Dash and Dot Robots

Recommended Age: 5 and up

Learn to code and unleash your creative side with interactive robots Dot and Dash. Teach Dash how to play the xylophone, or learn to code it to perform different challenges. Dress up Dot and use your imaginations and some code to change its behavior.
Contents List

- Book: Dash and Dot by Kamya Sarma
- Book: National Geographic Kids: Robots by Melissa Stewart
- Dash
  - Robot
  - Charging cord
  - 2 building brick connectors
- Dot
  - Robot
  - Charging cord
- Xylophone and hammer
- Dash Challenge Cards
  - 24 challenge cards
  - Solution guide
- Dot Creativity Pack
  - 2 building brick connectors
  - 2 plastic to cardboard connectors
  - 20 project cards
  - 10 costumes
  - 1 squishy case
  - 1 constructible mood lamp
- Dash Early Backer outfit
  - Head piece
  - Body piece

Please note: The total replacement cost for this kit is $353.87
Getting Started Guide

Wonder Workshop robots Dash and Dot are controlled by apps that you install on a mobile device with Bluetooth. The mobile device is not included. The apps are free and available for the following devices:

### Apple iOS Devices

<table>
<thead>
<tr>
<th>Type</th>
<th>Model</th>
<th>OS Version</th>
<th>Apps</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tablets</td>
<td></td>
<td>9.3+</td>
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<tr>
<td></td>
<td>iPad 9.7</td>
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<td>iPad 3, 4</td>
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<td>iPad Air 1, 2</td>
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<td>iPad Mini 1, 2, 3, 4</td>
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<td>iPad Pro 9.7, 10.5, 12.9*</td>
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<tr>
<td>Phones</td>
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<td>9.3+</td>
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<tr>
<td></td>
<td>iPhone 4s, 5, 5c, 5s, 6, 6 Plus, 6s, 6s Plus, SE, 7, 7 Plus, 8, 8 Plus, iPod Touch 5G, 6G</td>
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</tr>
</tbody>
</table>

Available Languages: Simplified Chinese, English, German, Korean

### Android Devices

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<th>Type</th>
<th>Model</th>
<th>OS Version</th>
<th>Apps</th>
</tr>
</thead>
<tbody>
<tr>
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<td>Nexus 7 (2013), **Nexus 9, Galaxy Note 10.1 (2014), Galaxy Note Pro 12.2, Galaxy Tab 3 8.0, 10.1, Galaxy Tab 4 7.0, 7.0, Nook 8.0, 10.1, Galaxy Tab Pro 8.4, Galaxy Tab S 8.4, 10.5, Galaxy Tab E 8.0, 9.6, Galaxy Tab E Lite 7.0, Kids Tab &amp; Lite 7.0, Galaxy Tab A 8.0, 9.7, 10.1, Nabi 25, Nabi DreamTab</td>
<td>4.4.2+</td>
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<tr>
<td>Phones</td>
<td>Galaxy S4, S5, S6, S6 Edge, S6 Edge Plus, S7, S7 Edge, Nexus 5, 5X, 6, 6P, LG G4, G5</td>
<td>4.4.2+</td>
<td></td>
</tr>
</tbody>
</table>

Available Languages: Simplified Chinese, English, German, Korean

### Kindle Devices

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<tr>
<th>Type</th>
<th>Model</th>
<th>OS Version</th>
<th>Apps</th>
</tr>
</thead>
</table>

Available Languages: English
You’ll want to charge Dash and Dot before using them, using the cable provided. Then, with your robot on and your app open on your device, your app will be able to find the robot and pair with it to play.

Apps

Wonder:
Recommended for introducing kids to Dash and Dot, this is a game that takes you through simple coding challenges, acquainting you with the robots’ abilities and teaching you basic programming skills.

Path:
This is a great coding option for younger kids, giving you the ability to draw a path for Dash to follow, and insert instructions for Dash to perform along the way, such as changing his lights or making sounds.

Go:
Just want to drive Dash the robot around the room or make Dash or Dot follow commands in real time? This app gives you steering access, as well as access to Dash’s and Dot’s lights and sounds.

Blockly:
An advanced option for older kids, this app lets you practice coding in a similar way to Scratch by letting you assemble instructions for Dash or Dot in order. It gives you the widest range of choices for controlling their motions, sounds, and lights.

Xylo:
This app uses the xylophone attachment for Dash. Dash moves his head to make melodies. See instructions for attaching the xylophone.
Creative Apps for Dot

**Wonder**
- Only Wonder can power all of the Do-It-Yourself projects in the Dot Creativity Kit. Start with Wonder and discover how the picture-based language allows kids to explore and code adventures with the Dot Creativity Kit.

**Blockly**
- Playing with Dot’s lights, sensors, accelerometer, and sounds, Blockly introduces advanced concepts of coding through playful projects and puzzles. Turn Dot into a ticking time-bot, or use Dot as a robot remote control for sending Dash on adventures.

**Go**
- Go is the first step to getting to know all that Dot can do. Give Dot a new name, change the color of the lights, blink a robot eye, and more! It's your mission to teach Dot how to play. Act out storybook characters, and explore the world together.

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There are no limits to what your child can do with Dash

**Wonder**
- For ages 6+
- Wonder makes robotics as delightful as finger painting. A picture-based coding language built for kids, children create detailed behaviors for Dash, creating the robot pet, pal or sidekick of their dreams.

** Blockly**
- For ages 6+
- Designed for children aged 6 and above, Blockly introduces advanced concepts of coding through playful projects and puzzles. Exploring variables, events, conditionals and more, Dash becomes a dancer, adventurer, artist and prankster, powered by kid’s code.

**Path**
- For ages 6+
- With Path, kids start with the fundamentals of robotics and coding before they can read! Drawing a route on their tablet or smartphone, children send Dash on journeys around the house with their code.

**Go**
- For ages 6+
- Give Dash a new name, spin in a circle, blink a robot eye and more! Exploring the robot’s lights, sounds, sensors and movements, Go is the first step to getting to know all that Dash can do.

**Xylo**
- For ages 6+
- Program Dash to be a musical performer with Xylo. Used with Xylophone accessory, kids can program Dash to play their favorite song or make new tunes of their own.
Instructions for Setting up Xylophone

Step 1

Place Dash on a flat surface. Pull the connector rings of the xylophone outward and line them up to the connection points on the sides of Dash’s front wheels. Press firmly to snap the xylophone in place. To make sure the xylophone is properly aligned, check that its wheel is resting on the ground in front of Dash.

Step 2

Line up the mallet’s connector ring with the connection point on the left side of Dash’s head. (If you are facing the robot, its left is to your right.)
Step 3

Press firmly to snap the mallet into place.

Step 4

To make sure the mallet is properly aligned, check that it is level (pointing straight forward) when Dash’s head and eye are facing straight ahead. Once the xylophone is connected, Dash is ready to play!
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 family 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 will result in assessed fees.
Replacement Costs

- Book: Dash and Dot by Kamya Sarma $29.93
- Book: National Geographic Kids: Robots by Melissa Stewart $3.99
- Dash $149.99
- Dot $79.99
- Xylophone and hammer $39.99
- Dash Challenge Cards $19.99
- Dot Creativity Pack $29.99

Call number: STEAM Dash