

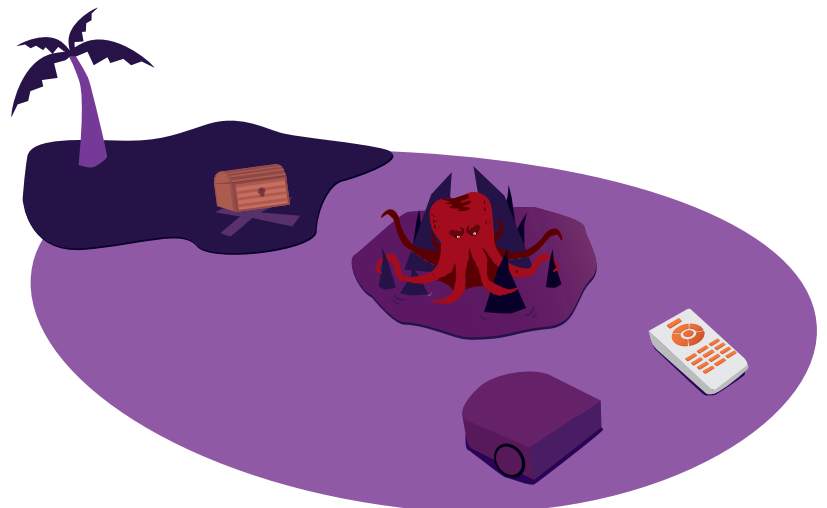
THE ISLAND AND THE CHEST

The island



Use the buttons on the robot or the remote control to navigate without touching the kraken !

Too easy ? Do it backward or add obstacles !



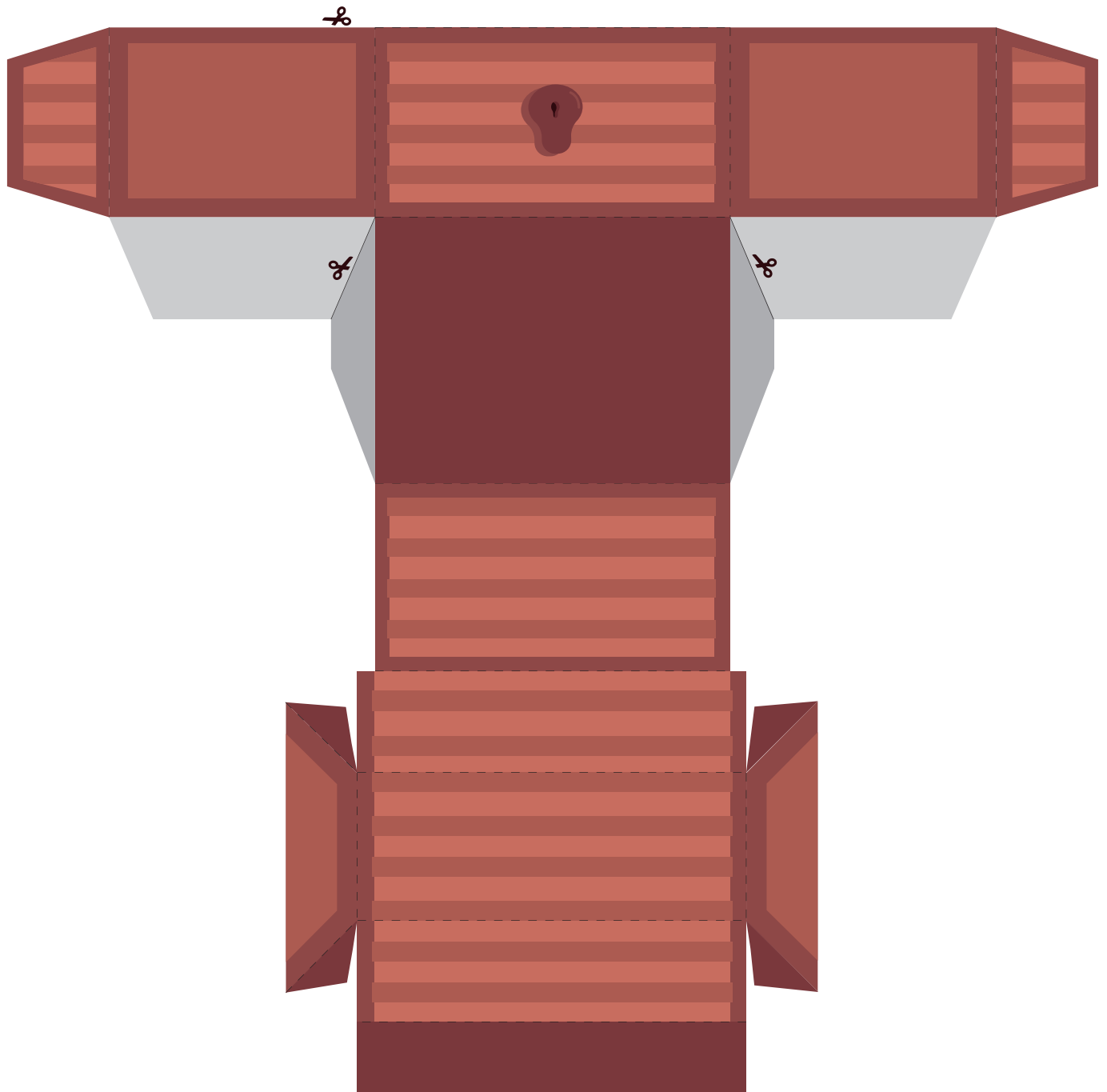
THE ISLAND AND THE CHEST

The Kraken



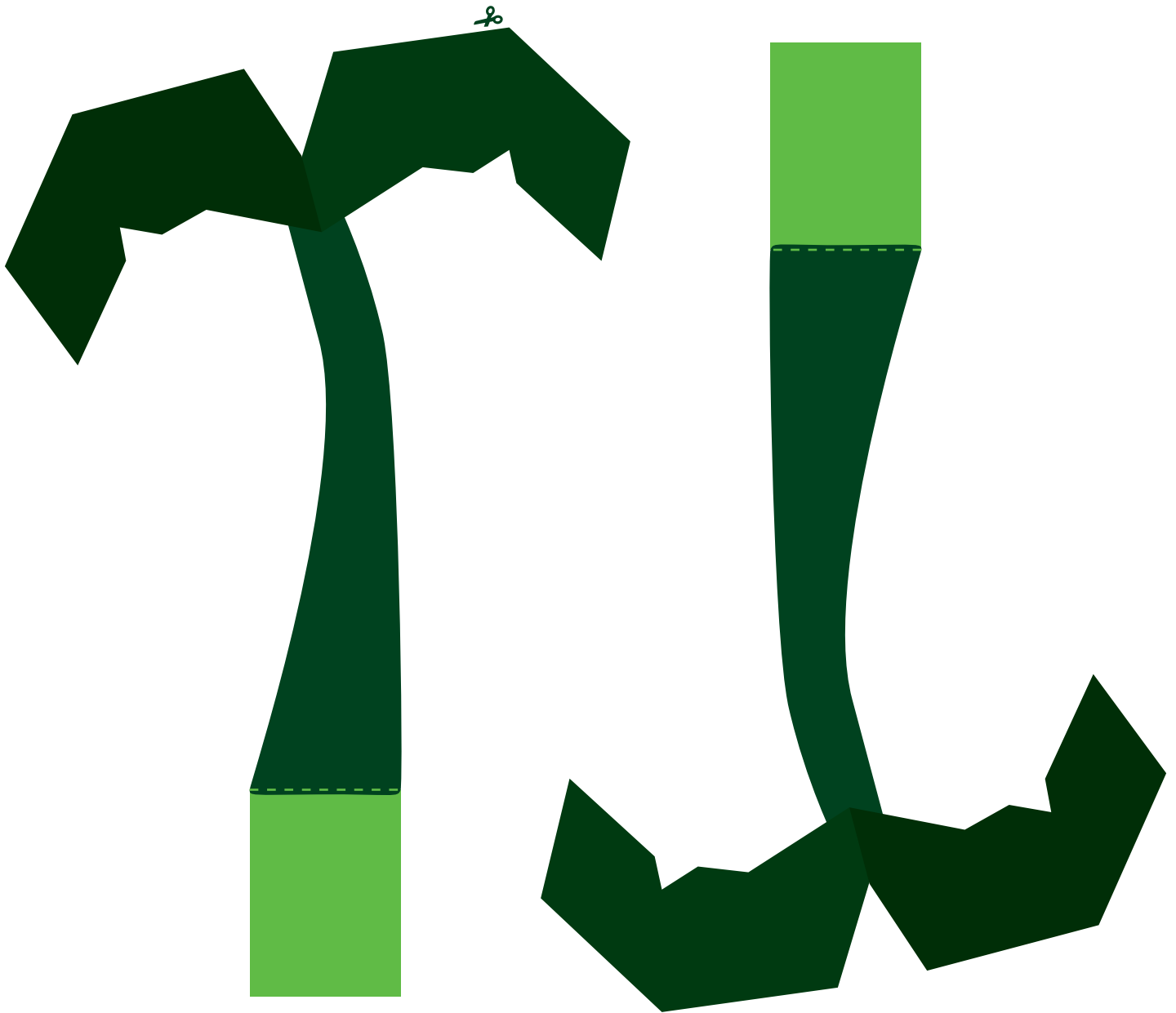
THE ISLAND AND THE CHEST

The chest



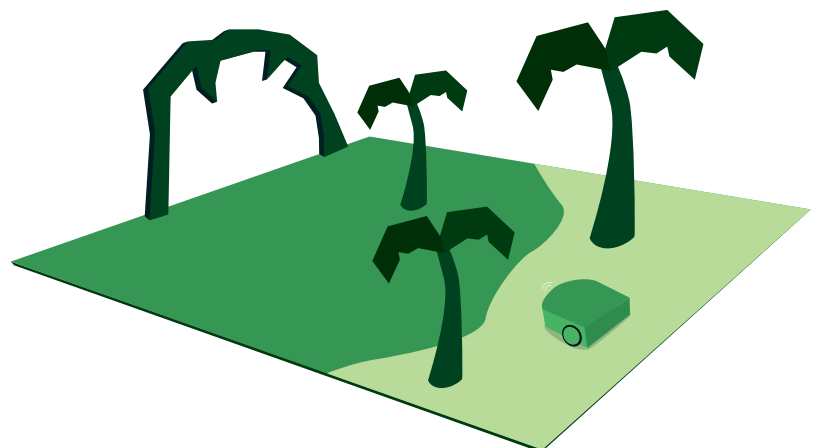
THE ENTRANCE OF THE CAVE

Obstacles

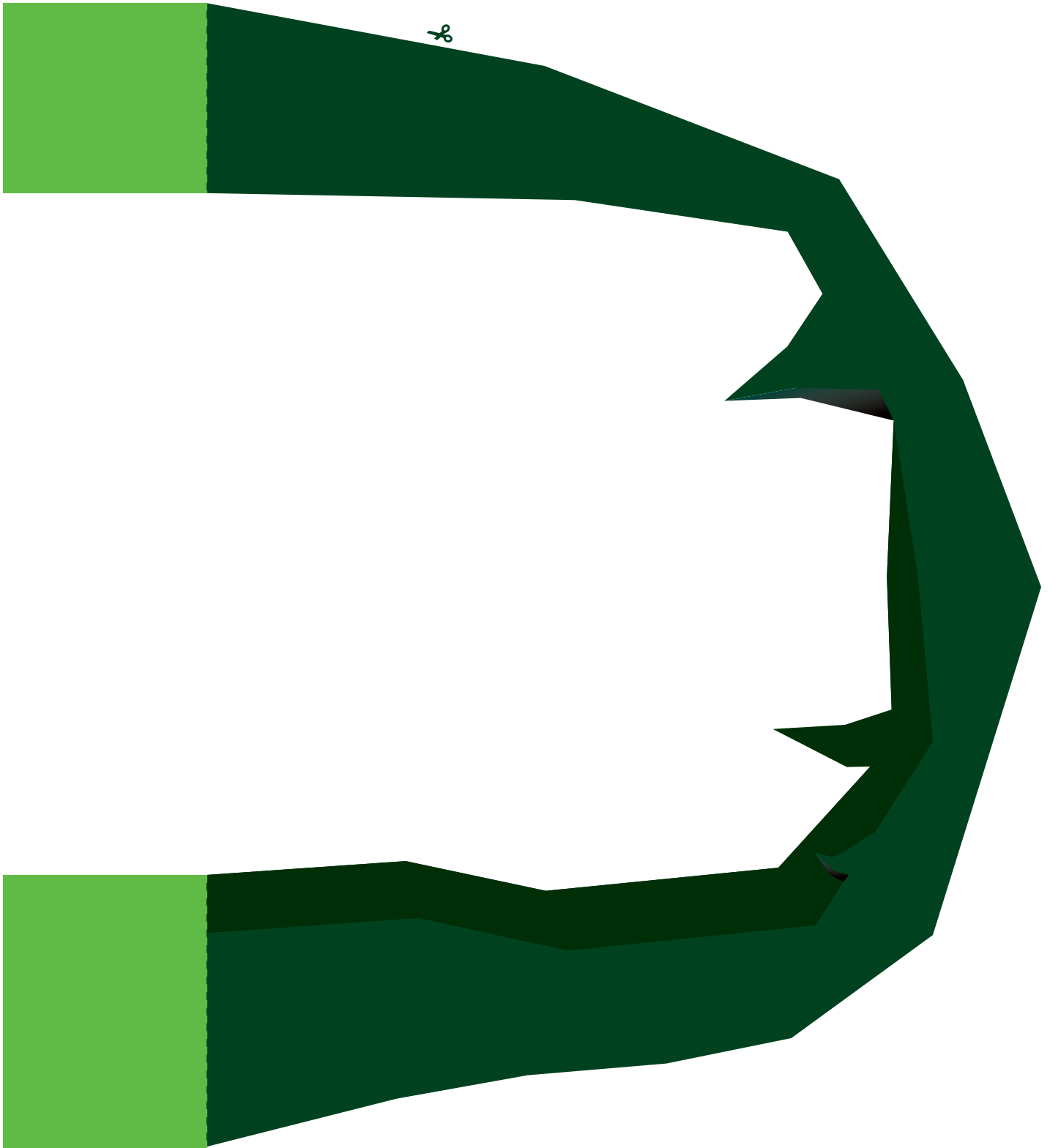


Guide Thymio with your hand to the entrance of the cave while avoiding the trees.

Place the entrance of the cave and put some obstacles (the trees) in front of it. You can use cardboard to reinforce the obstacle.



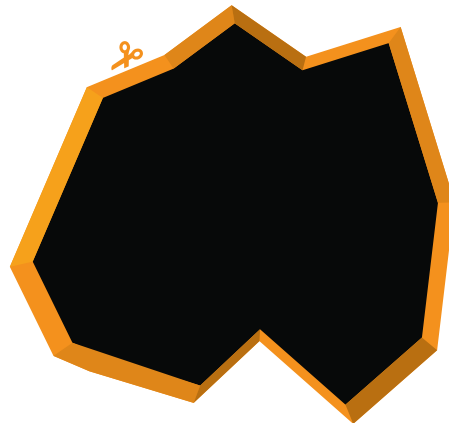
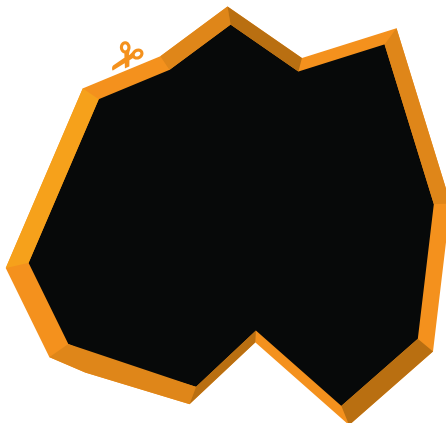
THE ENTRANCE OF THE CAVE





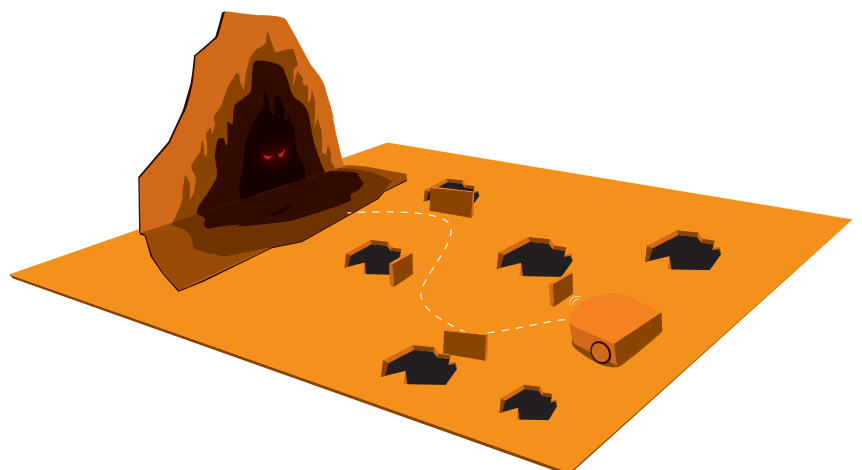
THE CAVE

Holes



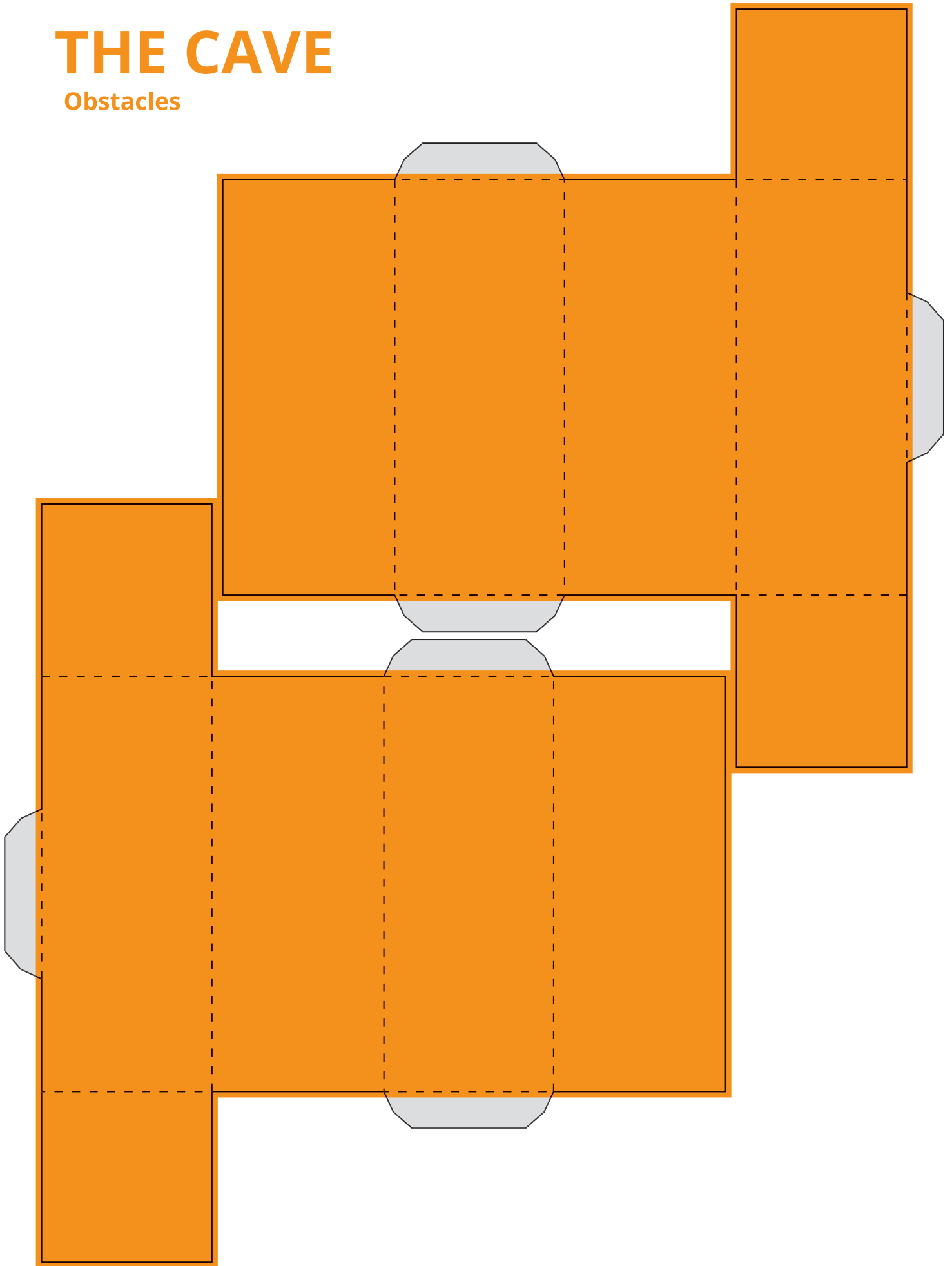
Thymio will stop if it detects a hole, but he will avoid an obstacle ! Place obstacles to help Thymio avoiding the holes.

Place on cardboard, cut and fold the Kraken's hideout like the example on the right and paste holes randomly on the ground.



THE CAVE

Obstacles



THE CAVE

The Kraken's hideout

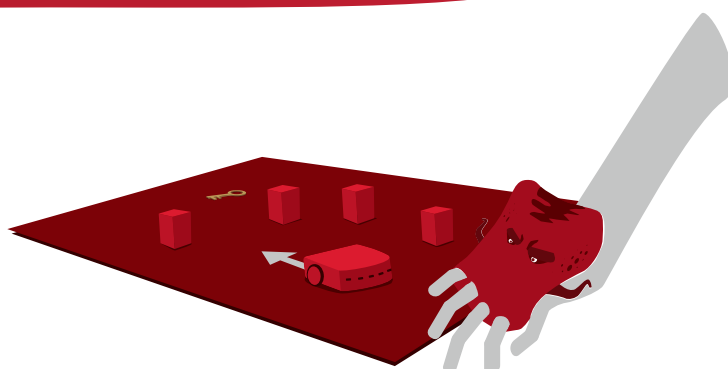


THE KRAKEN



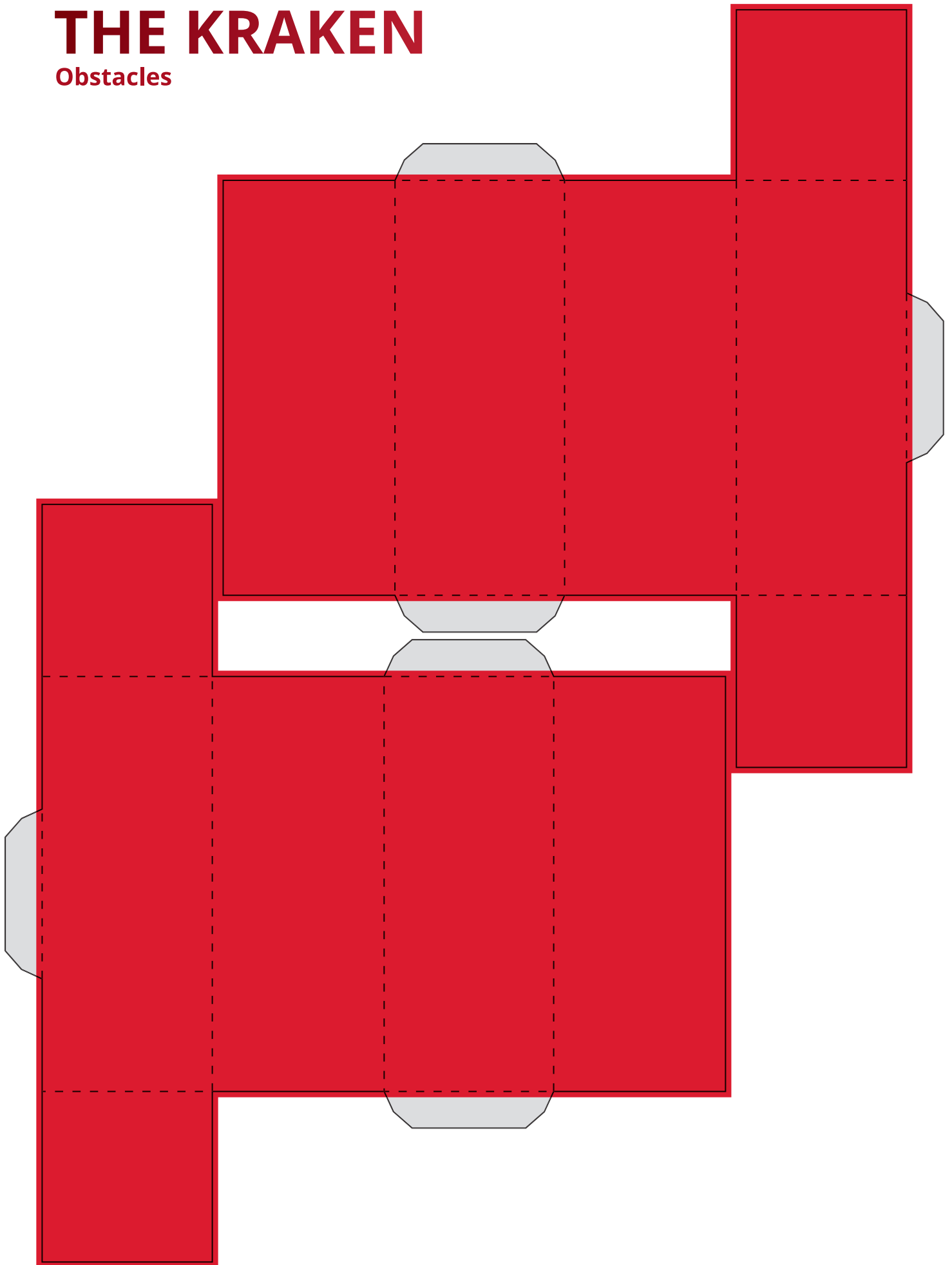
Become the Kraken and guide Thymio to the key !

Place some obstacles and the key on the ground.



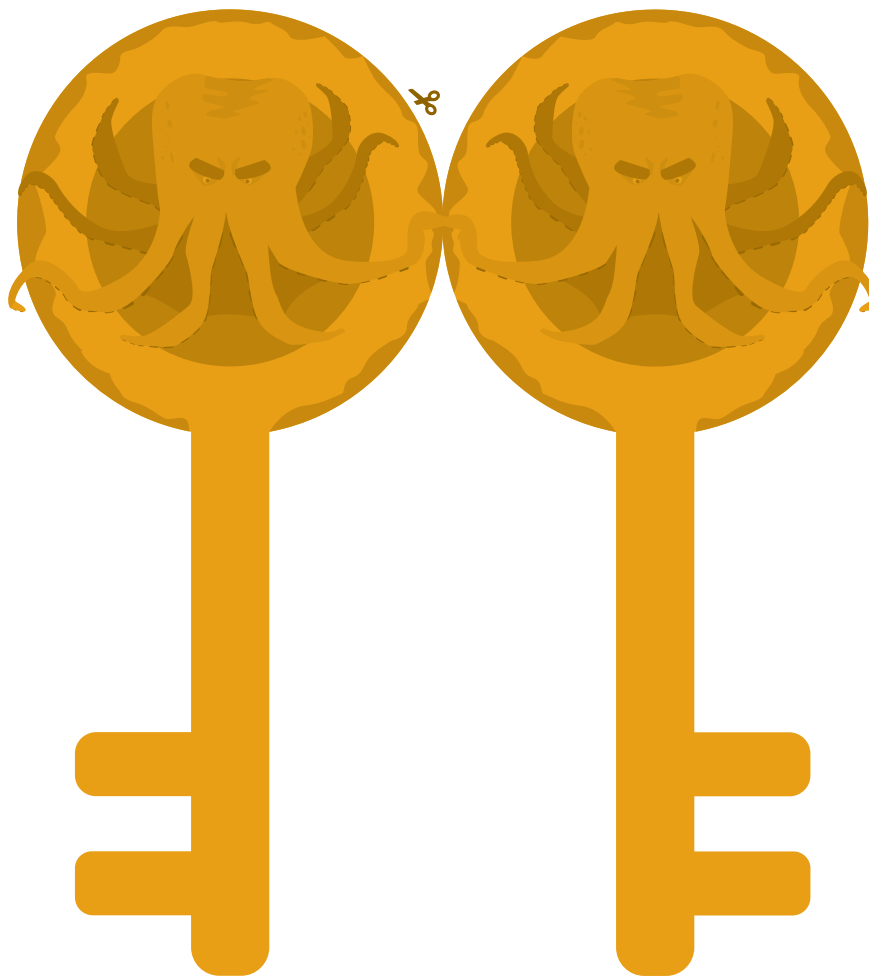
THE KRAKEN

Obstacles



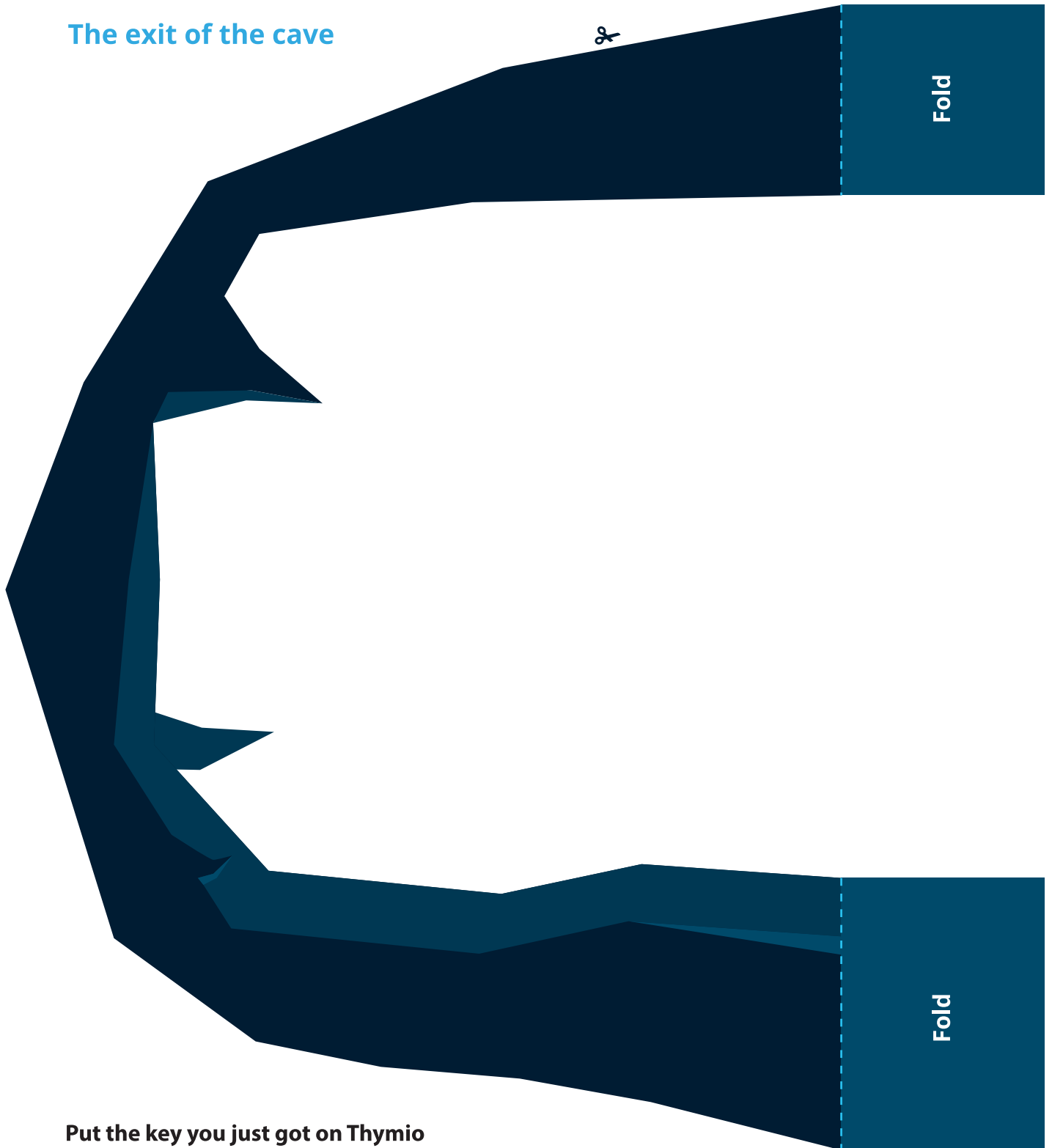
THE KRAKEN

The key



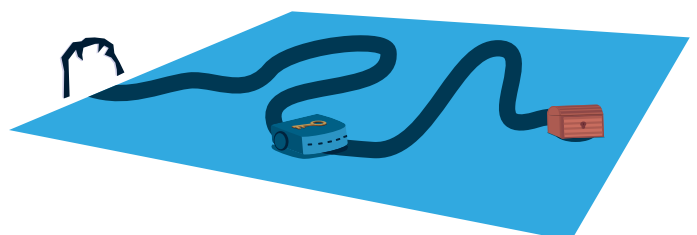
BACK TO THE CHEST

The exit of the cave



Put the key you just got on Thymio and use the track to go back to the chest. There is a description of each behaviour to read on the track.

Paste the exit of the cave on cardboard and cut it. Then place it at the beginning of the track and use the clear blue behavior to let Thymio follow the track until he reaches the chest.



The six basic behaviours



Friendly



Explorer



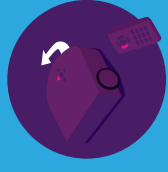
Fearful



Attentive



Investigator



Obedient



Friendly

Place your hand or an object at least 20 cm in front of the front central sensor. Slowly move your hand towards the sensor. When it detects your hand the Thymio will move towards it.

If you move your hand closer, the Thymio will move away from your hand. If you move your hand so that it is detected by one of the front left or right sensors, the Thymio will turn to face your hand. If the Thymio reaches the edge of a table, it will stop.

Place two Thymio facing each other, both with the Friendly behaviour, they will align themselves and start changing colours!



Explorer

Thymio moves forward and avoid the obstacles.

If Thymio detects an object in front, it moves backwards. If it detects an object left, it turns right and vice versa until it no longer detects the object. Then, it begins to move forward again. If it reaches the edge of a table, it will stop. By pressing the forward or backward arrow button, Thymio will accelerate or decelerate. You can even make it go backwards. When going by its two back sensors, Note that when going backwards,



Fearful
Tapping the Thymio causes it to chirp. If an object is detected by any of its horizontal sensors, Thymio turns to avoid it and chirps.

It will also stop if it faces the border of a table. If you let Thymio fall, it squeaks (be sure to catch it!). If you turn the Thymio on its side and rotate it, the yellow led closest to the ground will be lit, thus showing the direction of gravity.

Attentive

The Thymio responds to the sound of clapping your hands:

2 claps : The Thymio starts moving if it is stopped and stops if it is moving. Three yellow circle leds will be lit.

1 clap : If the Thymio is moving, one clap will cause it to turn right if it is moving straight and to move straight if it is turning right. One yellow circle led will be lit.

3 claps : The Thymio will start to move in a clockwise circle. Five yellow circle leds will be lit.



A small, grey, cube-shaped robot with two large, circular eyes and a small antenna on top.

Investigator

The Thymio follows a black track.

If the track is circular, the Thymio will follow it indefinitely. If the track ends, the Thymio will turn looking again for the track. If it finds the track, it will continue to follow it.

The track must be at least 4 cm wide with high contrast, the best is black on white.

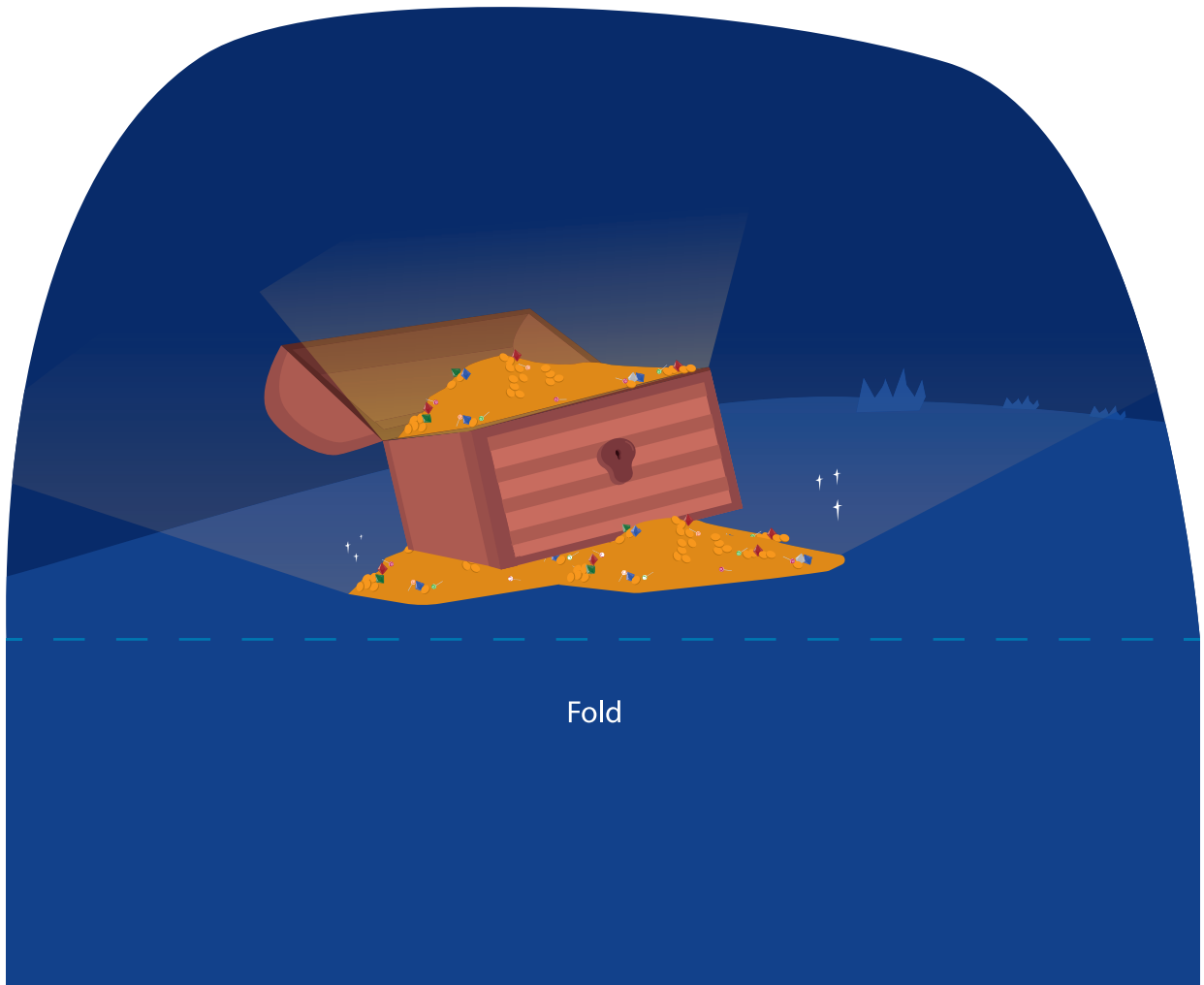
A small, grey, cube-shaped robot with two large, circular eyes and a small antenna on top, shown from a different angle.

Obedient

Thymio responds to the touch of buttons on the Thymio or on the remote control.

The forward and backward buttons increase and decrease the forward and backward speed of the Thymio, respectively. The left and right buttons cause it to turn left and right.

CELEBRATE !



Fold

You did it ! Congratulation ! You can now clap your hand and dance to celebrate.

