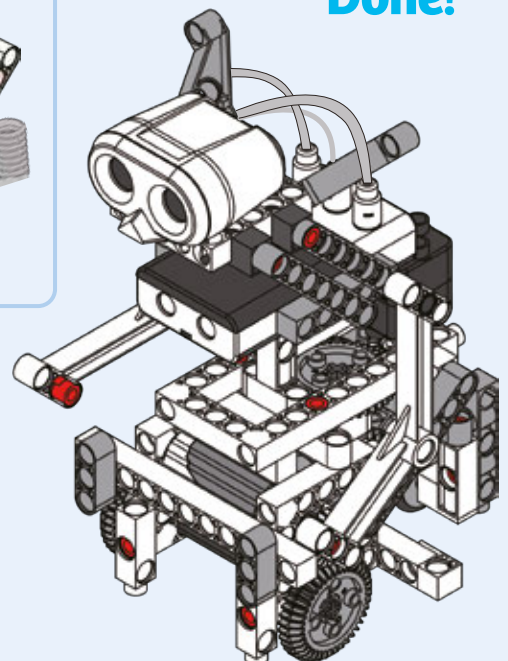
26



27



Done!



PROGRAMMING



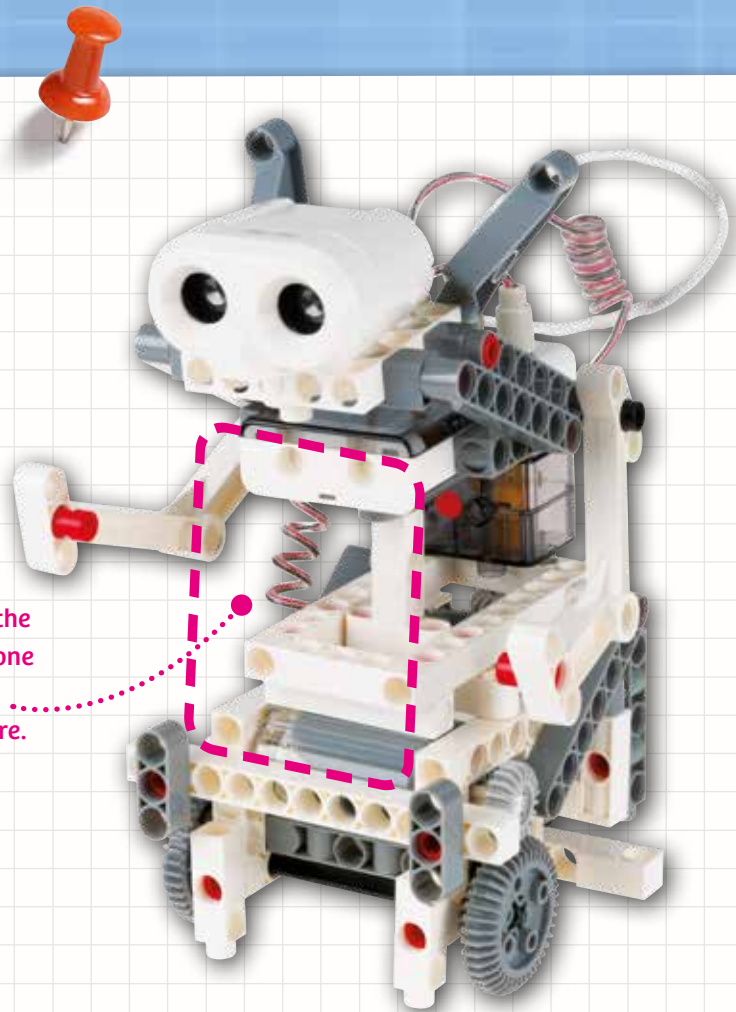
MANUALLY CONTROLLING THE SPY BOT

Test out the app's remote control capabilities with this cute little robot. Drive it around your house directly with the remote control mode on the app. And here's a cool idea: You can place a second smartphone or small tablet in the holder on the front of its body, and then use the device's built-in video camera to record what the robot "sees." You could even stream it back to another computer via a video chat program.

Motor 1 moves the robot forward or backward and Motor 2 turns the robot around.

In this way, this cute robot can become a stealthy spy bot or a remote expedition bot.

Position the smartphone or small tablet here.



CHARTING A COURSE

Draw a floor plan of your home or classroom here and then draw a route for your spy bot to follow. Can you use the remote controls to follow the route the entire way?



BEETLE

1	2	3	4	5	7	8	9	10	13
18x	8x	9x	1x	2x	1x	6x	1x	4x	6x
16	17	20	21	22	24	25	27		
2x	3x	2x	1x	2x	3x	1x	2x		
29	30	35	36	37	38	39	42	43	
4x	8x	2x	2x	1x	1x	6x	4x	12x	
44	47	48	49	50	53	54			
2x	1x	10x	1x	3x	1x	1x			

1

x6

2

4

3

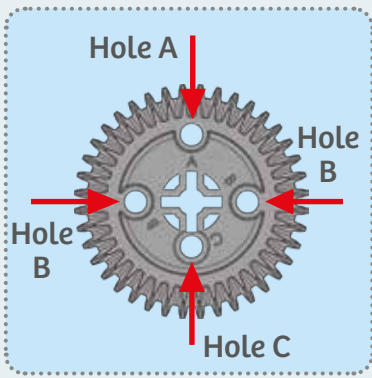
5

6

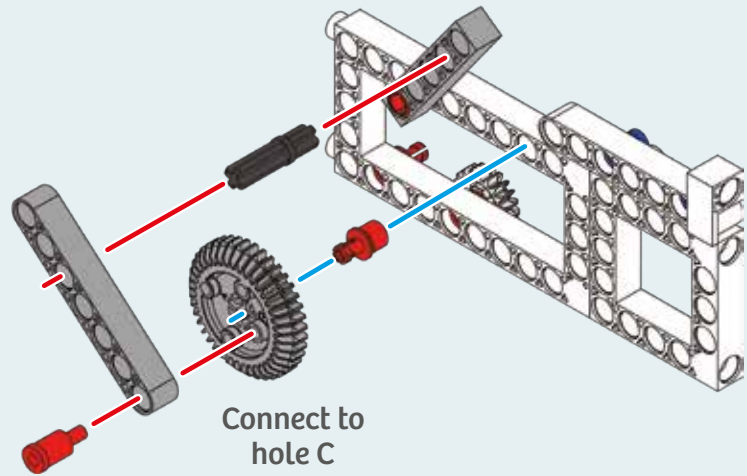
7

8

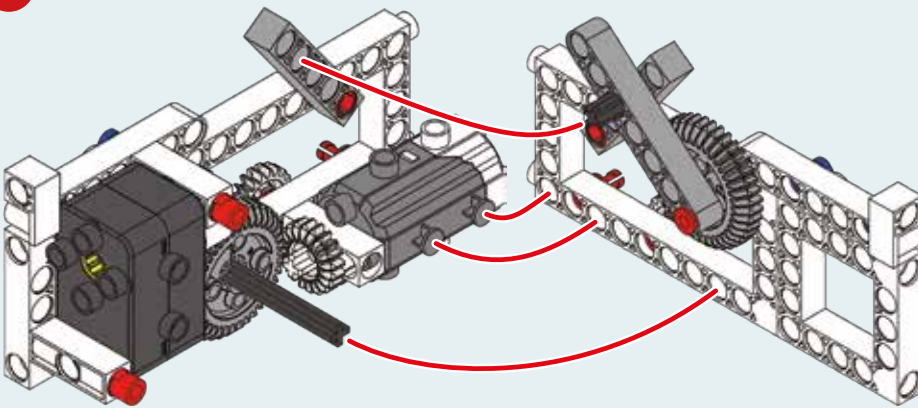
Pull the plug through the square frame.



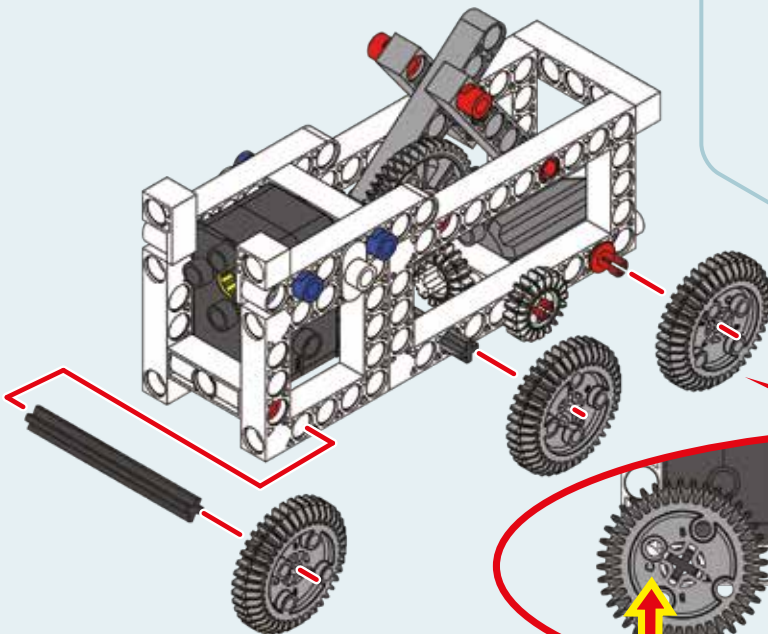
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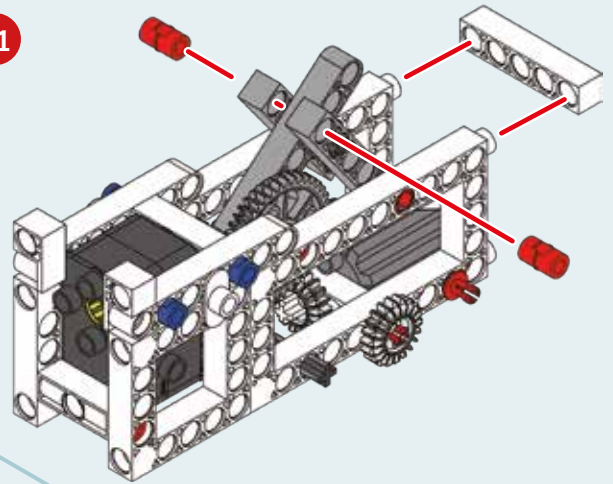
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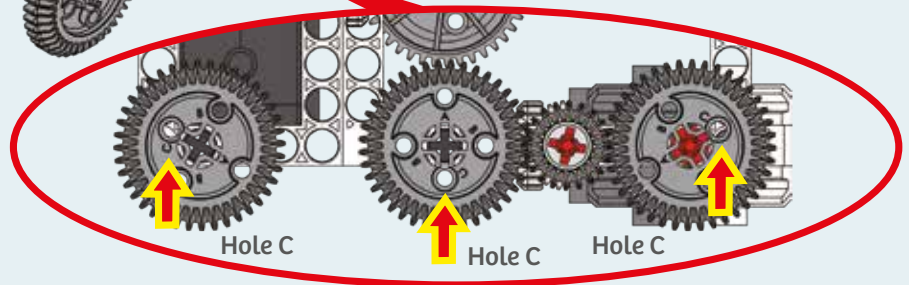
12



11

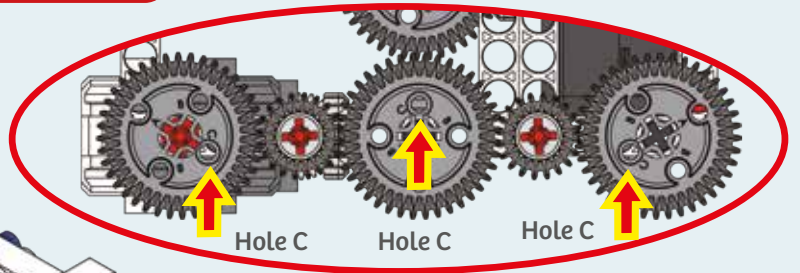
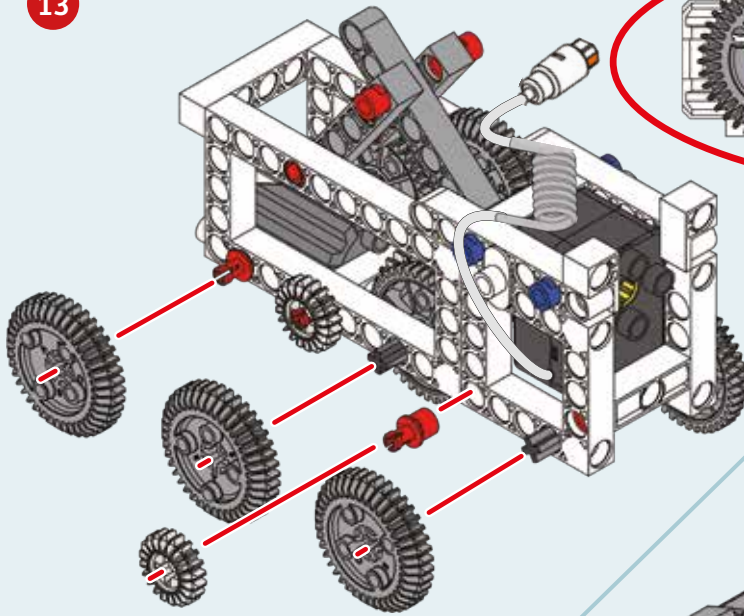


Align the gears exactly as shown. The arrows point to holes C.



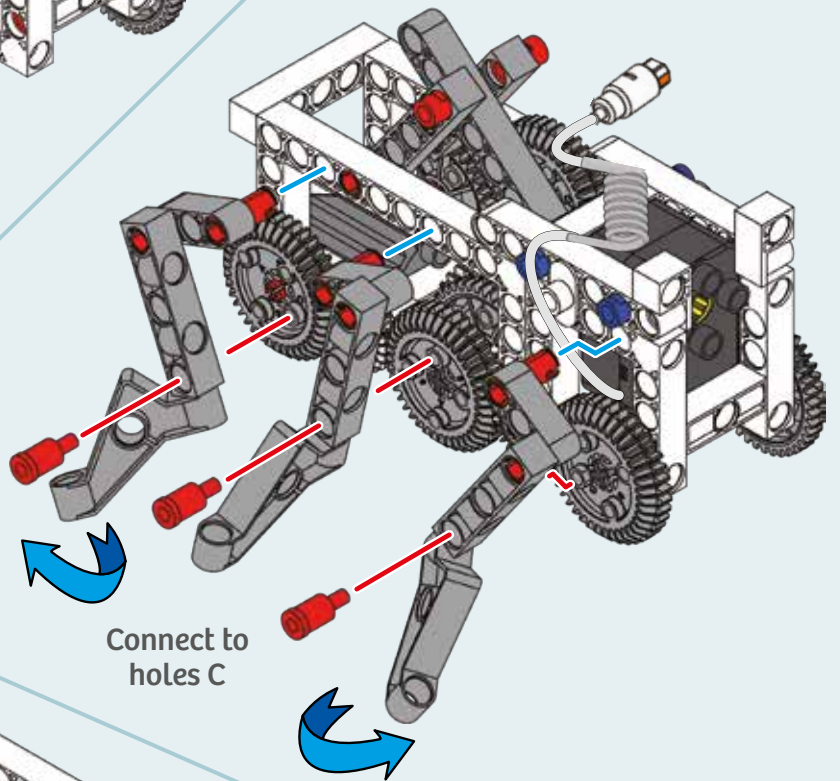


13



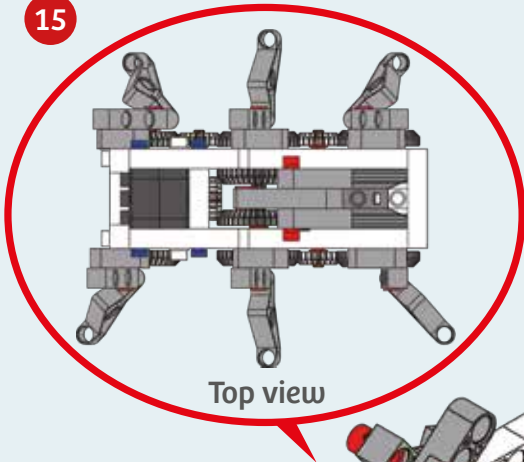
Align the gears exactly as shown. The arrows point to holes C.

14

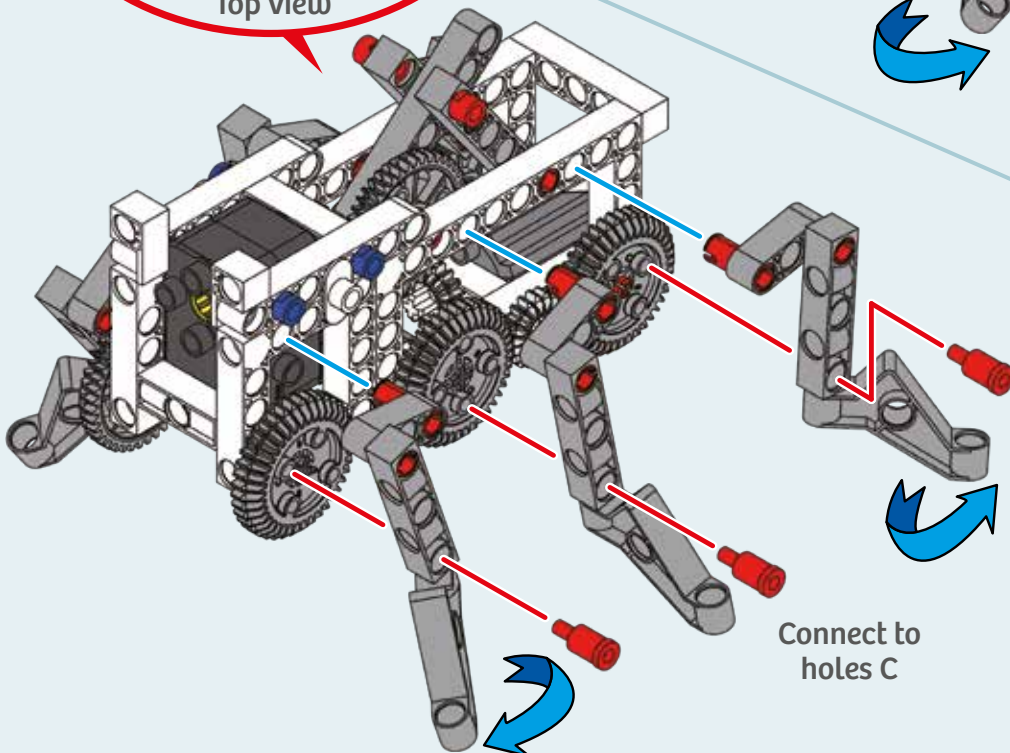


Connect to holes C

15

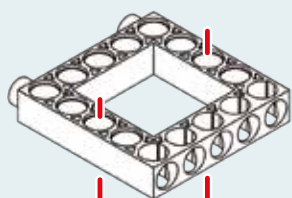


Top view

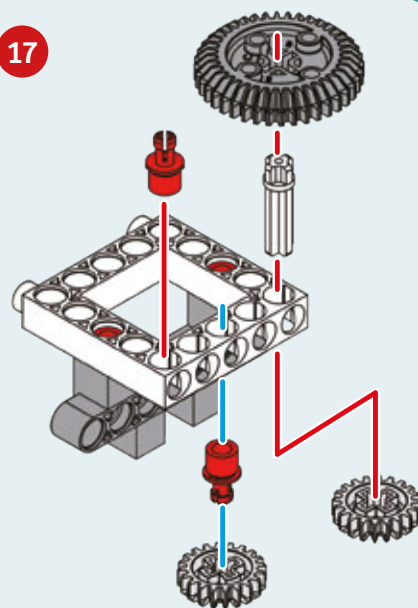


Connect to holes C

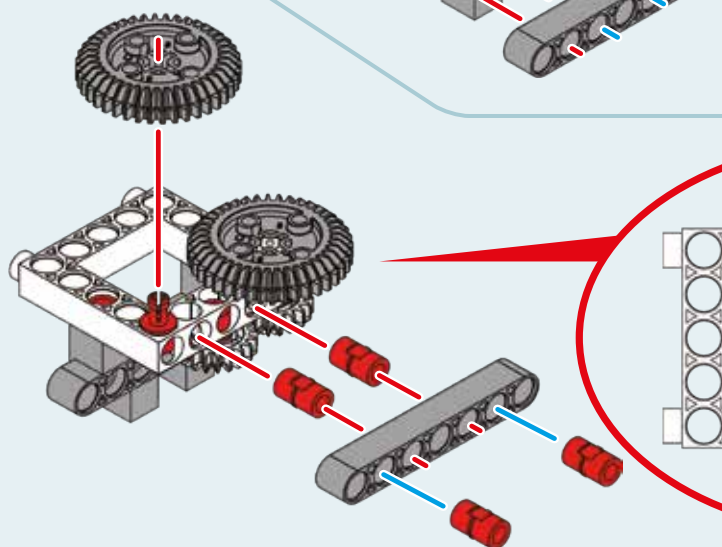
16



17

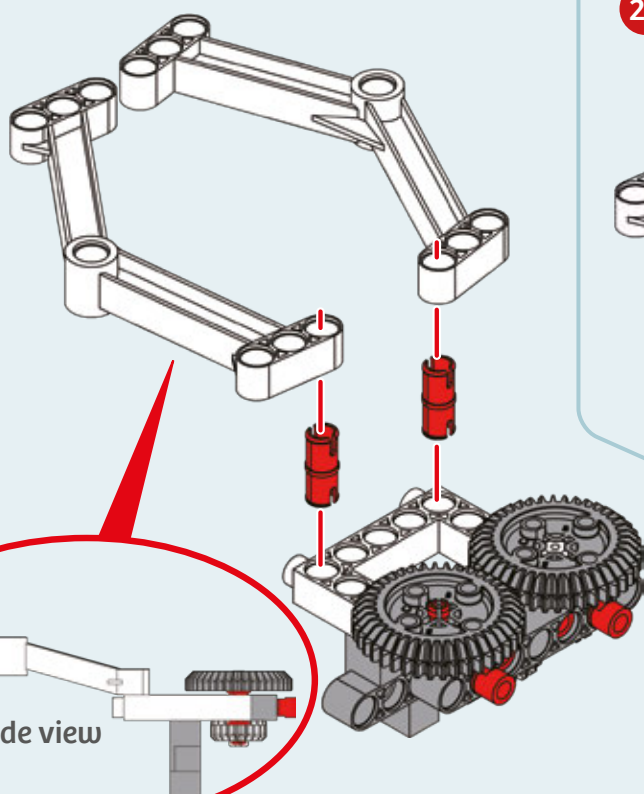


18



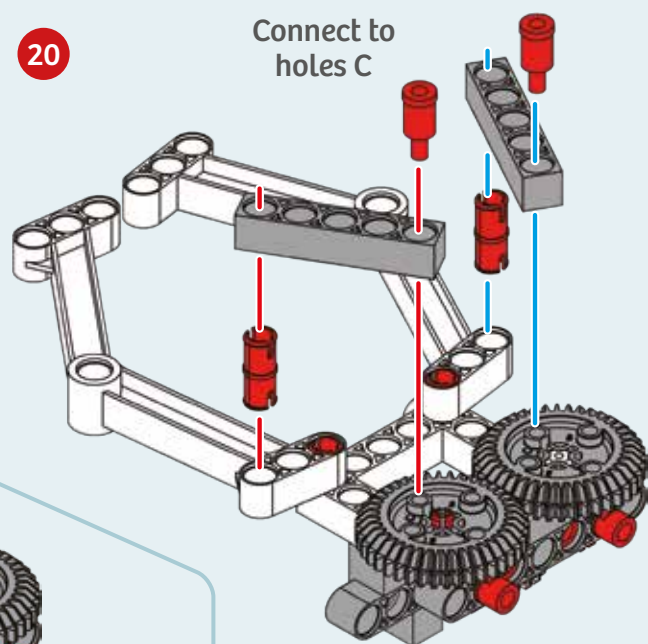
Top view

19



Side view

20

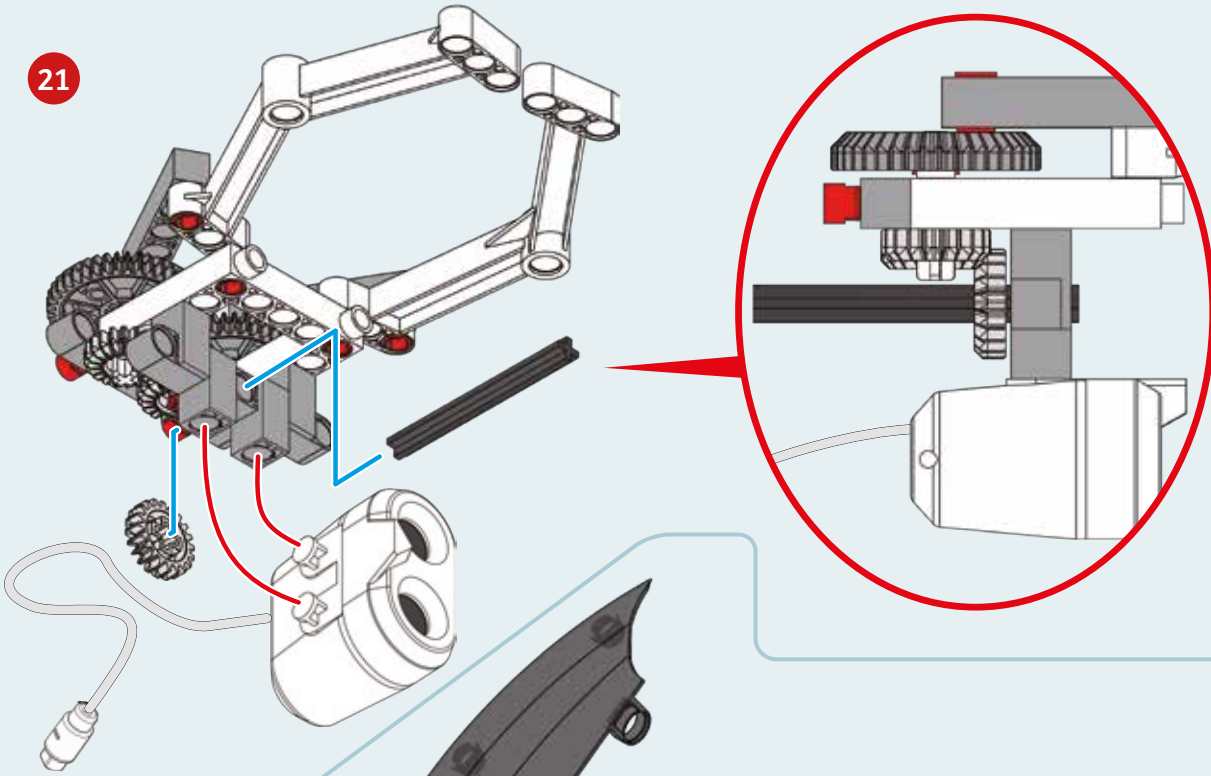


Connect to holes C

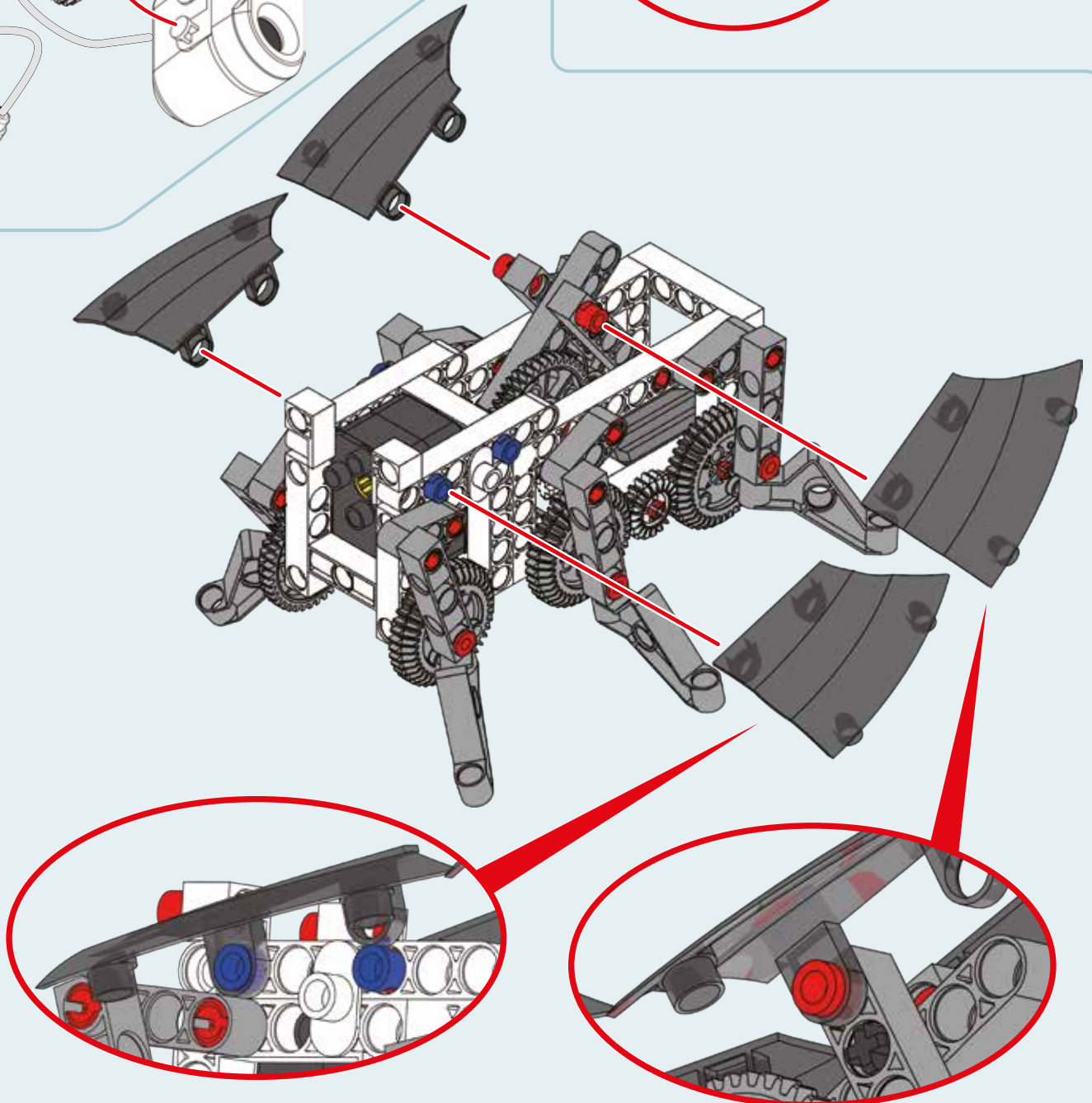


BEETLE

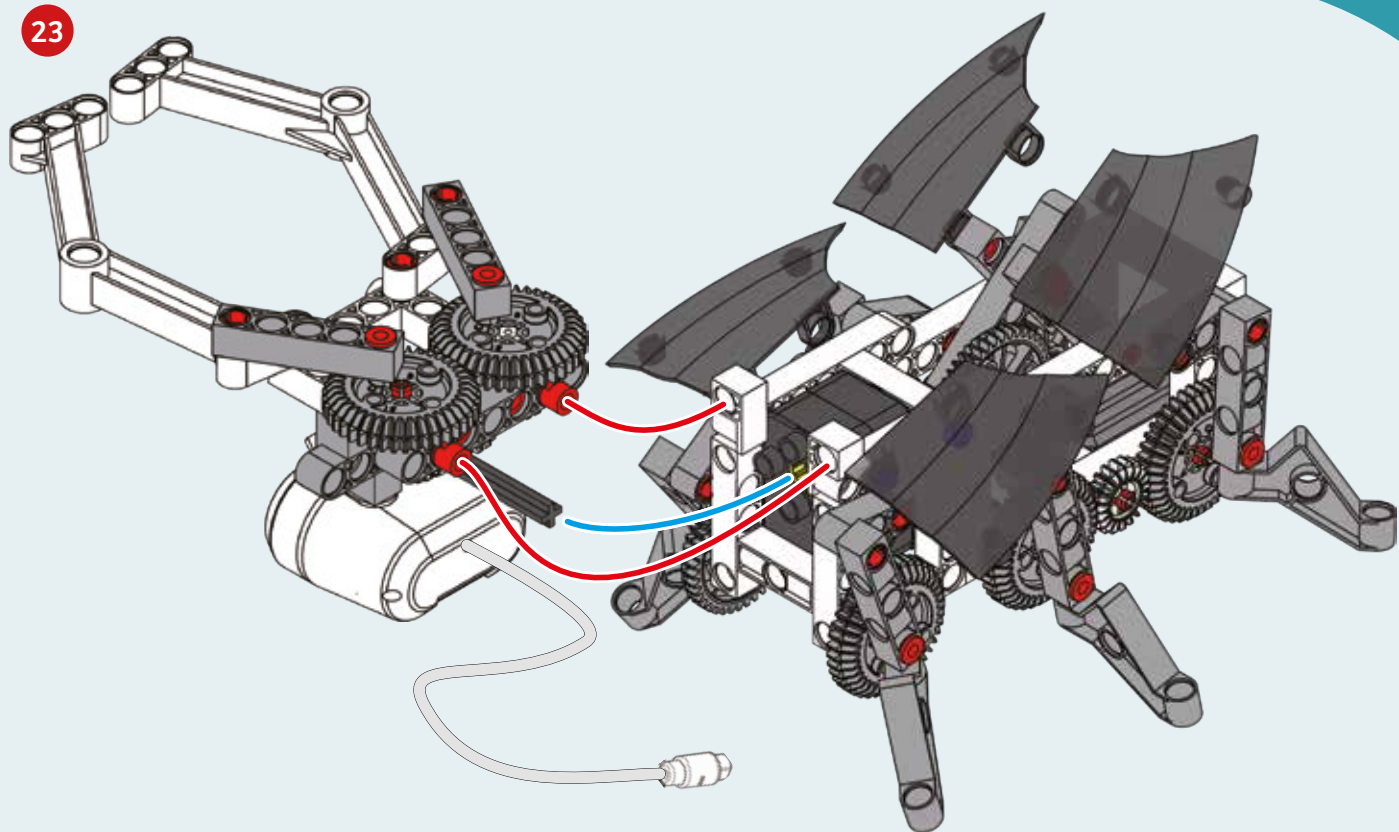
21



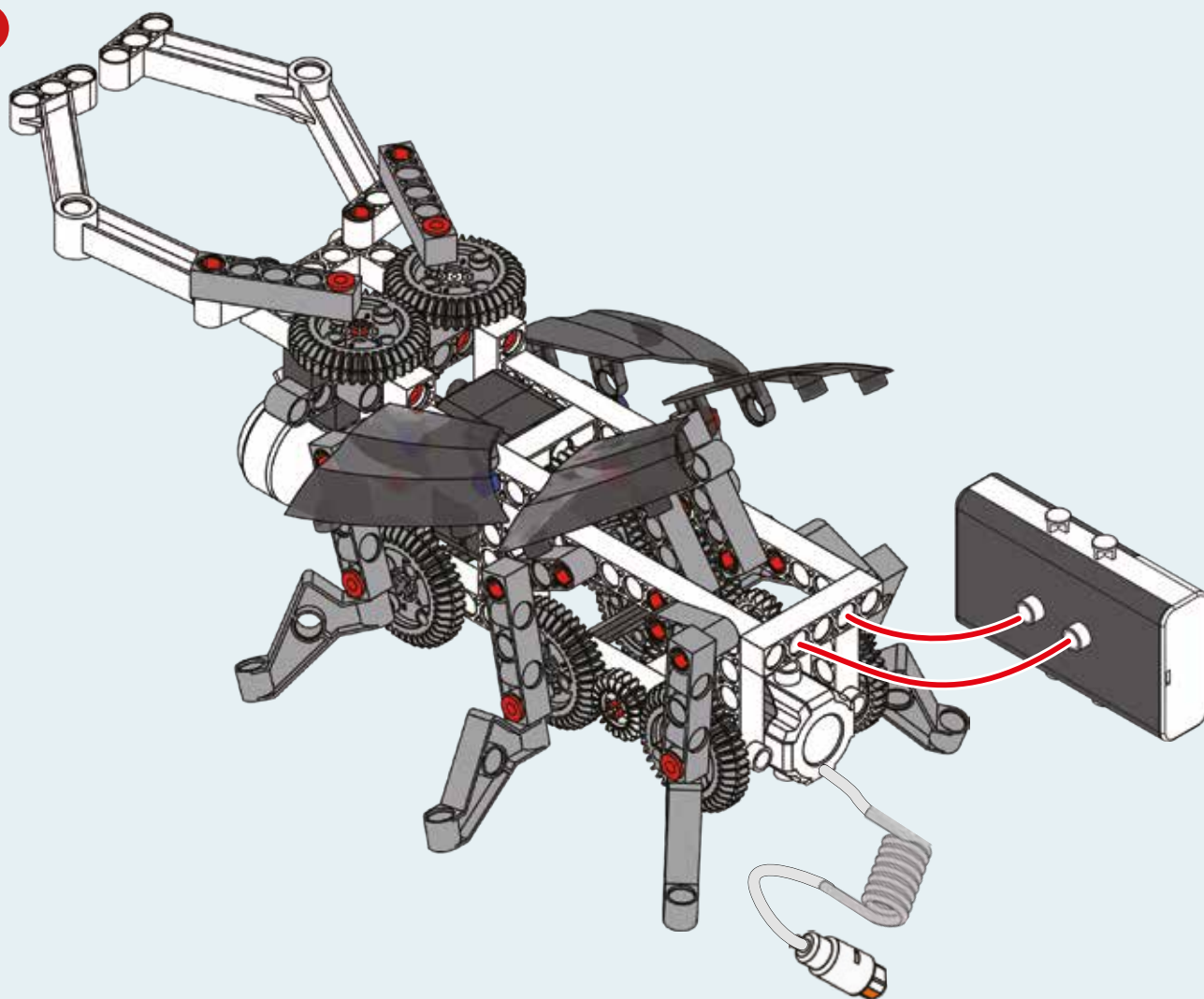
22

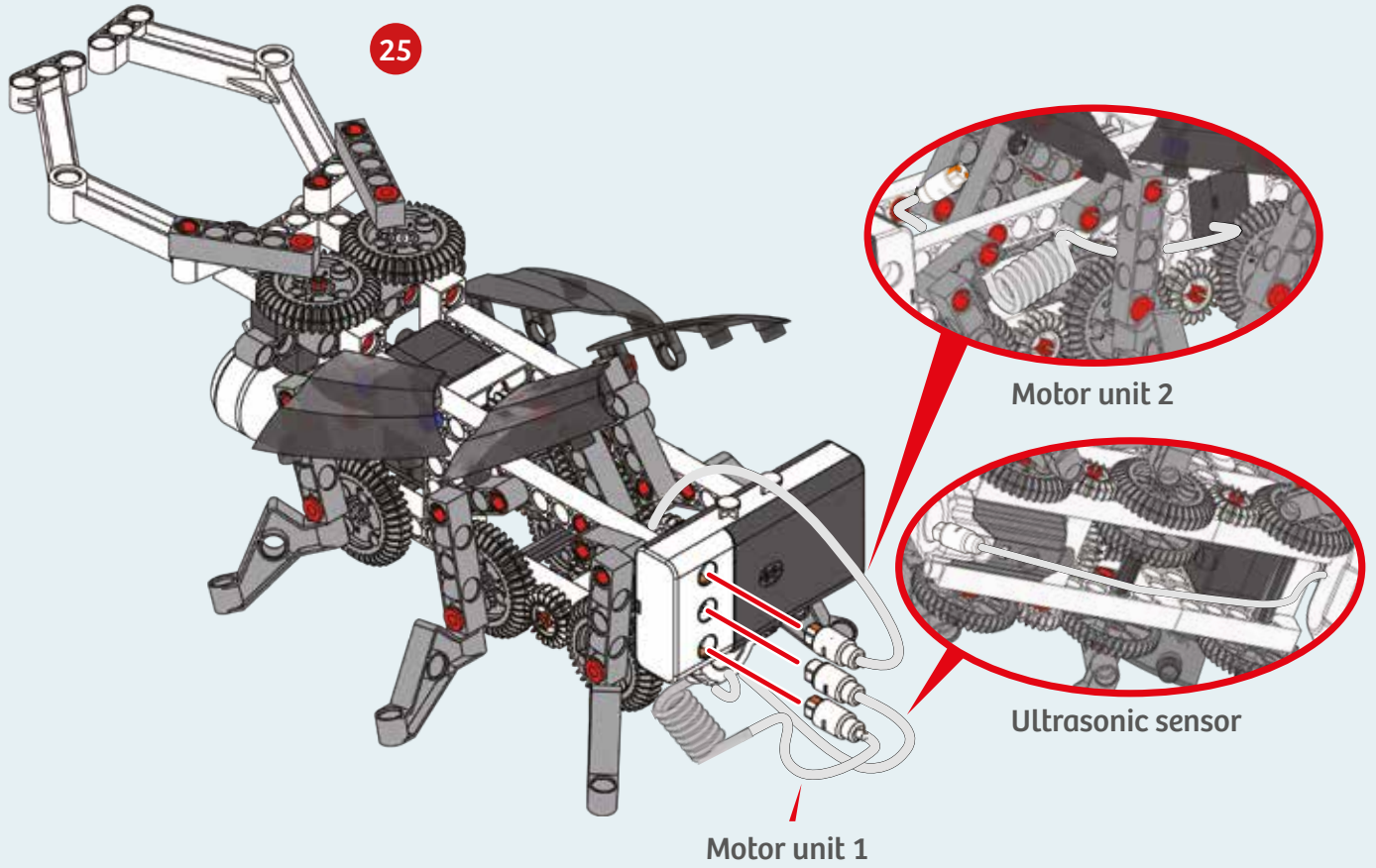


23



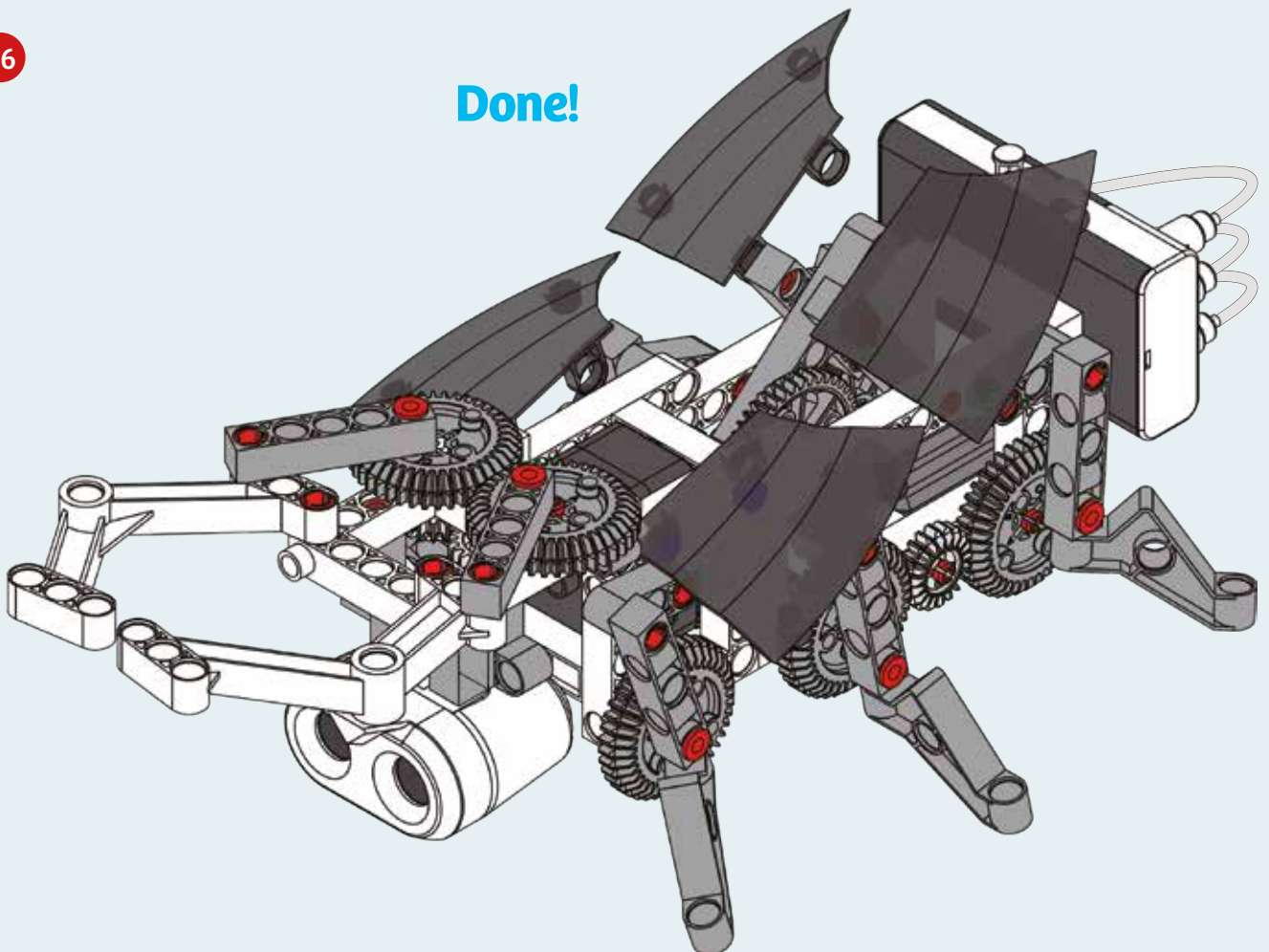
24





26

Done!



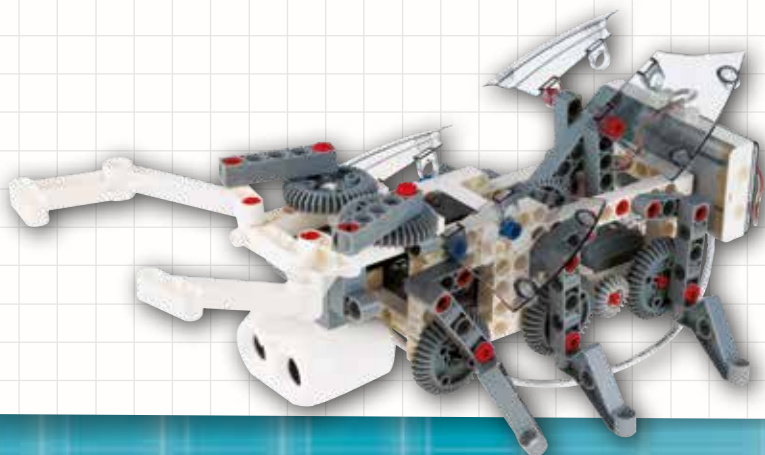
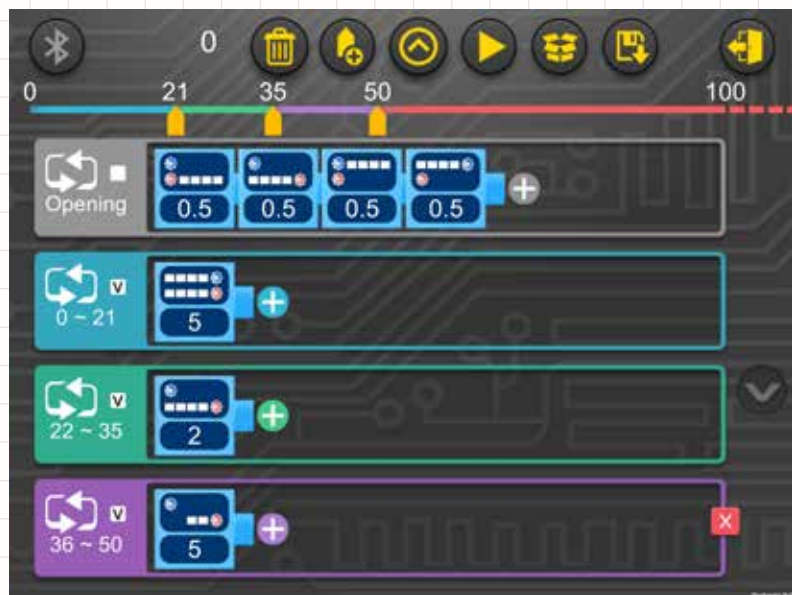
PROGRAMMING



SAMPLE PROGRAM FOR THE BEETLE ROBOT

Use this program to make your beetle robot walk forward until it detects an obstacle with the ultrasound sensor. When the obstacle is detected, the robot will move its front pincers and flap its wings to scare off any potential predators. If the obstacle keeps approaching, the beetle will start to back away.

This program is preloaded in the app under Program 4. Test it out and write down how the robot behaves for each program segment below.



DEMO PROGRAM:

Program 4

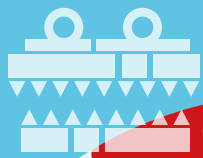
OPENING SEGMENT:

SEGMENT 0-21:

SEGMENT 22-35:

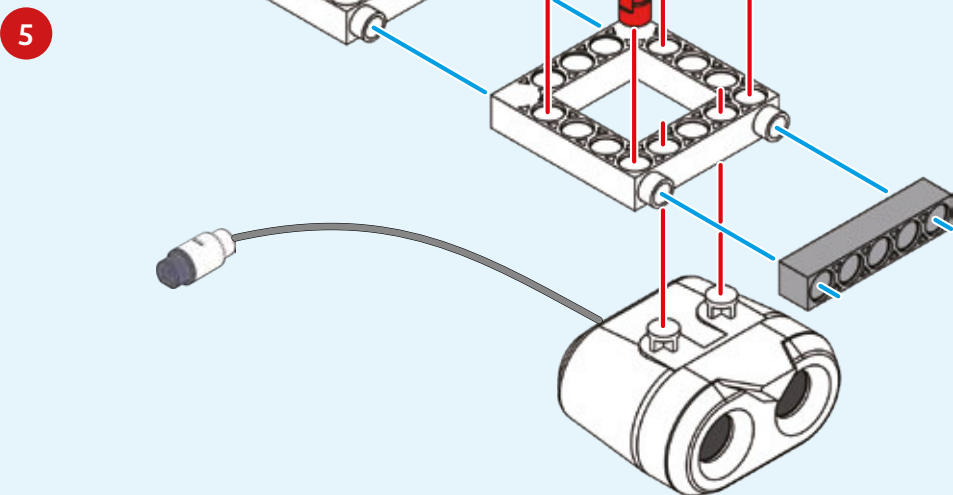
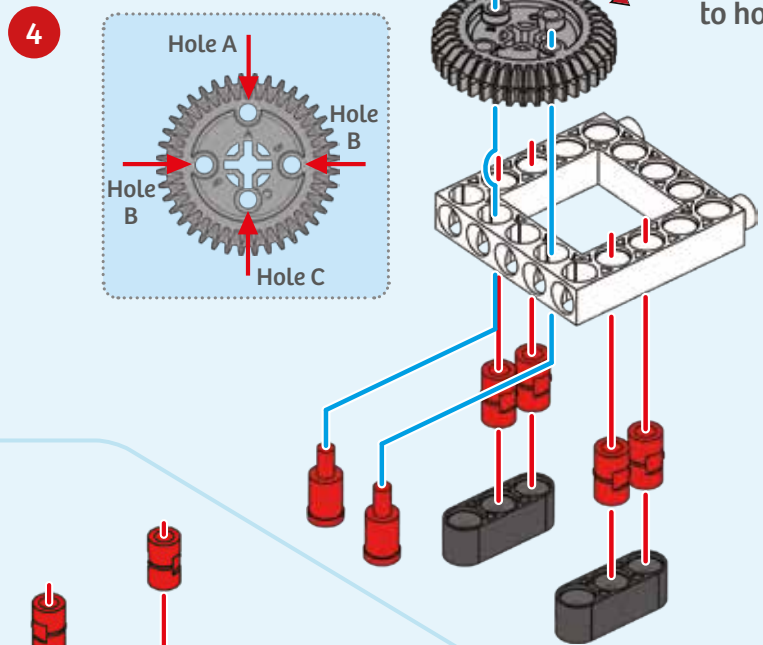
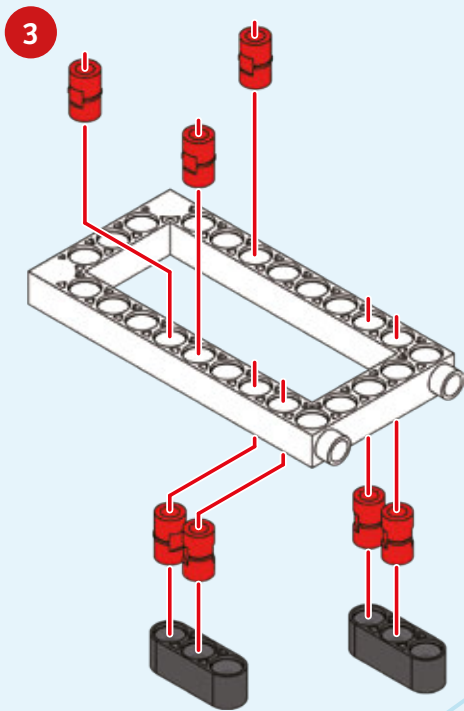
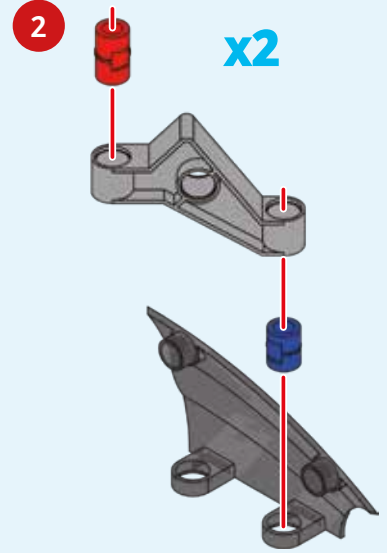
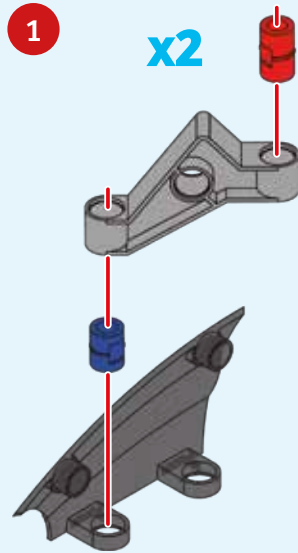
SEGMENT 36-50:

SEGMENT >51:

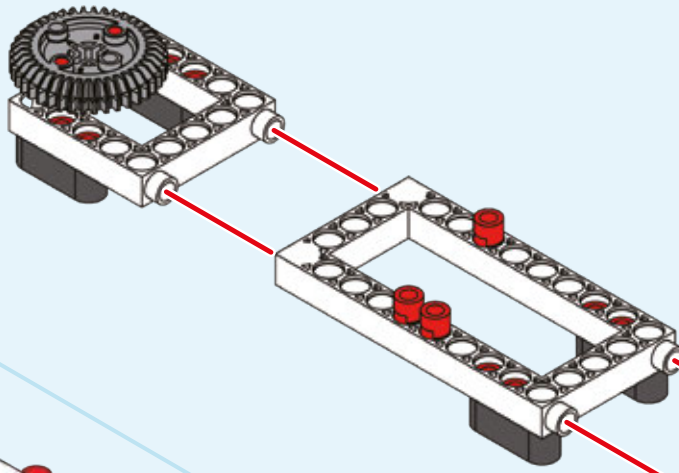


CROCODILE

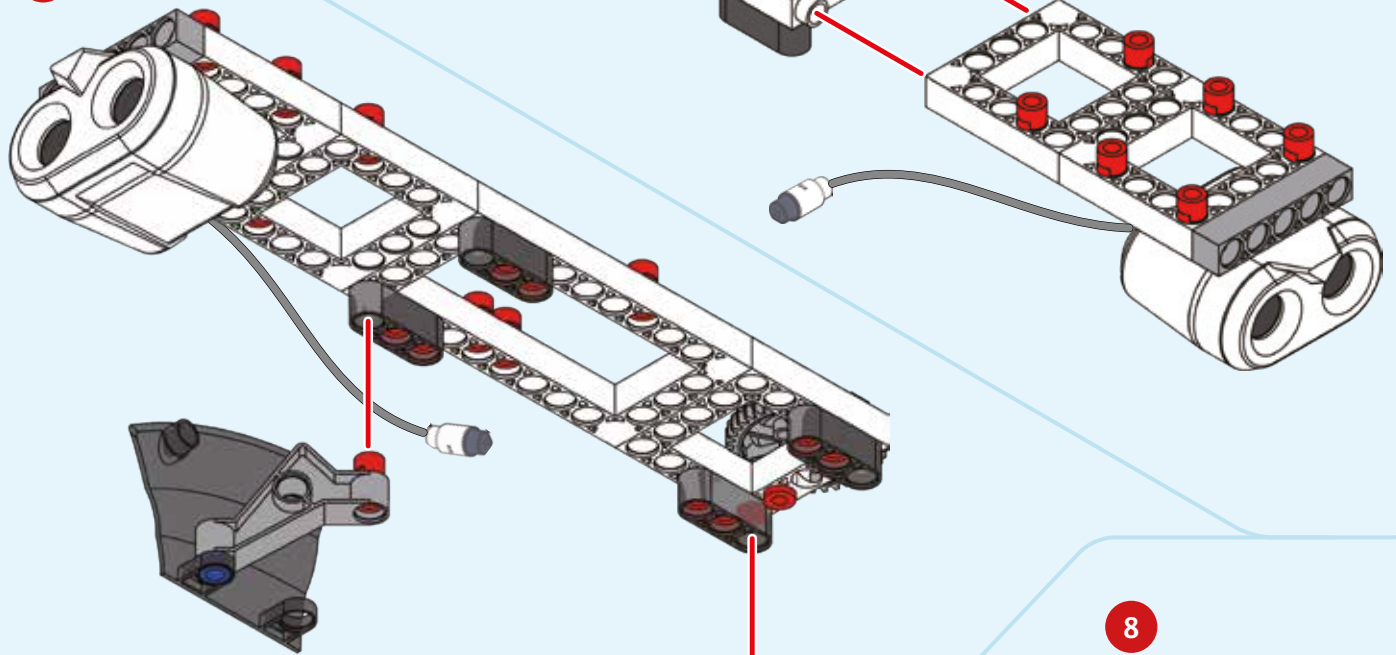
1	2	3	5	6	7	8	10	13	14
2x	6x	6x	5x	2x	2x	6x	2x	1x	2x
16	17	18	19	20	21	22			
1x	5x	2x	2x	2x	1x	2x			
23	24	25	27	29	30	35	36	39	
1x	4x	1x	2x	4x	5x	3x	3x	6x	
42	43	44	47	48	49	53	54		
6x	51x	2x	1x	7x	1x	1x	1x		



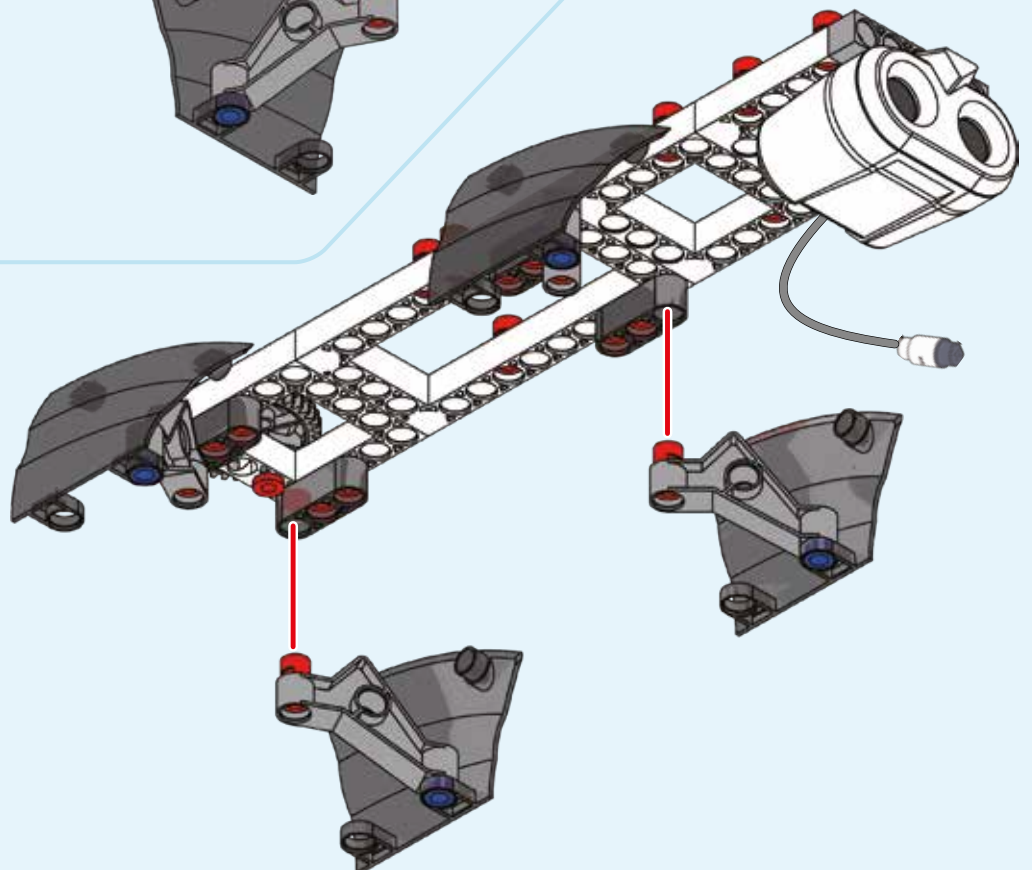
6

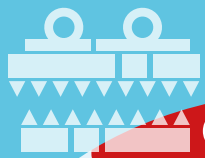


7



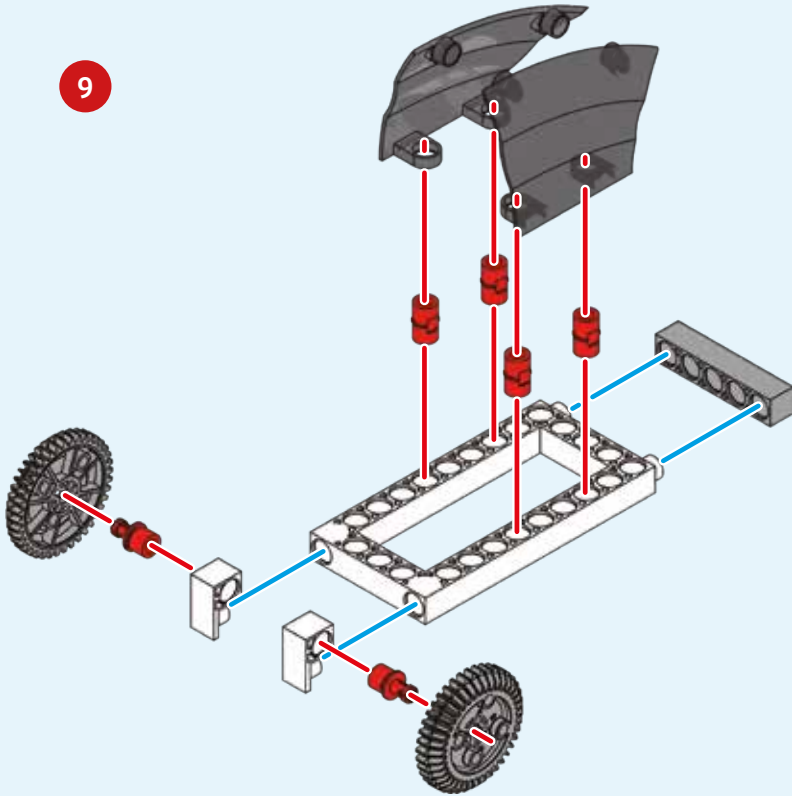
8



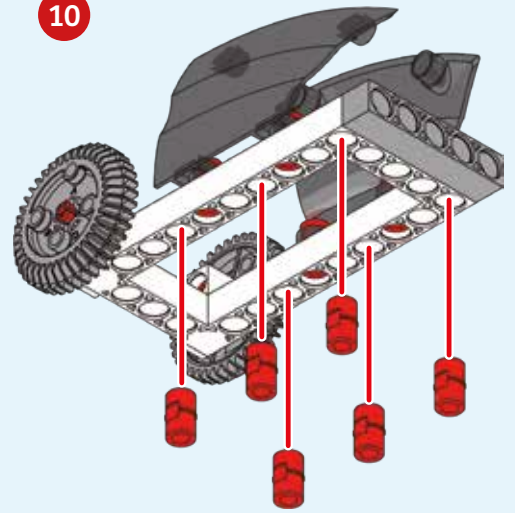


CROCODILE

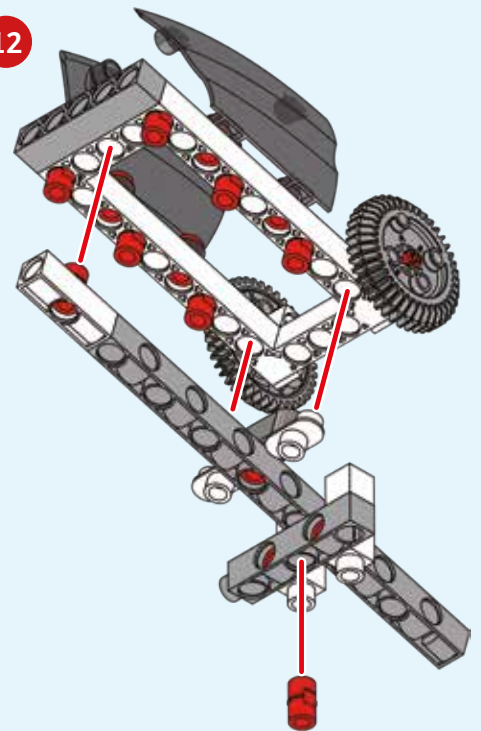
9



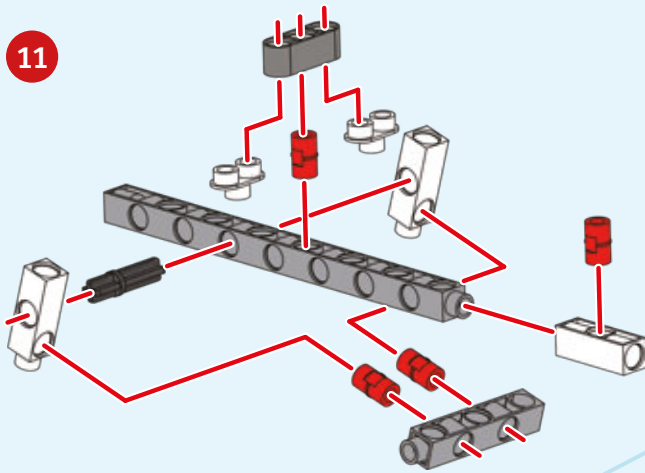
10



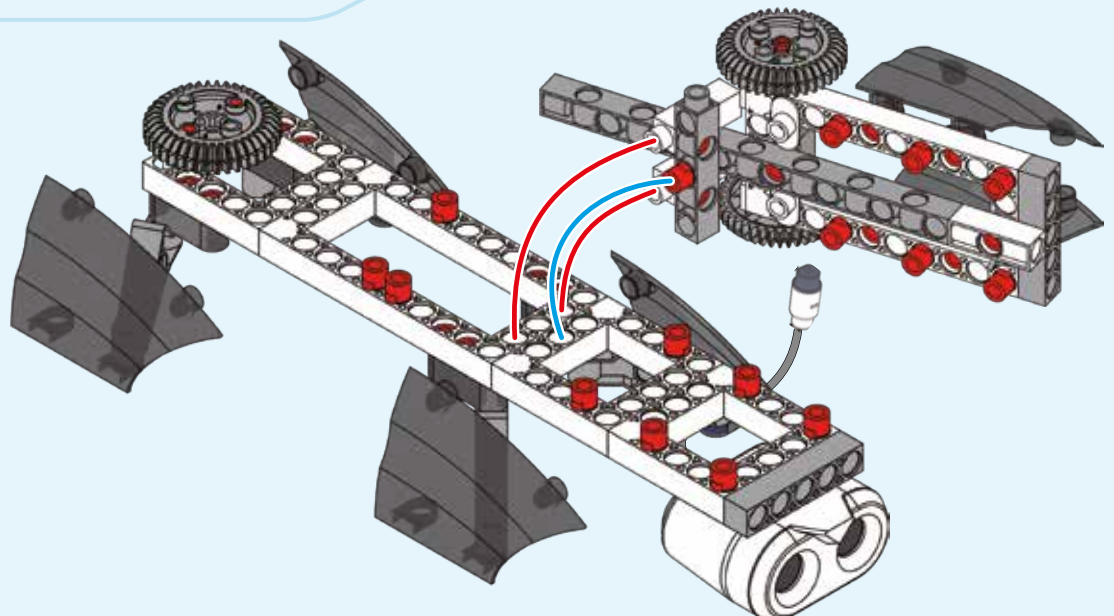
12



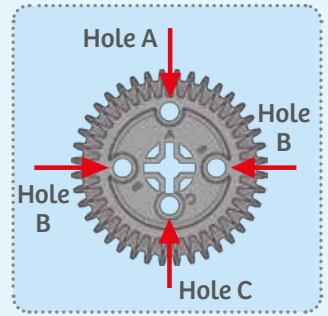
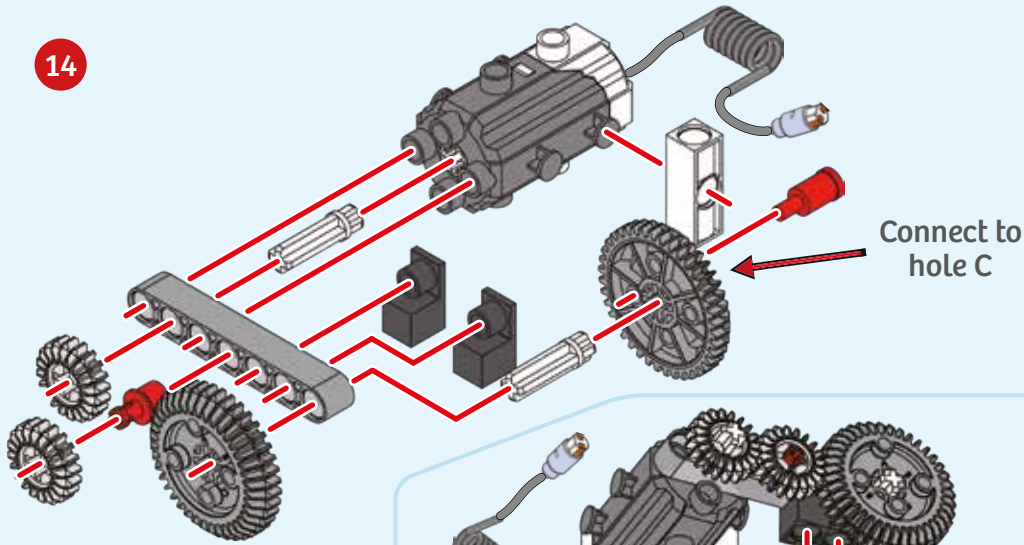
11



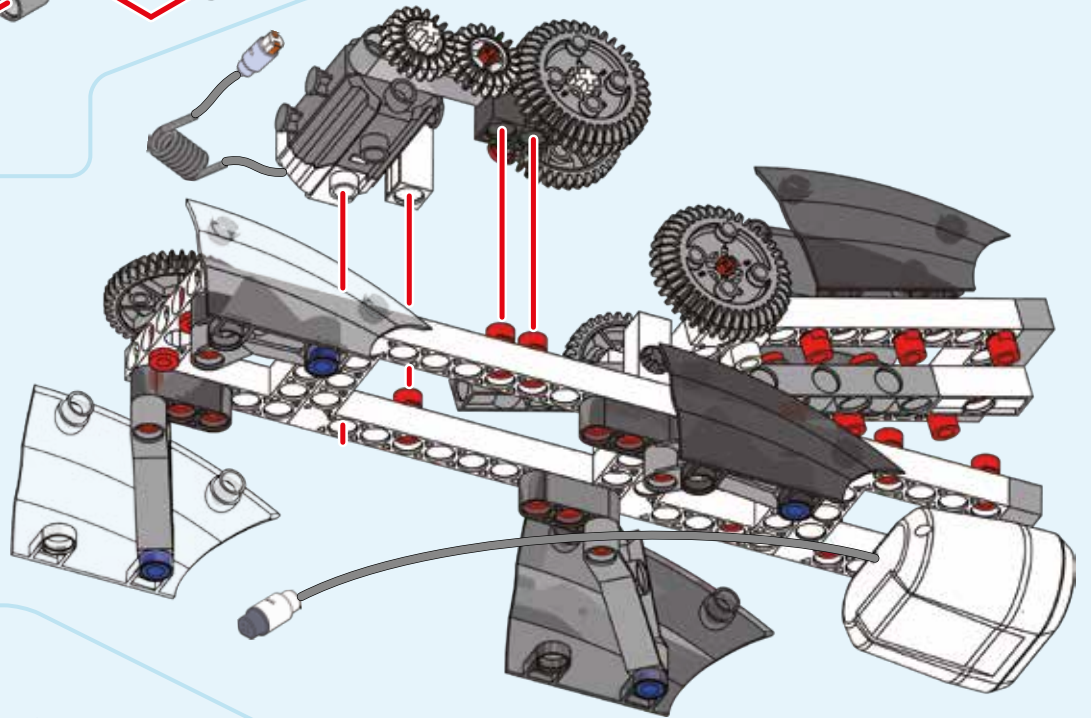
13



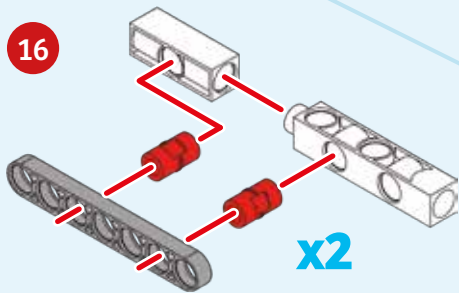
14



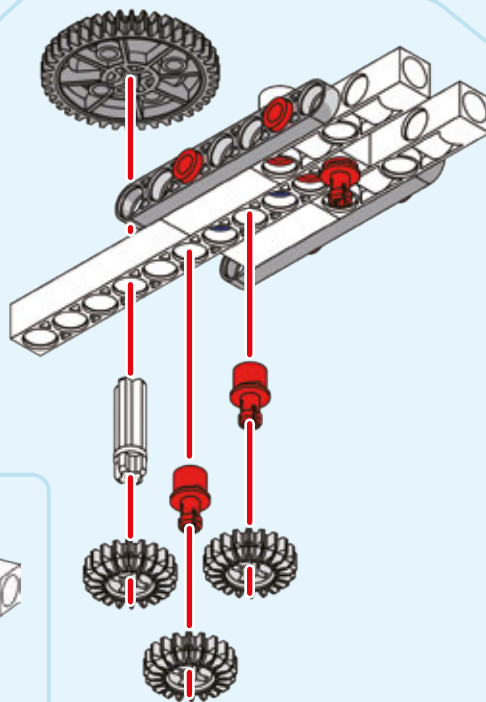
15



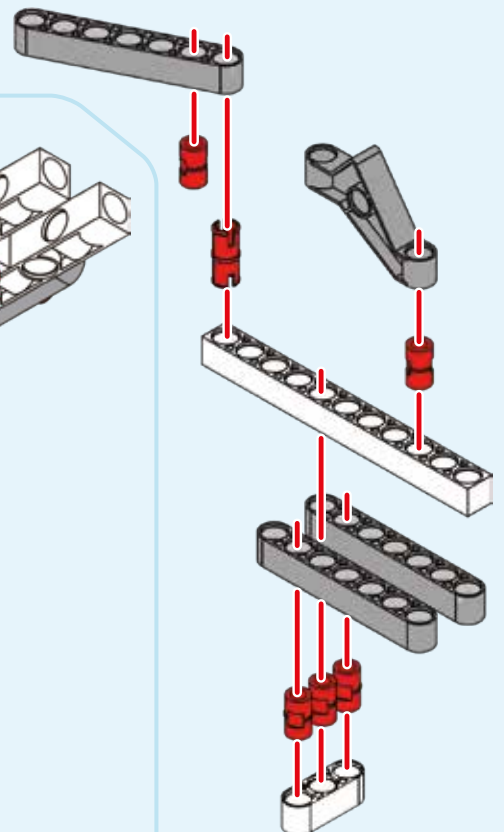
16



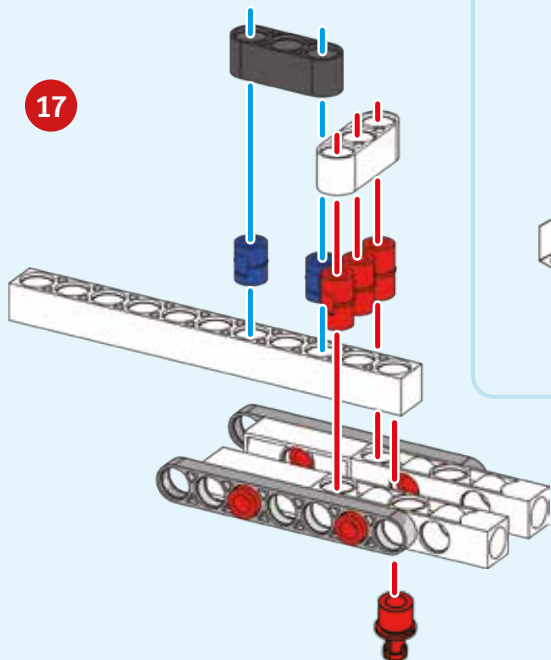
18

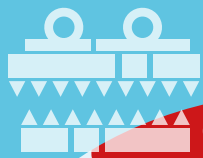


19



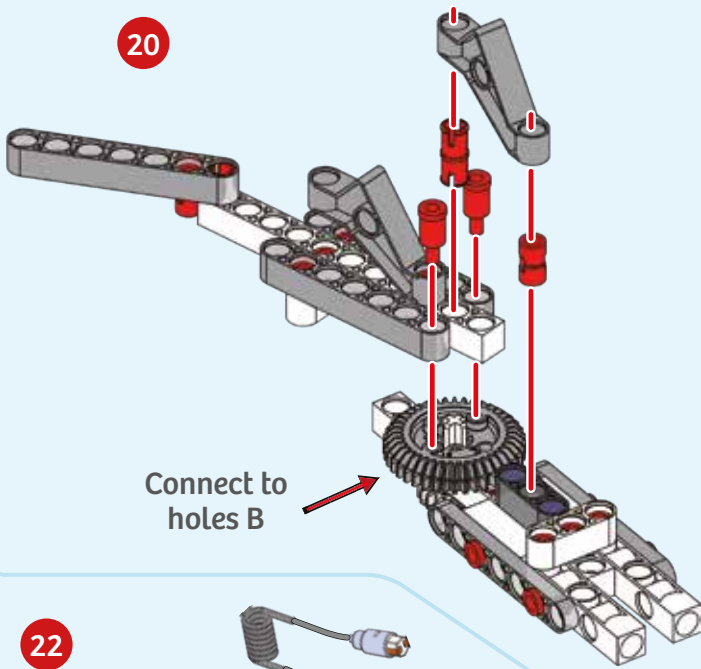
17





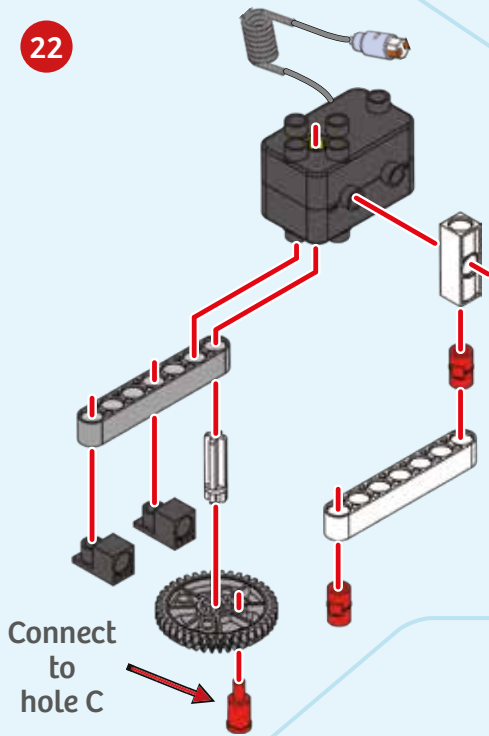
CROCODILE

20



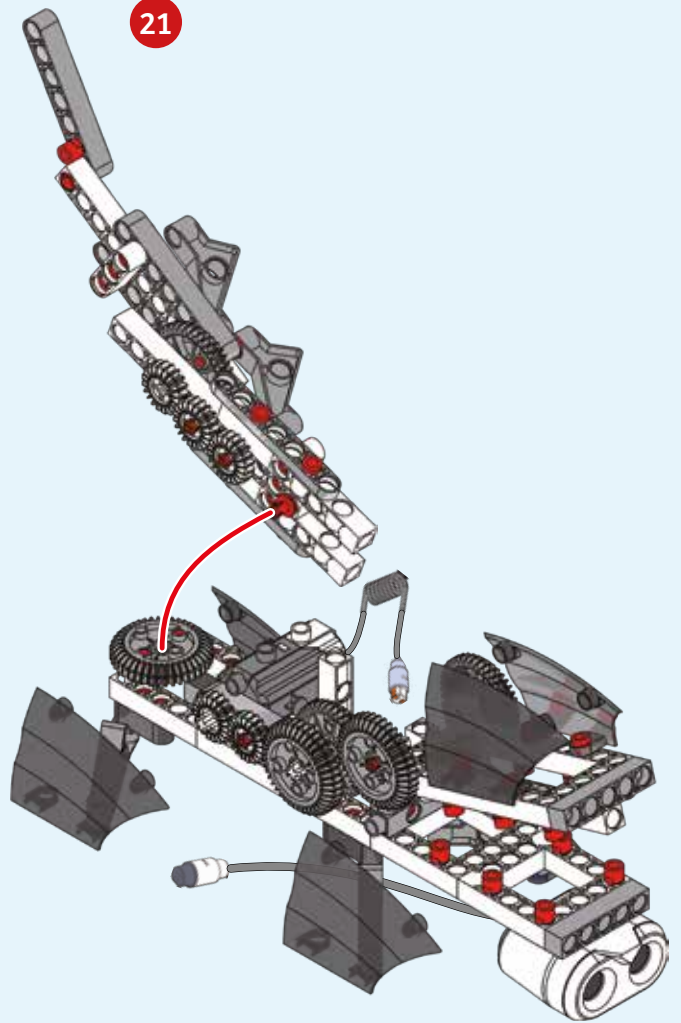
Connect to holes B

22

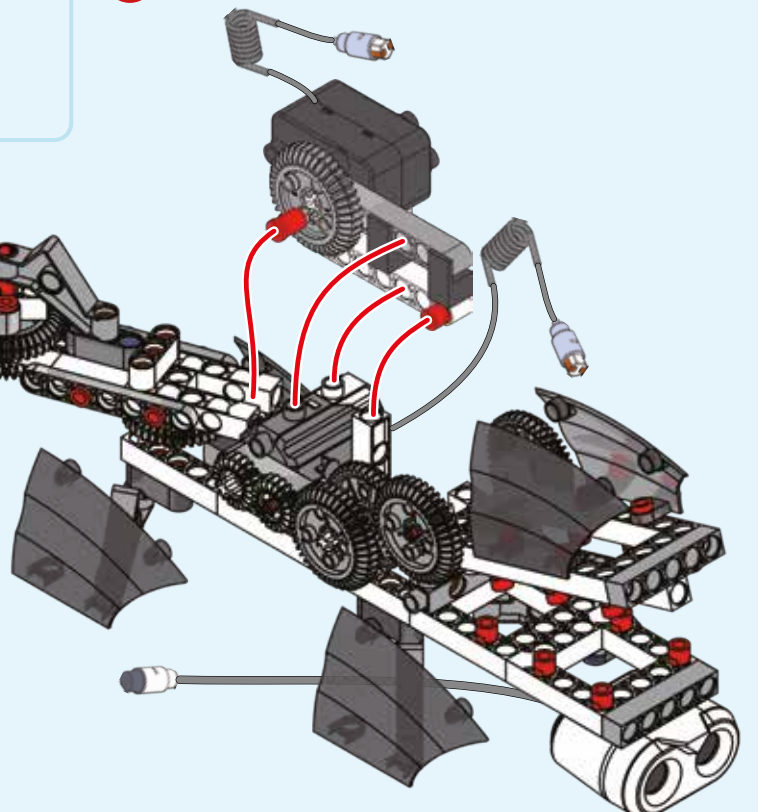


Connect to hole C

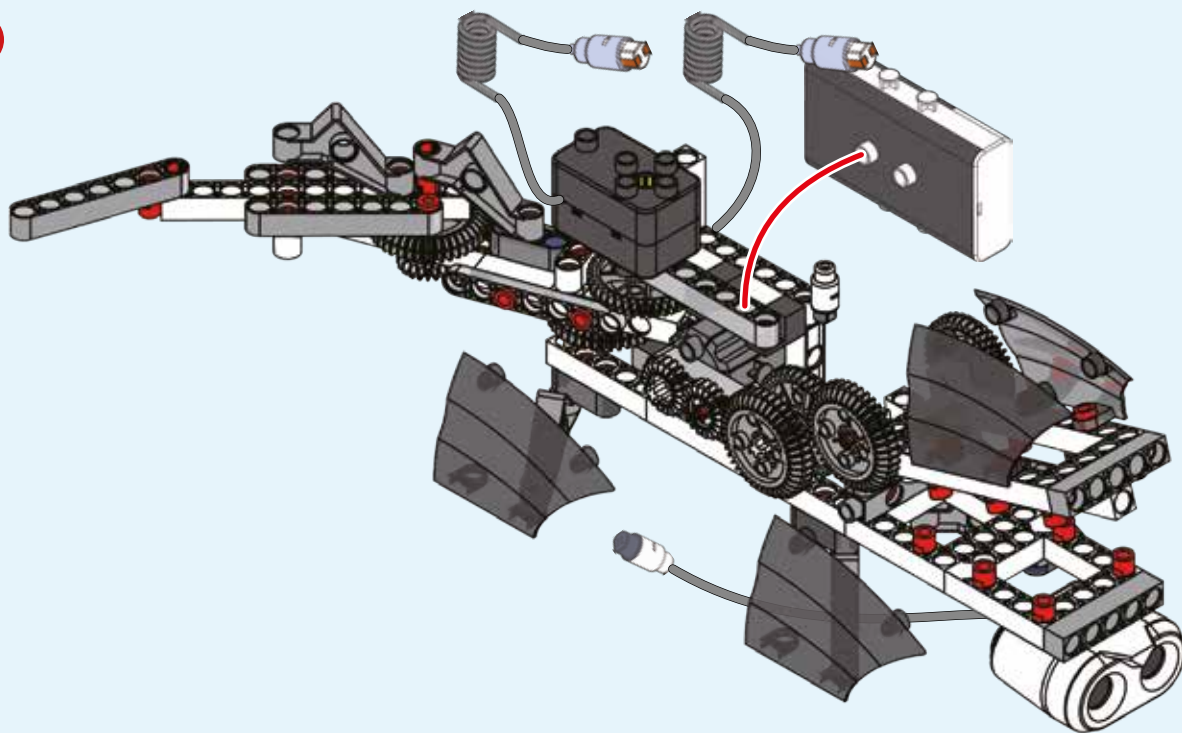
21



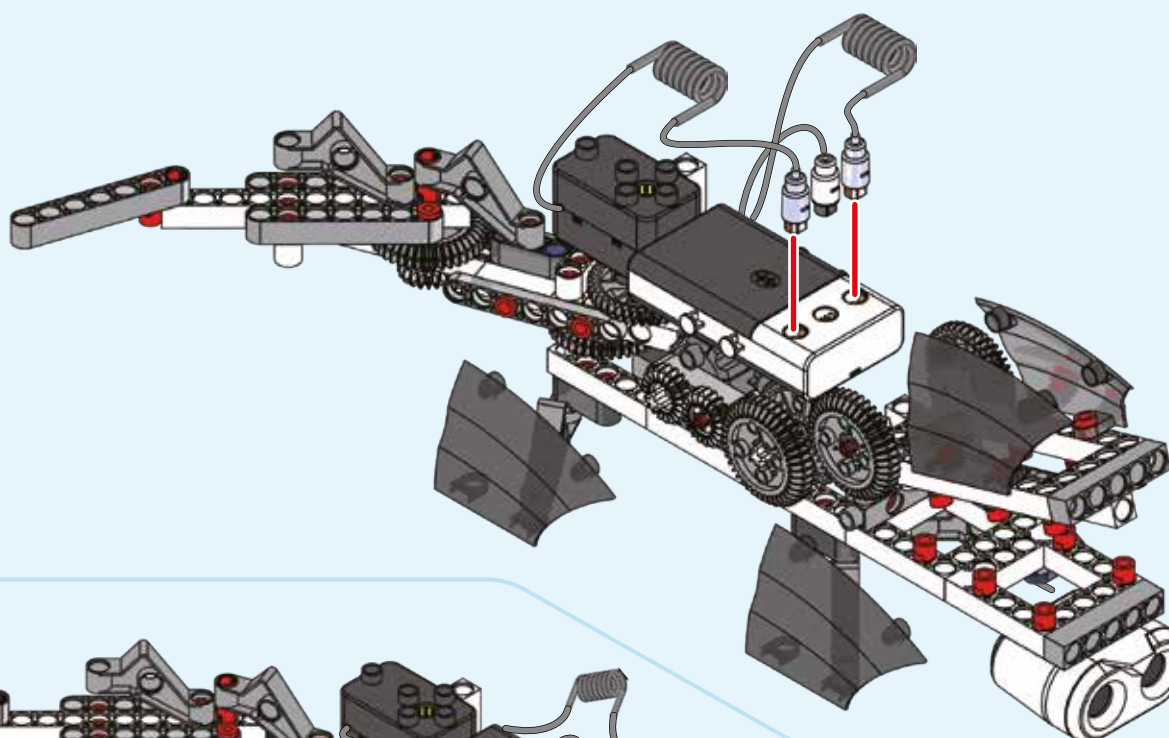
23



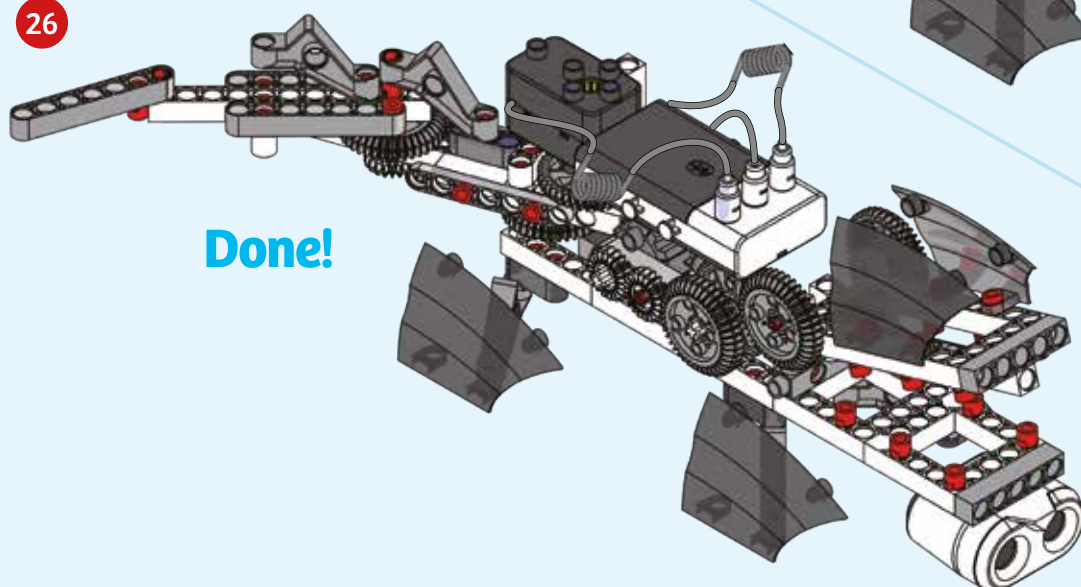
24



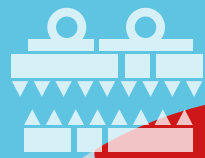
25



26



Done!



SAMPLE PROGRAM FOR THE CROCODILE ROBOT

Enter this program to make your crocodile robot wiggle its tail. When it senses something coming closer to it, it opens its mouth to scare off potential enemies.

This program is preloaded in the app under Program 2. Test it out and write down how the robot behaves for each program segment below.



DEMO PROGRAM:

Program 2

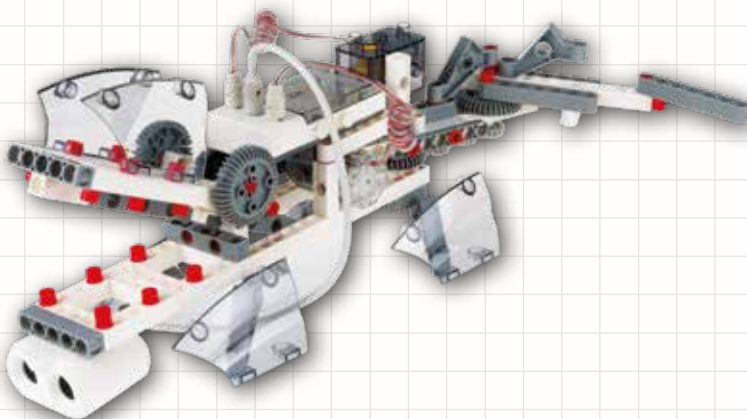
OPENING SEGMENT:

SEGMENT 0-40:

SEGMENT 41-60:

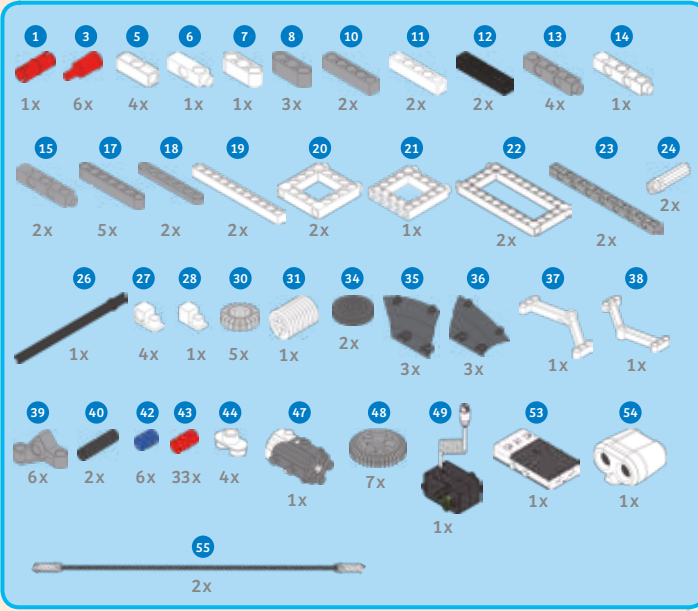
SEGMENT >61:

PROGRAMMING NOTES

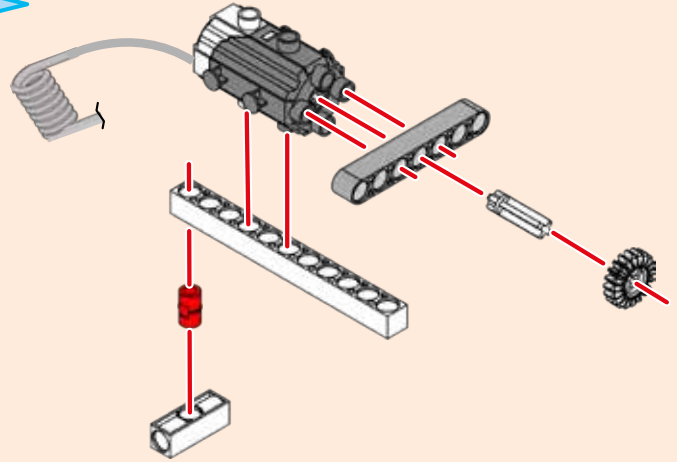




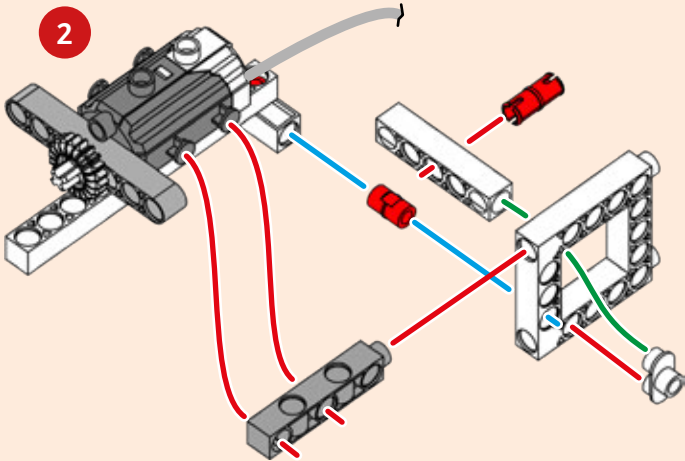
TILTROTOR AIRCRAFT



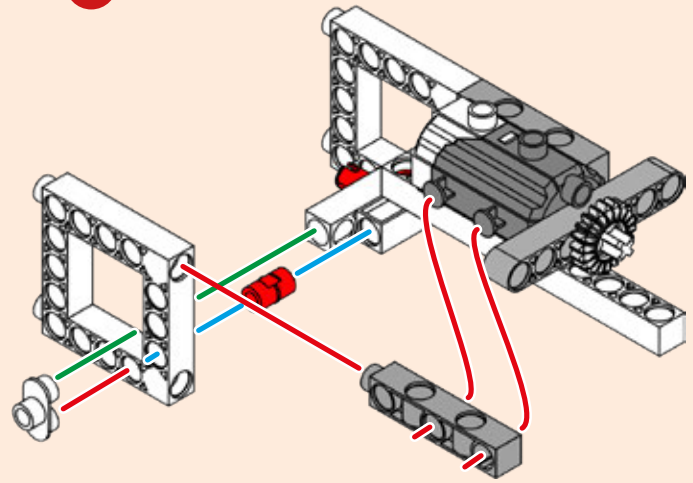
1



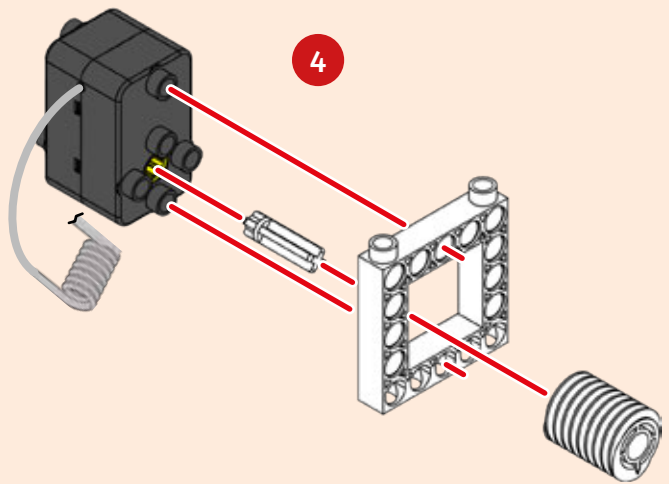
2



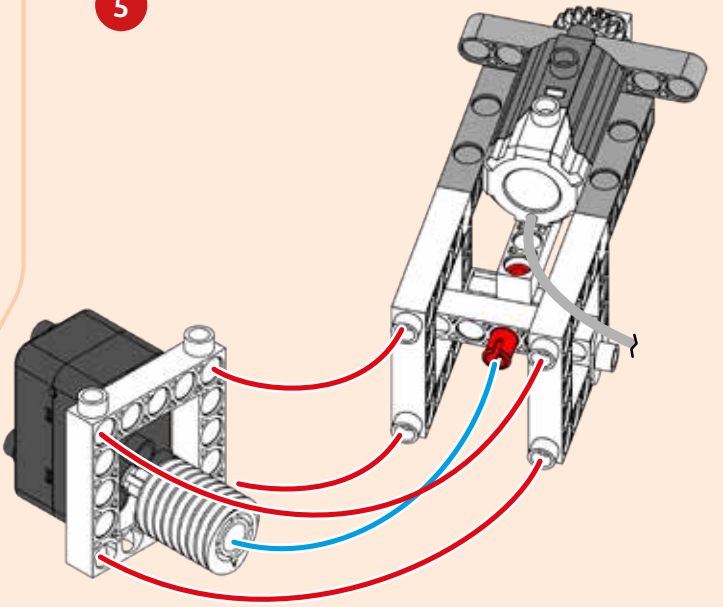
3



4



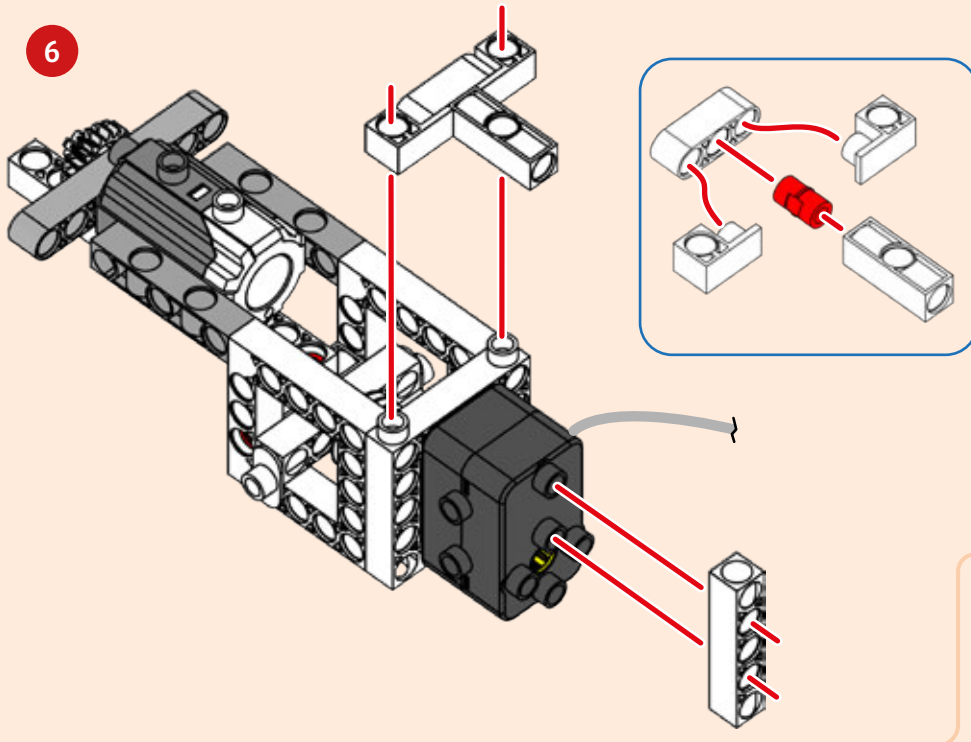
5



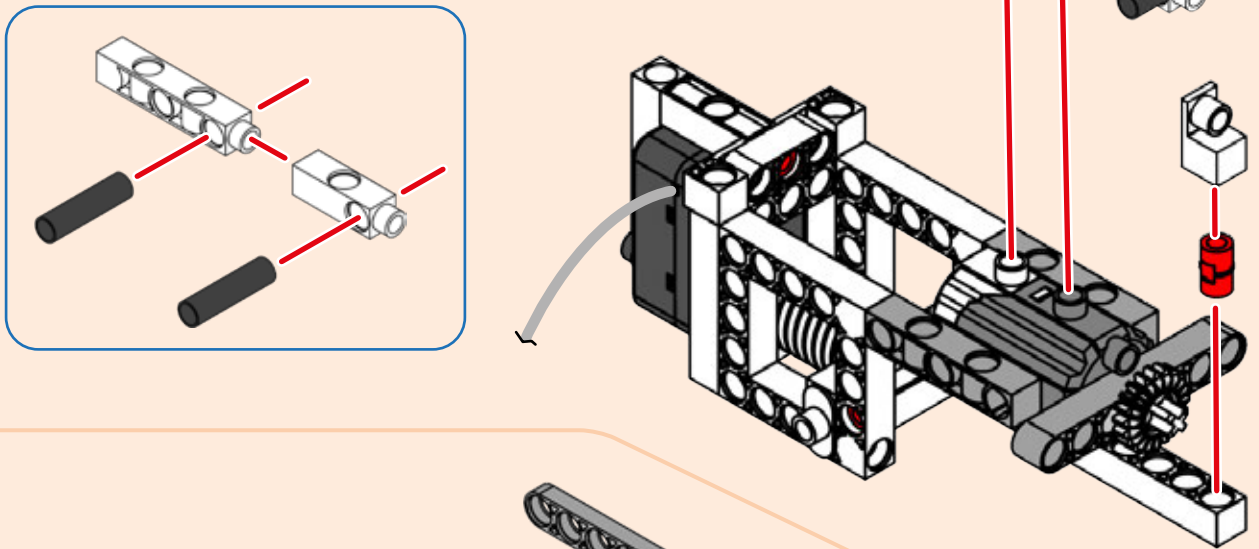


TILTROTOR AIRCRAFT

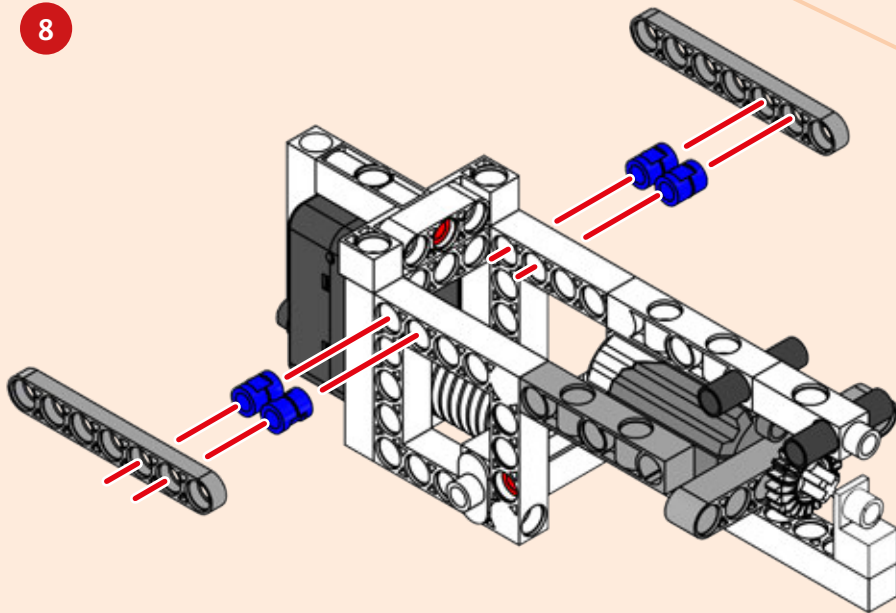
6



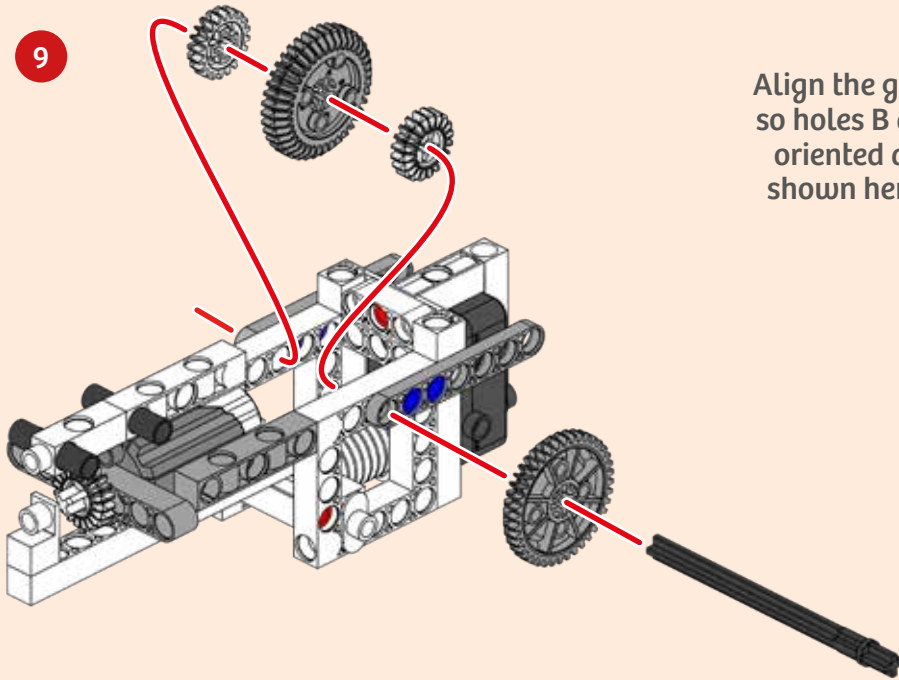
7



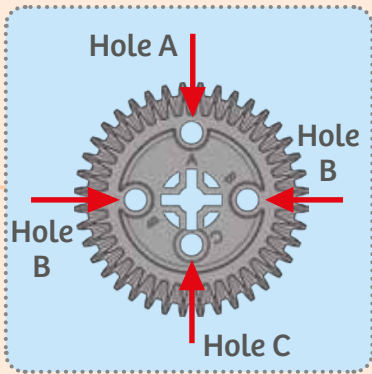
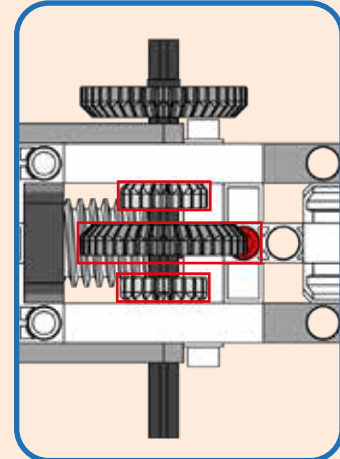
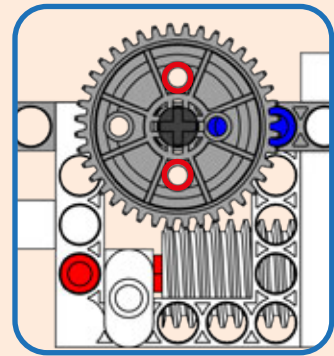
8



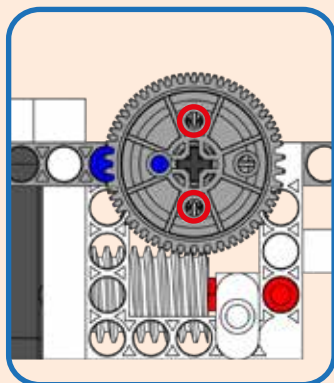
9



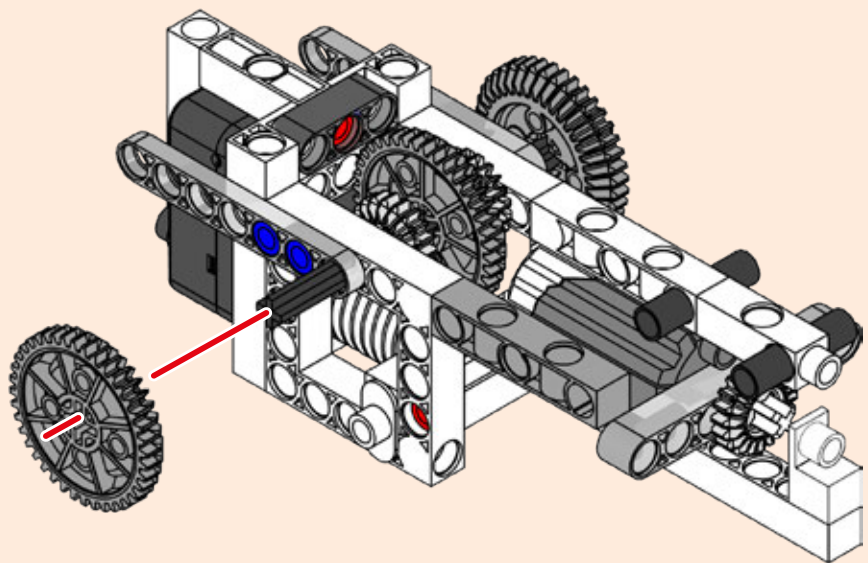
Align the gear so holes B are oriented as shown here.



10



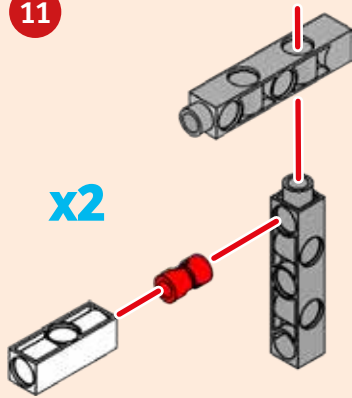
Align the gear so holes B are oriented as shown here.



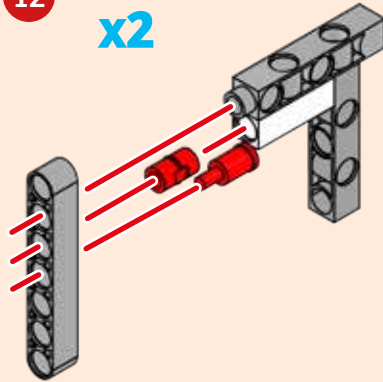


TILTROTOR AIRCRAFT

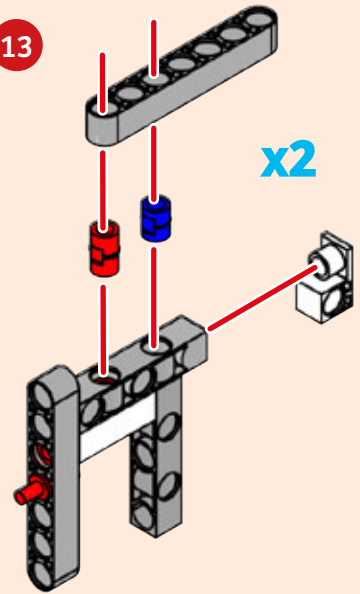
11



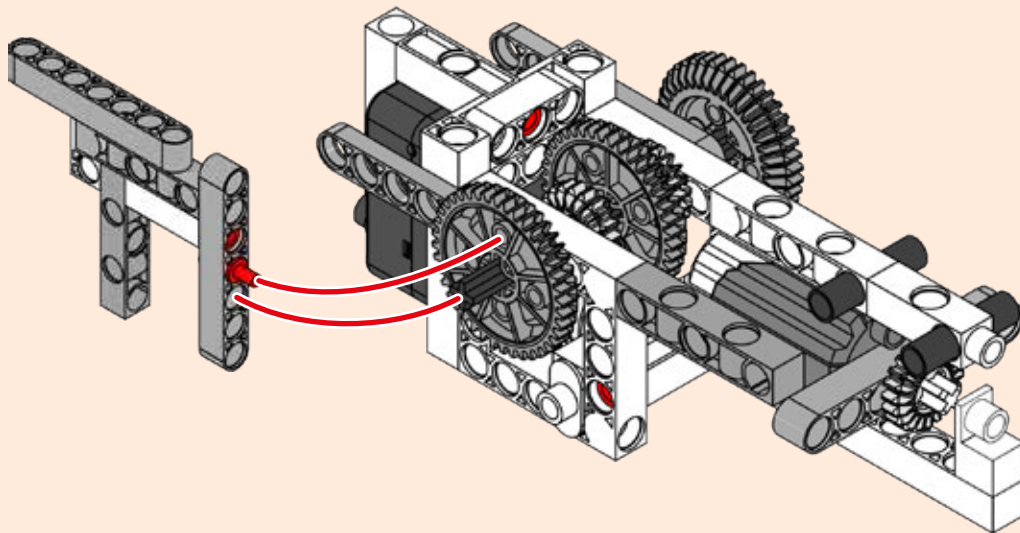
12



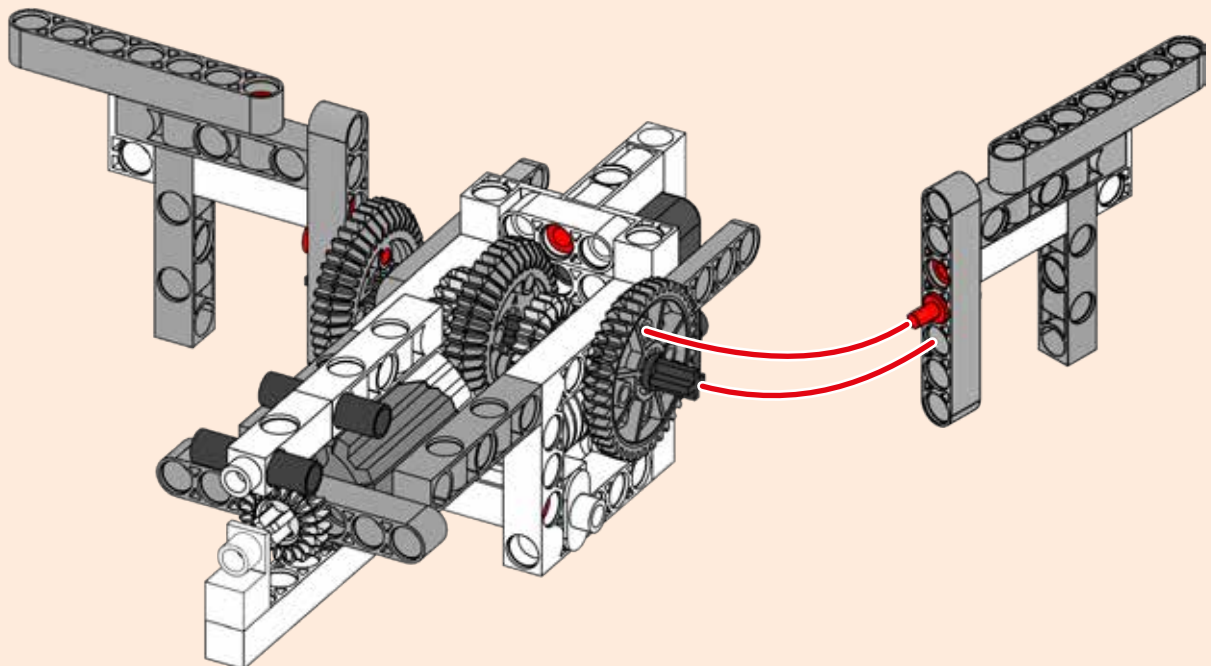
13



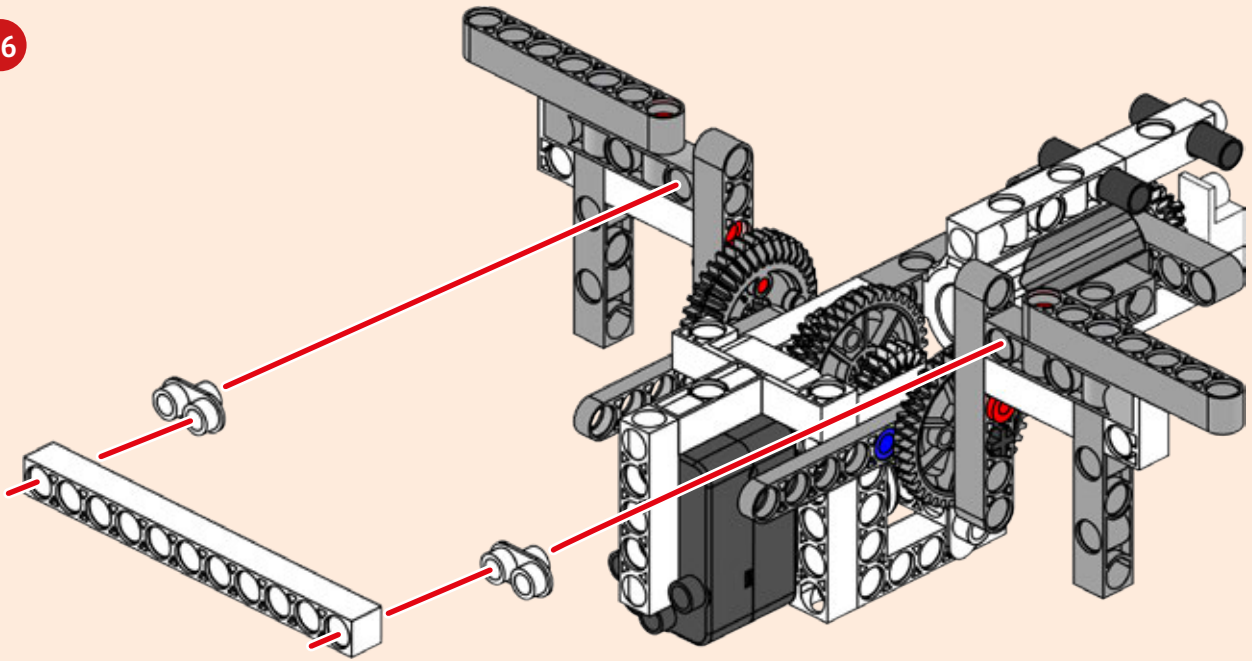
14



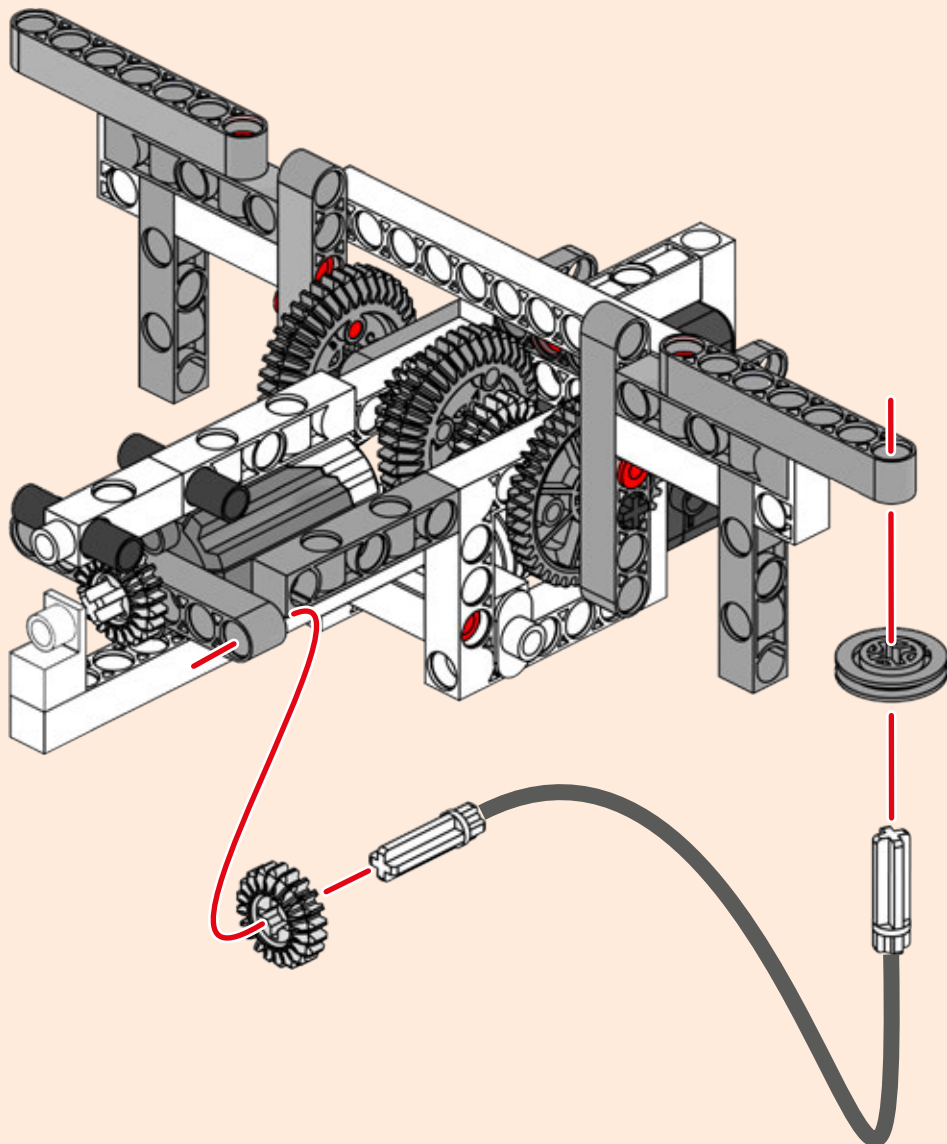
15



16

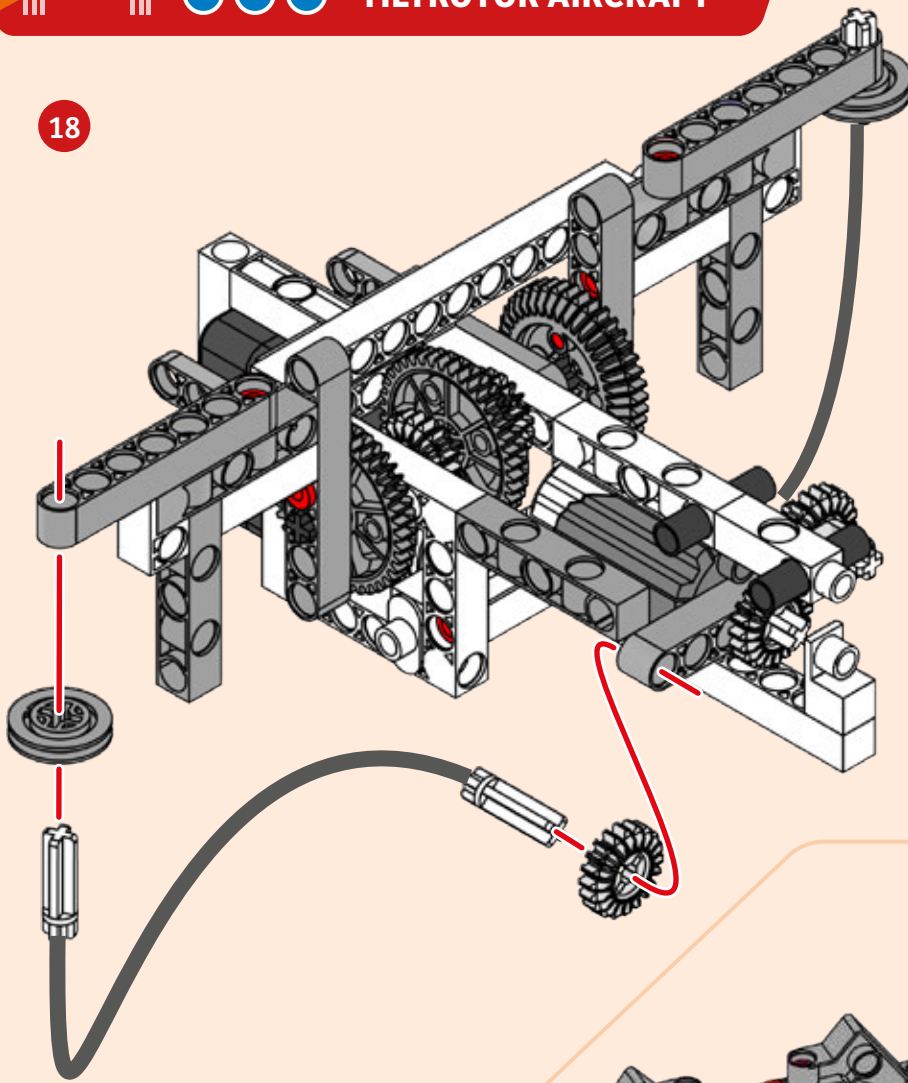


17

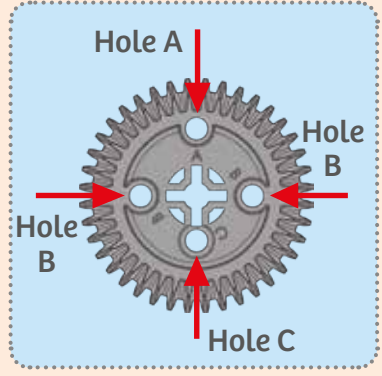
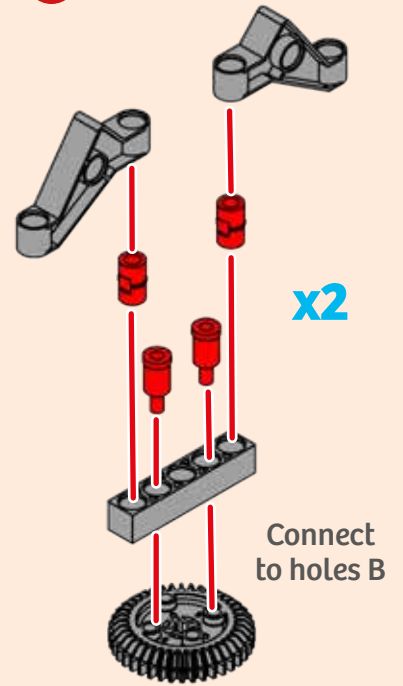




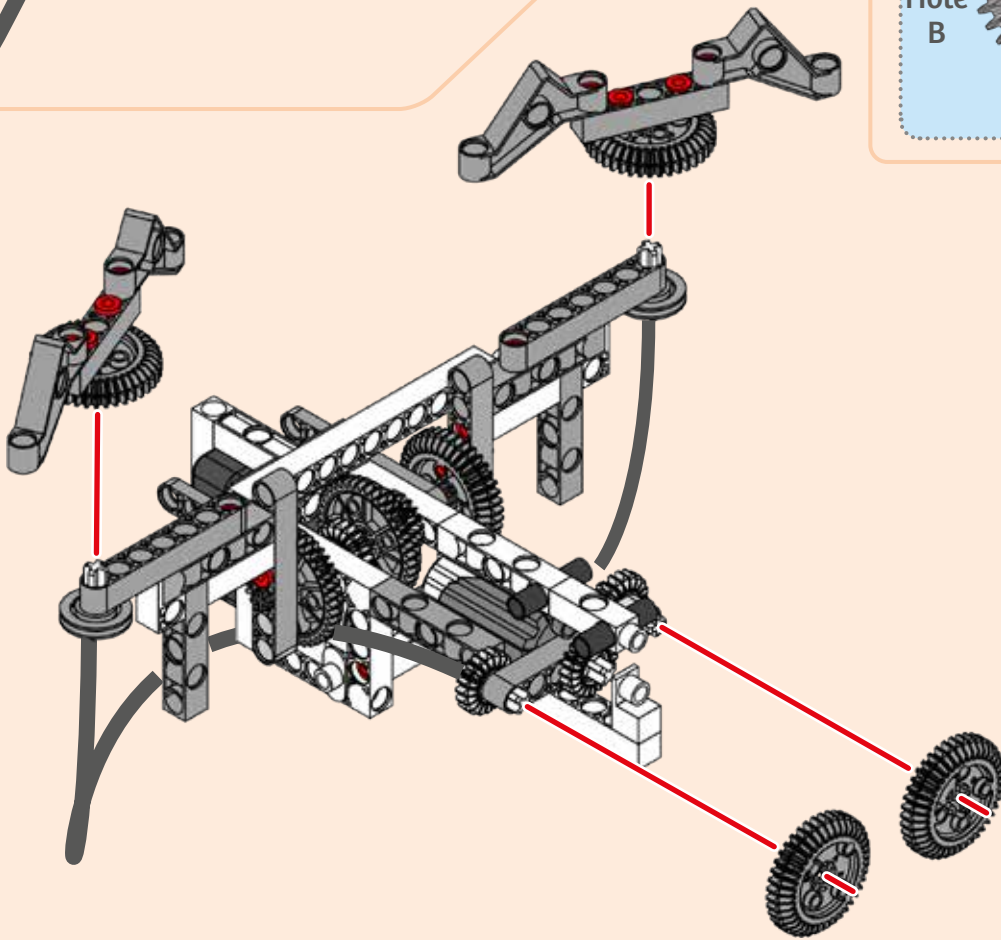
18



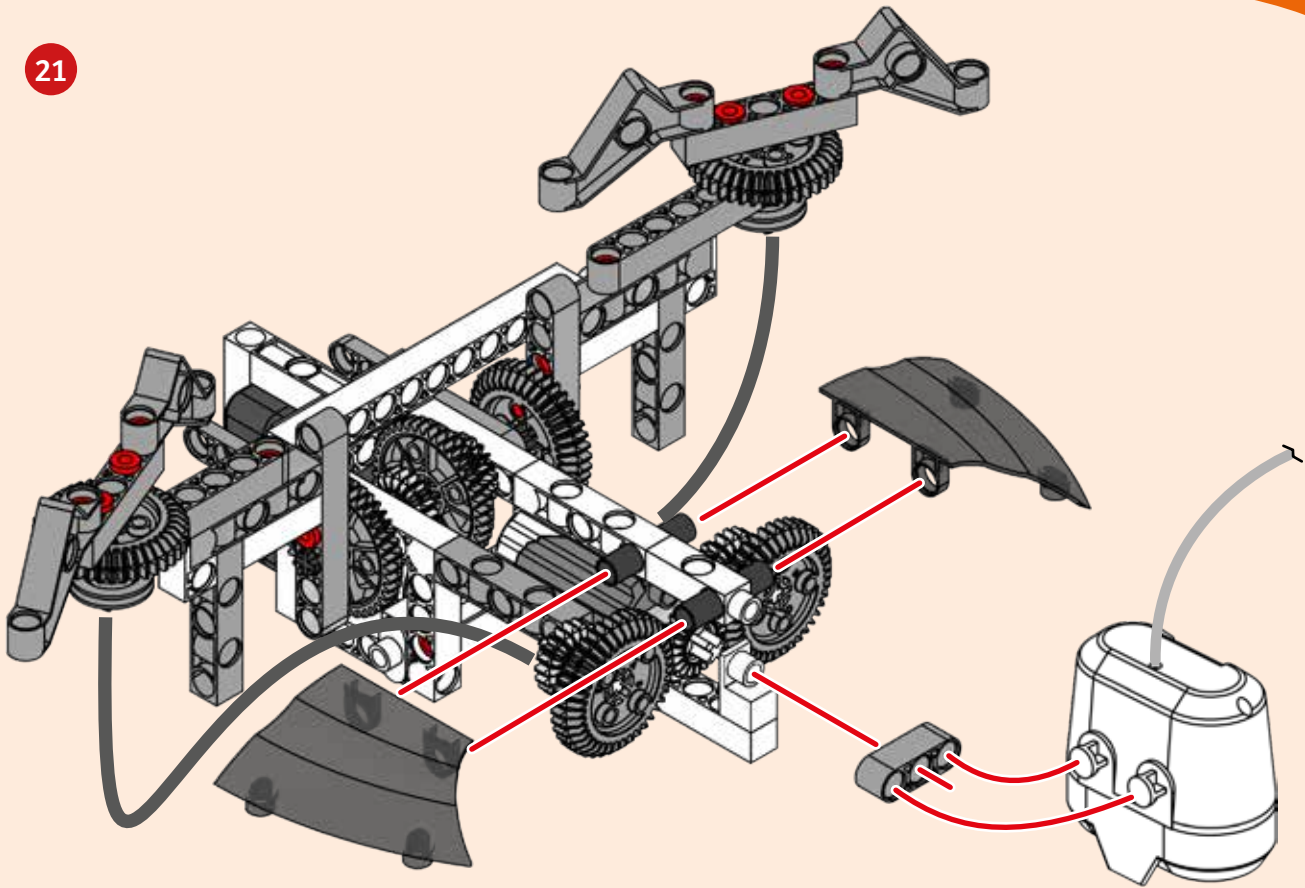
19



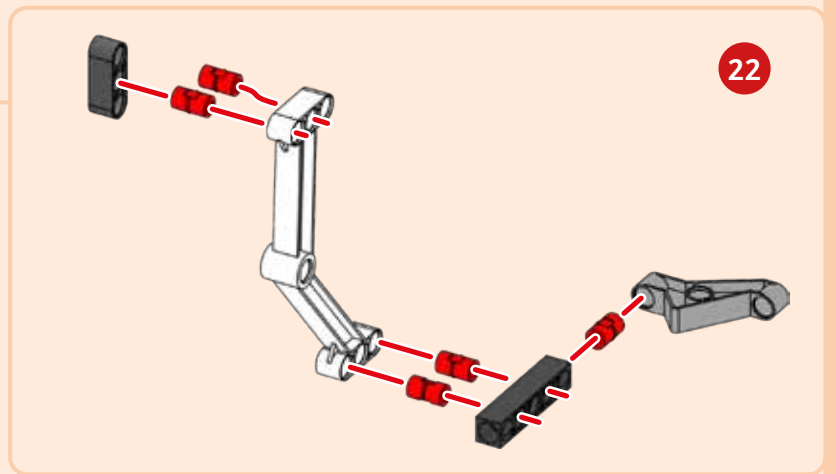
20



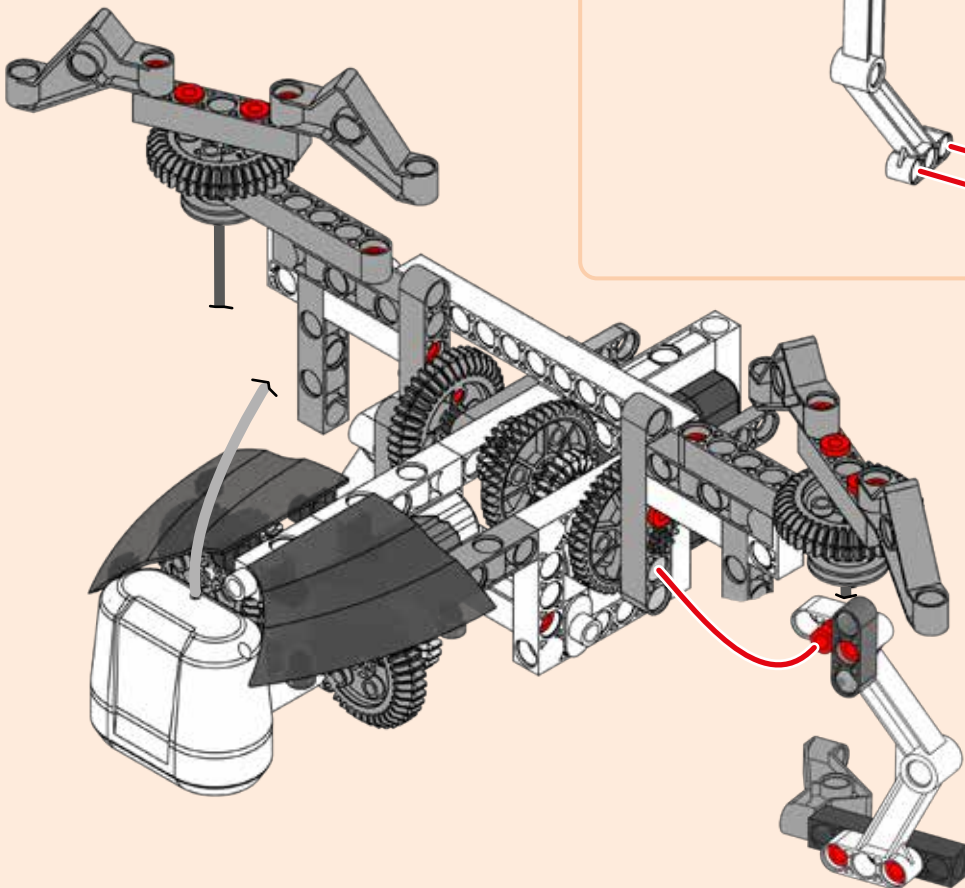
21



22



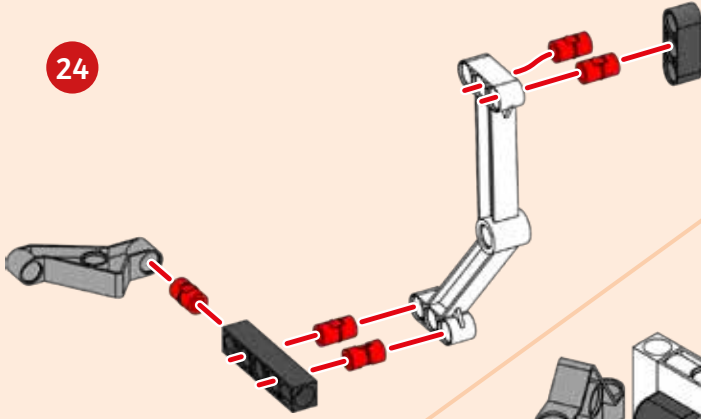
23



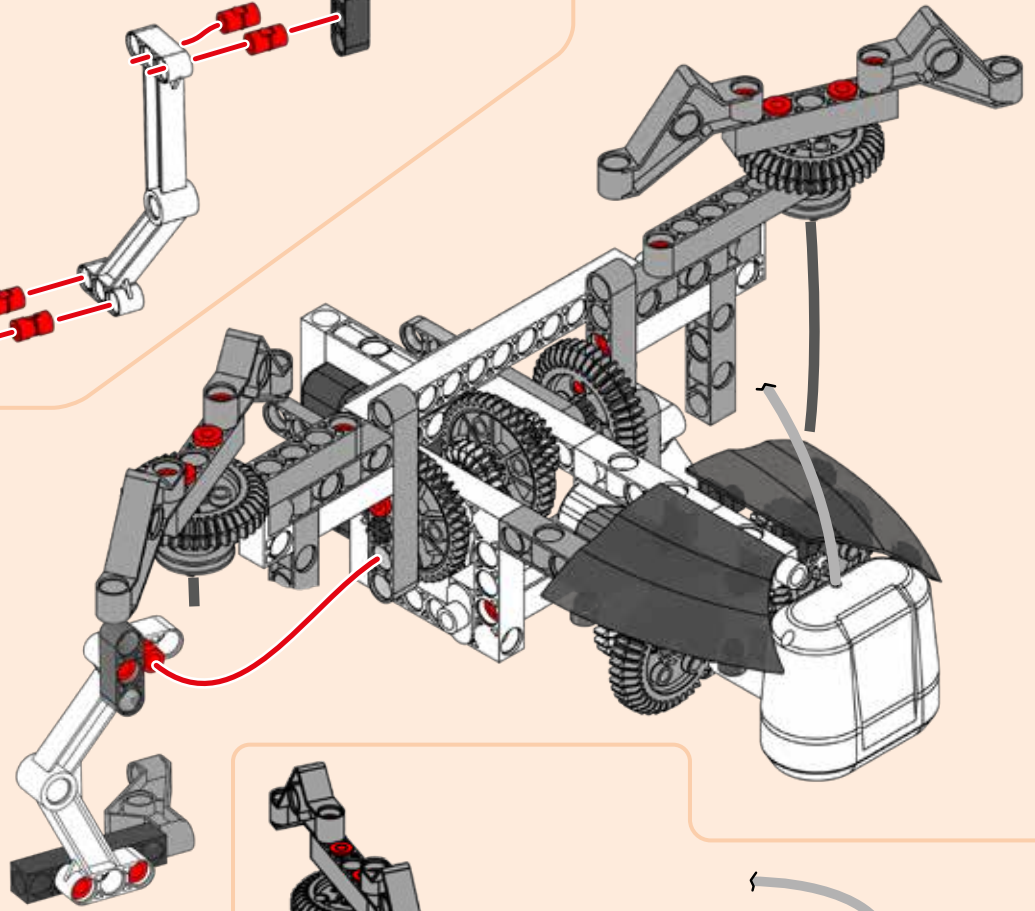


TILTROTOR AIRCRAFT

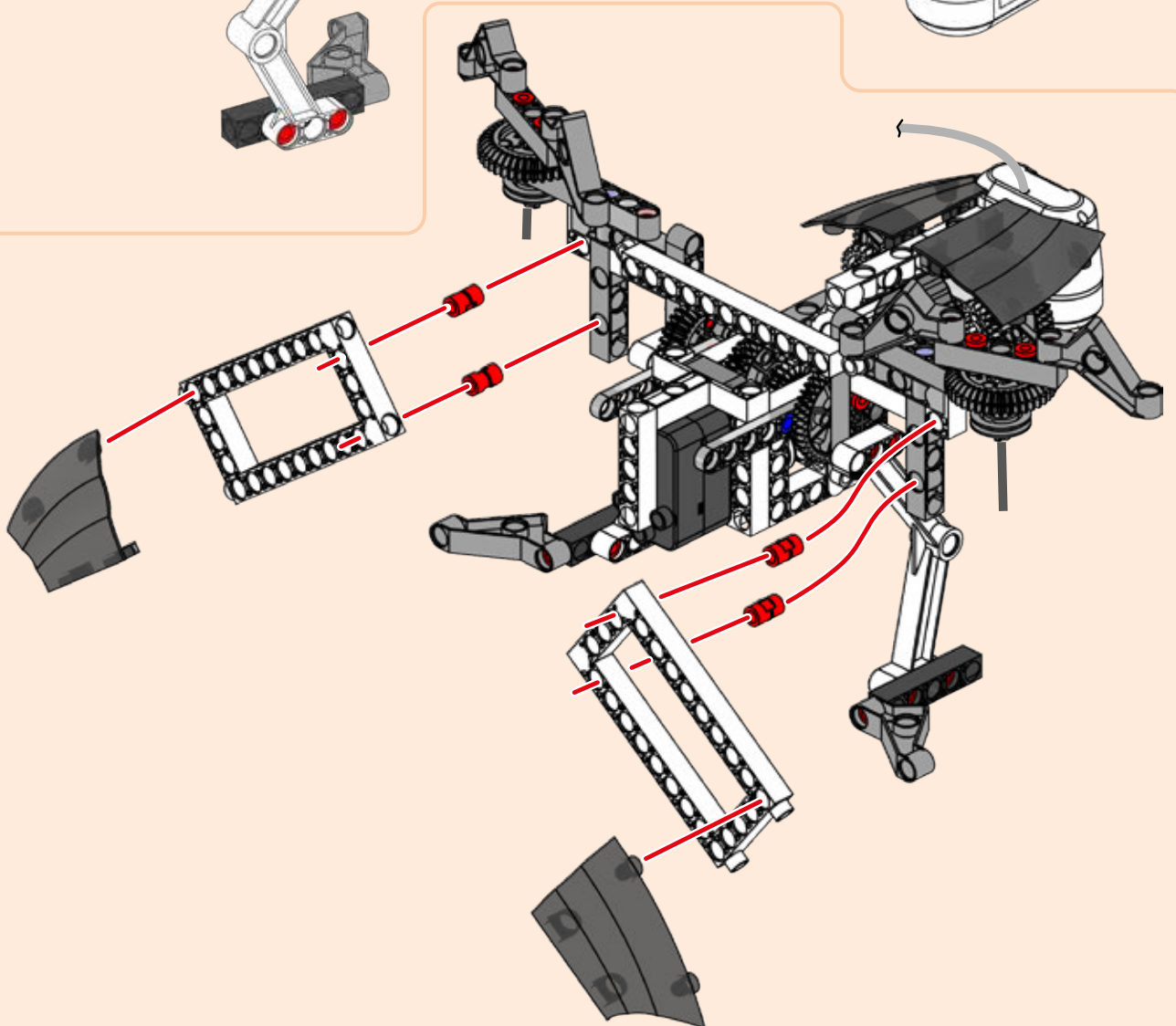
24



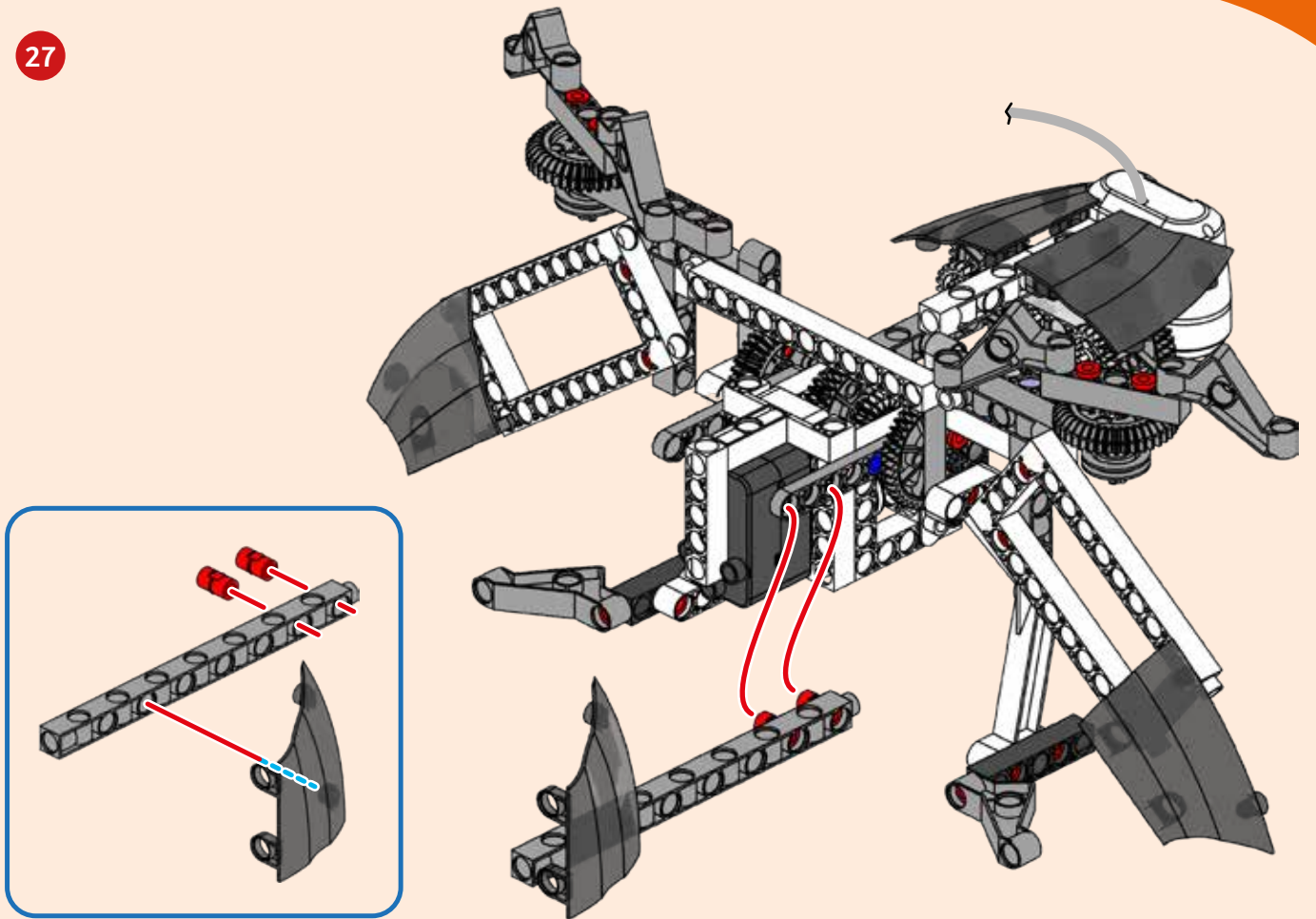
25



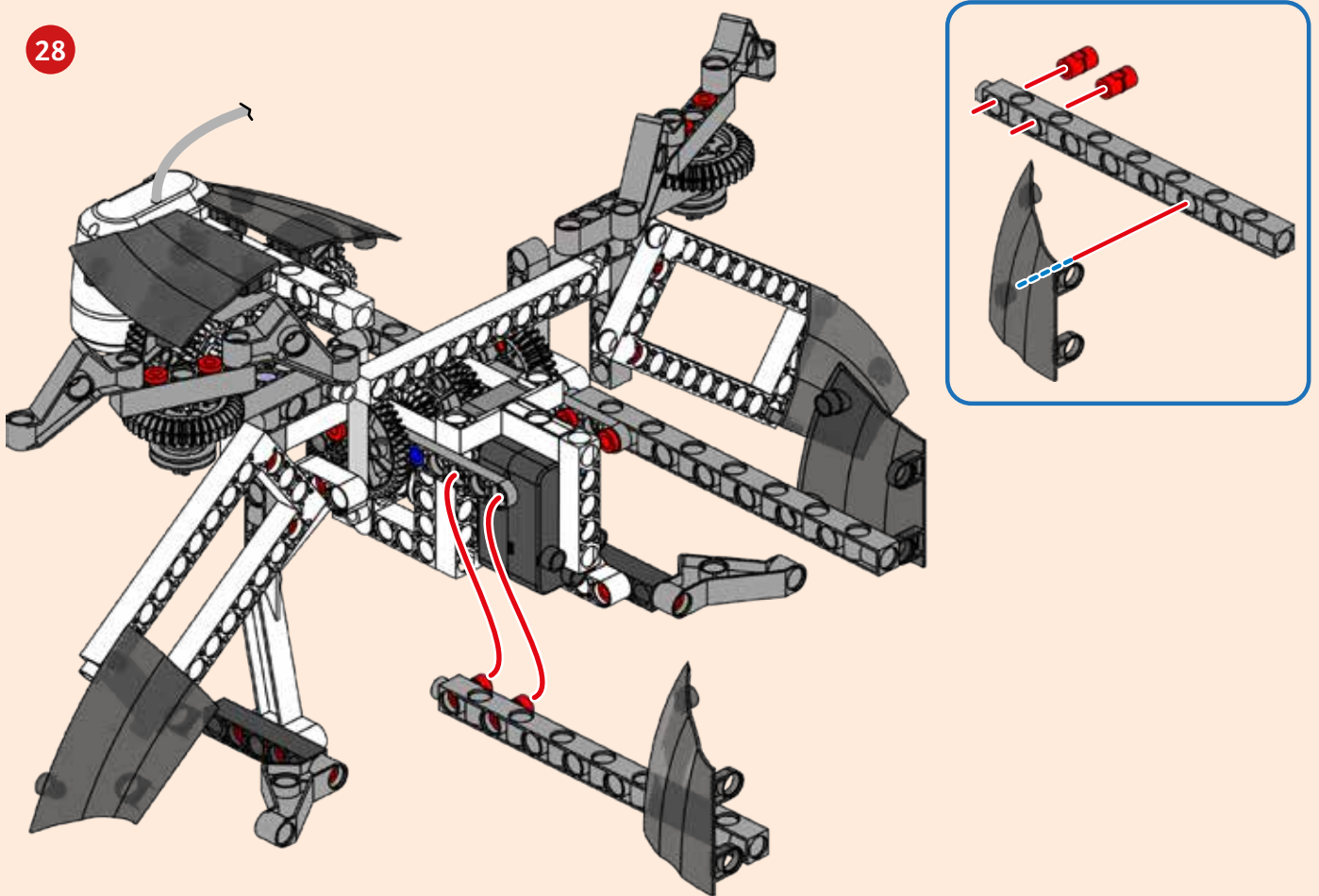
26



27



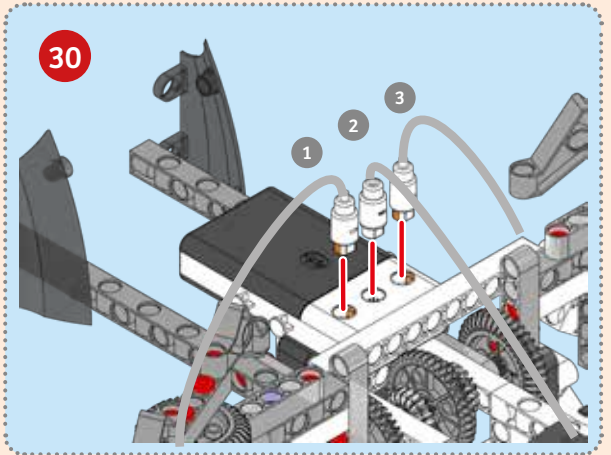
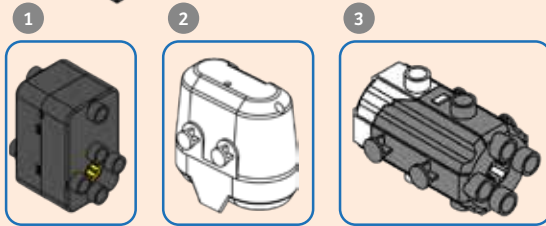
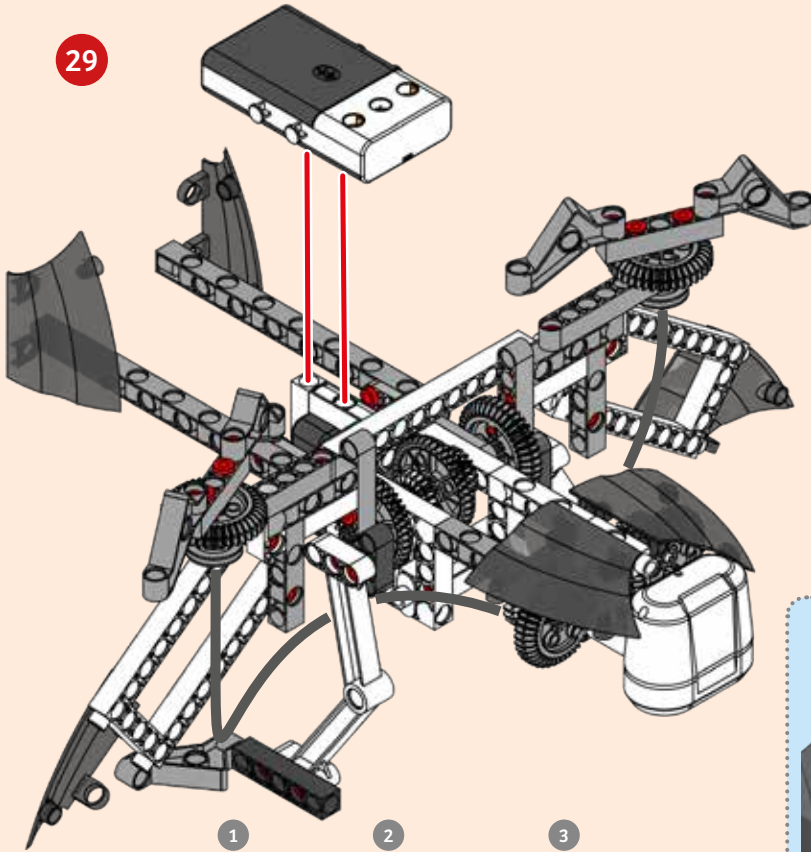
28





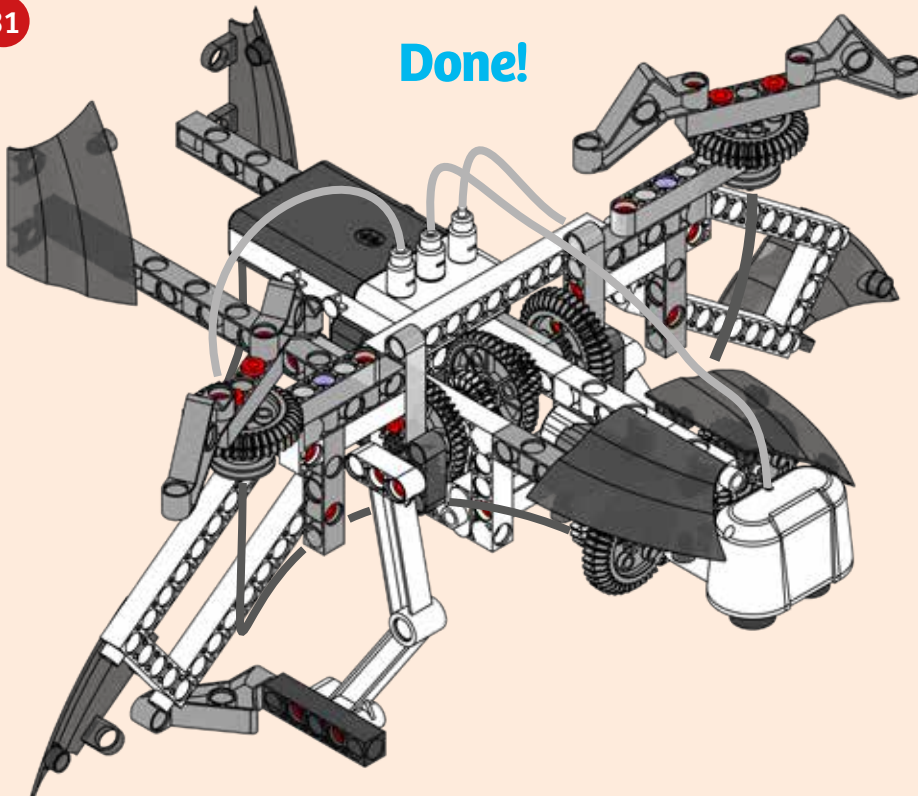
TILTROTOR AIRCRAFT

29



31

Done!



PROGRAMMING

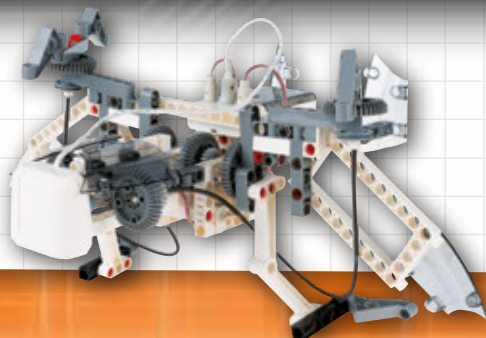
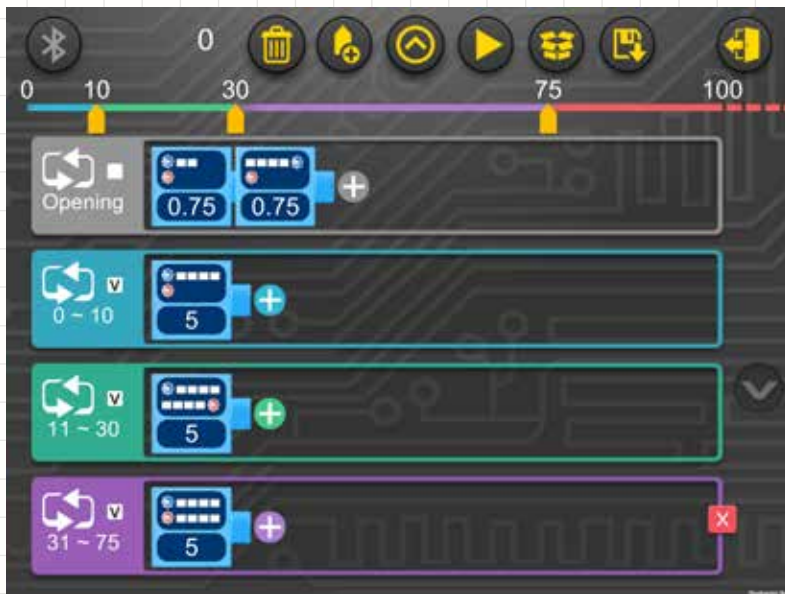


SAMPLE PROGRAM FOR THE TILTROTOR AIRCRAFT

A tiltrotor aircraft has rotors that swivel to change from an orientation that pulls the aircraft upward, like a helicopter's rotor, to an orientation that pulls the aircraft forward, like a propeller on an airplane. This model mimics that behavior:

First, motor 1 makes the rotor blades start turning. Then, you lift the model up off the table with your hand. Once the model is several centimeters from the table surface, the ultrasonic sensor detects the absence of the ground. The program tells motor 2 to rotate the wings into horizontal flying mode. Now you can pretend the model is flying around. When it's time to land, if the aircraft approaches the tabletop again, the sensor will tell motor 2 to swivel back into landing mode, and the landing gear extends. Now you can safely land the aircraft.

This program is preloaded in the app under Program 6. Test it out and write down how the robot behaves for each program segment below.



DEMO PROGRAM:

Program 6

OPENING SEGMENT:

SEGMENT 0-10:

SEGMENT 11-30:

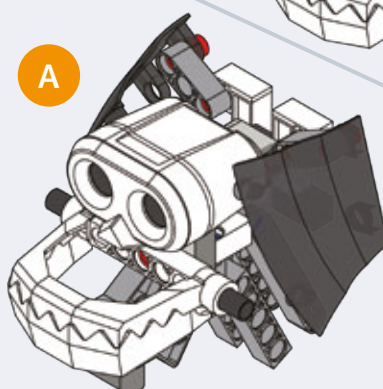
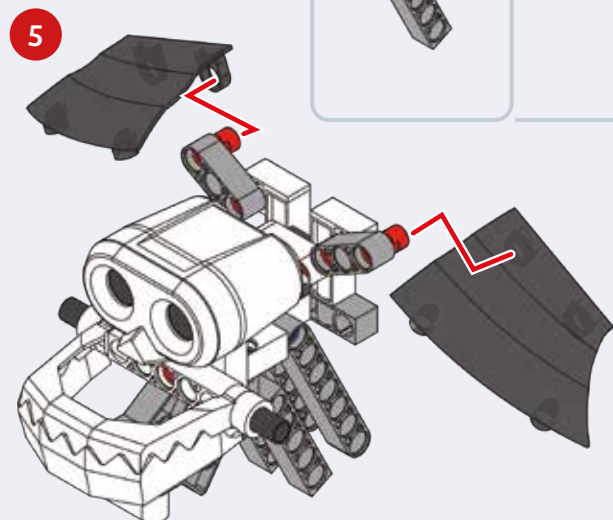
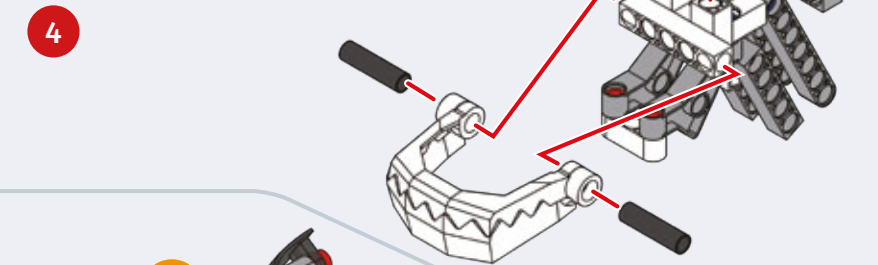
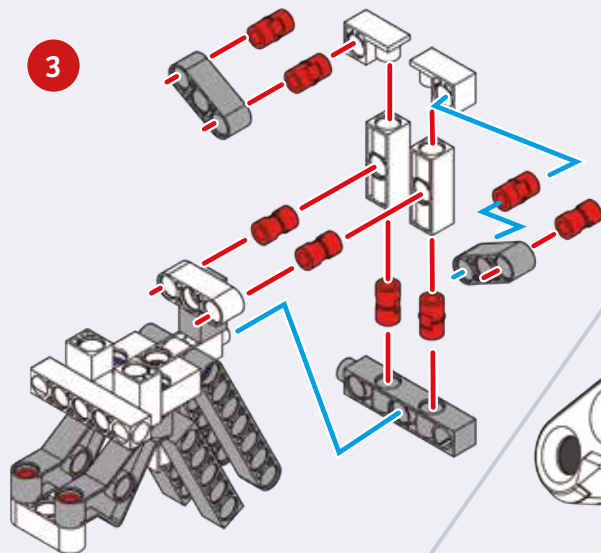
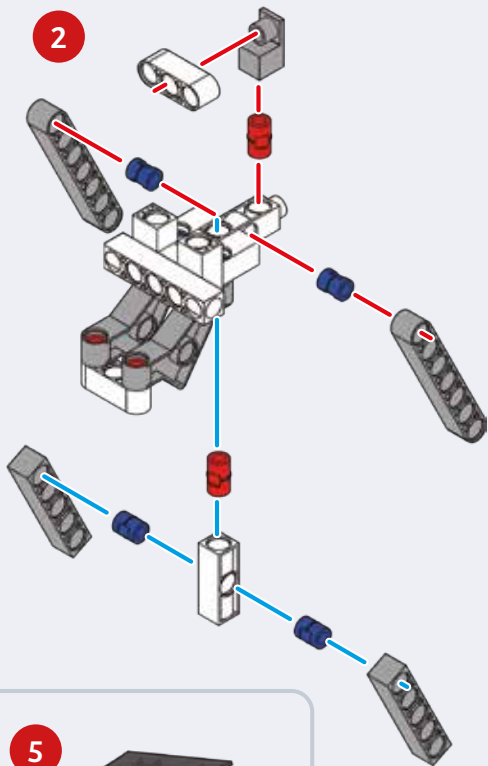
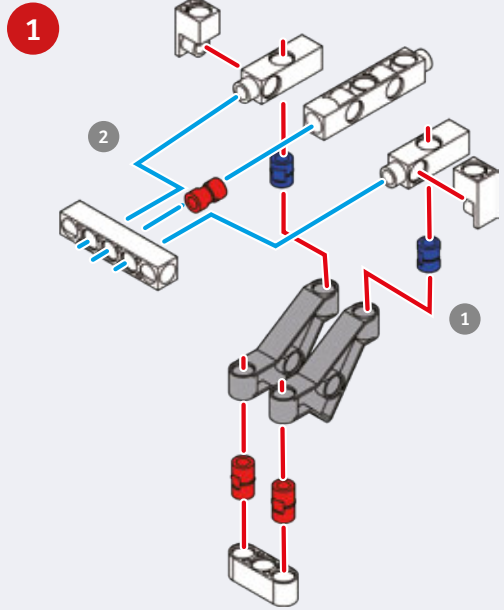
SEGMENT 31-75:

SEGMENT >76:

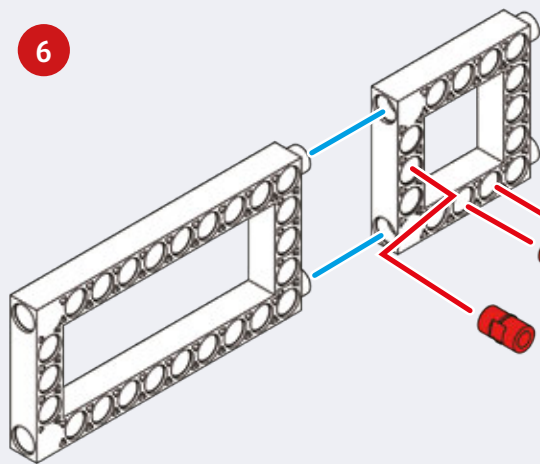


ROBO DOG

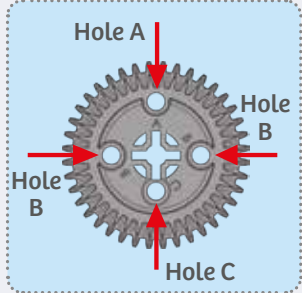
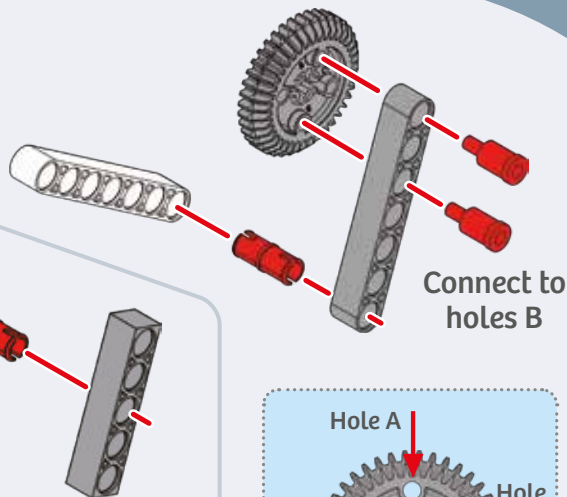
1	2	3	4	5	6	7	8	9	10	11	12	13
13x	2x	4x	1x	3x	2x	2x	6x	1x	4x	1x	1x	3x
14	16	17	18	19	20	22	24	27	28	29		
1x	2x	6x	1x	2x	2x	2x	1x	4x	2x	1x		
30	31	33	34	35	36	37	38	39	40	42	43	
2x	1x	2x	2x	1x	1x	1x	1x	4x	2x	6x	37x	
44	47	48	49	50	51	52	53	54				
4x	1x	5x	1x	1x	1x	1x	1x	1x				
				55								
				2x								



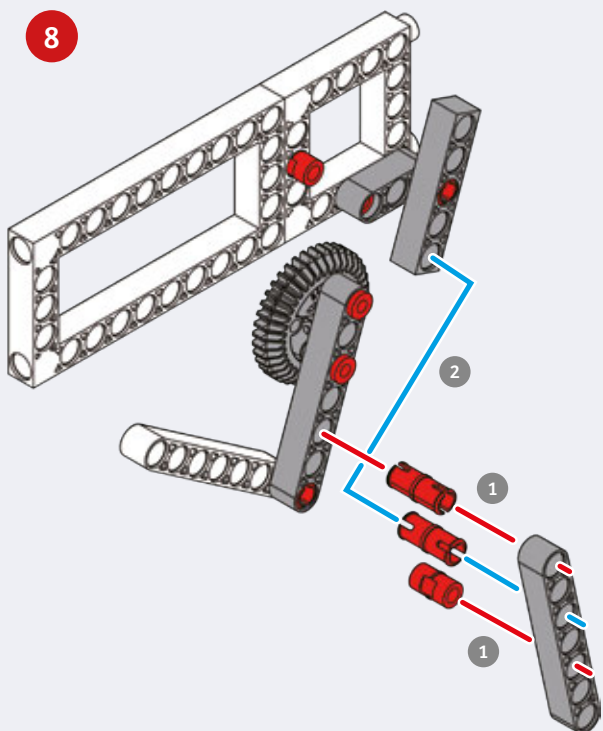
6



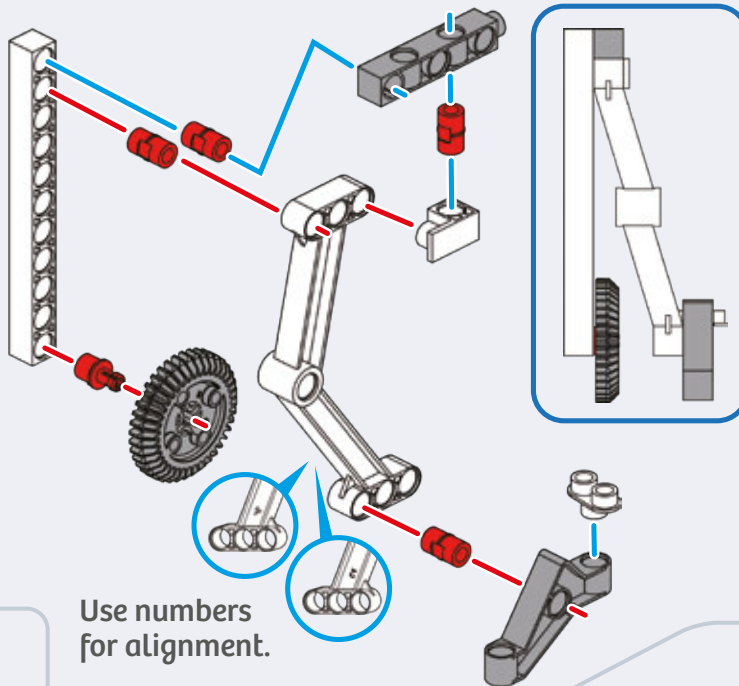
7



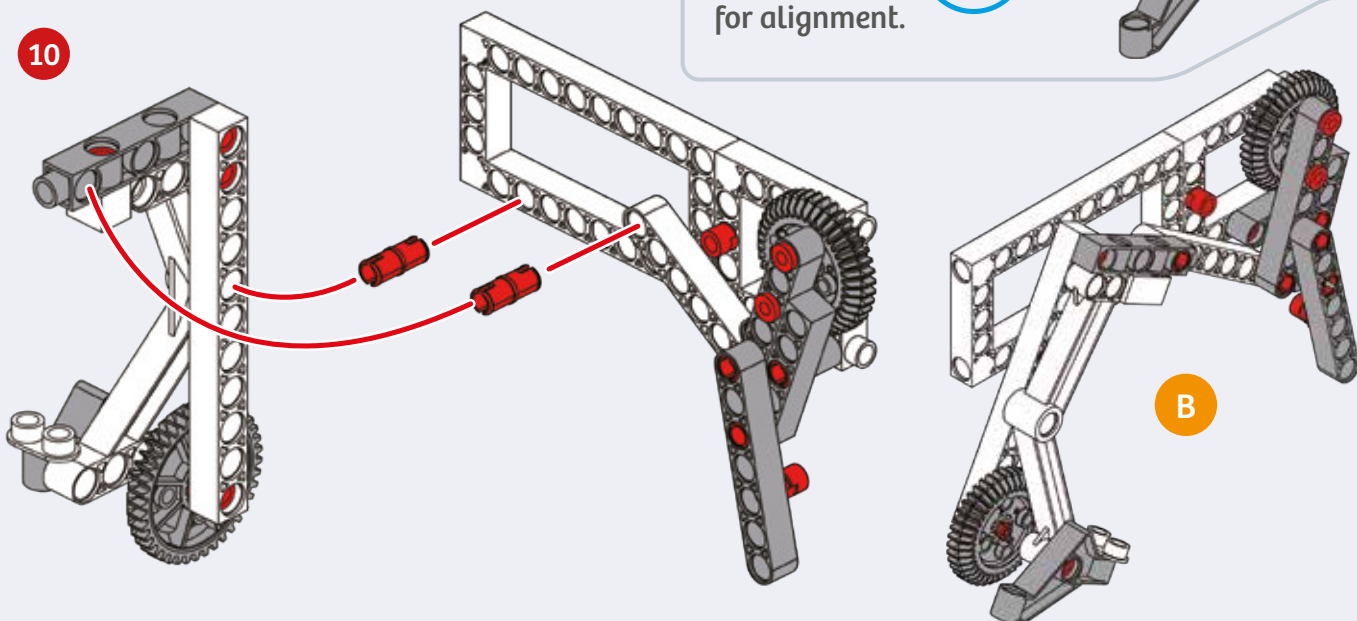
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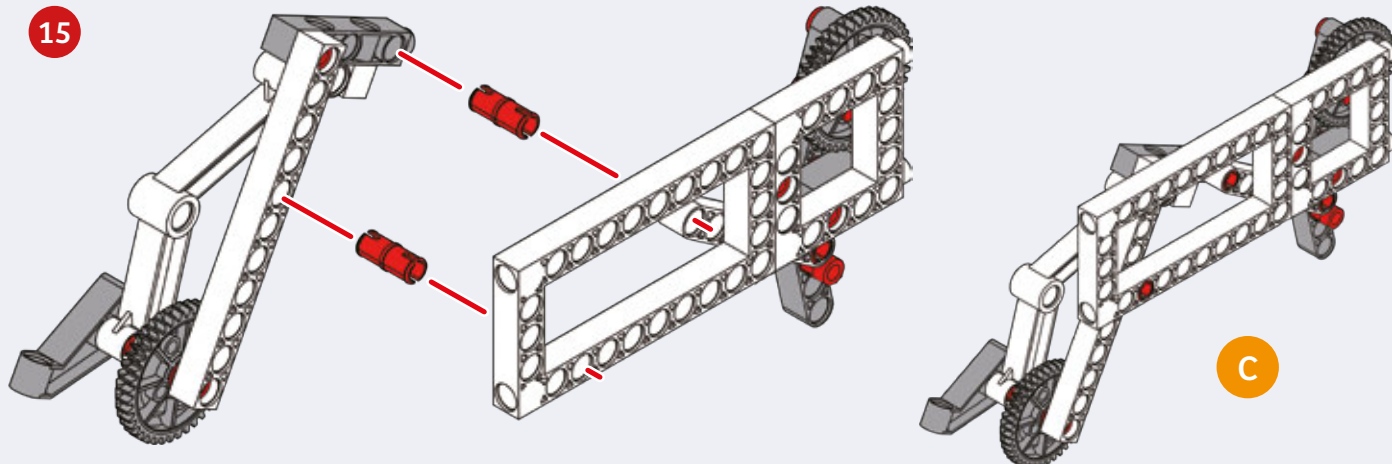
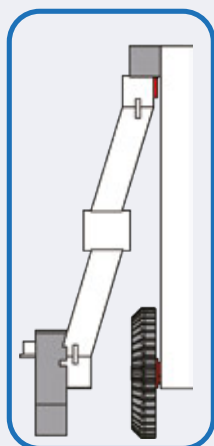
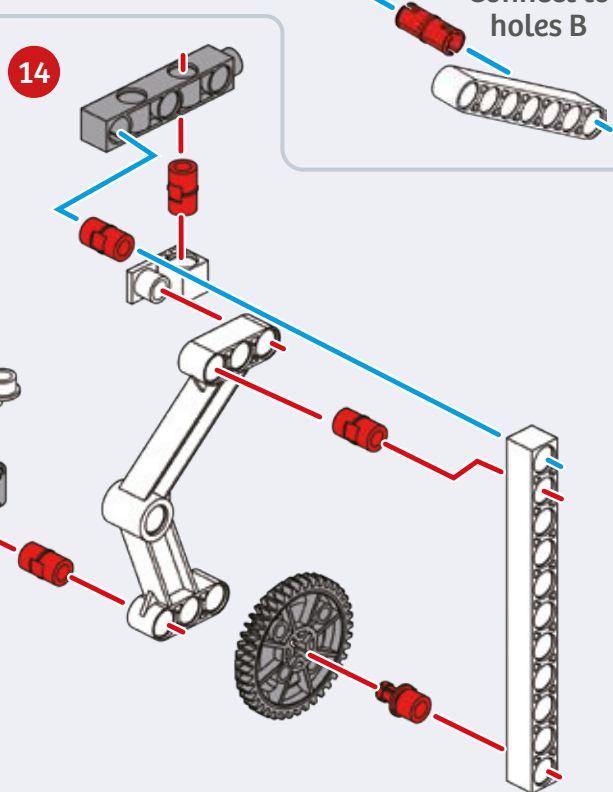
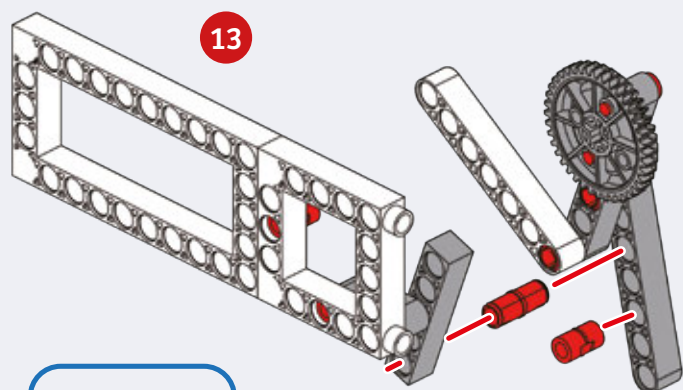
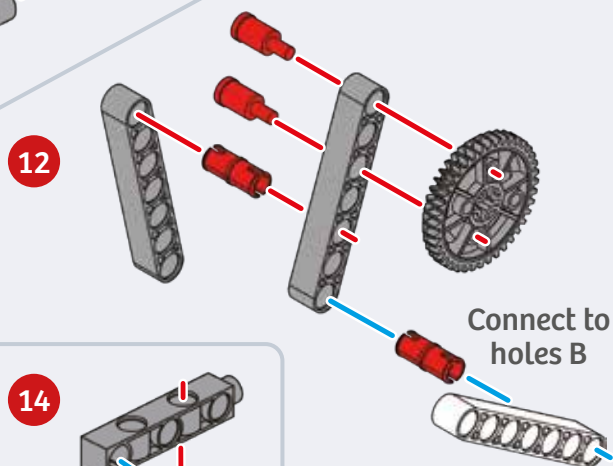
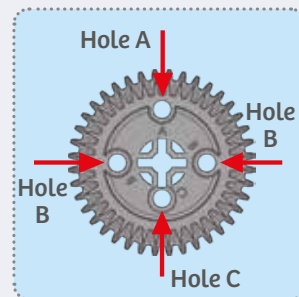
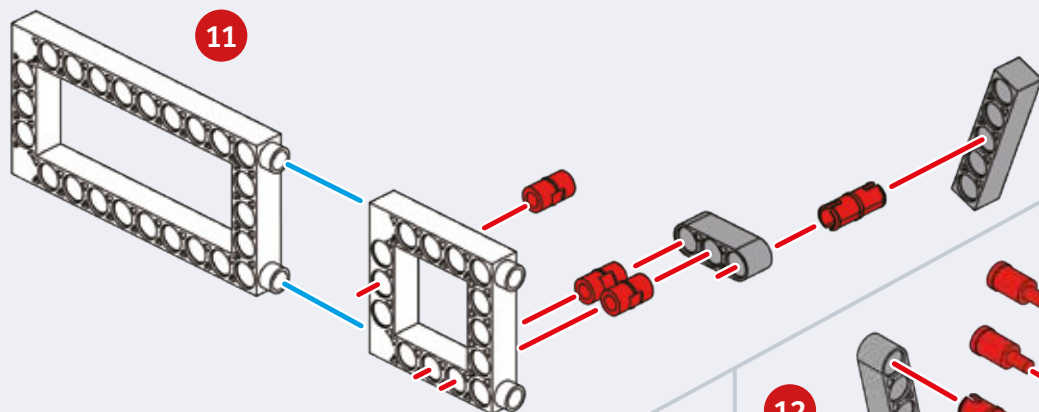
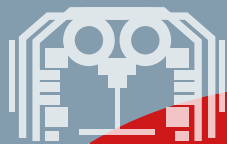


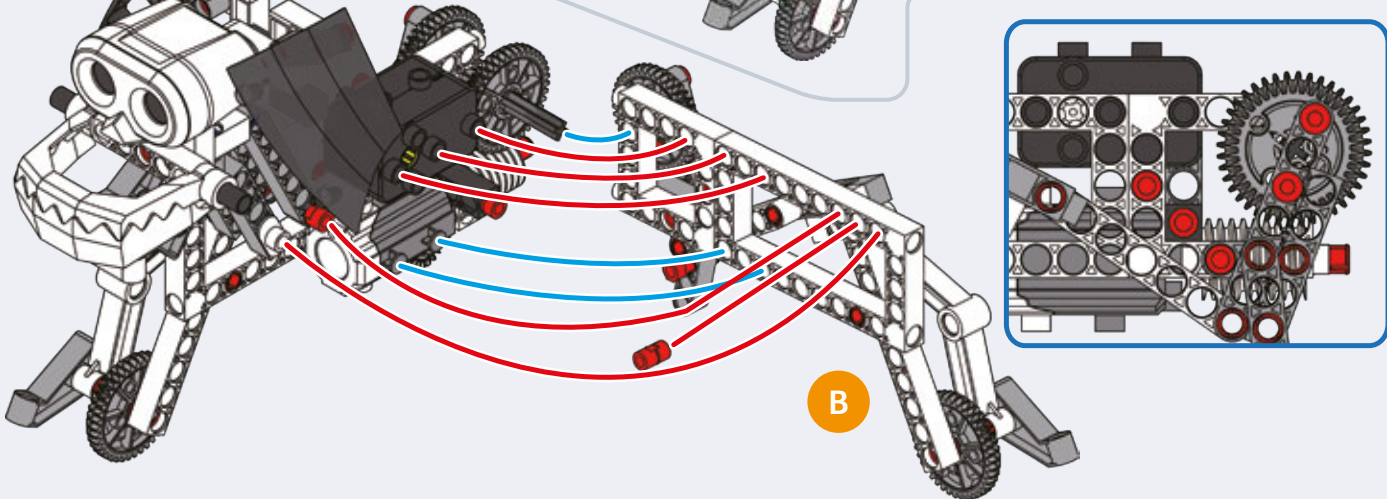
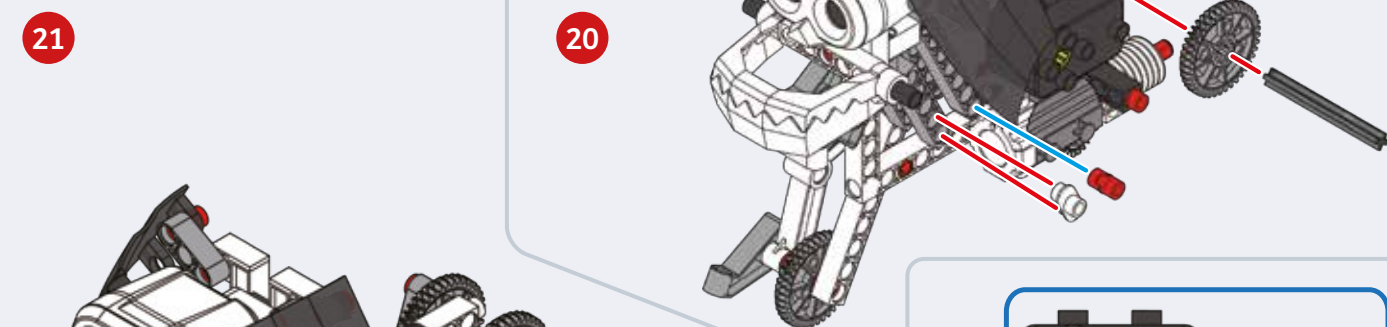
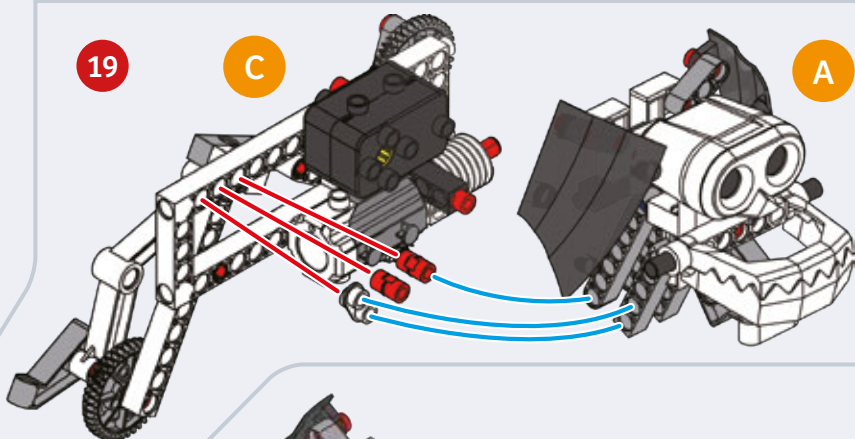
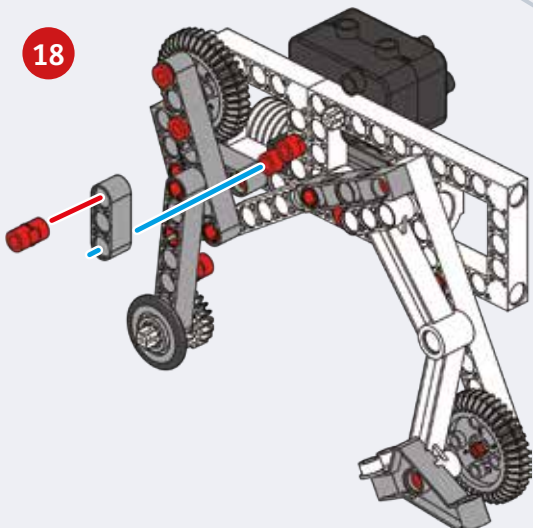
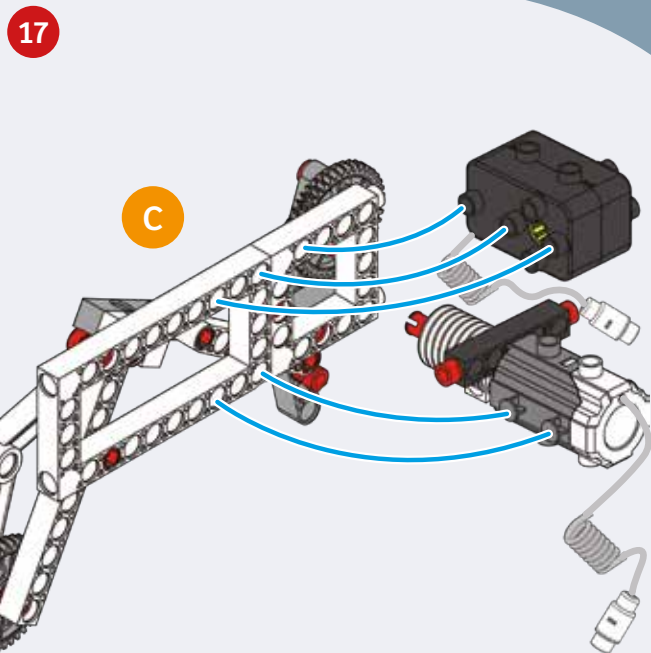
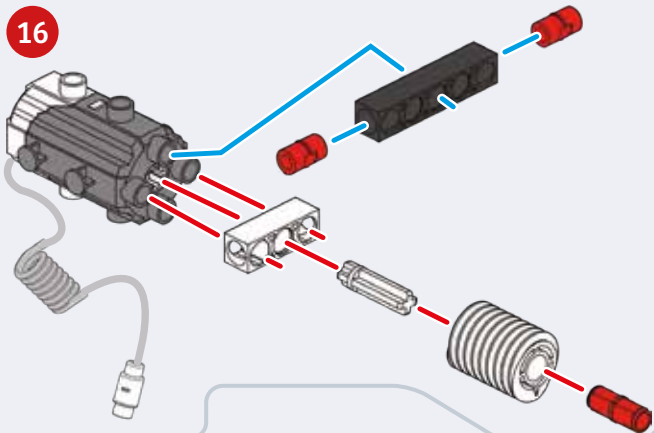
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10

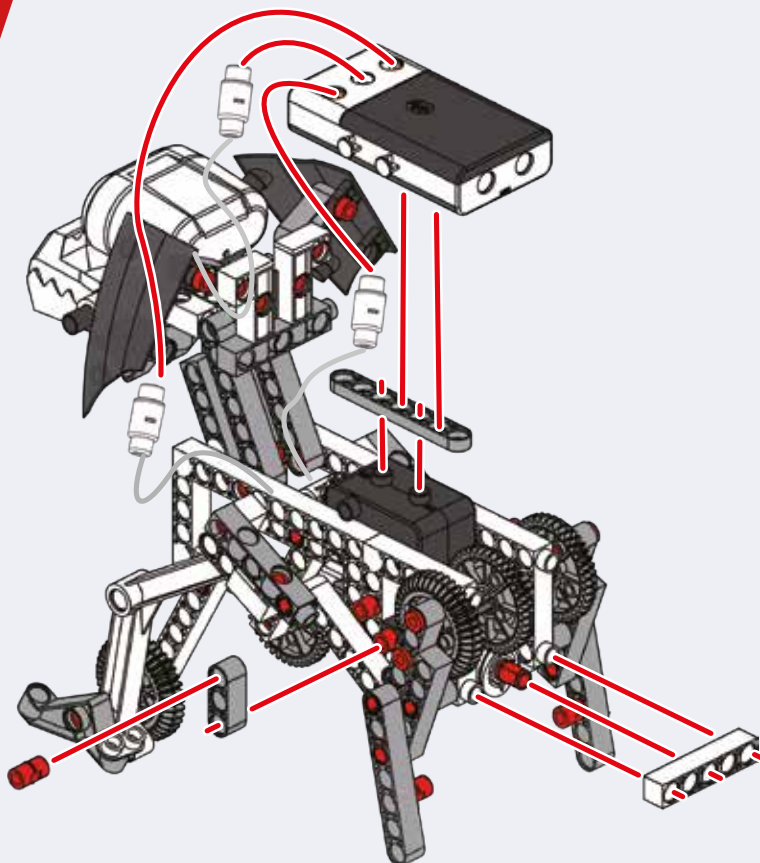




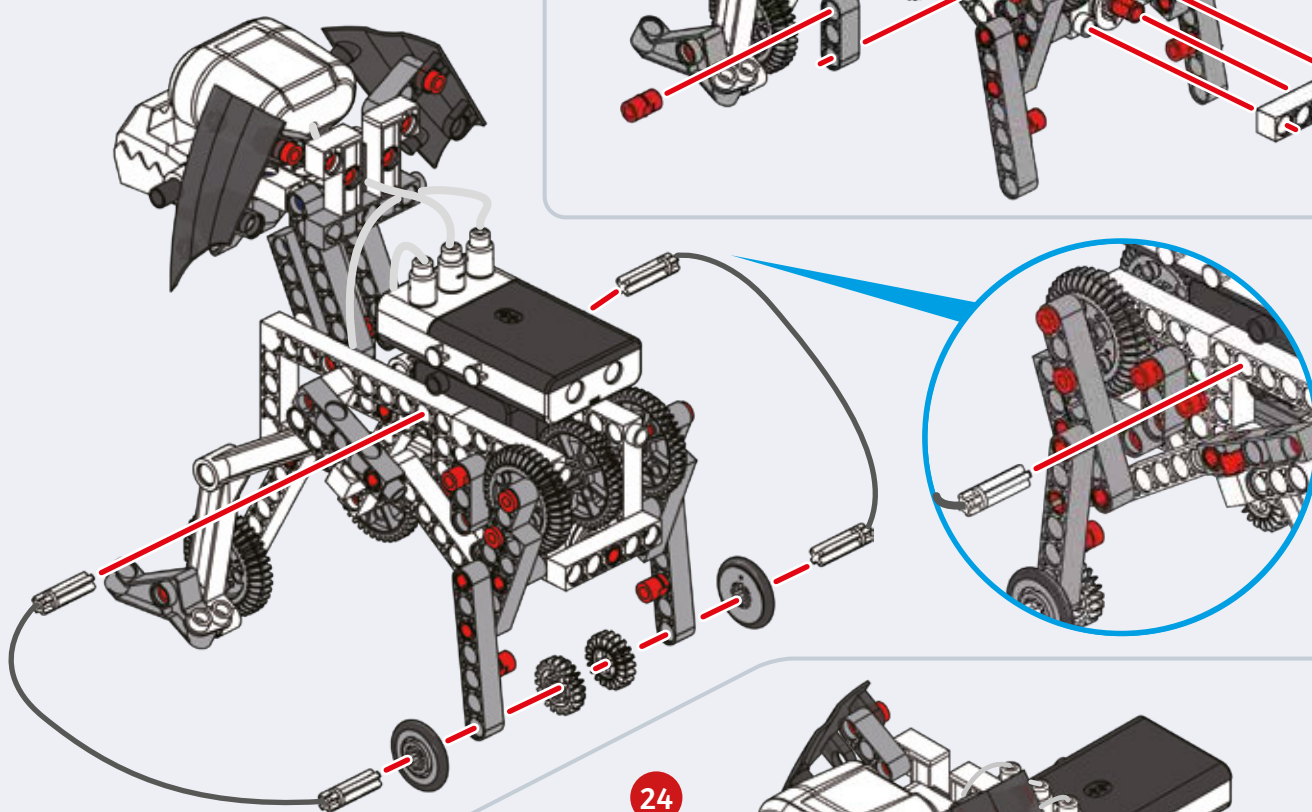




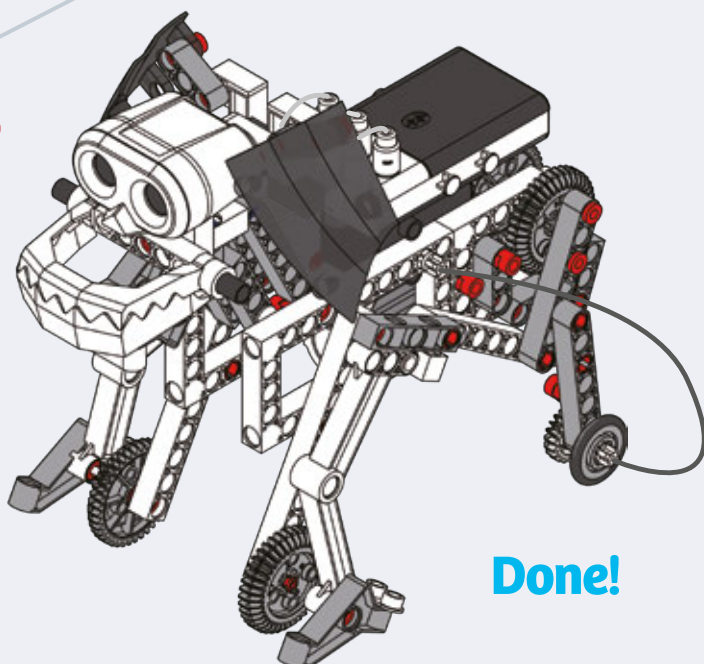
22



23



24



Done!

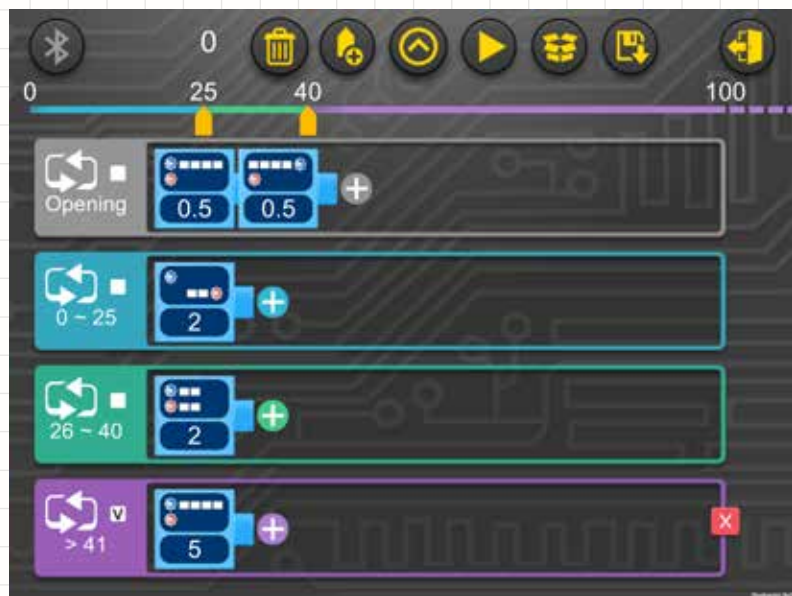
PROGRAMMING



SAMPLE PROGRAM FOR THE ROBO DOG

Enter this program to make your robo dog walk forward and sit down.

This program is preloaded in the app under Program 3. Test it out and write down how the robot behaves for each program segment below.



DEMO PROGRAM:

Program 3

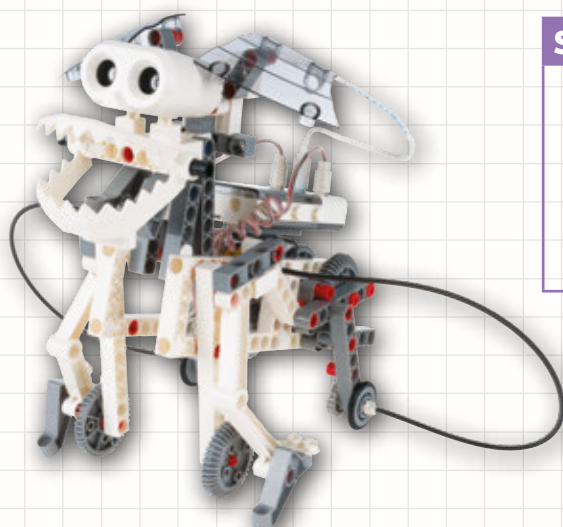
OPENING SEGMENT:

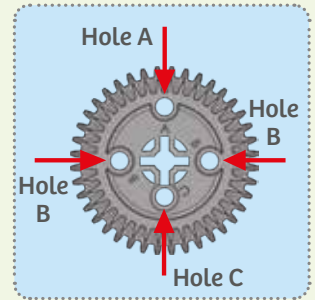
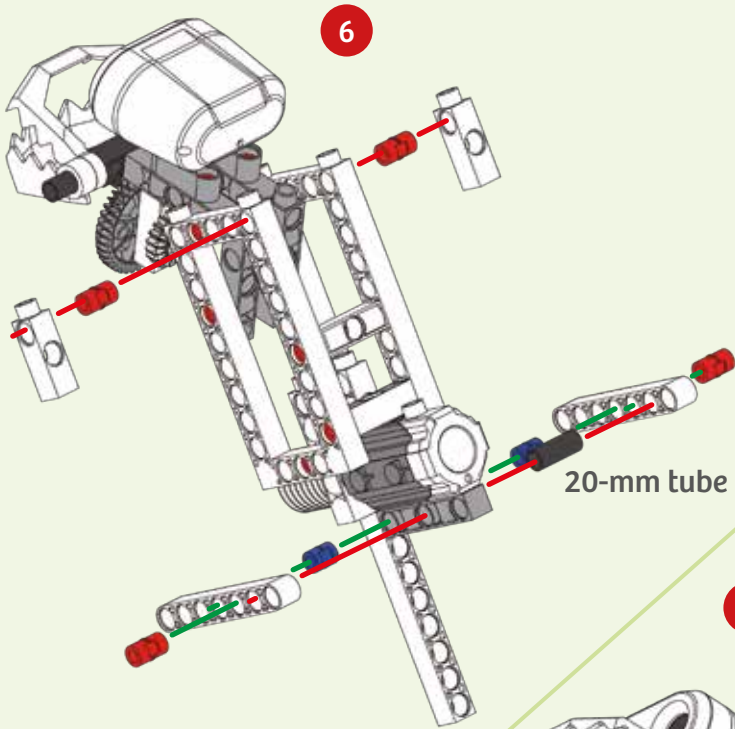
SEGMENT 0-25:

SEGMENT 26-40:

SEGMENT >41:

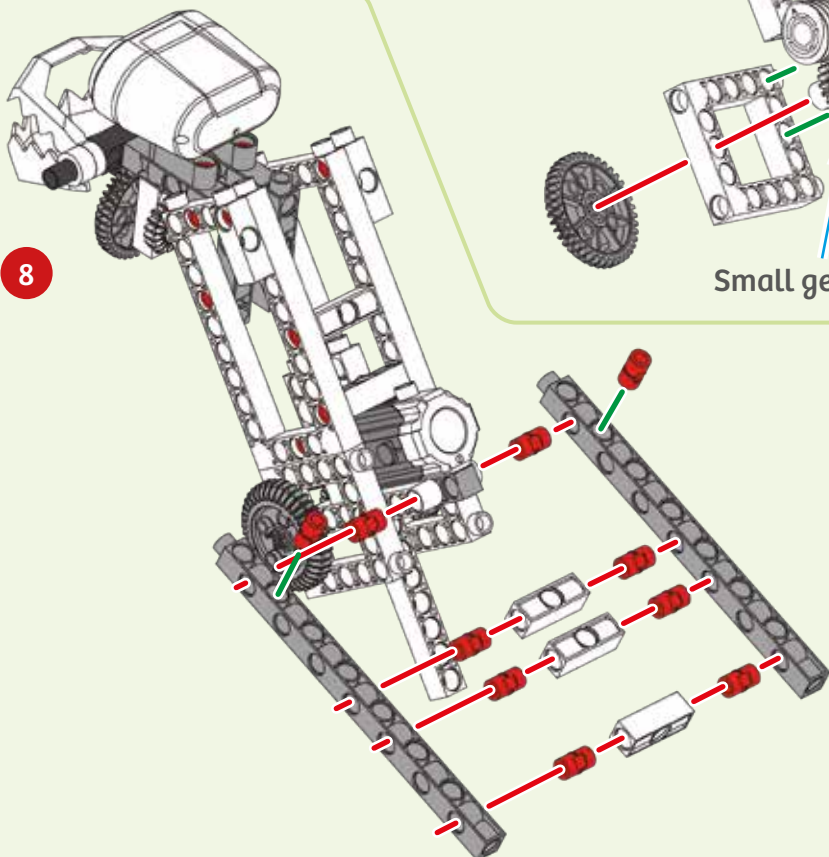
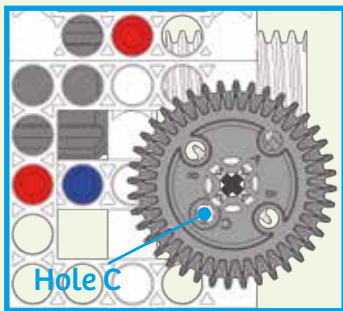
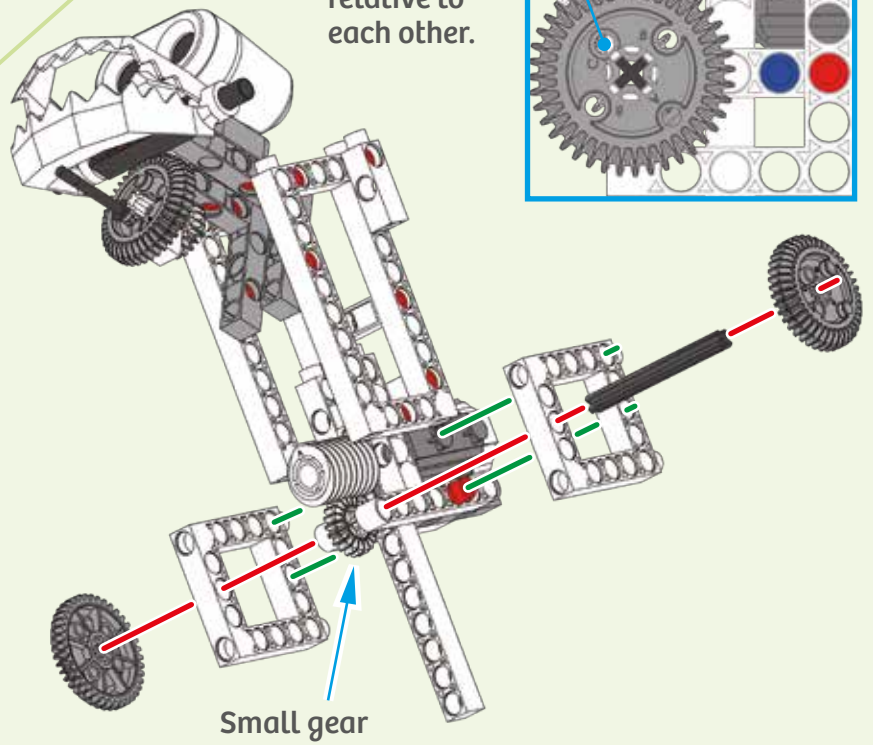
PROGRAMMING NOTES

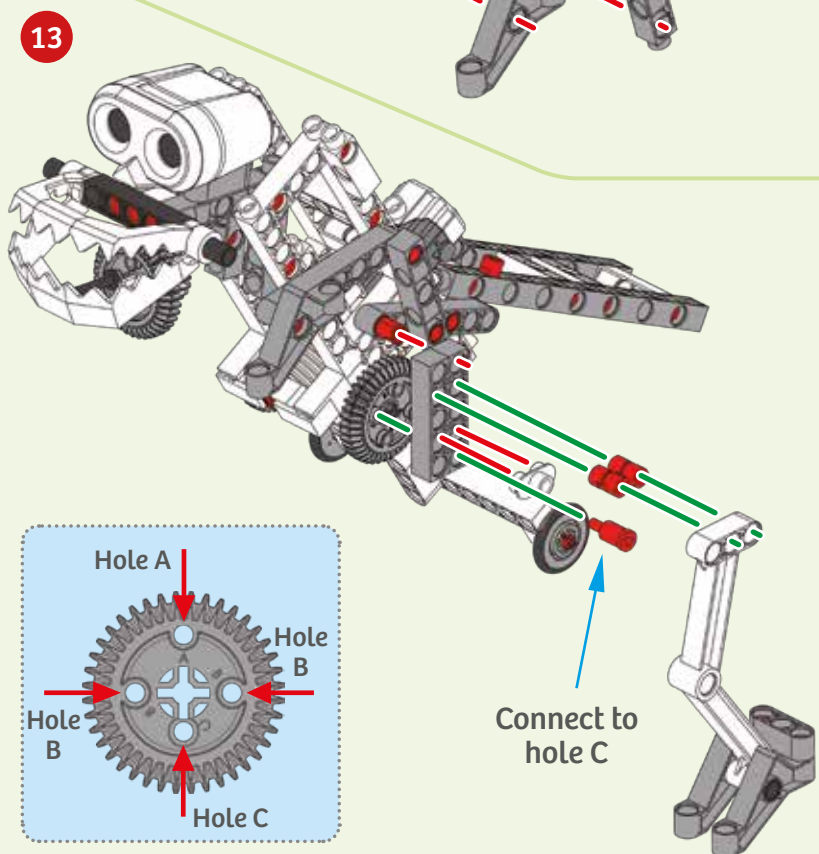
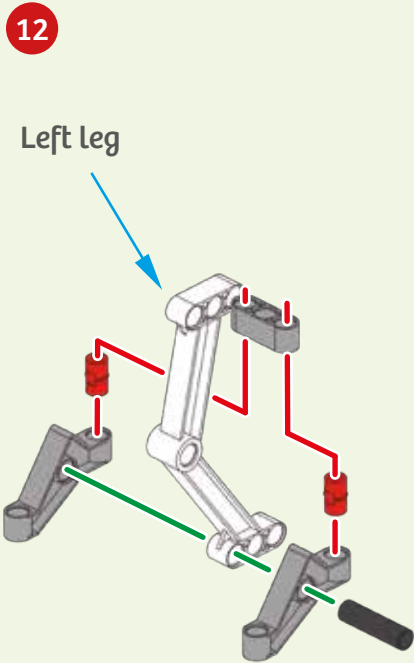
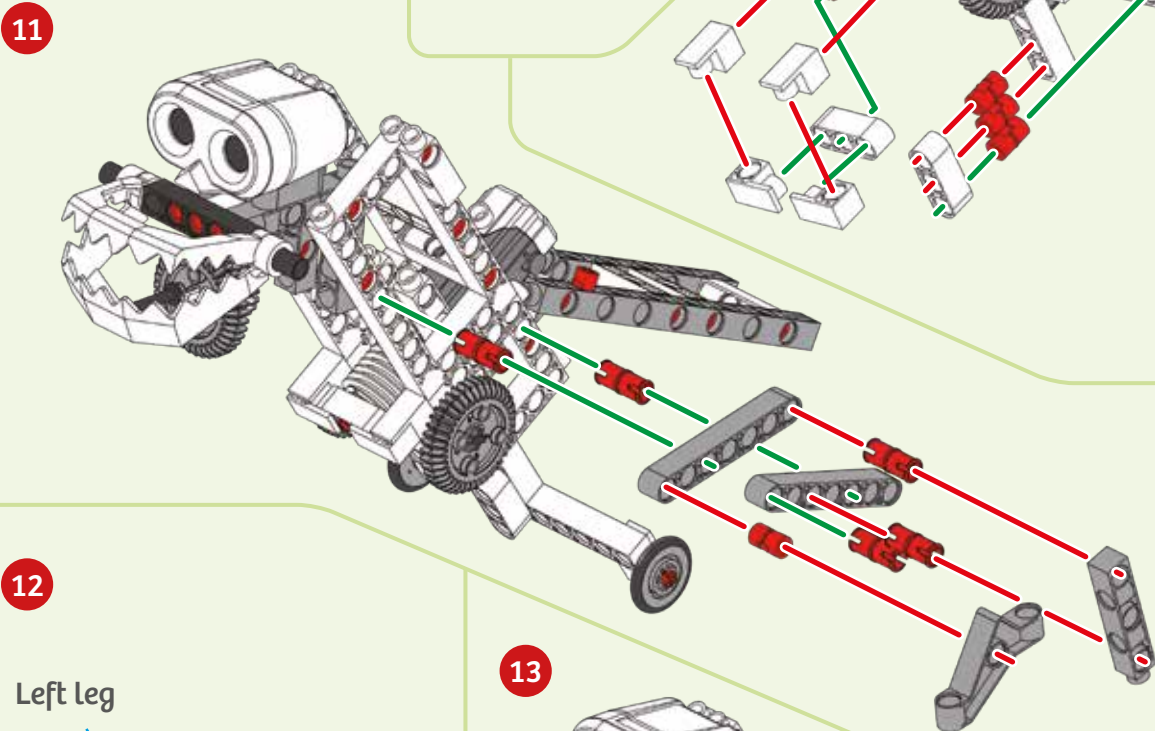
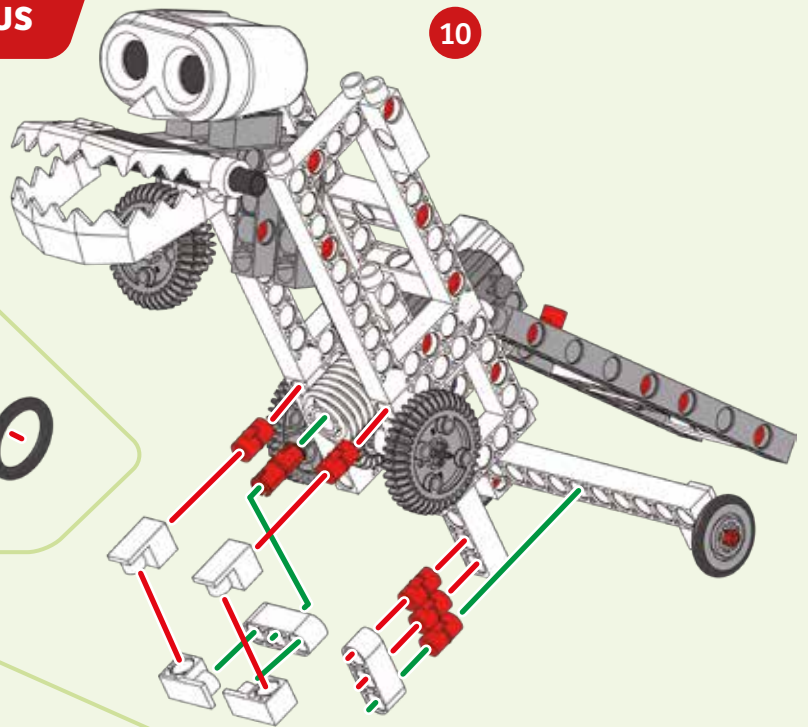
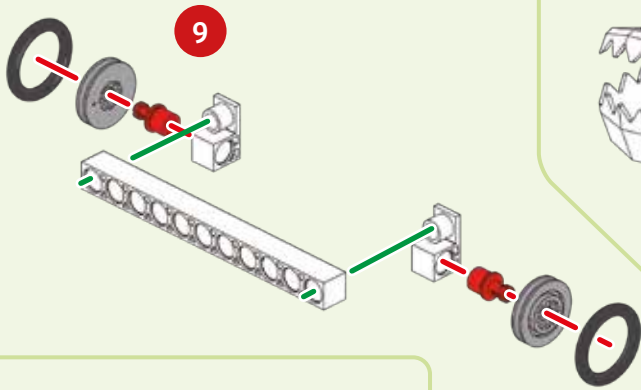




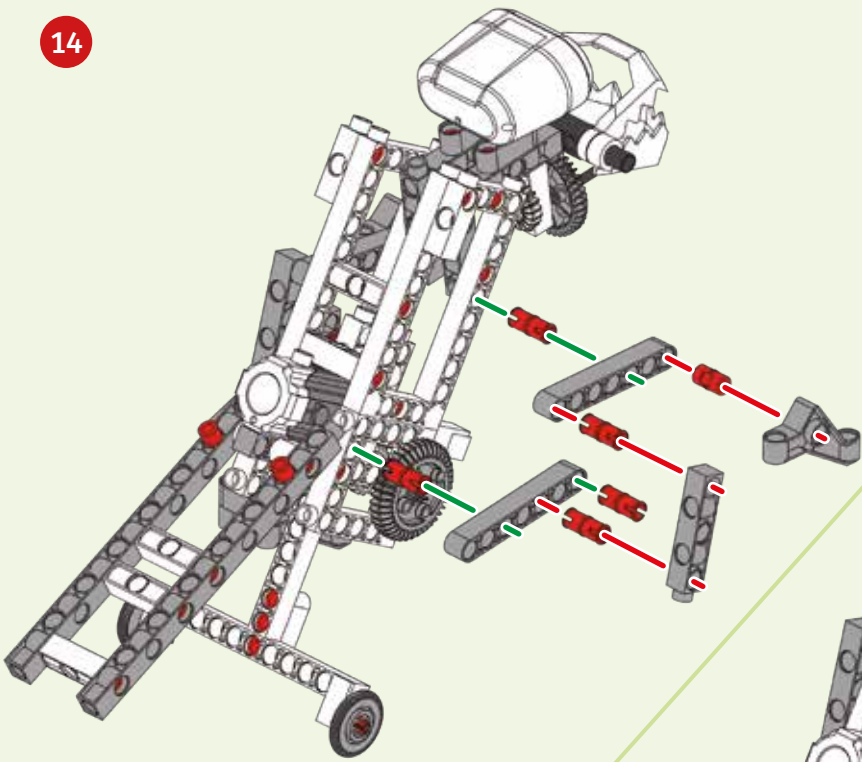
Note: The two gears are rotated 180 degrees relative to each other.

7

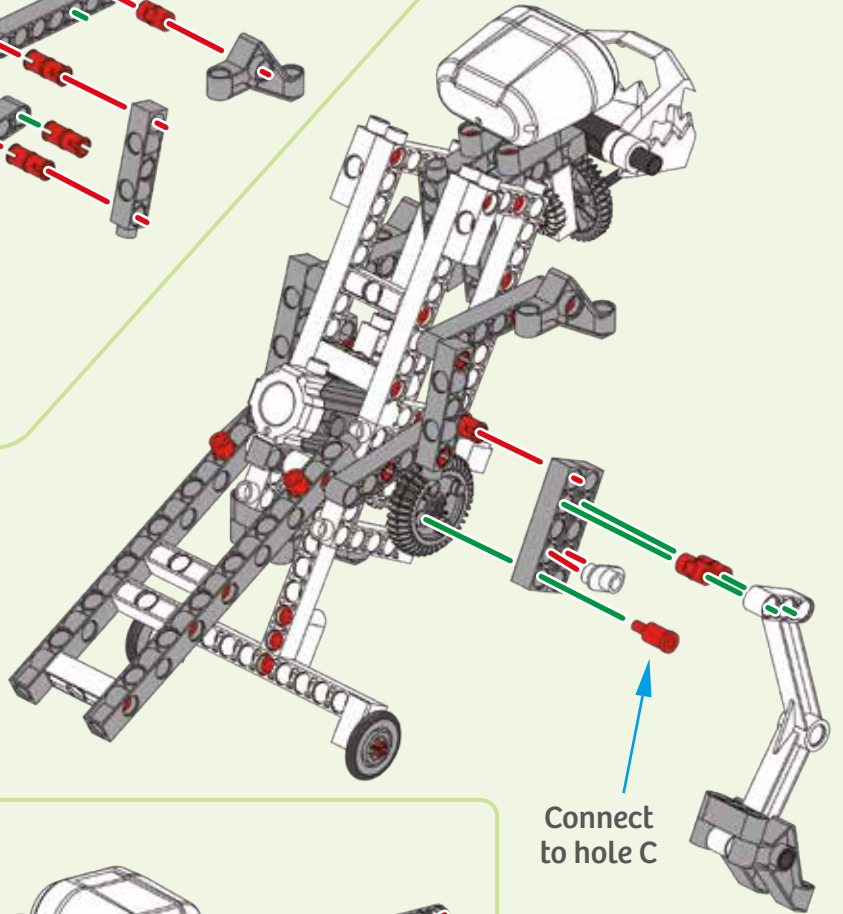




14

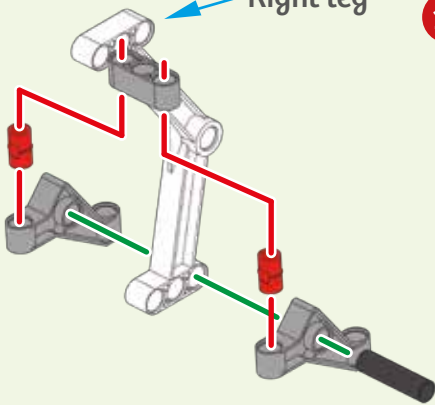


16

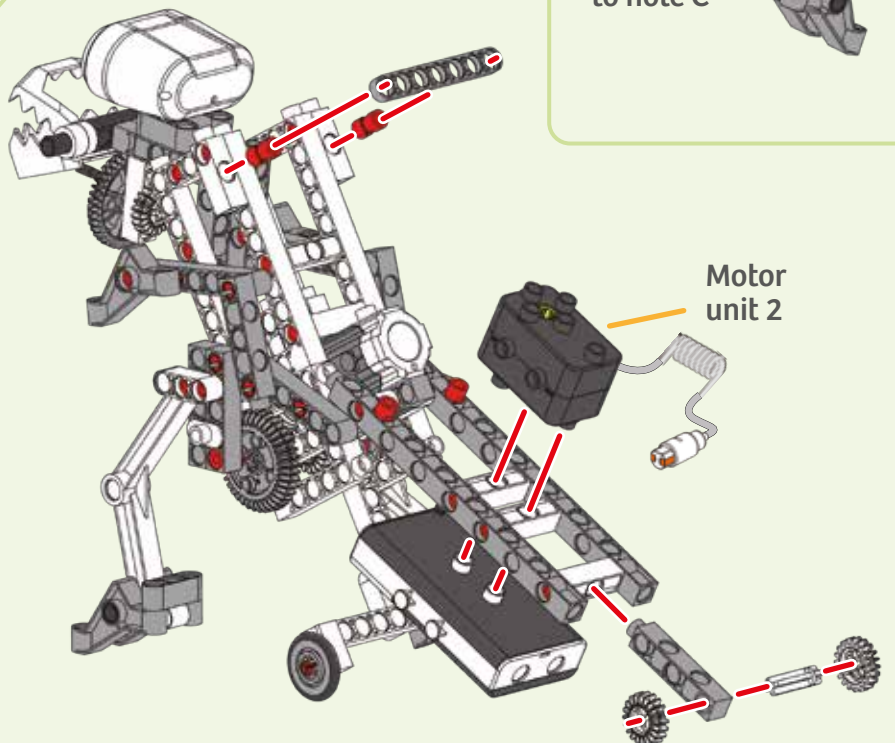


Right leg

15

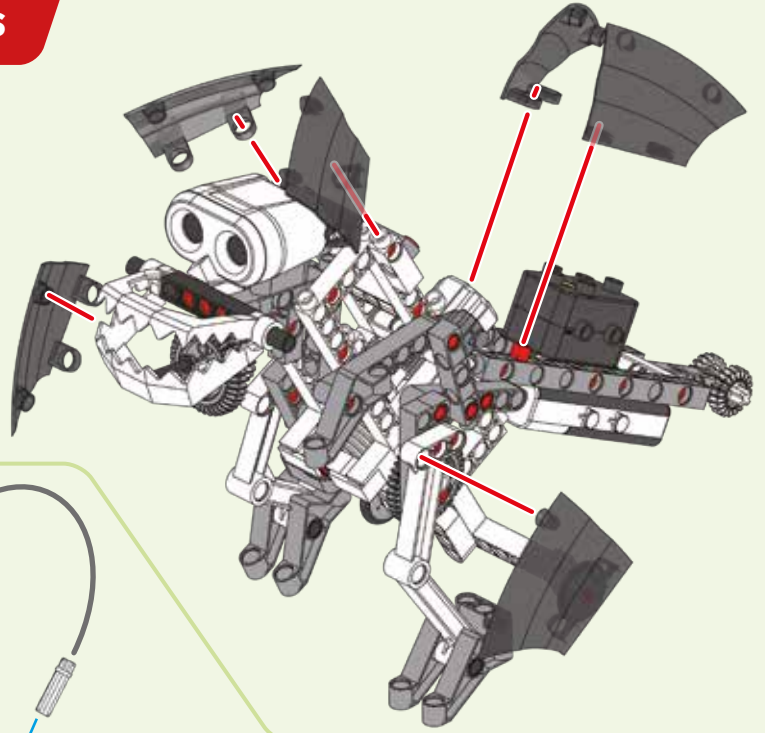


17

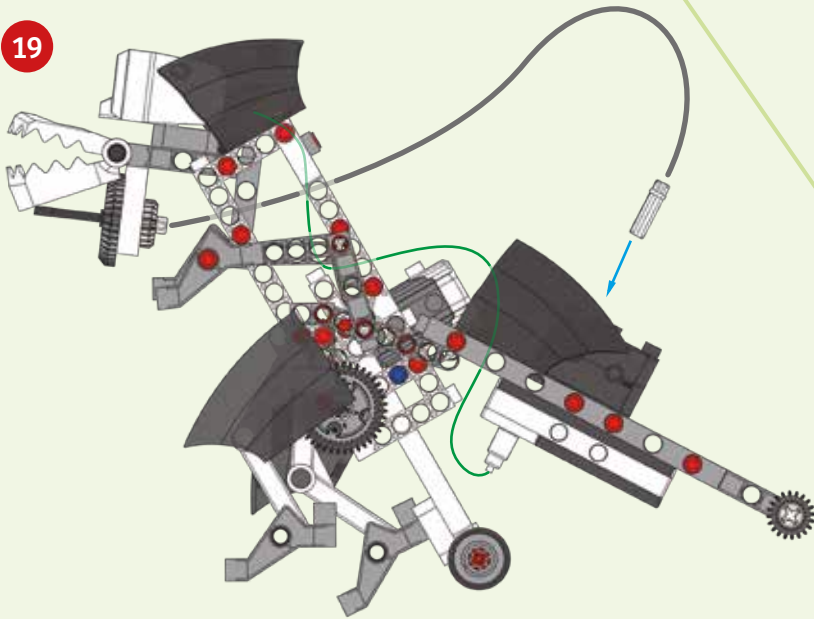




18



19



Ultrasonic sensor

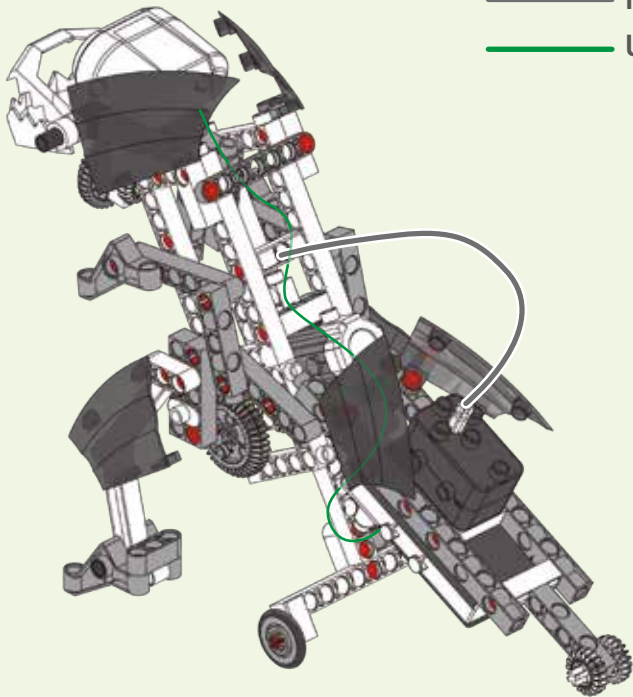
Motor unit 1

Motor unit 2



Flexible shaft

Ultrasonic sensor cable



20

Done!



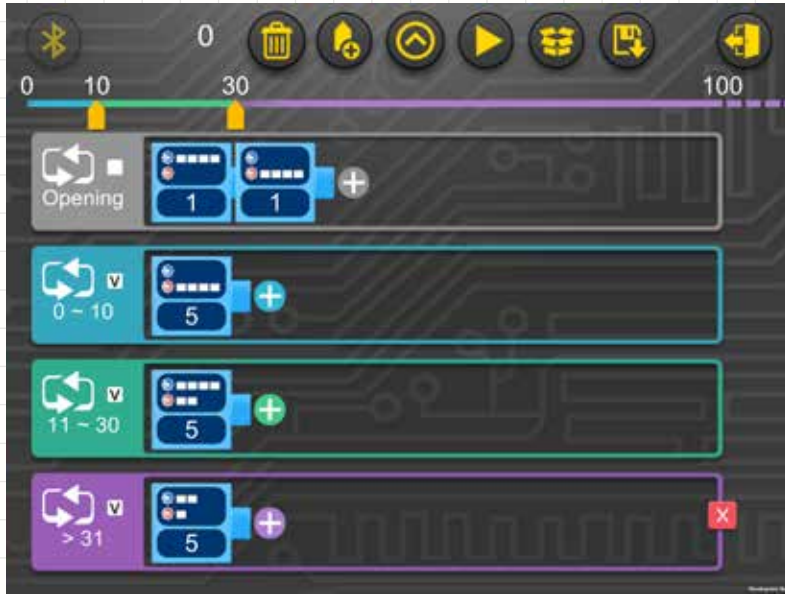
PROGRAMMING



SAMPLE PROGRAM FOR THE ROBOTOSAURUS

Enter this program to make your robotosaurus walk forward. By this point, can you read the program well enough to interpret what the robot dino will do before you run the program for the first time?

This program is preloaded in the app under Program 5. Test it out and write down how the robot behaves for each program segment below.



DEMO PROGRAM:

Program 5

OPENING SEGMENT:

SEGMENT 0-10:

SEGMENT 11-30:

SEGMENT >31:

PROGRAMMING NOTES

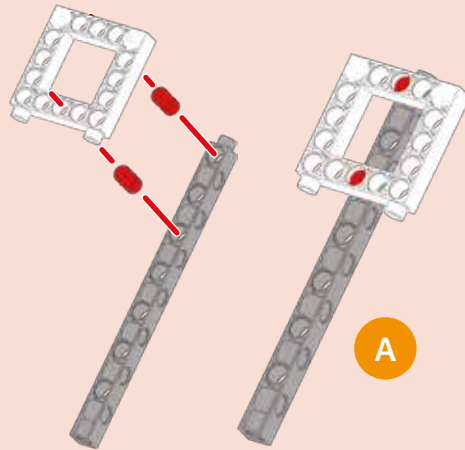




CATAPULT

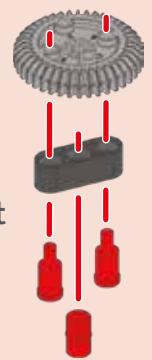
- 1 3x
- 3 4x
- 5 2x
- 8 3x
- 13 1x
- 16 1x
- 17 1x
- 19 2x
- 20 2x
- 21 1x
- 22 2x
- 23 2x
- 24 1x
- 25 1x
- 27 2x
- 31 1x
- 43 11x
- 47 1x
- 48 2x
- 49 1x
- 53 1x
- 54 1x
- 55 1x

1

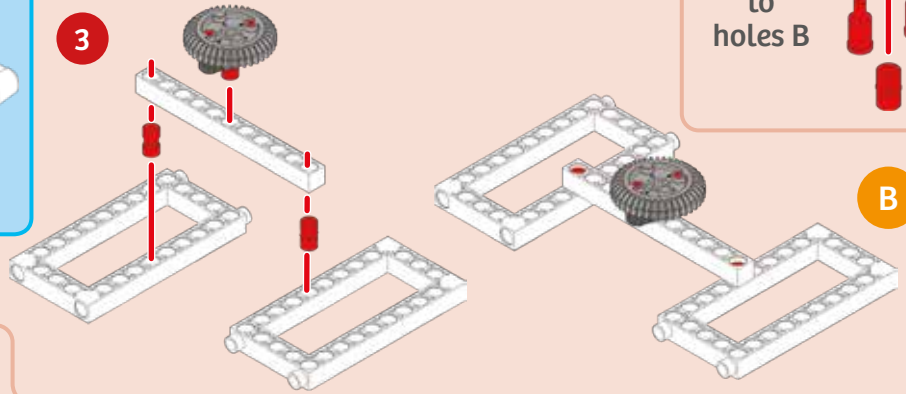


2

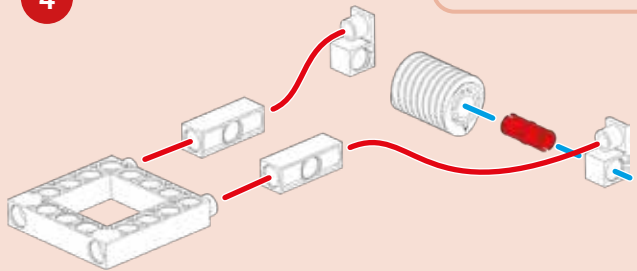
Connect to holes B



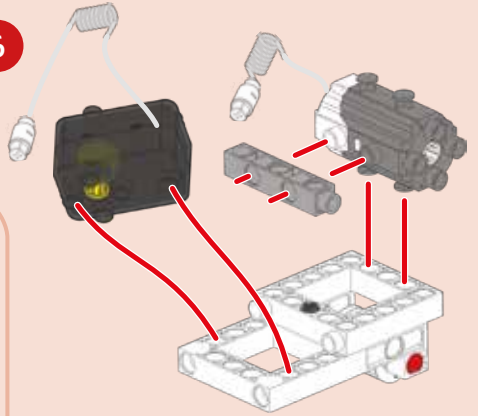
3



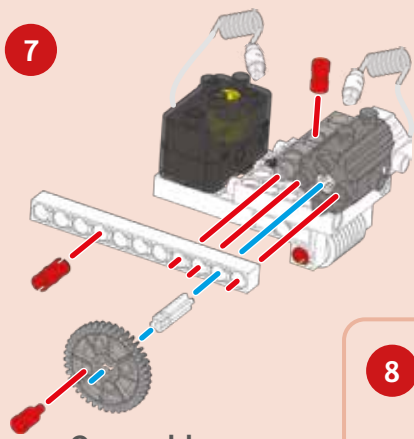
4



6



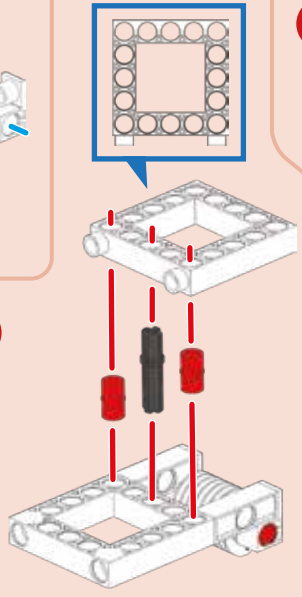
7



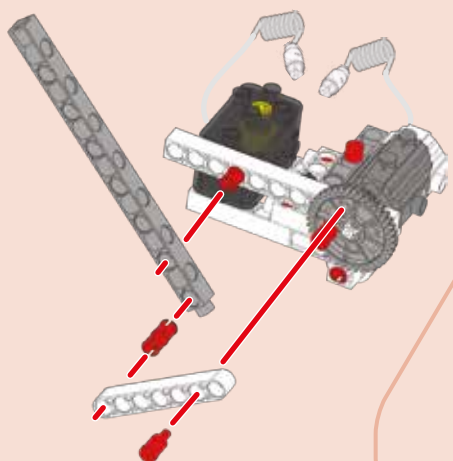
Connect to hole B



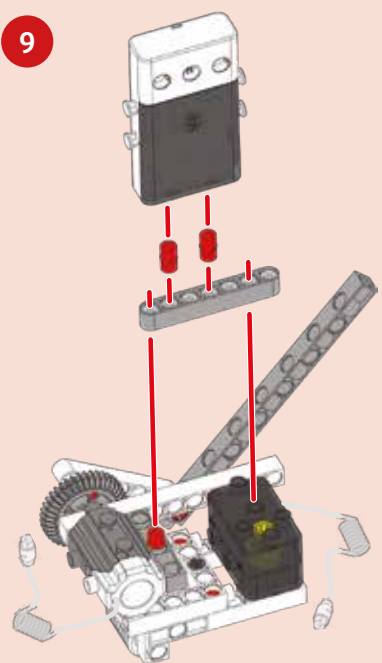
5



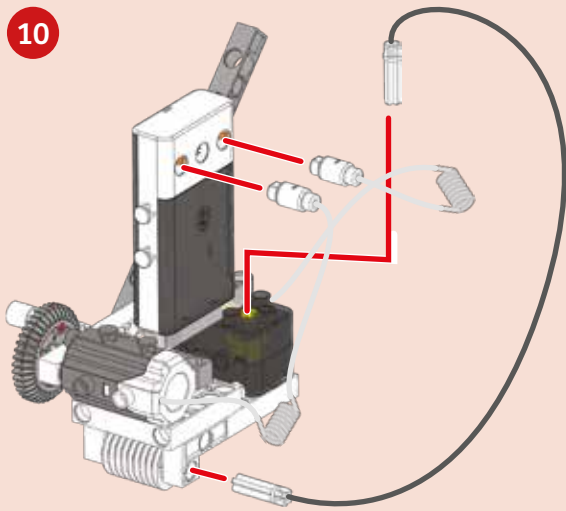
8



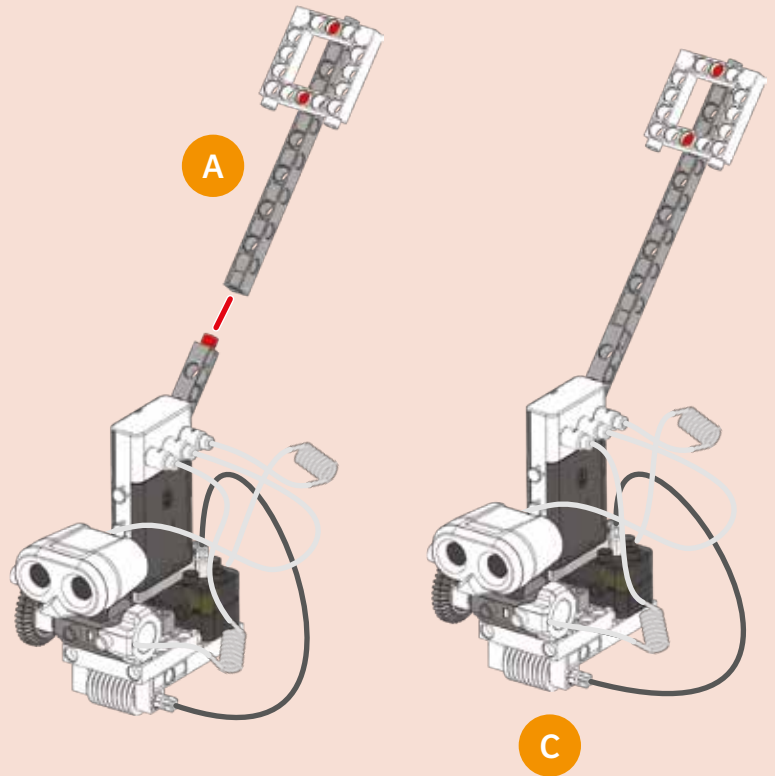
9



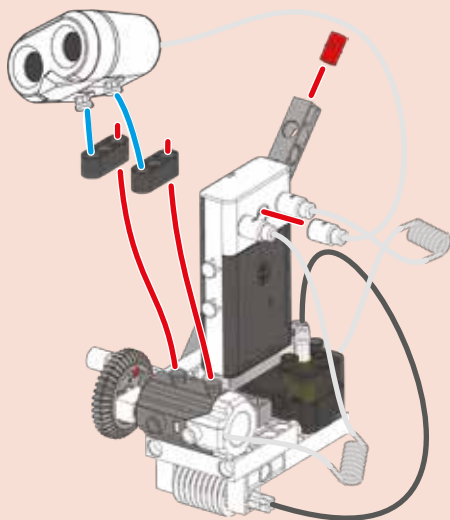
10



12



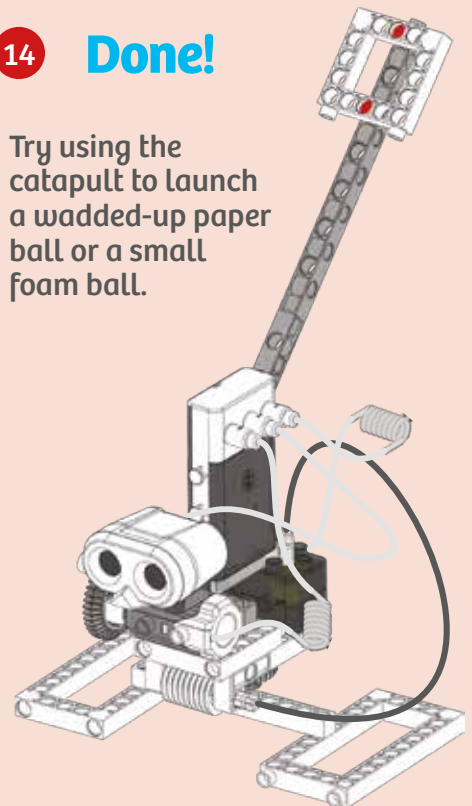
11



14

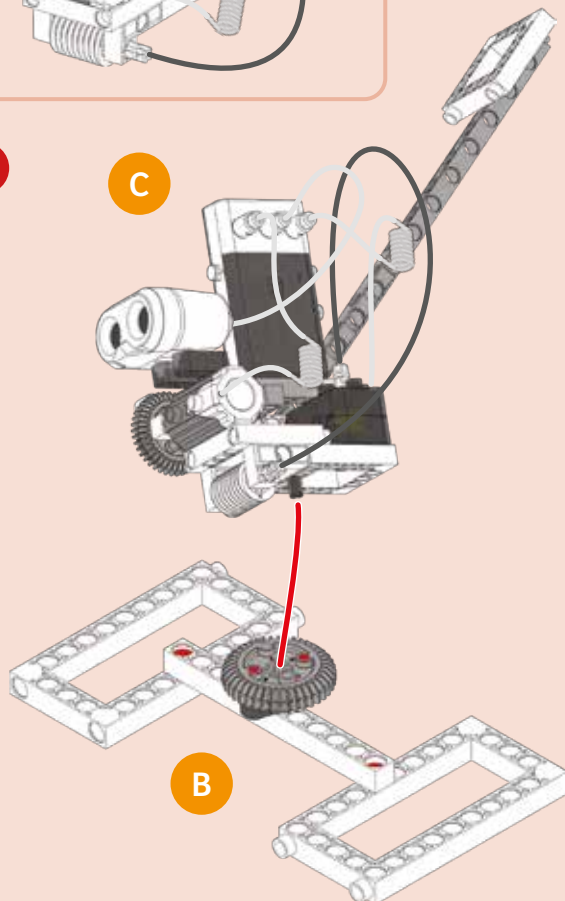
Done!

Try using the catapult to launch a wadded-up paper ball or a small foam ball.



Warning. To avoid the risk of injuries, do not aim at eyes or face. Never launch heavy, sharp-pointed, or sharp-edged objects. Never launch any objects other than those suggested (small, light-weight balls).

13

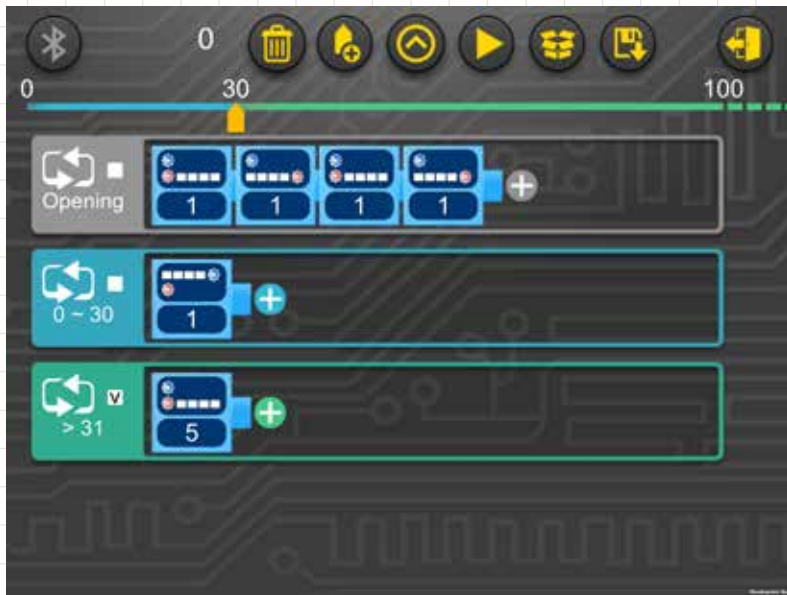




SAMPLE PROGRAM FOR THE AUTOMATIC CATAPULT

This program tells the catapult to scan for objects with its sensor. When the sensor detects an object, the catapult will fire. You will need to supply your own small, lightweight ball (like a foam ball or ping pong ball) or a ball of crumpled up paper. Can you try to sneak past the catapult without it seeing you and firing off its defense mechanism?

This program is preloaded in the app under Program 1. Test it out and write down how the robot behaves for each program segment below.



DEMO PROGRAM:

Program 1

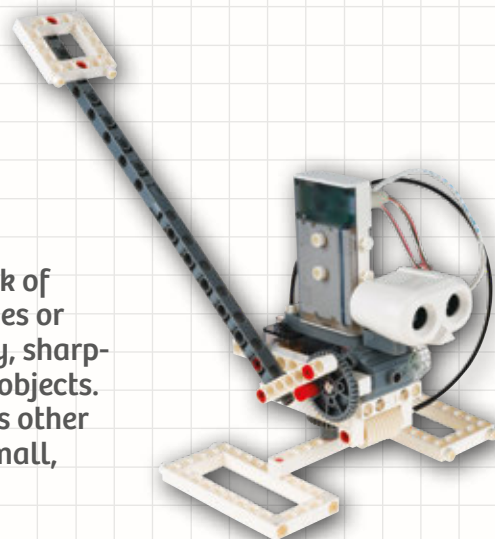
OPENING SEGMENT:

SEGMENT 0-30:

SEGMENT >31:

PROGRAMMING NOTES

Warning. To avoid the risk of injuries, do not aim at eyes or face. Never launch heavy, sharp-pointed, or sharp-edged objects. Never launch any objects other than those suggested (small, light-weight balls).



WHAT ELSE CAN YOU BUILD?

Now that you have built the eight robotic machines in this kit, can you design your own robots and write your own programs to control them? Use your imagination to think up a cool robot that uses the ultrasonic sensor to respond to its environment.



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