Cubetto Coding

Recommended Age: 3-6

Program a friendly wooden robot to move around a colorful fabric map, by plugging code pegs into a logic board. Cubetto comes with different stories you can help him to act out, traveling around the map and going on adventures. This beautifully designed story-based coding set is great for introducing small children to concepts about sequencing, patterns, and logic!

Steam Kits were supported in whole or in part by the U.S. Institute of Museum and Library Services under the provisions of the Library Services and Technology Act, administered in California by the State Librarian.
Contents List

- Book: *And The Robot Went...* by Michelle Robinson and Sergio Ruzzier
- Book: *The Most Magnificent Thing* by Ashley Spires
- Cubetto Playset
  - 1 Cubetto robot
  - 1 Board
- 3 Maps
  - World map
  - Big City Adventure Map
  - Blue Ocean Adventure Map
- 44 Blocks
  - 10 Forward blocks
  - 8 Right blocks
  - 8 Left blocks
  - 6 Function blocks
  - 4 Negation blocks
  - 4 Random blocks
  - 4 Backwards blocks
- 7 Story Books + Instruction Guide
  - Instruction Guide
  - Cubetto’s First Day
  - Cubetto Gets Lost
  - Cubetto’s Deep Dive
  - Cubetto and Lulo’s Soapbox Adventure
  - Cubetto and Lulo’s Finish Line Frenzy
  - The Case of the Disappearing Cat
  - Cubetto and the Lost Balloon
- 32 Collectible Flash Cards

Please note: The total replacement cost for this kit is $368.94
Getting Started Guide

Use the books included with the kit to get ideas for exploring coding with Cubetto.

Important: Cubetto does not have a light indicator to show you that he is still on. When Cubetto is not in use, you must remember to switch him off by moving the switch on his bottom side (with the wheels) from the line to the circle. Line = "on"; circle = "off." When you turn Cubetto on, he will make some beeps.

The board also requires you to remember to turn it off. When you turn on the board, it will light up three times but then the lights will go away. You must turn off the board when it is not in use by flipping it over and moving the switch from the line (on) to the circle (off). This will save batteries.
Policies and Procedures

1. All STEAM Kits must be checked out from and returned to the Central Library Circulation Desk.

2. The children using these kits must be within the prescribed age range. Adult supervision is required.

3. Only one kit is permitted per card at a time.

4. All kits are checked out for two weeks and cannot be renewed. Overdue fees are 25 cents per day past the due date.

5. Holds may not be placed on STEAM Kits, which are available only on a first-come, first-served basis.

6. These kits are intended for home use. Use in a classroom or other group setting requires direct adult supervision.

7. Materials in the front pockets of folders are for your use. Everything in plastic sleeves should remain in plastic sleeves.

8. We reserve the right to inspect the kits in front of the patron before and/or after checkout.

9. The library cardholder is responsible for the contents of the kit. Each kit contains a detailed list of all items in the kit and the replacement costs. Any damage or loss may result in assessed fees.
For Susan

Replacement Costs

- Cubetto Playset ($225)
- Big City Adventure Map ($29)
- Logic Blocks + Logic Pack ($52)
- Blue Ocean Adventure Map ($29)
- *And The Robot Went...* by Michelle Robinson and Sergio Ruzzier ($16.99)
- *The Most Magnificent Thing* by Ashley Spires ($16.95)

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