KUBO To Coding Educational Robot User Guide

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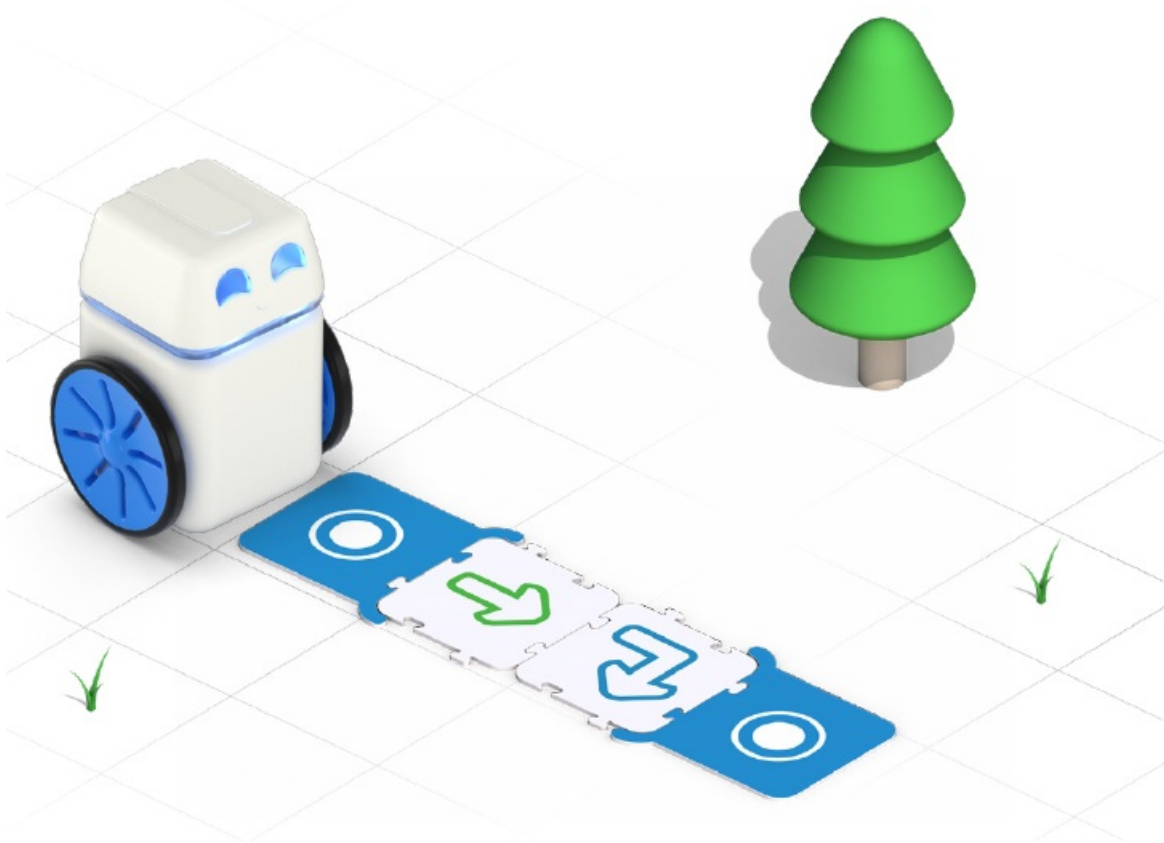
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KUBO To Coding Educational Robot

Quick start guide

TO CODING WITH KUBO

KUBO is the world's first puzzle-based educational robot, designed to take students from passive consumers of technology to empowered creators. By simplifying complex concepts through hands-on experiences, KUBO teaches children to code even before they can read and write. KUBO and the unique TagTile® programming language lay the foundations for computational literacy for children aged four to 10.

4-10 years

Getting Started

This Quick Start Guide explains what is included in your coding solution and introduces you to each of the basic coding techniques that your KUBO Coding Set covers.

WHAT'S IN THE BOX

Your KUBO Coding Starter Set includes a robot body and head, a set of coding TagTiles®, an illustrated map in 4 parts and a USB charging cable.

CHARGE YOUR ROBOT

It will take about two hours for the first full charge of your KUBO robot. When fully charged KUBO will run for about four hours.

TURN KUBO ON

Attach the head to the body to turn KUBO on. To turn KUBO off, pull the head and body apart.

KUBO's Lights

When you begin programming with KUBO, the robot will light up showing four different colors. Each color signifies a different behavior:

BLUE
KUBO is powered on and waiting for commands.

RED
KUBO has detected an error, or is low on battery.
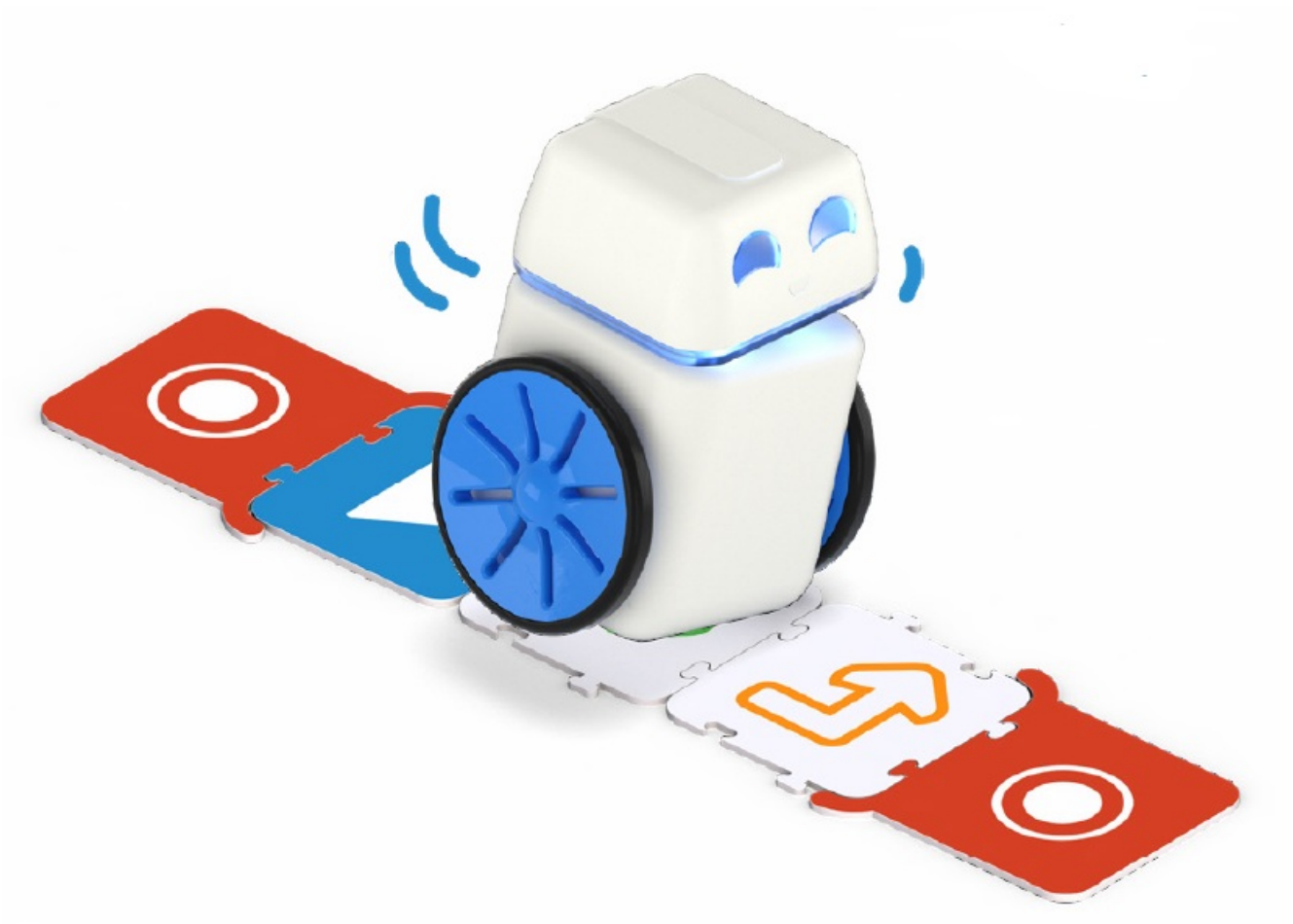
GREEN
KUBO is executing a sequence.

PURPLE
KUBO is recording a Function.

Want to see more?

Click here and get started with KUBO:

Documents / Resources

KUBO To Coding Educational Robot [pdf] User Guide
To Coding, Educational Robot, To Coding Educational Robot