



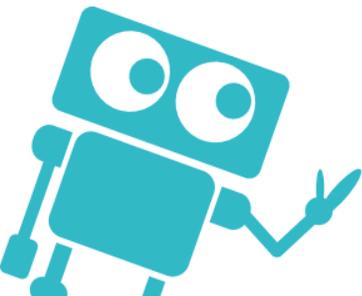
T

Tinker



4

Points



Cubetto

Lost and Found



Start Cubetto on Y. Cubetto is lost but thankfully it has all of you as great friends! Using the compass at the top, help Cubetto travel southeast to reach a letter. What letter will Cubetto reach?



MackinMaker

T

Tinker

4

Points

Materials:

- Cubetto playset
-

Quick Start:

1. Find a space to set up your world map.
 2. Turn on both the Cubetto robot and the interface board, or the board that tells Cubetto where to move.
 3. Can you find the Y on the map? Set Cubetto down in the “Y” square.
 4. Use the colored blocks to plan out Cubetto’s path southeast.
 5. Test the directions. Did Cubetto successfully get to the letter in the Southeast corner of the map? Keep trying until it reaches it!
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Hints and Tips:

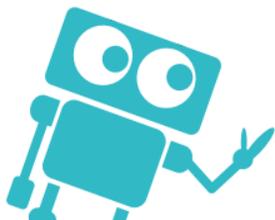
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- Having a hard time getting Cubetto to the right spot? Pretend you are Cubetto and start by walking the path yourself. Pay attention to each step you take to move to the right squares.
 - Pay attention to the arrow on top of Cubetto. That tells you where the front of Cubetto is.
 - Want more guidance on Cubetto? Read the Instruction Guide to learn about the different features of the robot!
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Extended Challenges

Computer Science: Cubetto now needs to go to the Northwest corner of the map. Starting in the “P” square, can you get Cubetto to the letter in the Northwest corner of the map?

English/Language Arts: Start Cubetto in the square with the castle. Can you tell a story about Cubetto and program it to end in the mountains?

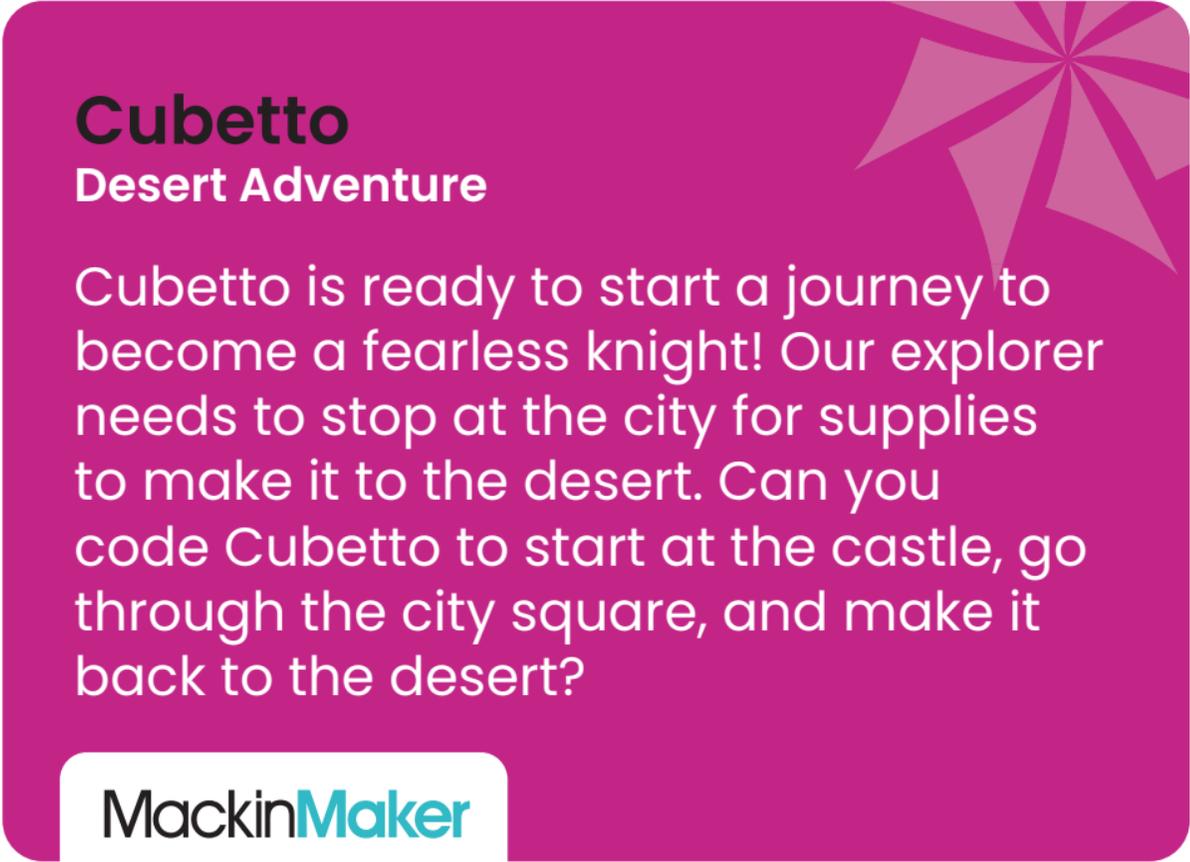
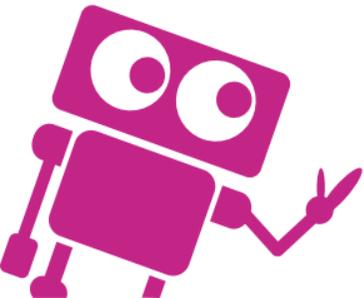


**S**

Skill-Up

**10**

Points



Cubetto

Desert Adventure

Cubetto is ready to start a journey to become a fearless knight! Our explorer needs to stop at the city for supplies to make it to the desert. Can you code Cubetto to start at the castle, go through the city square, and make it back to the desert?

**MackinMaker**

S

Skill-Up

10

Points

Materials:

- Cubetto Playset
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Quick Start:

1. Find a space to set up your world map.
 2. Turn on both the Cubetto robot and the interface board, or the board that tells Cubetto where to move.
 3. Can you find the castle on the map? Set Cubetto down in the square with the castle image.
 4. Use the colored blocks to plan out Cubetto's path from the castle to the city.
 5. Use the colored blocks to plan out Cubetto's path from the city to the desert.
 6. Test the directions. Did Cubetto successfully get to the city for supplies? Did Cubetto keep going and make the complete journey into the desert? Keep trying until it reaches it!
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Hints and Tips:

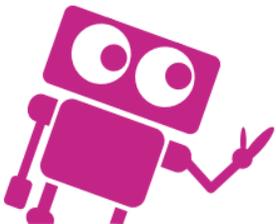
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Extended Challenges

English/Language Arts: Go on another adventure with Cubetto! Read the book *Cubetto's First Day* and complete the challenges within the story.

Computer Science: Instead of the desert, Cubetto has decided to travel into the mountains for even more adventure! After the city, code Cubetto to go all the way into the mountains.



D

Design

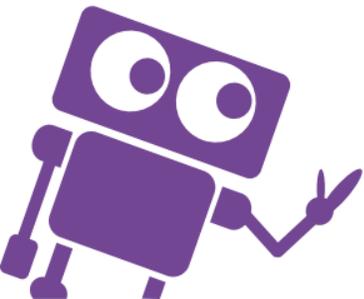
14

Points

Cubetto Plant Parade

Starting at Space E1 have
Cubetto visit the other
spaces with plants on
them.

MackinMaker



D
Skill-Up

14
Points

Materials:

- Cubetto Playset
-

Quick Start:

1. Find a space to set up your world map.
 2. Turn on both the Cubetto robot and the interface board, or the board that tells Cubetto where to move.
 3. Can you find the space E1 on the world map? Set Cubetto down as soon as you do!
 4. Find the other squares with plants on them. Hint: There are 2 more!
 5. Use the colored blocks to plan out Cubetto's path from square E1 to the other squares with plants. Can you use the function option to shorten the directions?
 6. Did Cubetto make it to all the plants? Keep trying until Cubetto reaches them all!
-

Hints and Tips:

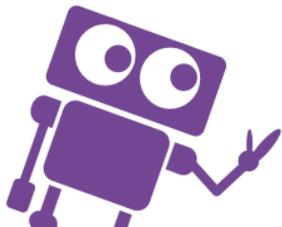
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Extended Challenges

Computer Science: After exploring all the plants, Cubetto is ready to explore the mountains! Code Cubetto to head to square C4 Next.

Science: What do plants need in order to grow and stay healthy? Draw a picture of a garden and talk to a friend about what plants need to survive.

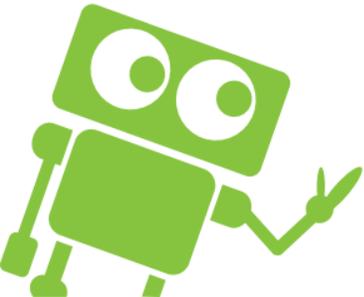


**G**

Global

**19**

Points



Cubetto

Apple Picking With Dragon

Cubetto was at the city getting more supplies, and decided to pick apples and visit the friendly dragon that lives there! Can we get Cubetto from the city to the apple tree using only 2 Command tiles? Would a blue function button help us with this?

MackinMaker

G

Global

19

Points

Materials:

- Cubetto Playset
-

Quick Start:

1. Find a space to set up your world map.
 2. Turn on both the Cubetto robot and the interface board, or the board that tells Cubetto where to move.
 3. Can you find the big city on the map? Set Cubetto down in the square with the city skyline image.
 4. Use the colored blocks to plan out Cubetto's path from the city to the apple tree using only 2 command tiles!
 5. Test the directions. Did Cubetto successfully get to the tree for apple picking? Did you use only 2 command tiles? Keep trying until Cubetto reaches the apple tree!
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Hints and Tips:

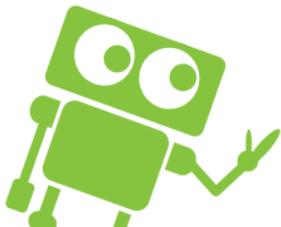
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Extended Challenges

Computer Science: After picking apples with Dragon, Cubetto decided to give some of the extras to some friends who are just arriving into town on a boat. Program Cubetto to go from the trees to the harbor (square with the boat) so Cubetto can give away the extra apples.

Math: Cubetto picked 10 red apples and 6 green apples with Dragon. How many apples does Cubetto have total? Count with a friend. Then, can you code Cubetto to drop the red apples off at the "R" square and the green apples off at the "G" square?



1

Innovator

22

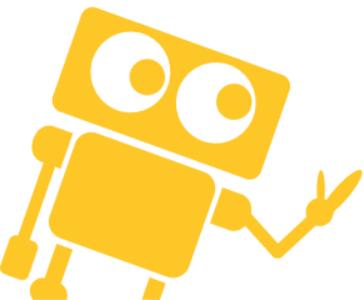
Points

Cubetto

Story Time With Cubetto

Create your own story map or maze and have Cubetto journey through it!

MackinMaker





Materials:

- Cubetto Playset
 - Paper
 - Markers or colored pencils
-

Quick Start:

1. Brainstorm what you want Cubetto's journey to be about, and where Cubetto will travel to.
 2. Create your story map or maze.
 3. Program Cubetto to take the journey you created. If Cubetto doesn't follow the path the way you want, try again until it does!
 4. Share Cubetto's journey with a friend.
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Hints and Tips:

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Extended Challenges

Math: Write the numbers 1–8 on a large piece of paper, and code Cubetto to count to 10 with you.

Science: What is the life cycle of a plant? Create a story map to tell the story of how a plant grows, and program Cubetto to stop at each step.

