Cubetto

Scan the QR codes below for "How to Videos"

Getting Started with Cubetto

How to use the Forward Code Block

How to use the Right Code Block

Cubetto

Scan the QR codes below for
"**How to Videos**"

How to use the Left Code Block

How to use the Function Code Block

How to Debug your Code
(find and fix errors in your code)

What is a Cubetto?

- Cubetto is a Montessori-approved, screen-free coding toy for **children aged 3+ with adult help**
- Can be **programmed** by **inserting the colourful coding blocks into the Control Board**
- Children guide Cubetto through a series of maps and stories while learning the basics of computer programming

How to Pair Cubetto to the Control Board

1 Switch on the Control Board and then Cubetto via their blue switches on the backside of the devices (restart Cubetto if already on)

2 Insert any of the directional blocks (not the blue one) in the first slot on the Control Board.

3 Press the big blue action button on the Control Board to send Cubetto an instruction. Cubetto should perform the instruction.

4 Cubetto is now paired with the Control Board, until either device is turned off.

5 If either the Control Board or Cubetto are turned off, repeat the above procedures to pair them again.
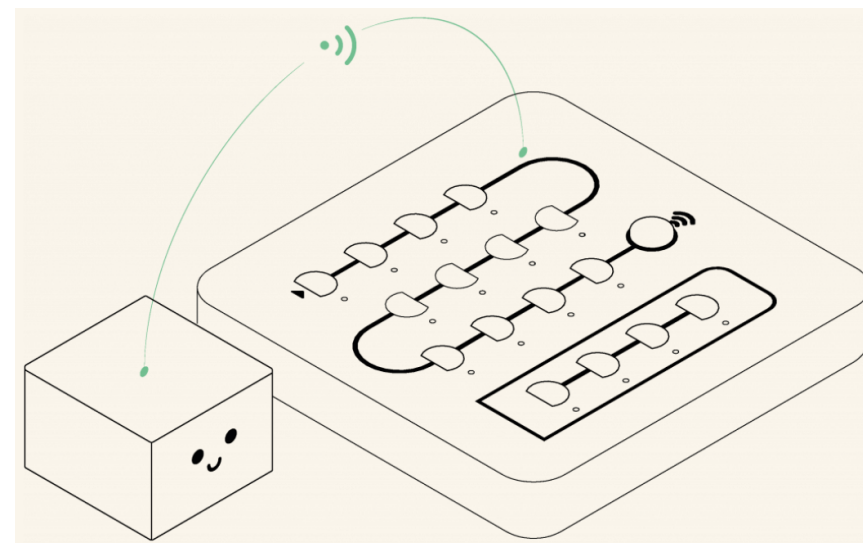
How to use Cubetto's Code Blocks

1 The Code Blocks are a set of blocks that vary in shape and colour and fit in the same square spot on the control board. Every block represents a specific instruction. The four blocks are:

Forward
Cubetto moves forward (15cm)

Left
Cubetto rotates 90° Counter Clock Wise

Right
Cubetto rotates 90° Clock Wise

Function
Cubetto executes the code blocks placed in the function line

How to play Pokémon Memory Game

Number of Players: 2+
The aim of the game is to match the most Pokémon cards.

What you will need:
- Pokémon Memory Cards
- Cubetto Play Set (Cubetto, Control Board, Code Blocks & World Map)

1 Place each card on a different square of the world map. Both players have **30 seconds** to **flip and peek at as many cards as they can!** Once 30 seconds is up, **flip all the cards so they are facing down** on the map.

2 Once all cards are returned to their face down position, **each player takes a turn to flip over one card**. They then **use the code blocks** and **control board** to **code Cubetto** to **another card** of their choosing. *Remember – you can't cross over any of the other cards on the way!*

3 When a **match is made**, the **player gets to keep their pair** of cards. Keep going until there are no cards left on the map. **The player with the most pairs in the end wins!**