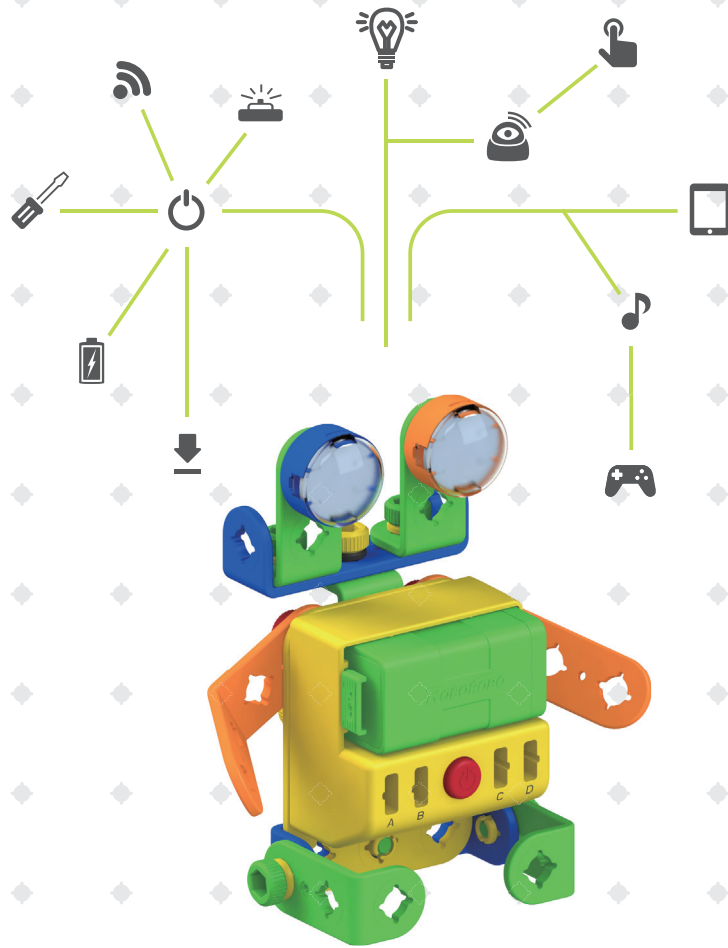
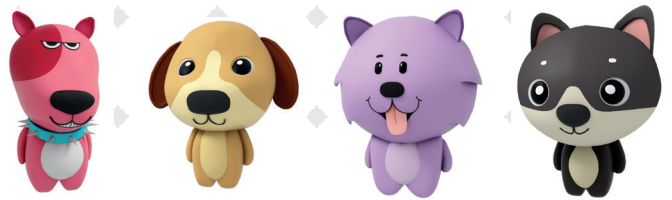


# 1

## Handleiding



**uvaro**  
**CODING ROBOT**  
Interactive Coding World









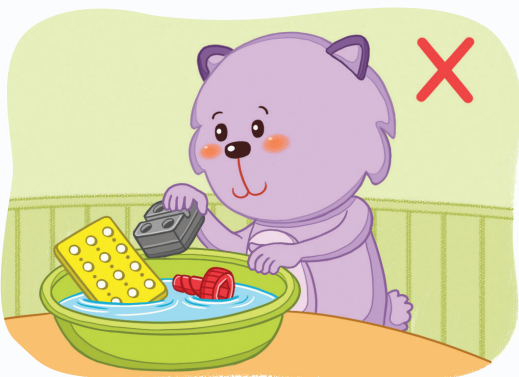
# Veiligheidsregels



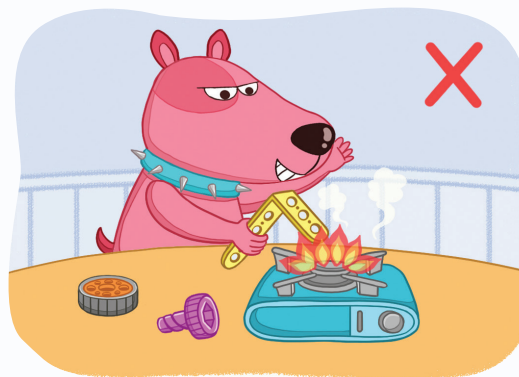
Stop geen onderdelen in je mond.



Gooi geen onderdelen naar anderen.



Stop geen onderdelen in het water.



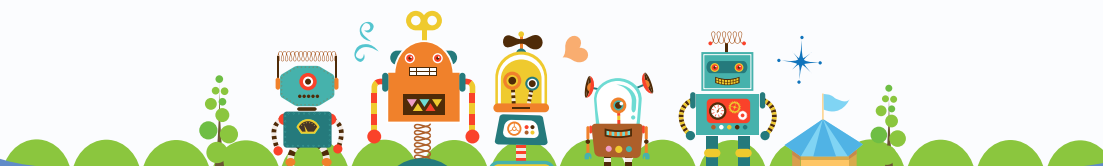
Houd de onderdelen weg bij het vuur.



Laat een volwassene je helpen.



Na het spelen moet je opruimen.



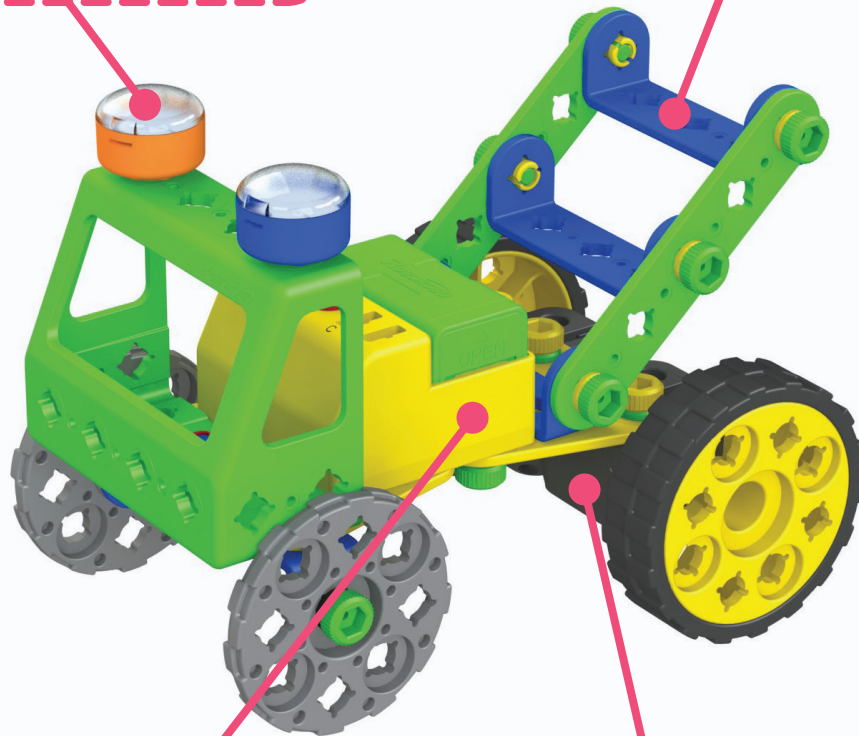


## Belangrijkste onderdelen

De belangrijkste onderdelen leren kennen.

**LED:** Knippert  
wanneer aangesloten.

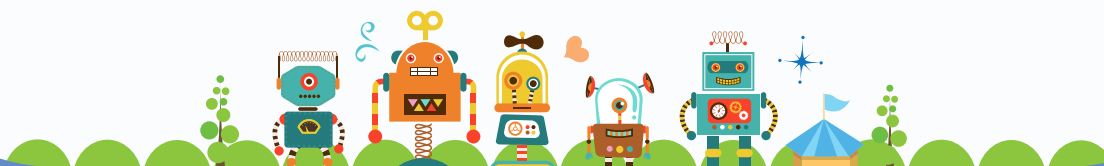
**Frame:** Voor het  
bouwen van de robot.



**Batterijhouder:**

Bevat de batterijen om de  
robot te laten bewegen.

**Motor:** Laat de banden  
en robot bewegen.





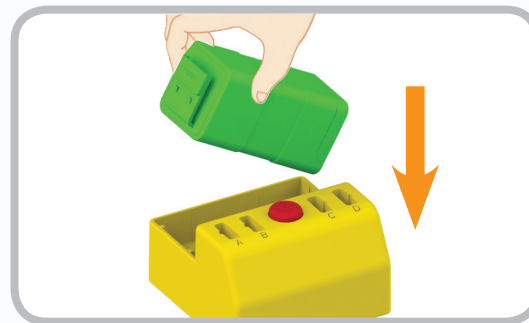
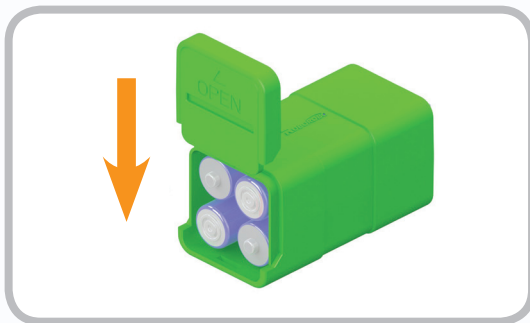
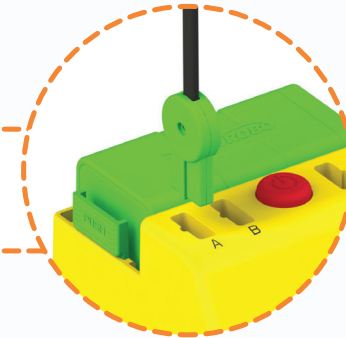
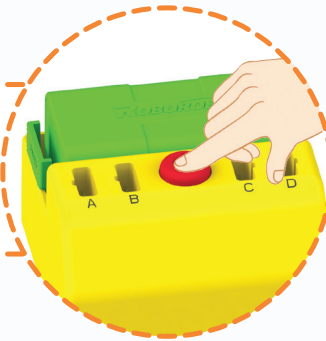
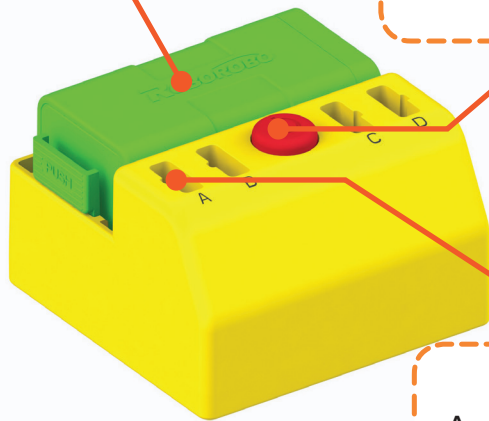
# Batterijhouder

In de batterijhouder doe je de batterijen om de robot te laten bewegen.

**Batterijhouder**  
Batterijen invoegen.

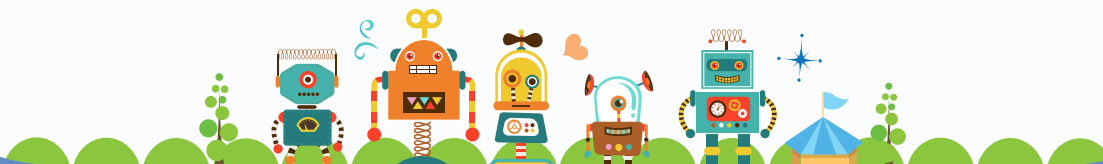
**Stroomknop**  
Je kunt de robot  
aan of uit zetten.

**Poort**  
Aansluiten kabel.



1. Voeg 4 AA batterijen in de houder en sluit de deksel.

2. Plaats batterijhouder in de controlbox.



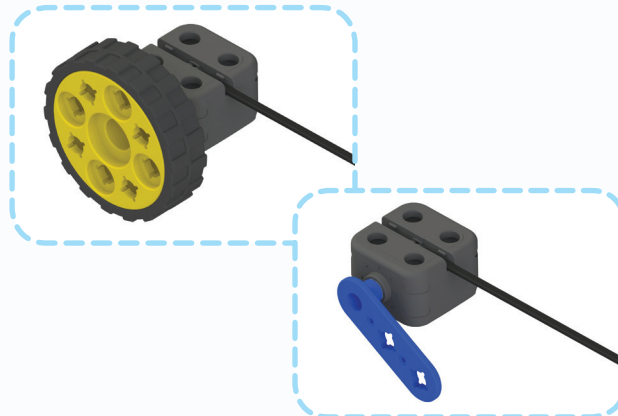


## Motor

De motor laat de wielen en het frame bewegen.

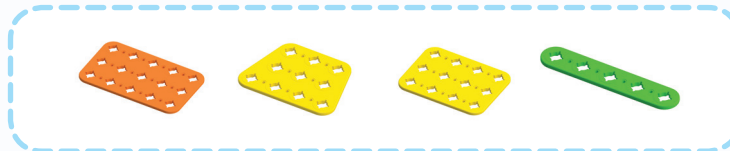


Motor



## Frames

Frames zijn de onderdelen waarmee diverse robots gebouwd kunnen worden.



Je kunt de robot met verschillende onderdelen bouwen.



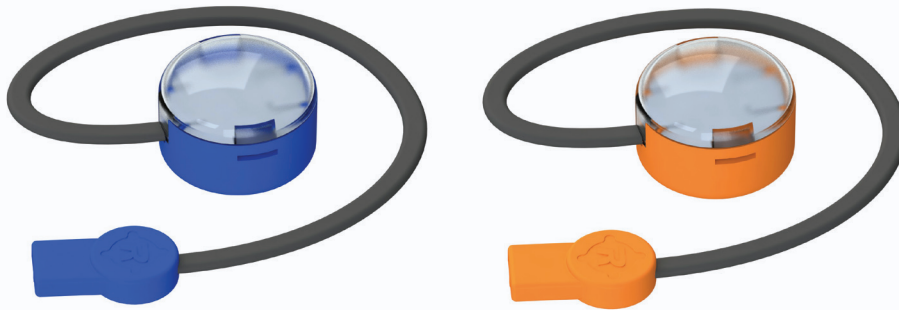
Buig de frames om 3-D robots te bouwen.





## LED

LED is het onderdeel dat knippert als er stroom op staat. Verbind de LED met de batterijhouder voor de stroom.



## Bouten en moeren



Bout

Moer

Te gebruiken bij 2 frame onderdelen.



Lange bout

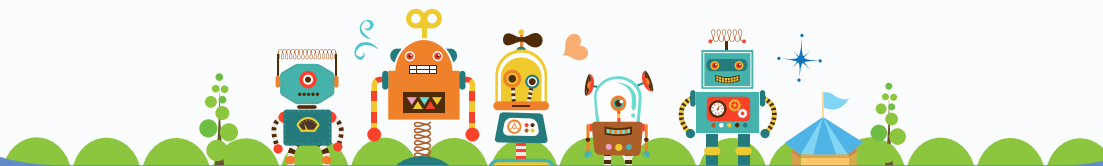
Grote moer

Te gebruiken bij 3 frame onderdelen.



Draai moer

Te gebruiken bij 2 frame onderdelen die moeten kunnen draaien.

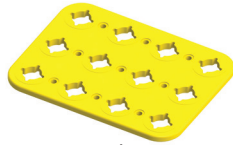






# Bouwvoorbeelden

## Onderdeel



x1



x1



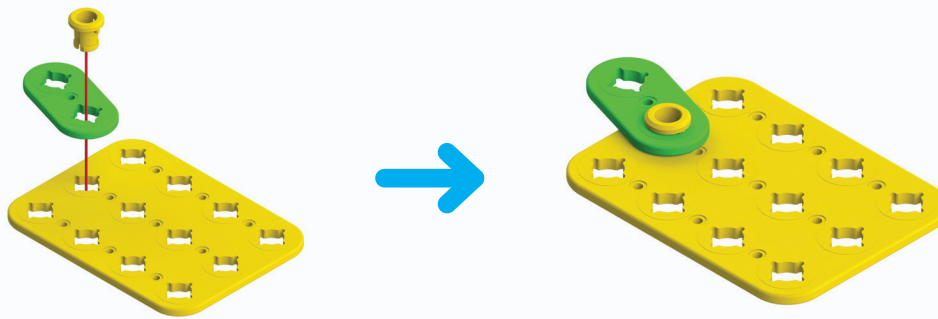
x1



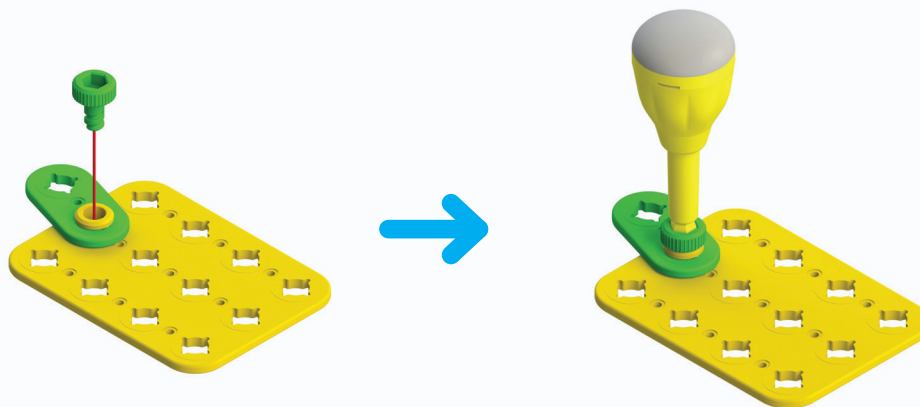
x1



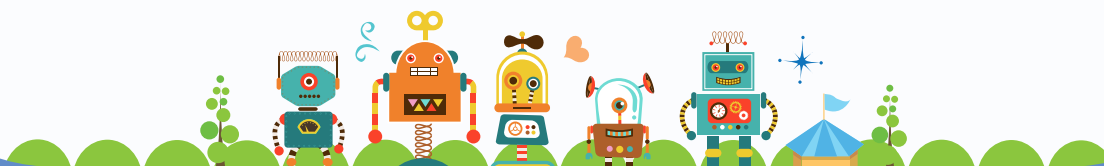
x1

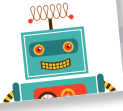


Steek de moer in het gat van het frame.

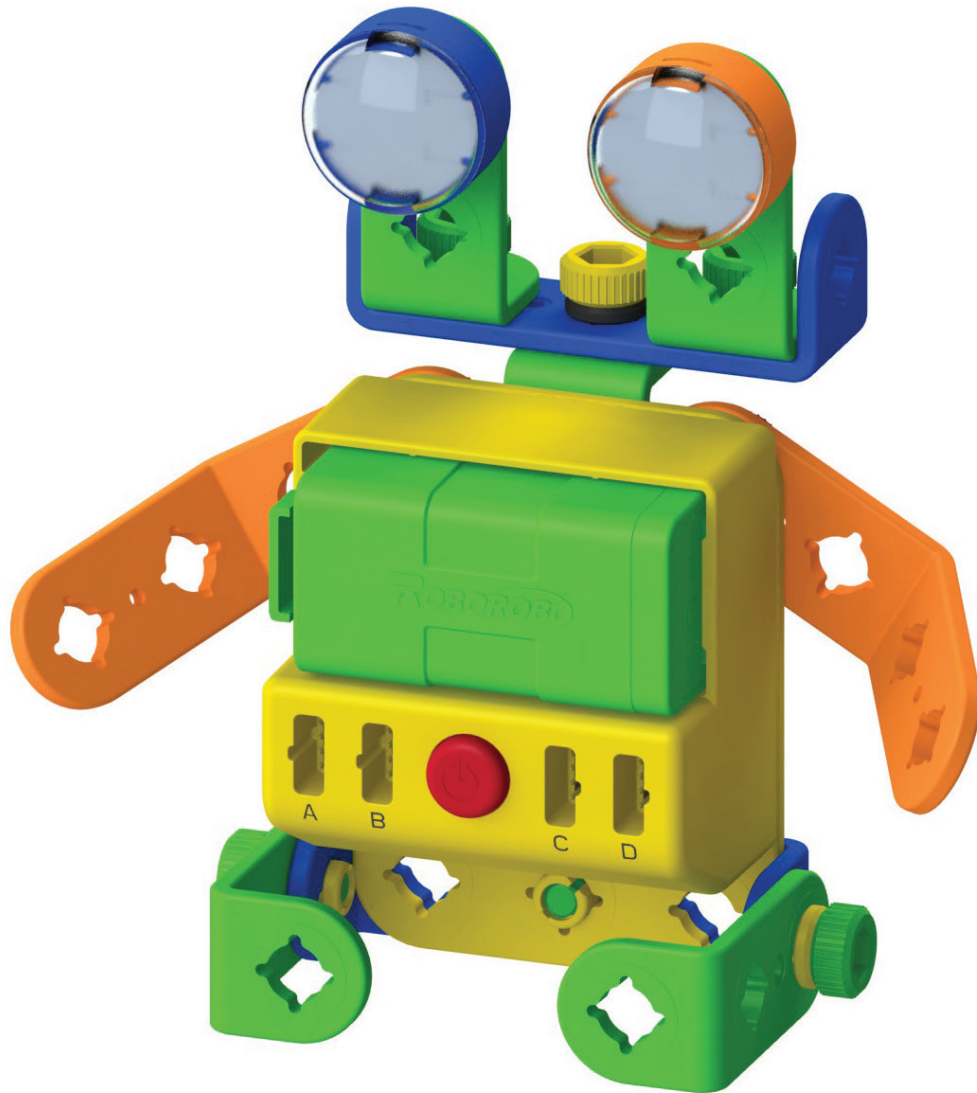


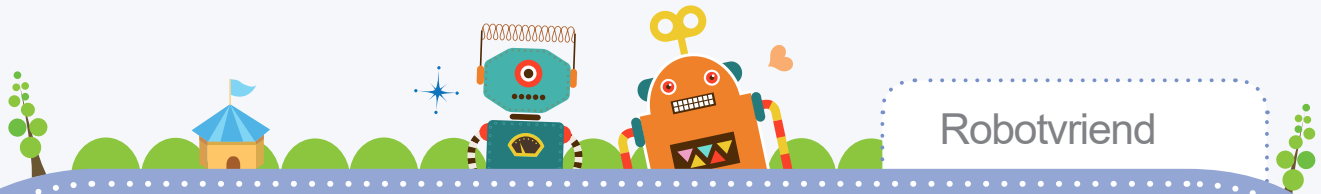
Gebruik de schroevendraaier om de bout in de moer te draaien.





We maken een robotvriend!

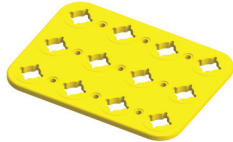




1 Onderdeel



x1



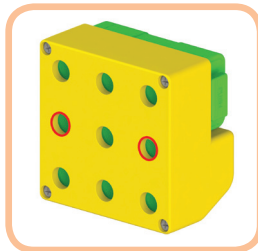
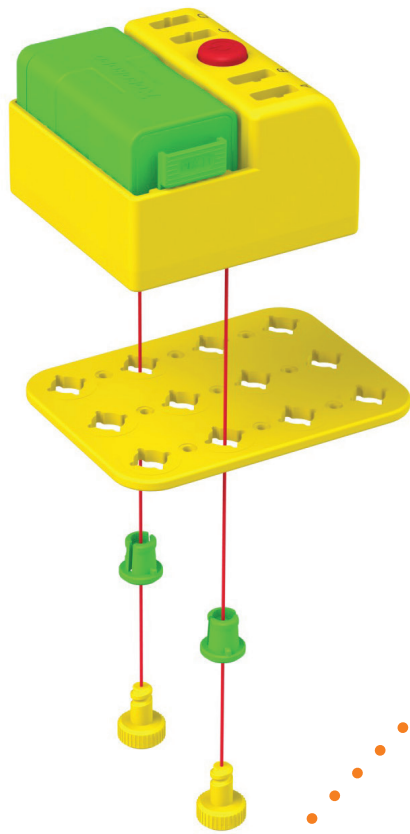
x1

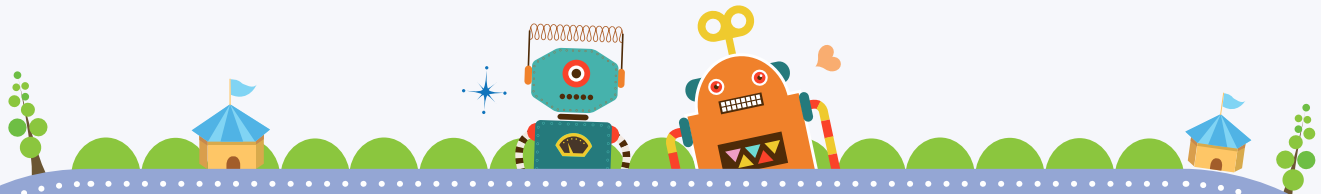


x2



x2





2 Onderdeel



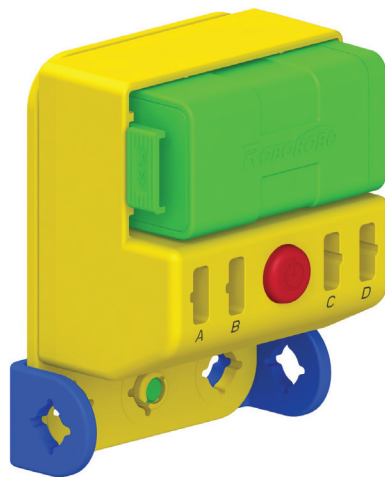
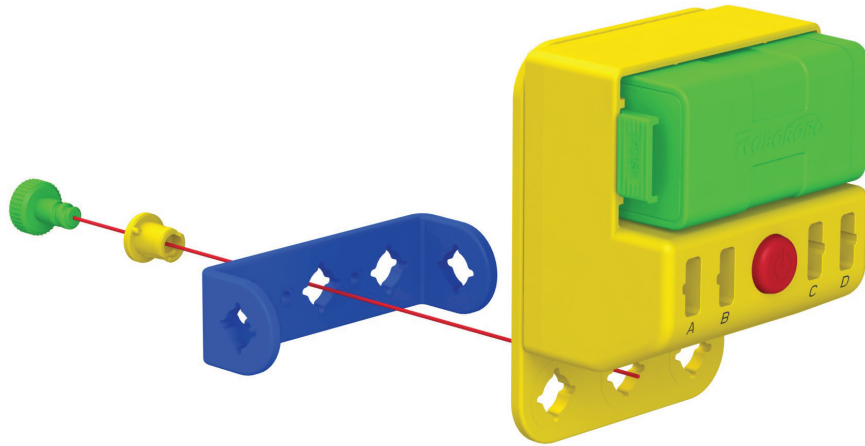
x1

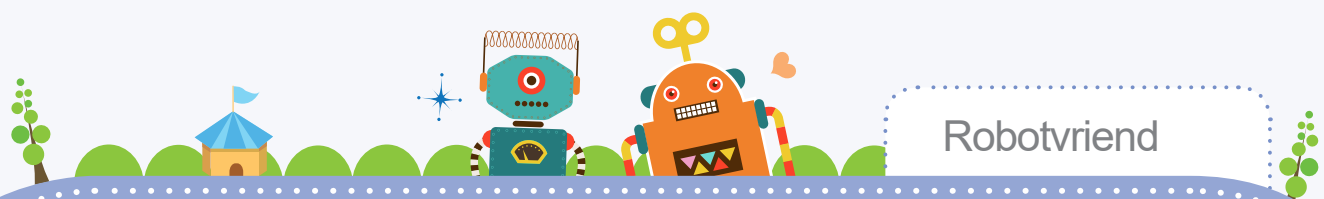


x1



x1





3 Onderdeel



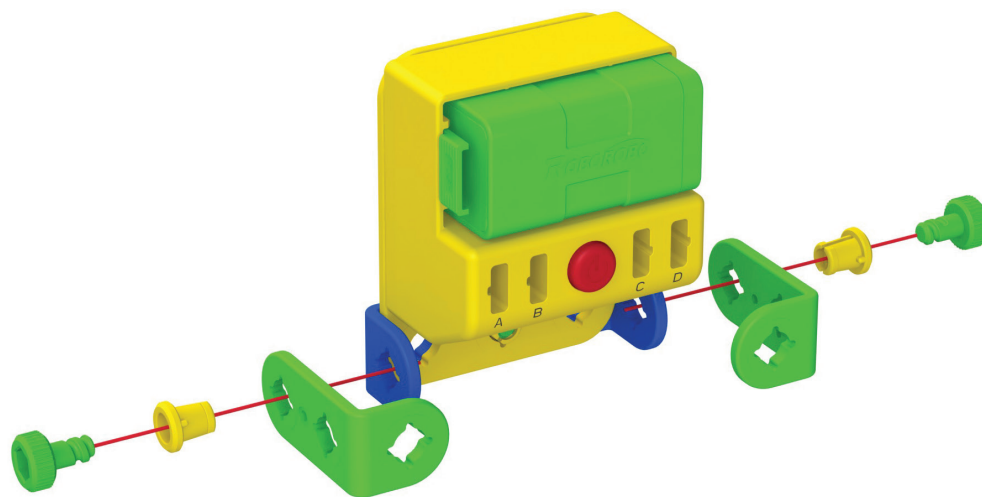
x2

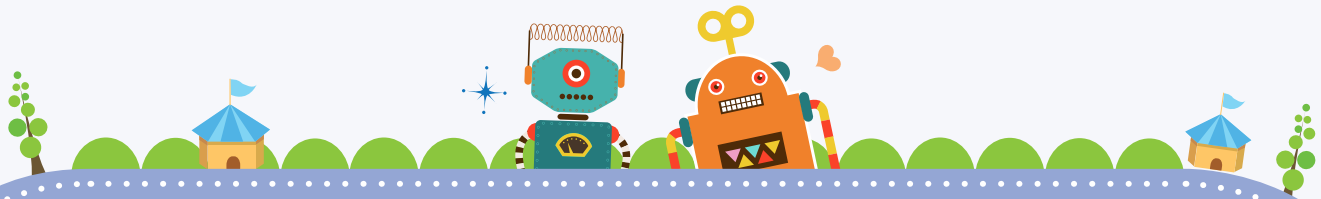


x2



x2





4 Onderdeel



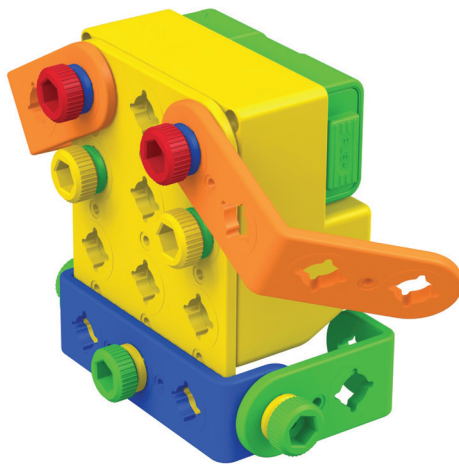
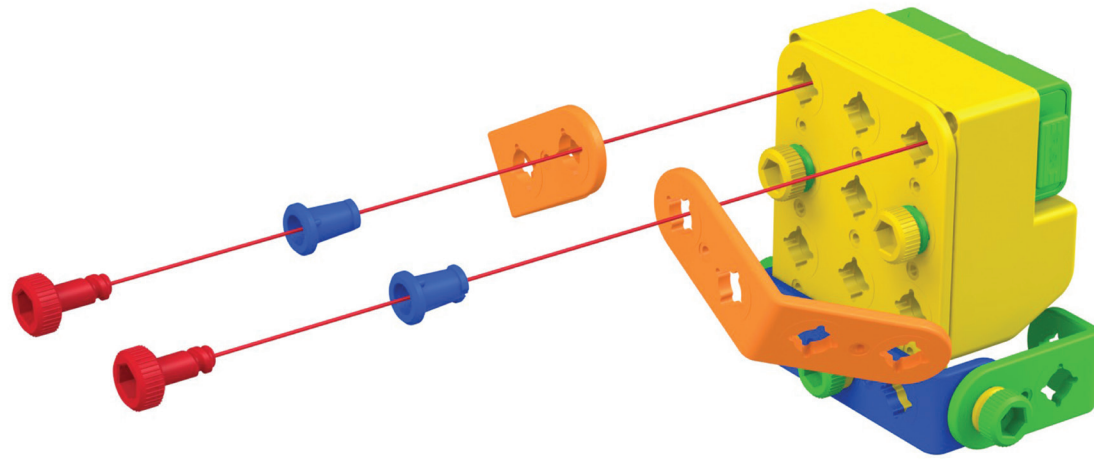
x2

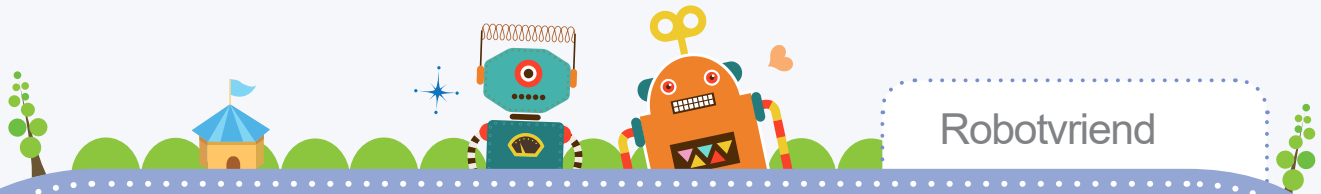


x2



x2





5 Onderdeel



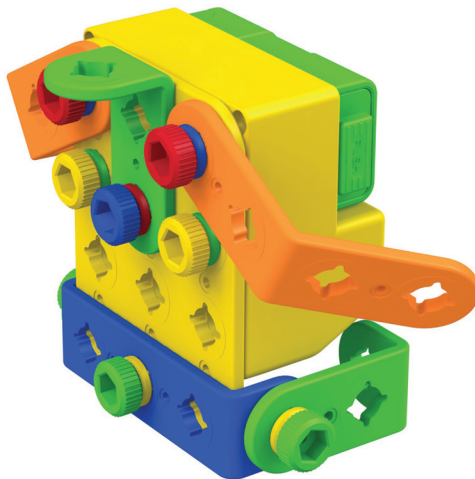
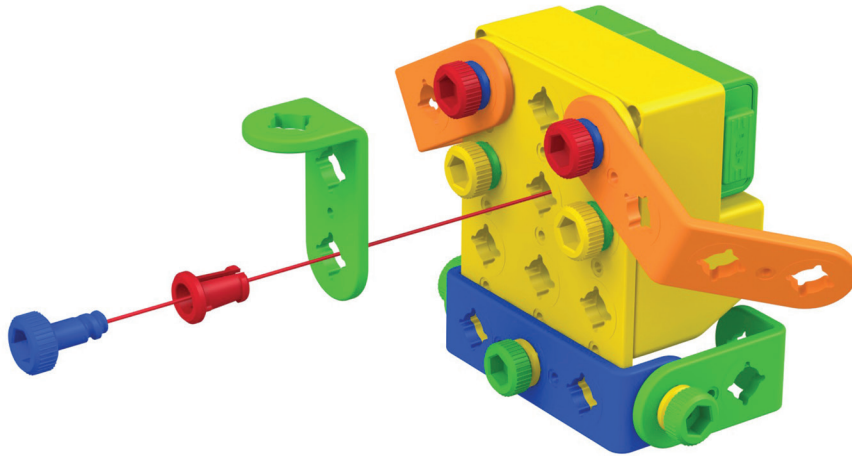
x1

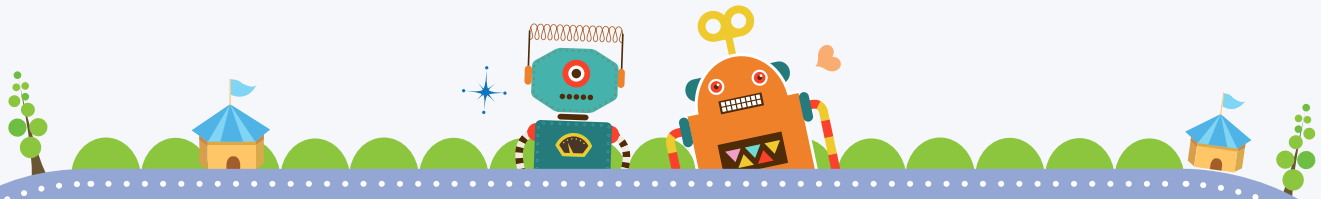


x1



x1





**6** Onderdeel



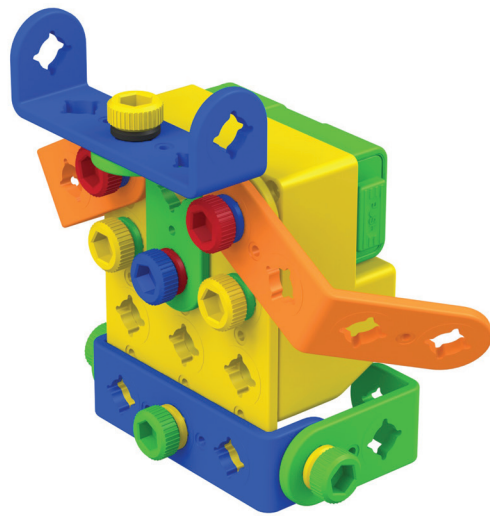
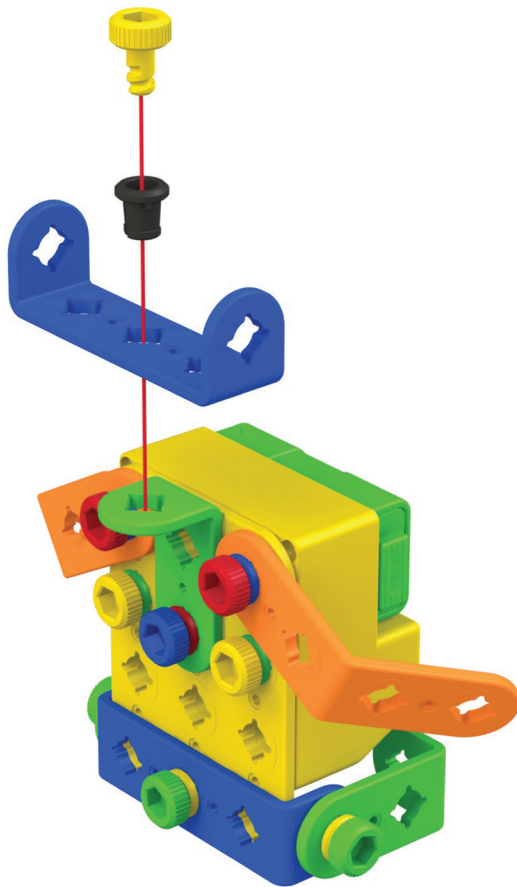
x1



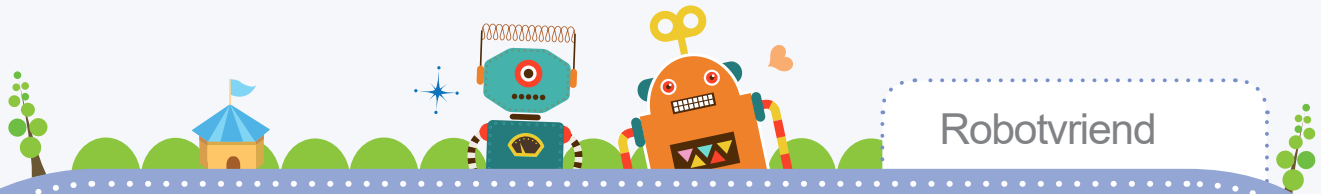
x1



x1







Onderdeel



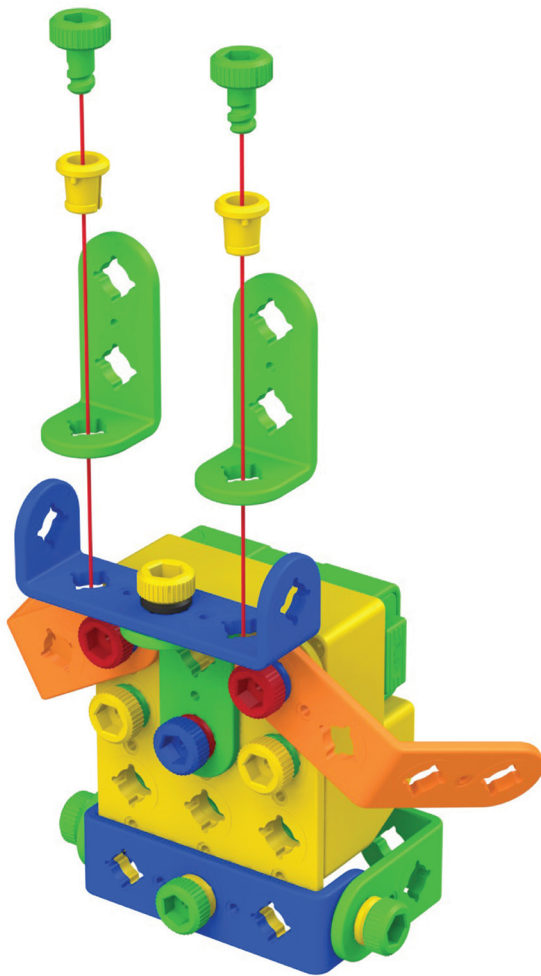
x2

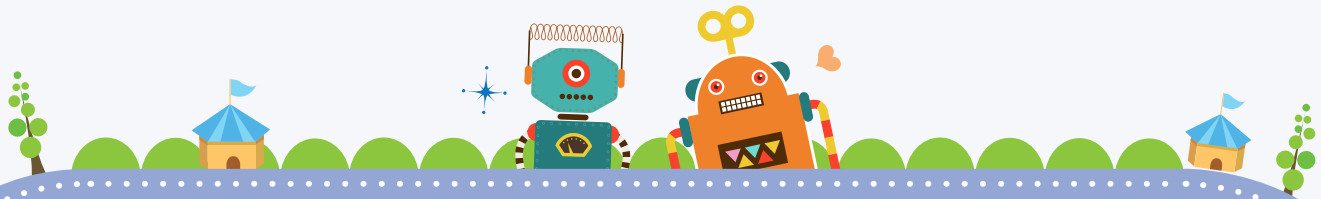


x2



x2





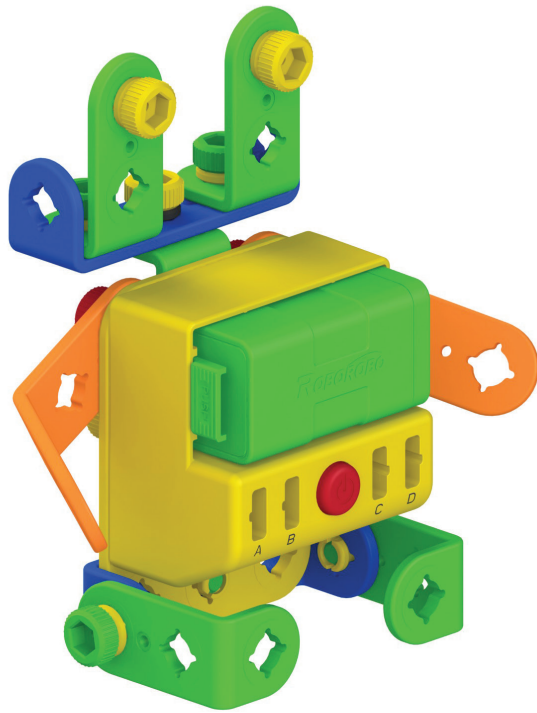
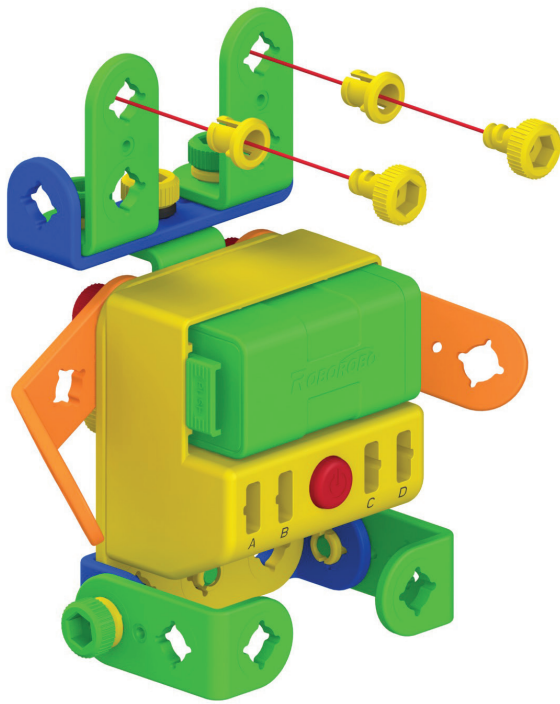
8 Onderdeel

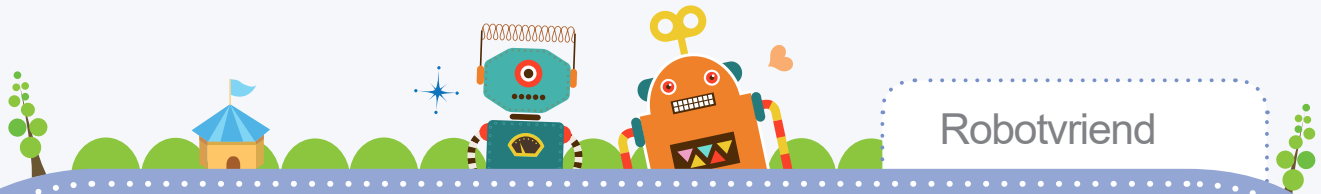


x2

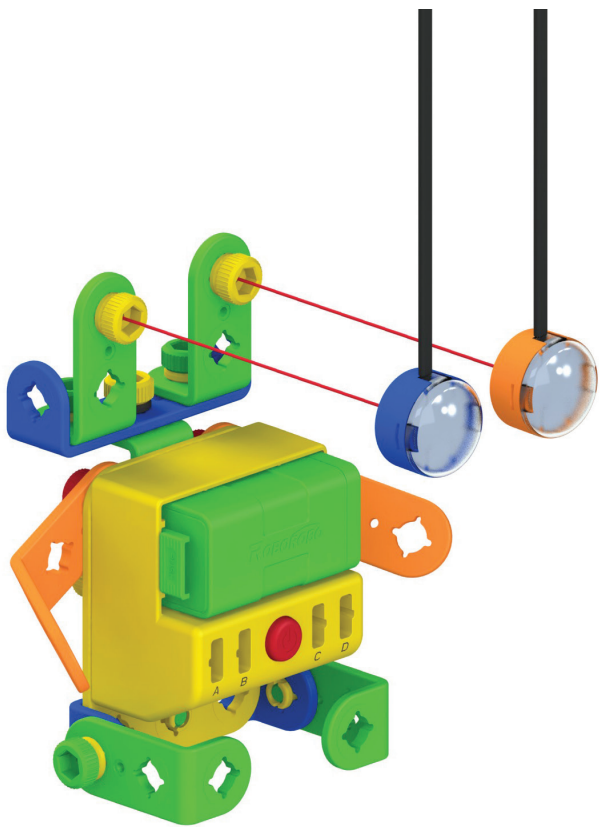
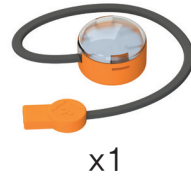


x2

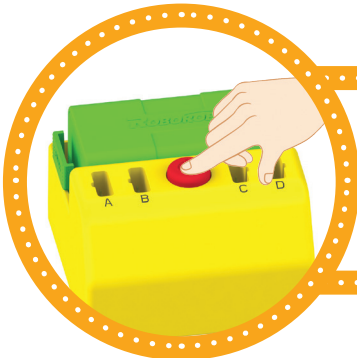
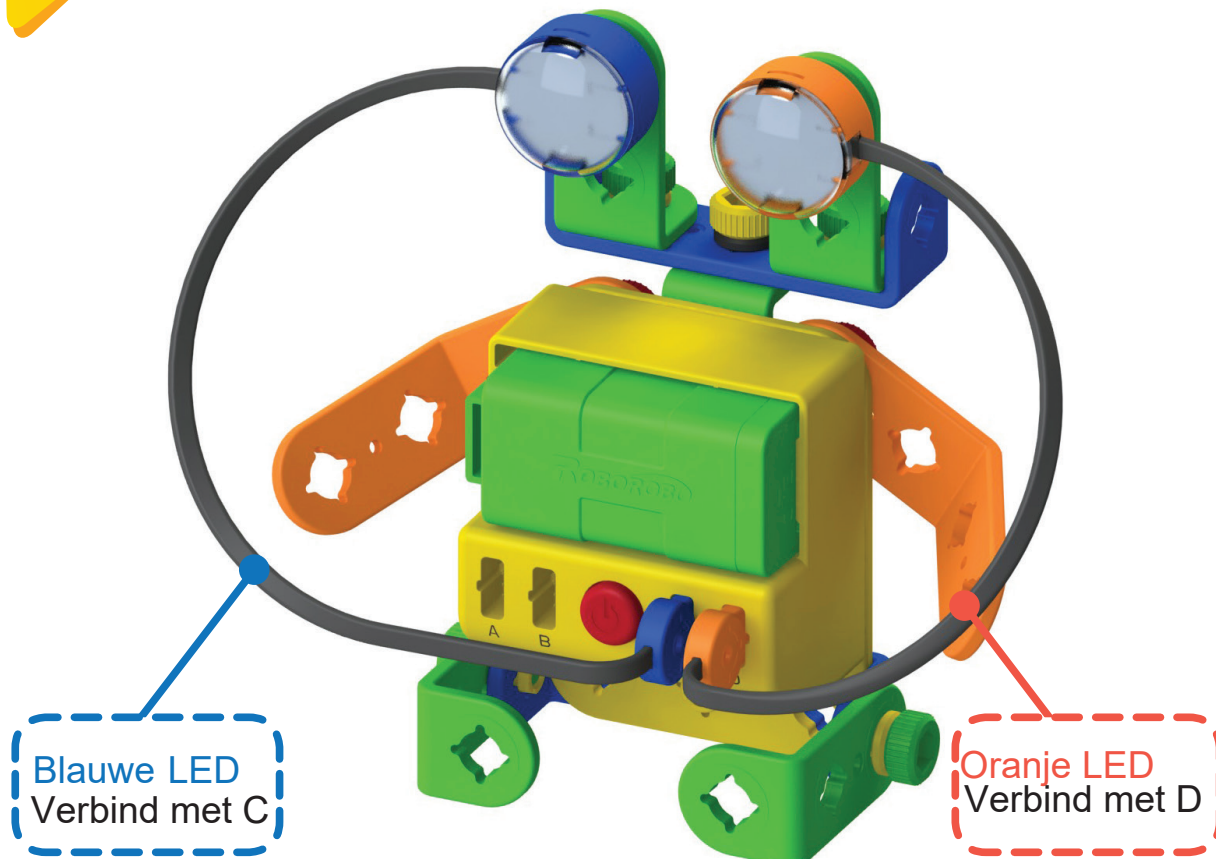




9 Onderdeel



Klaar



Druk op de knop om de LED te laten knipperen

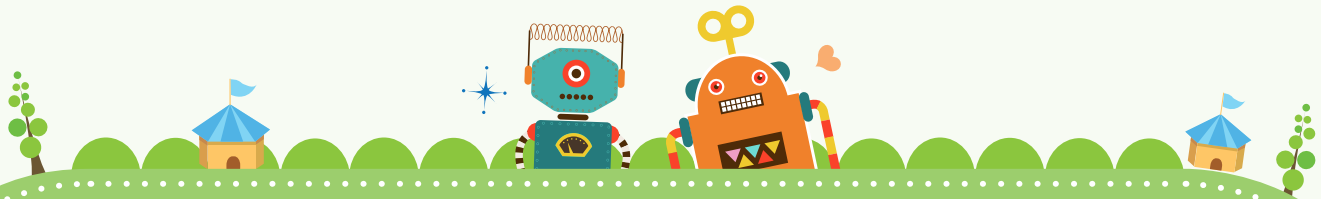
Schommel

2

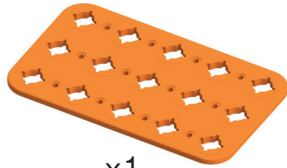


We gaan schommelen!





Onderdeel



x1



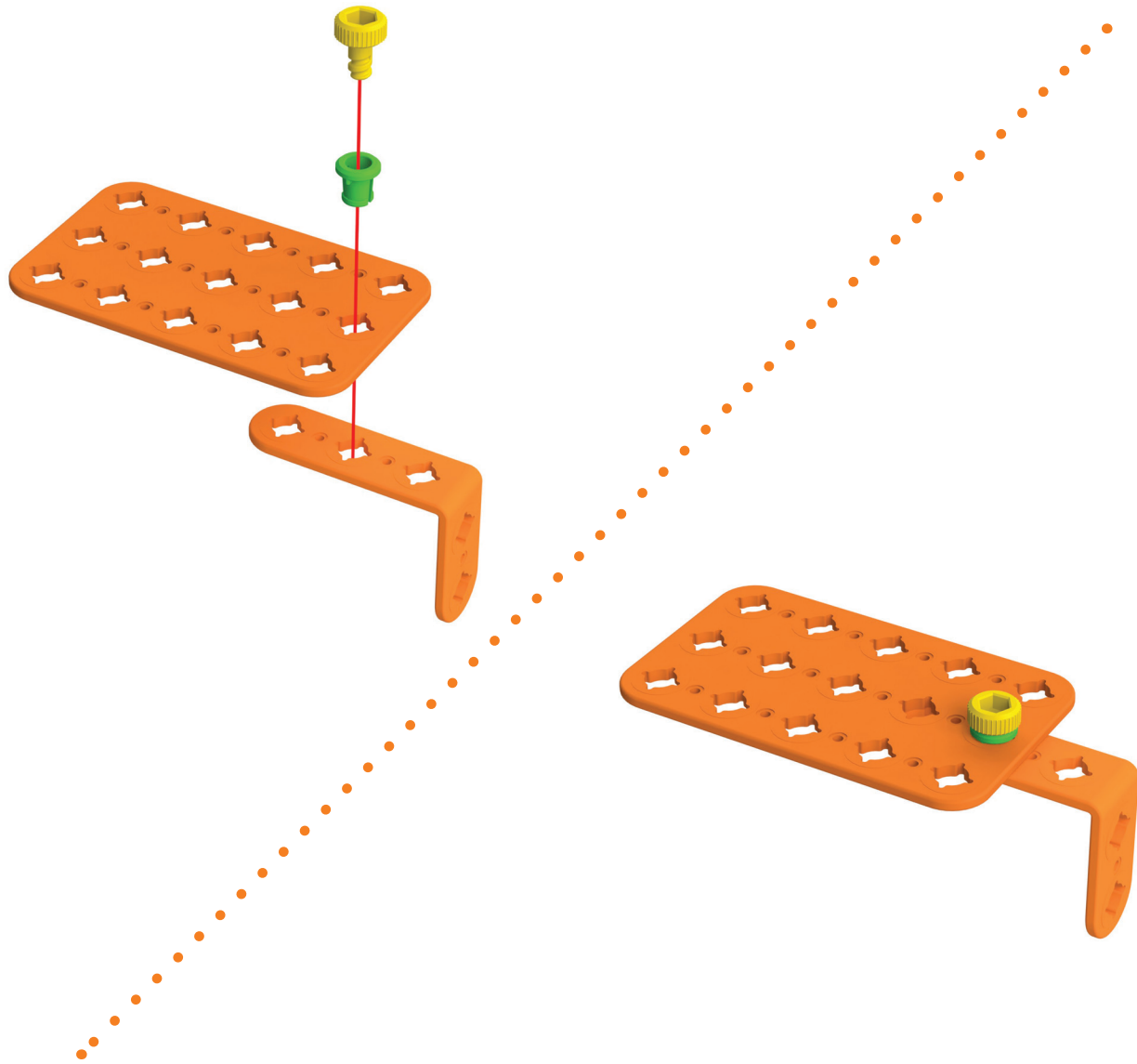
x1

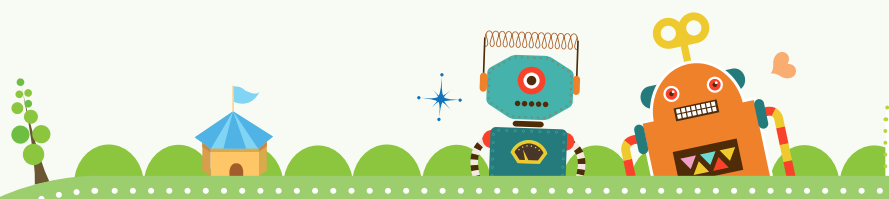


x1

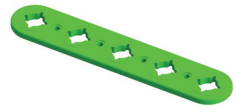


x1





2 Onderdeel



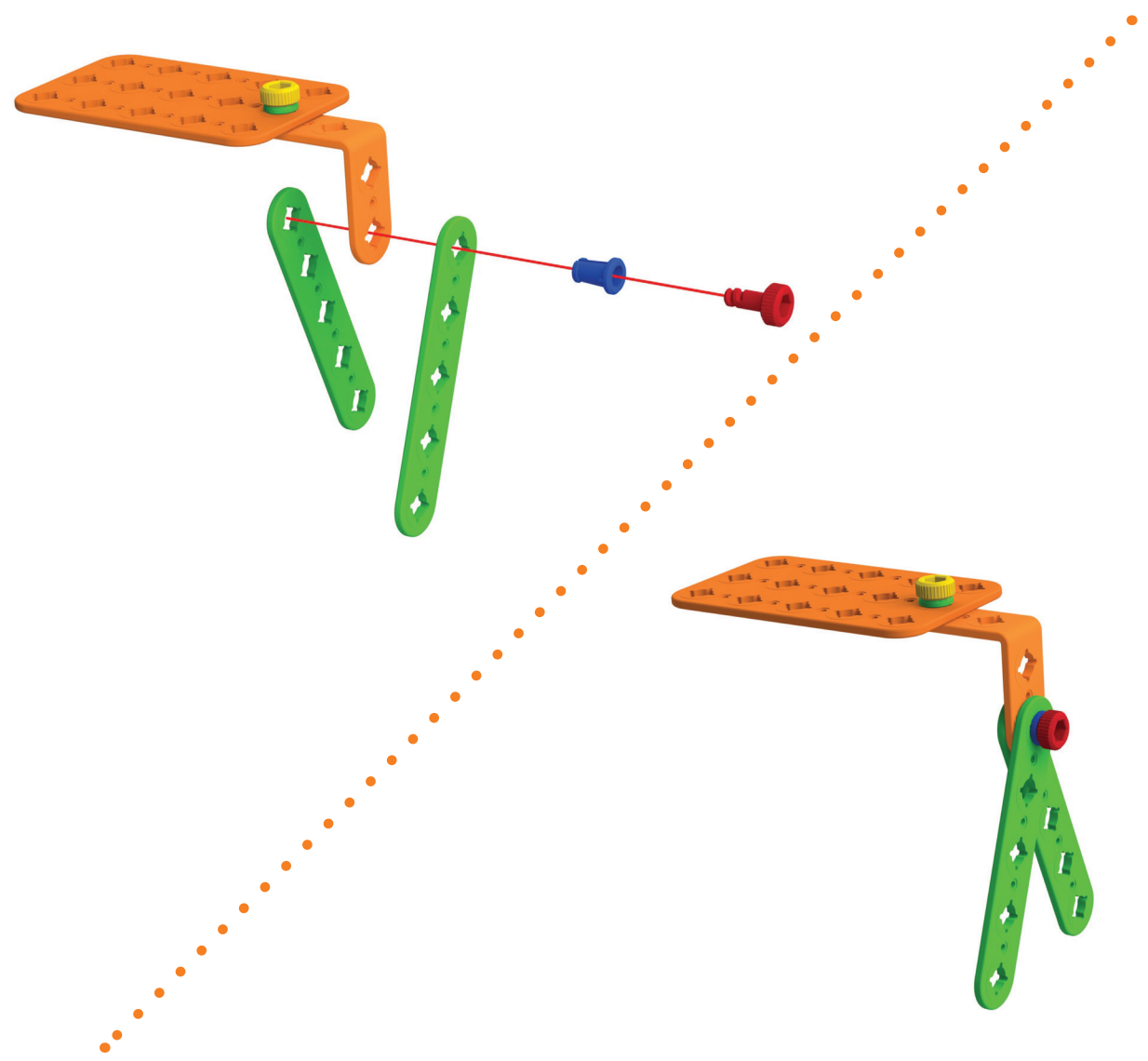
x2

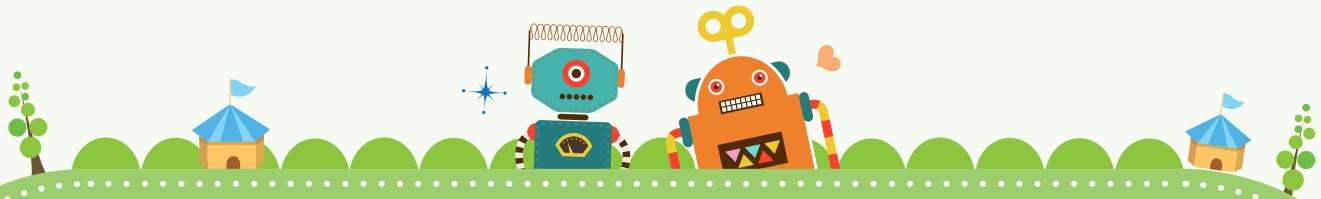


x1



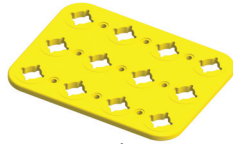
x1





3

Onderdeel



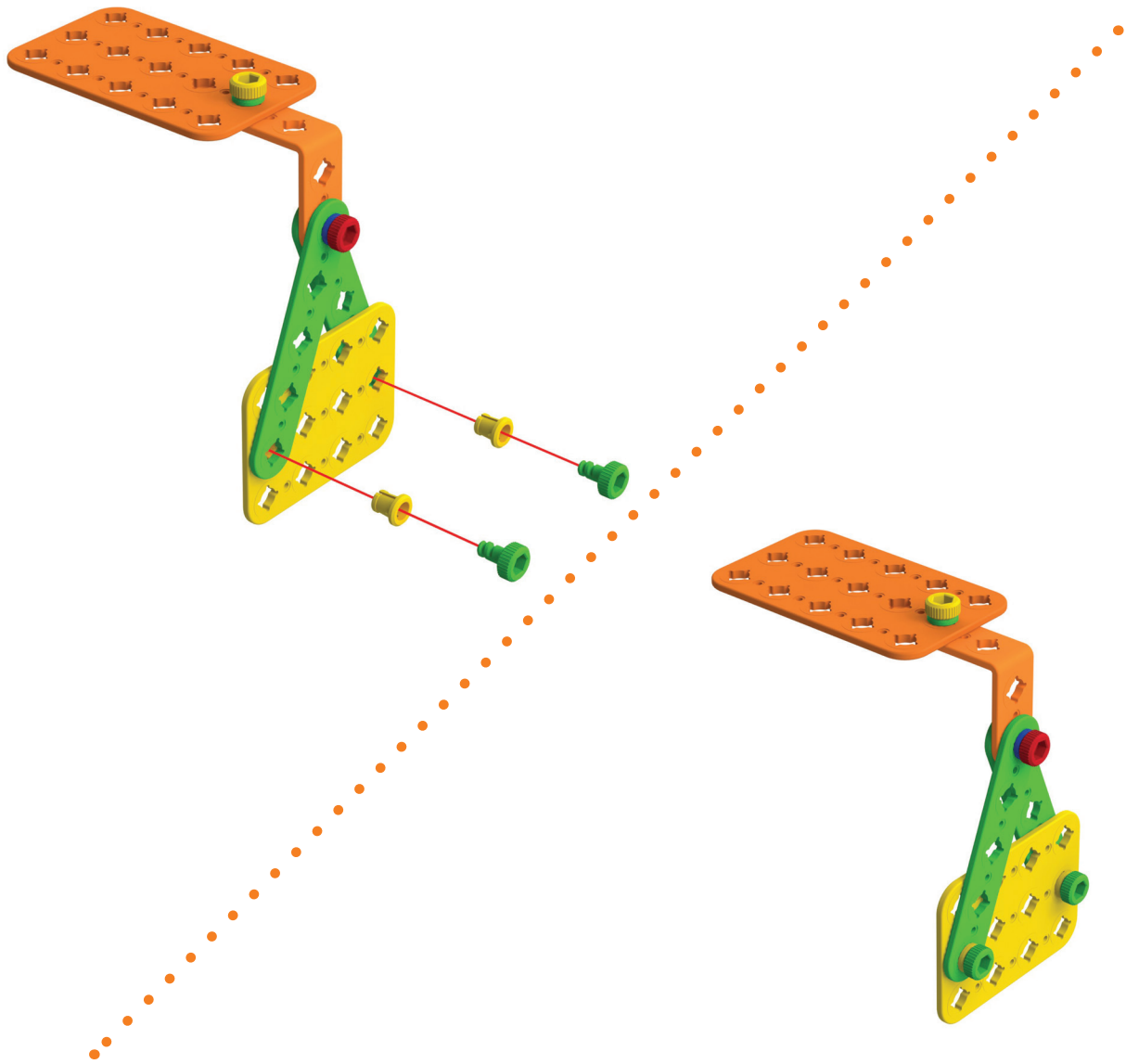
x1



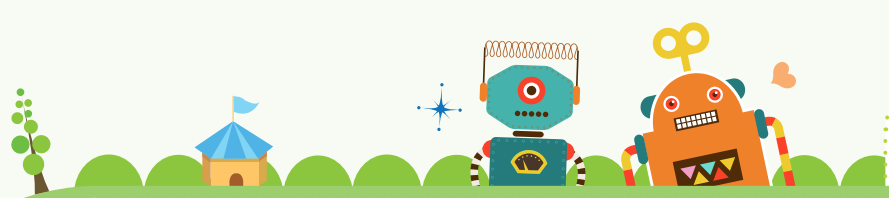
x2



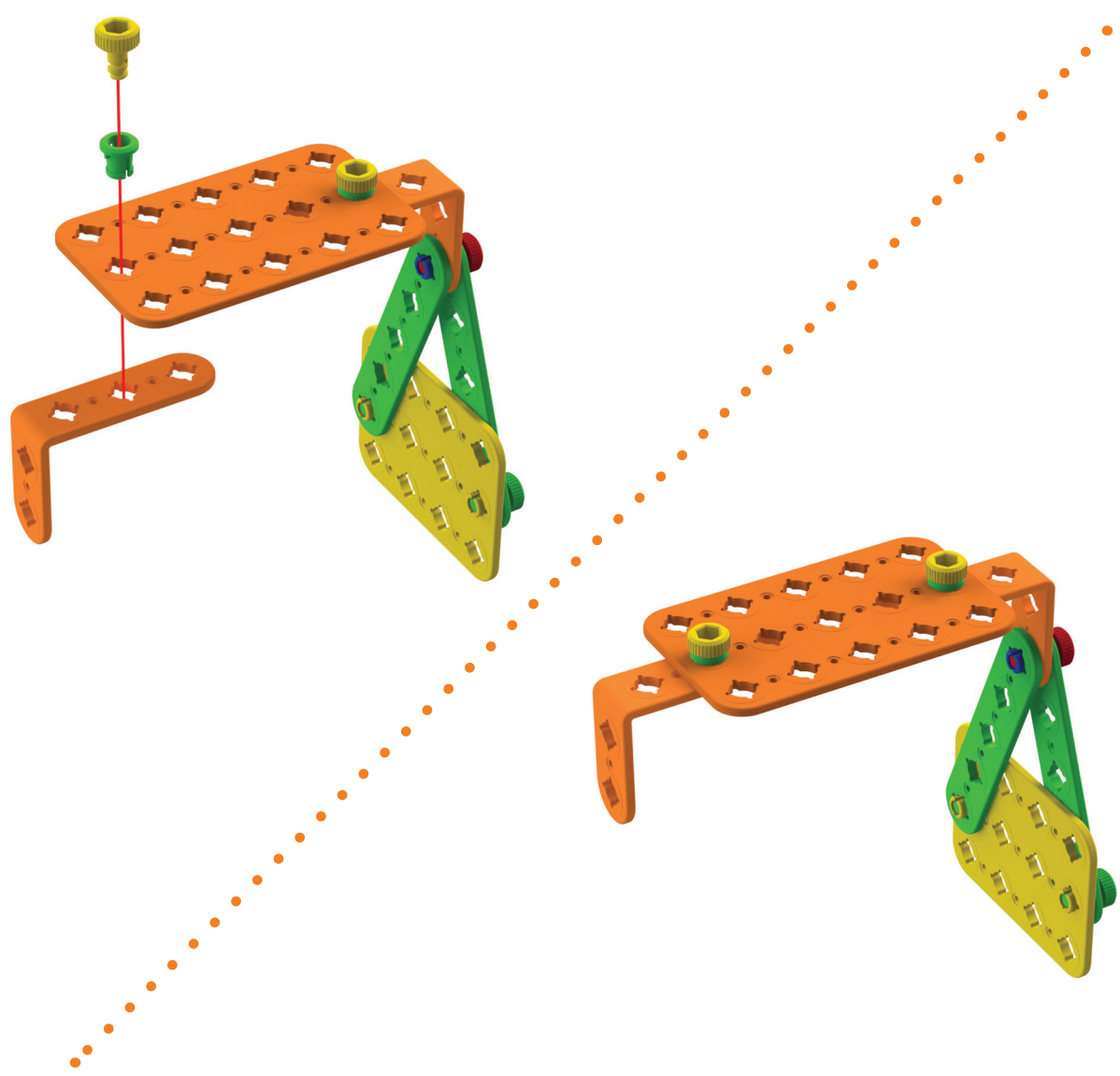
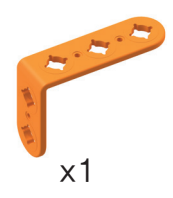
x2

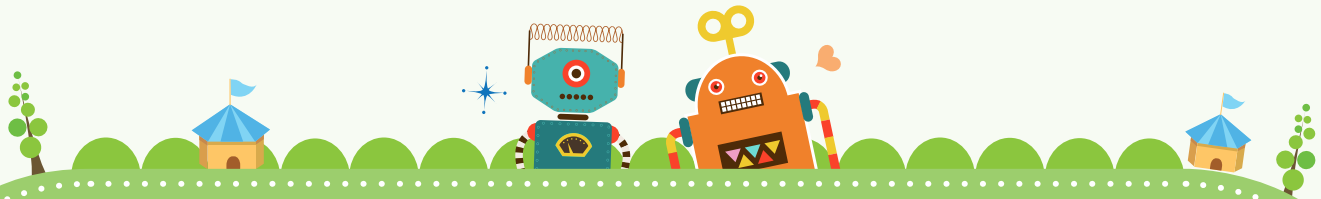




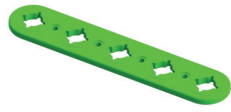


4 Onderdeel





5 Onderdeel



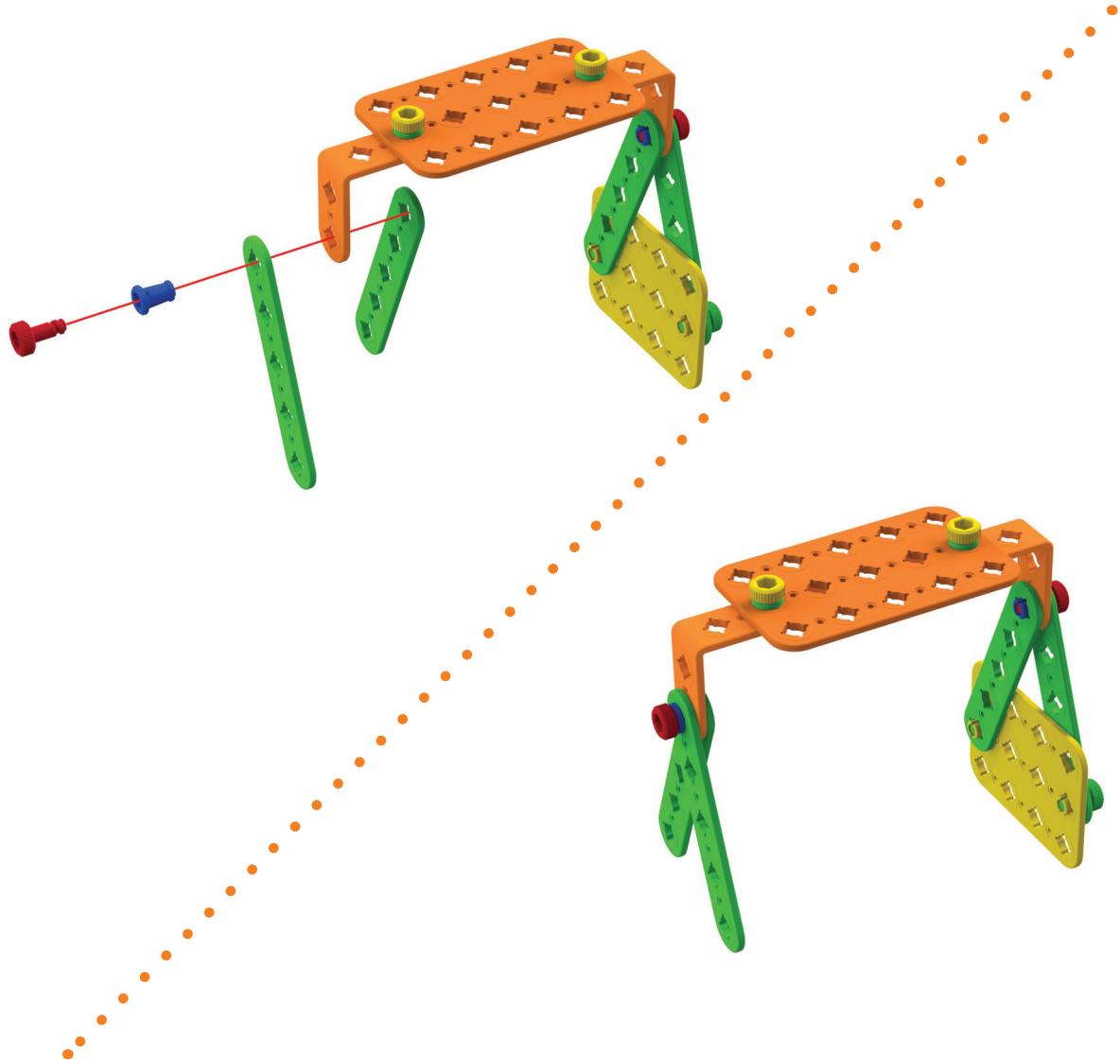
x2

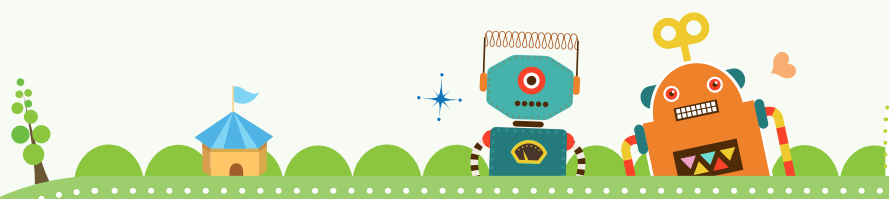


x1

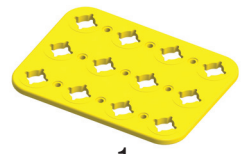


x1





6 Onderdeel



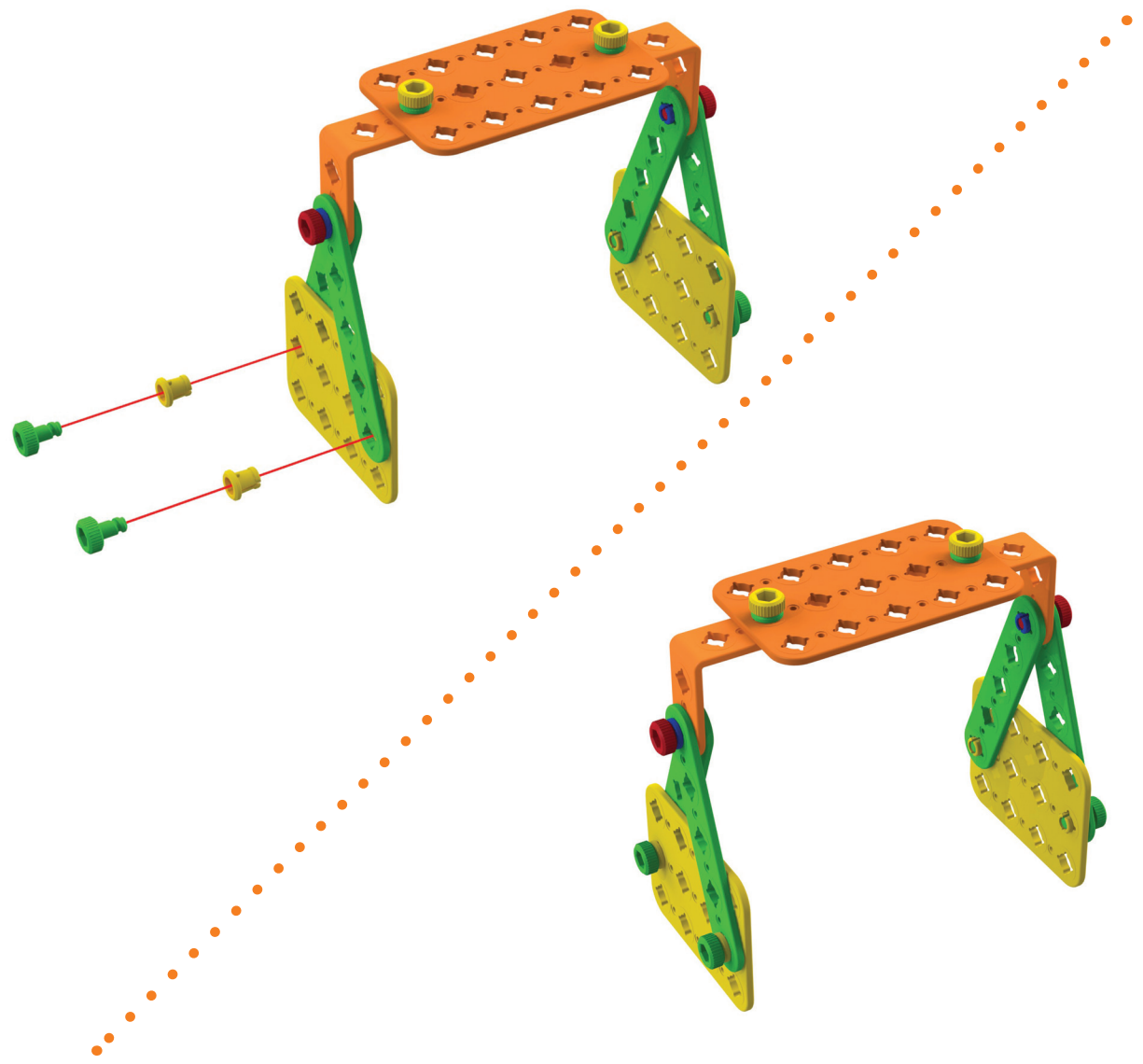
x1

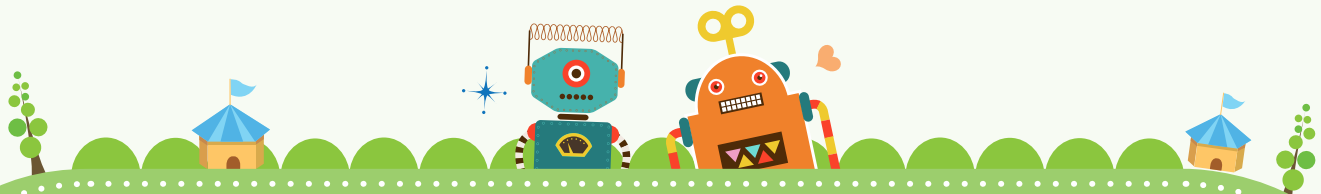


x2



x2

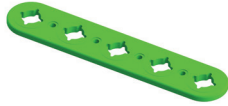




Onderdeel



x1



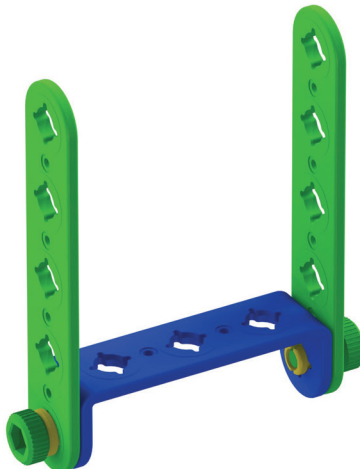
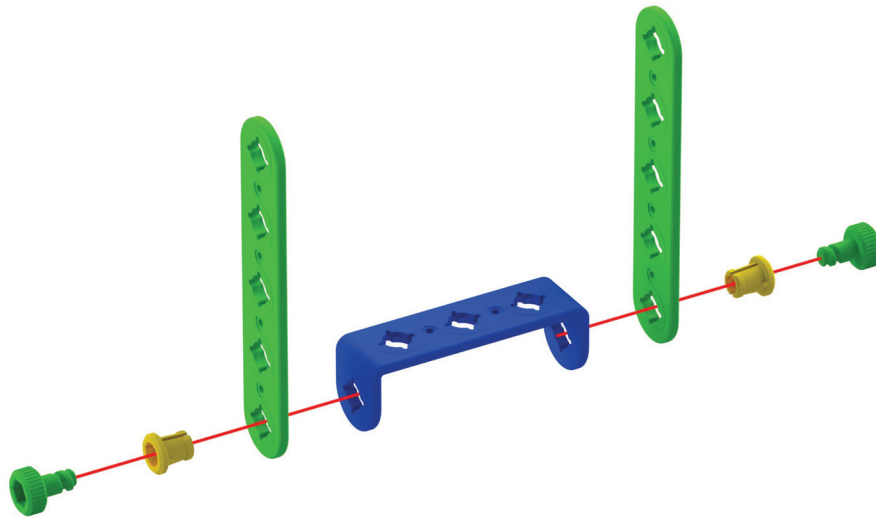
x2

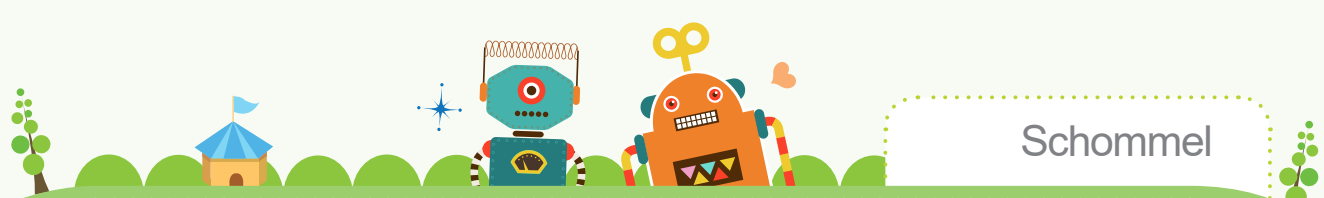


x2

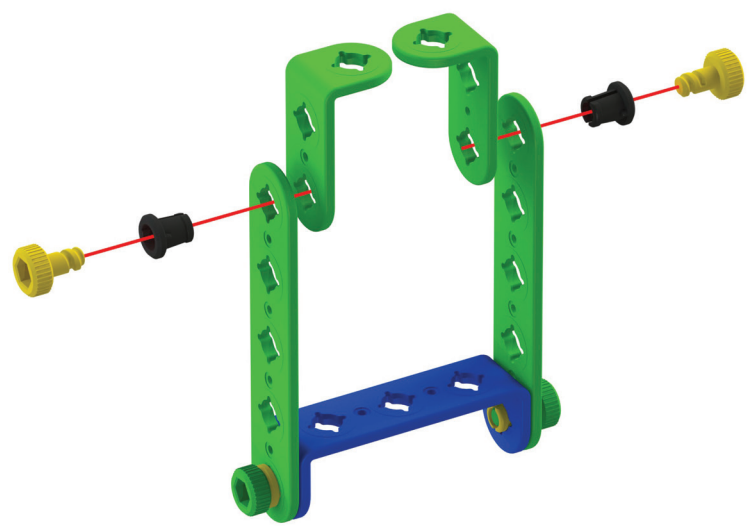
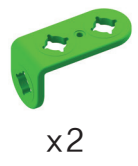


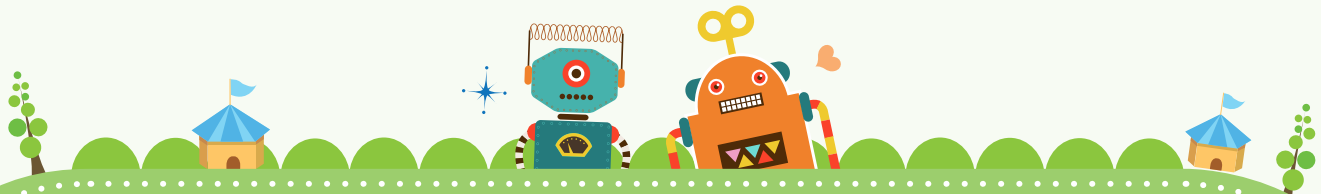
x2





8 Onderdeel





9

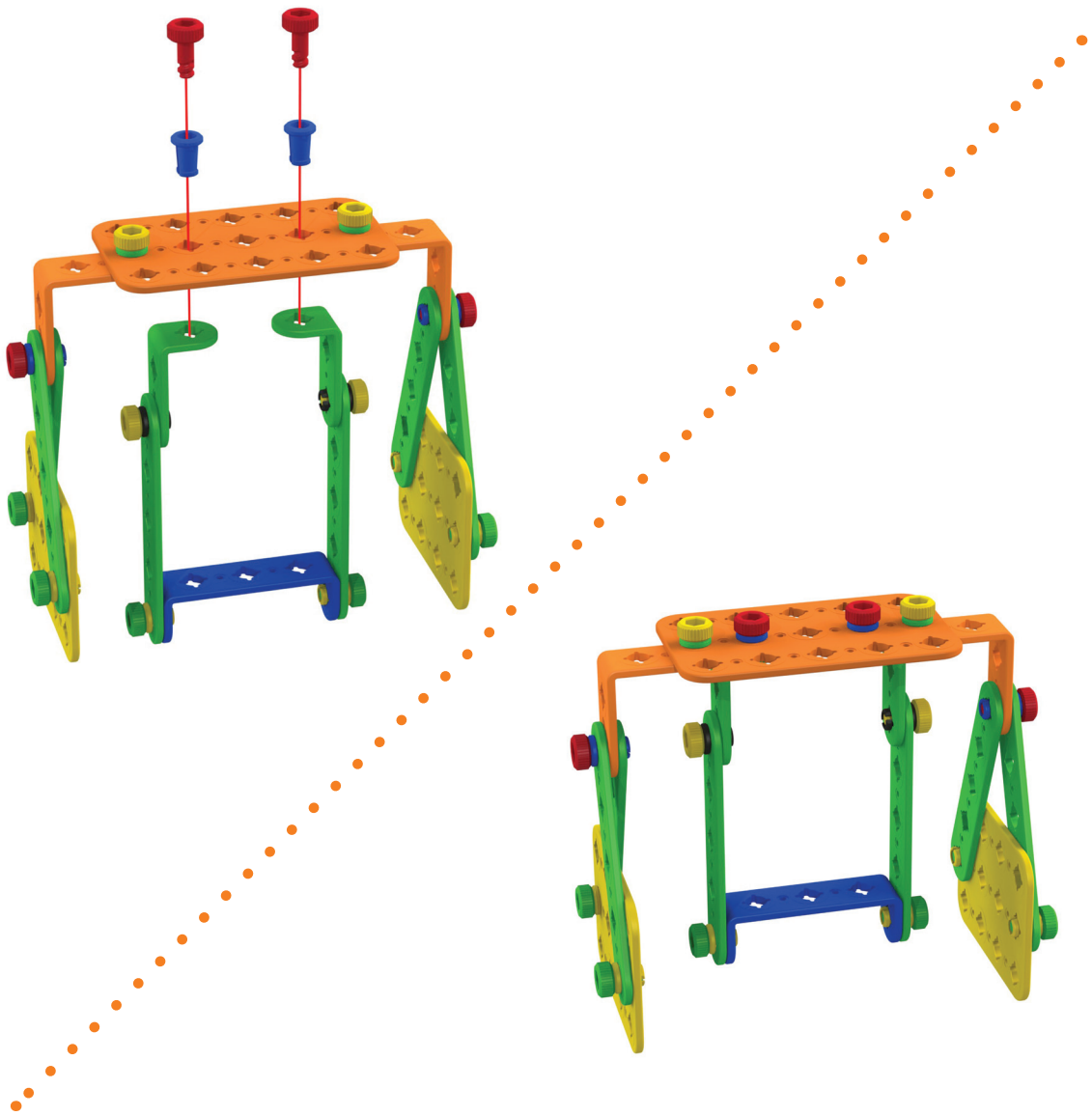
Onderdeel

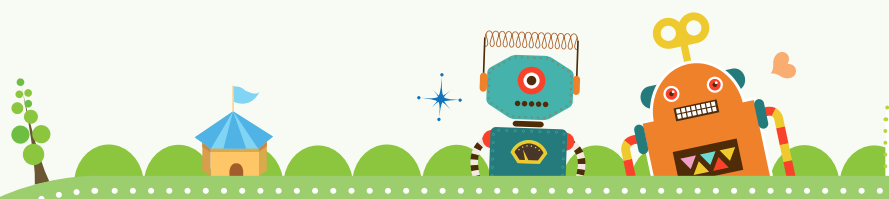


x2



x2





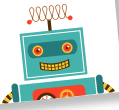
Schommel

Klaar

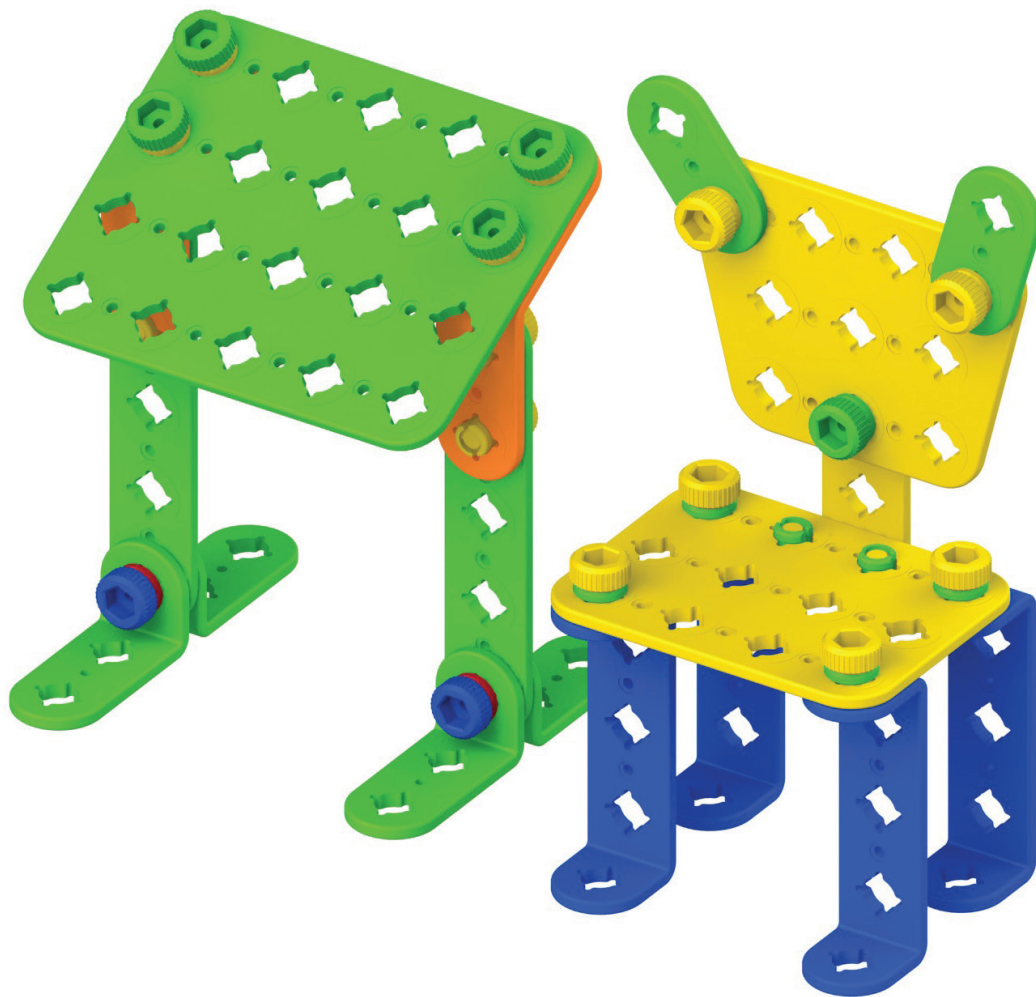


Tafel en stoel

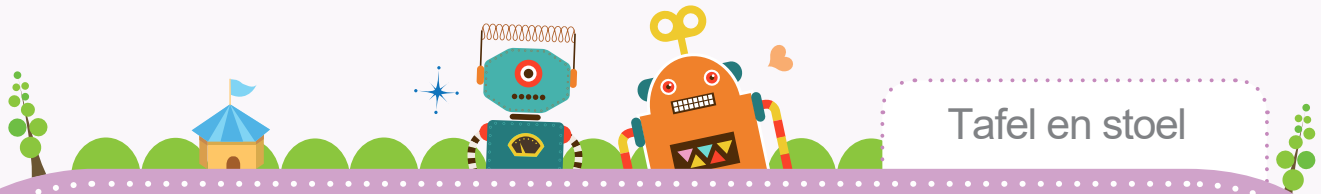
3



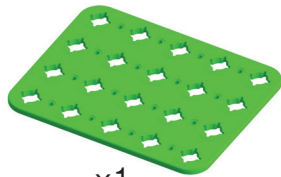
Maak een tafel en een stoel!







Onderdeel



x1



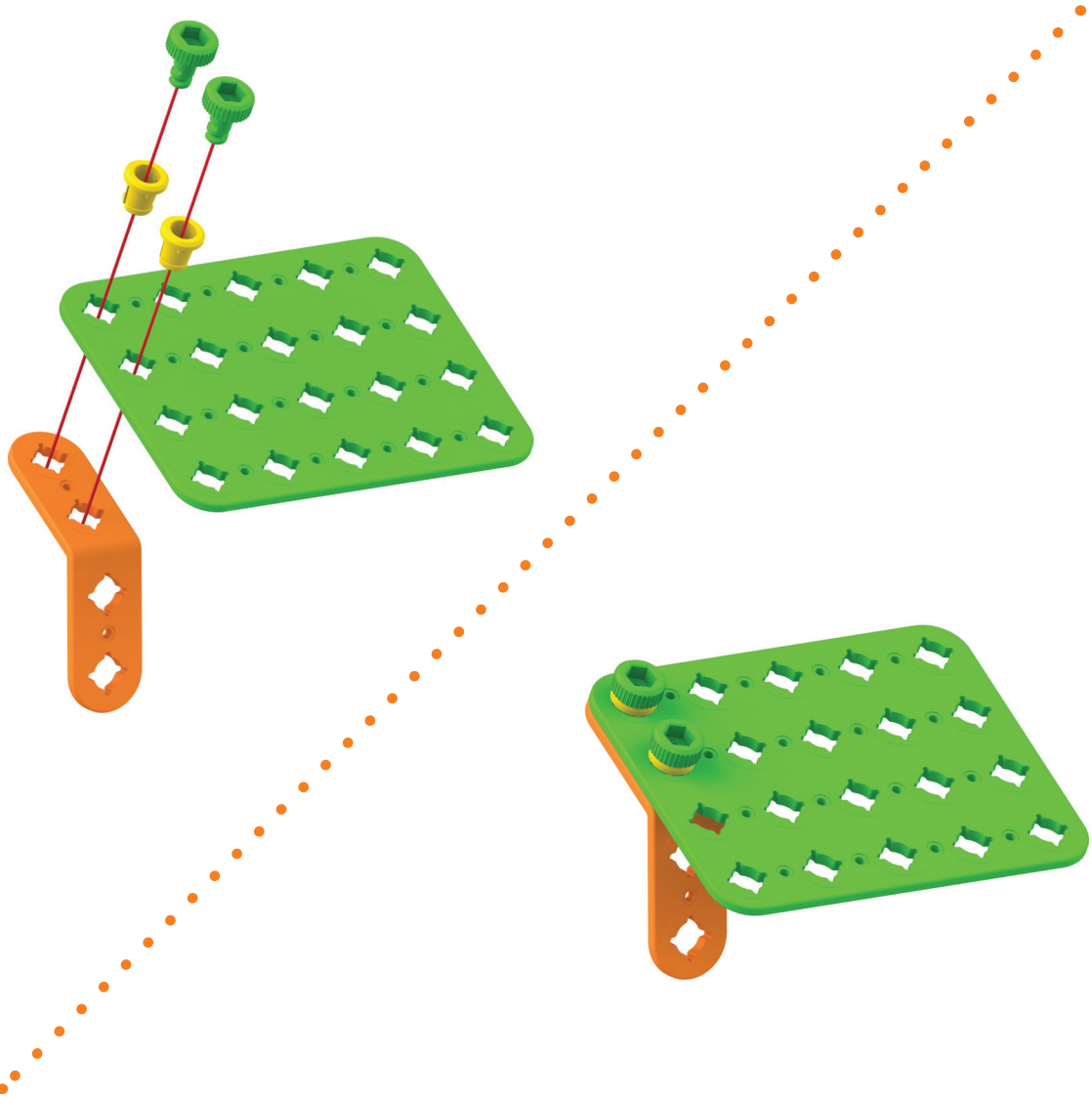
x1

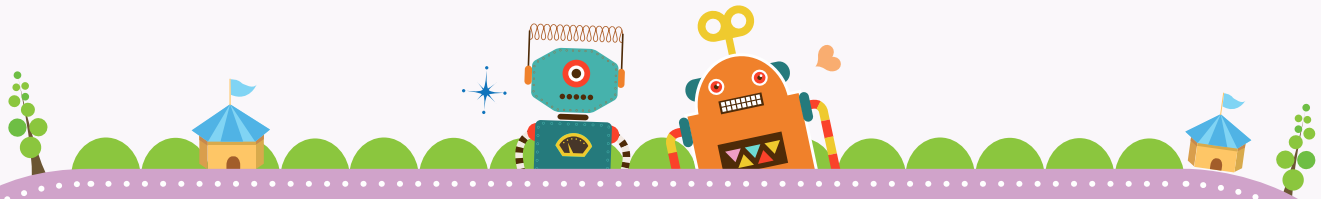


x2



x2





2 Onderdeel



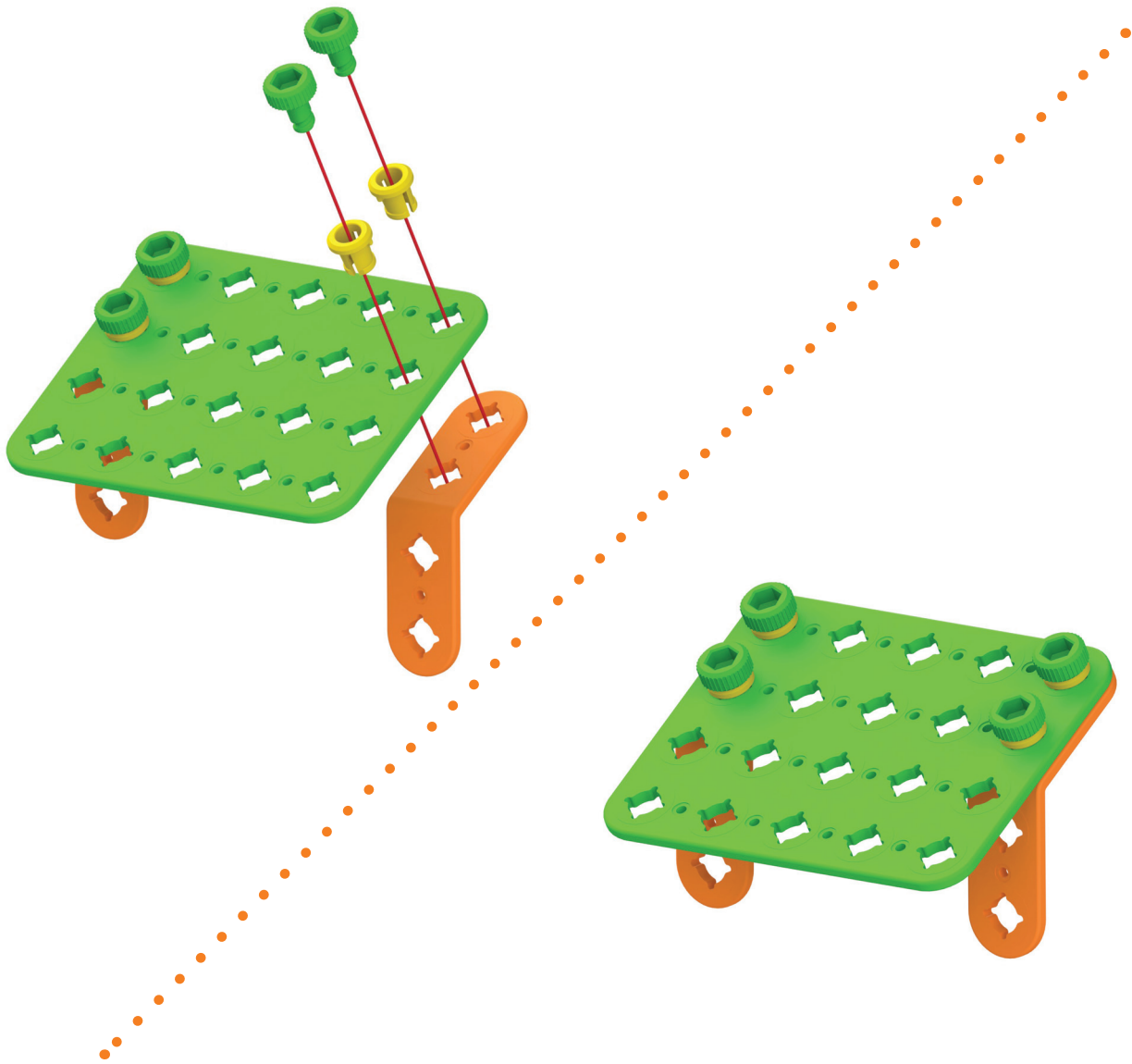
x1

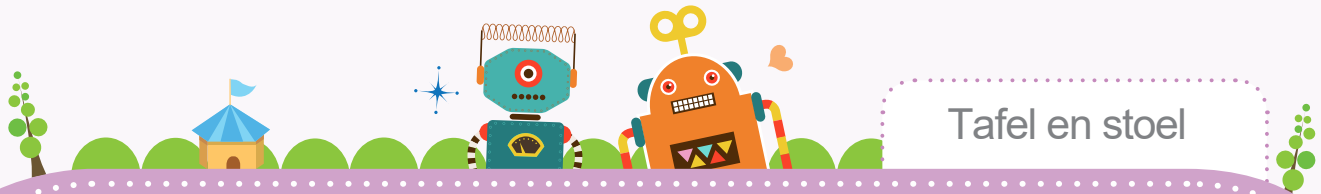


x2

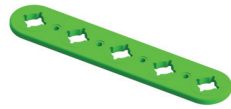


x2





3 Onderdeel



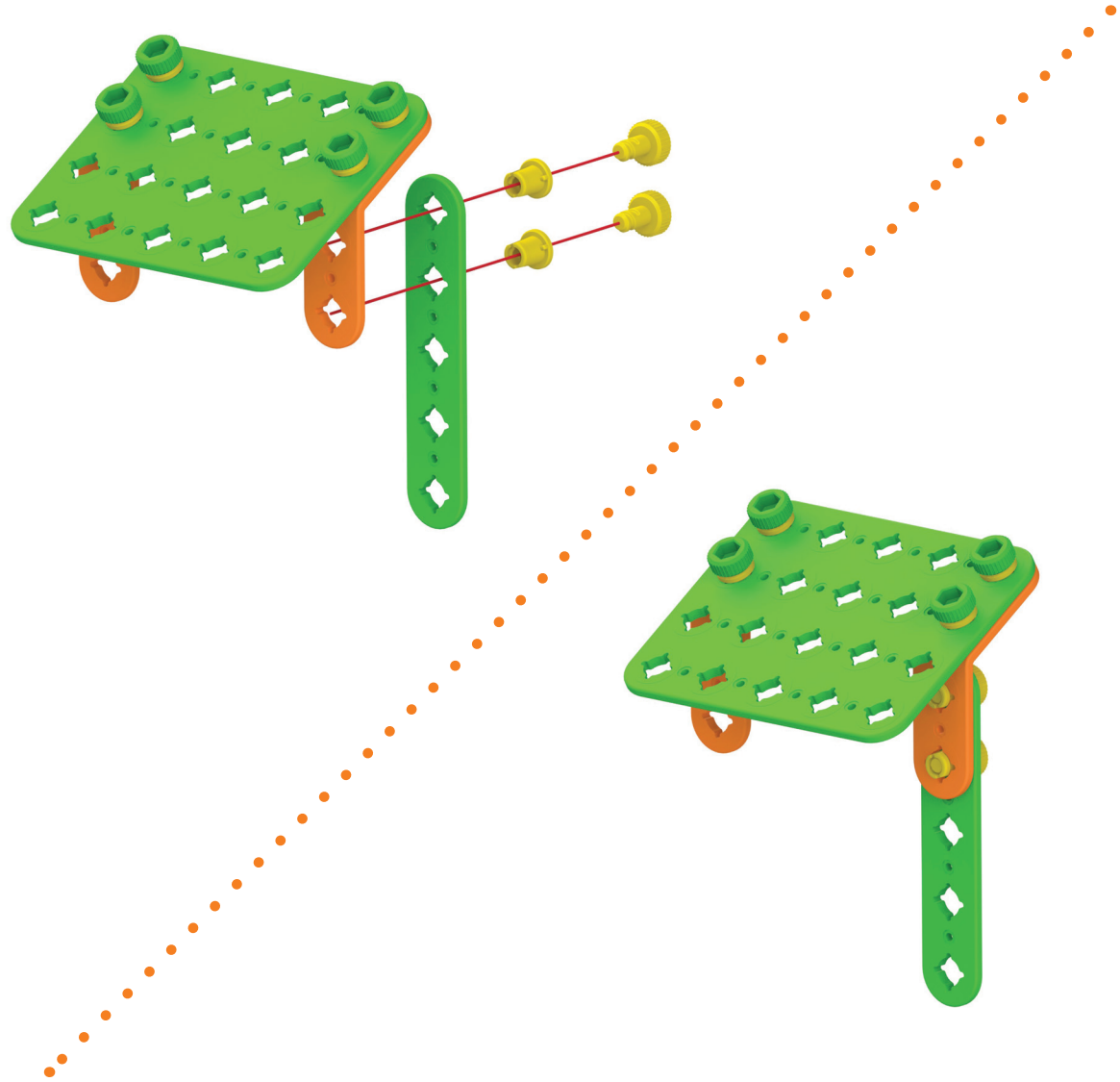
x1

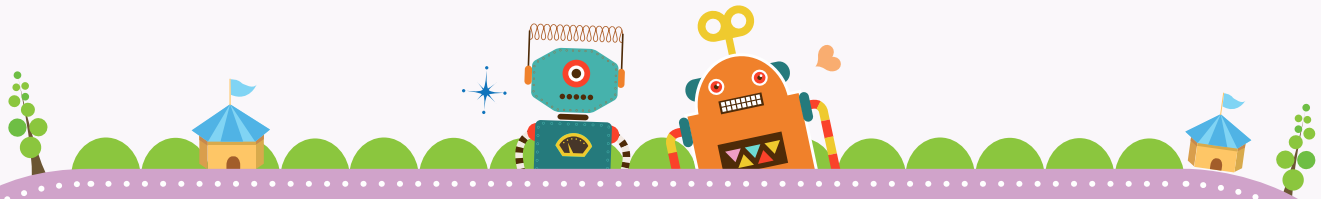


x2



x2





4

Onderdeel



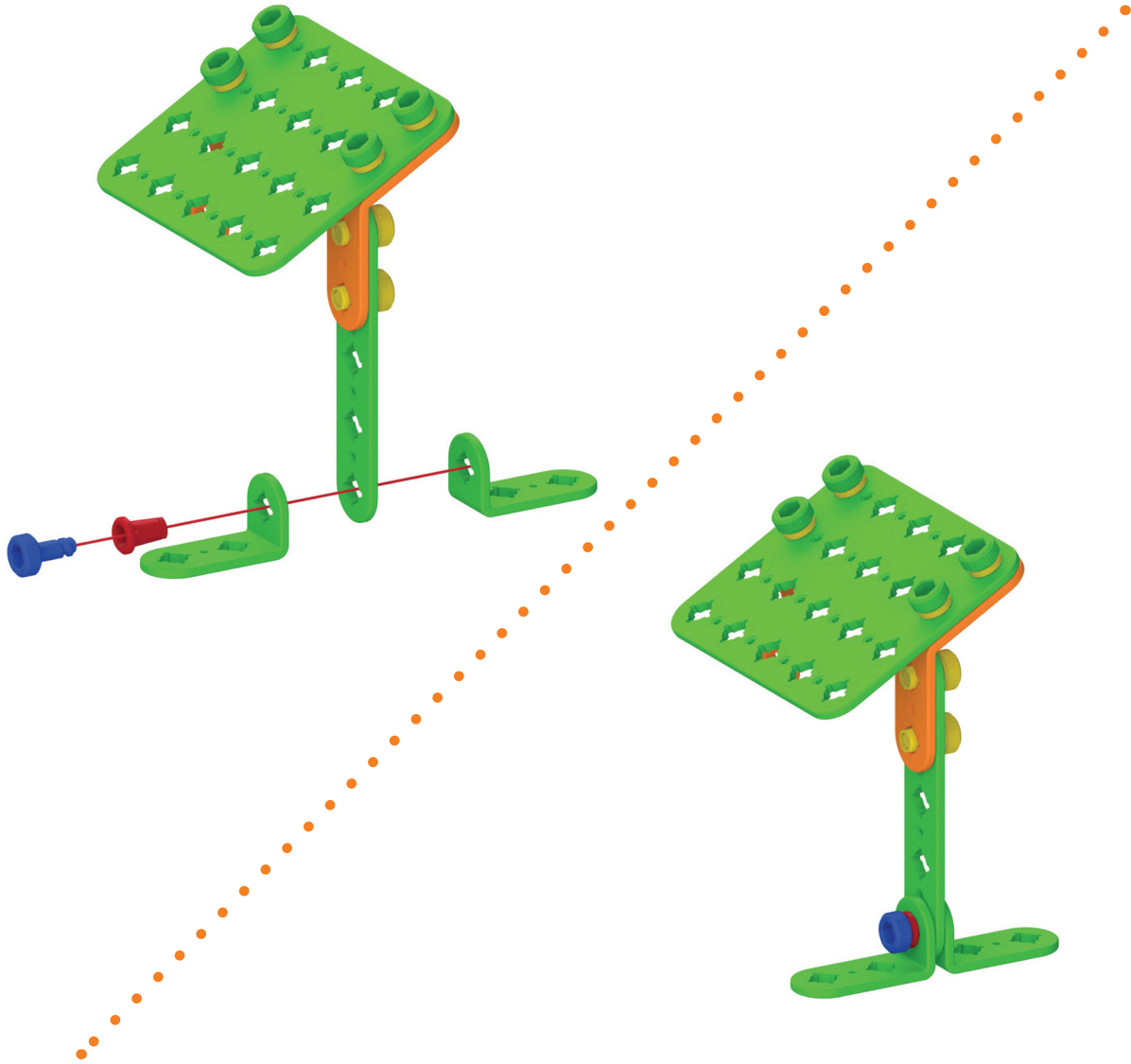
x2

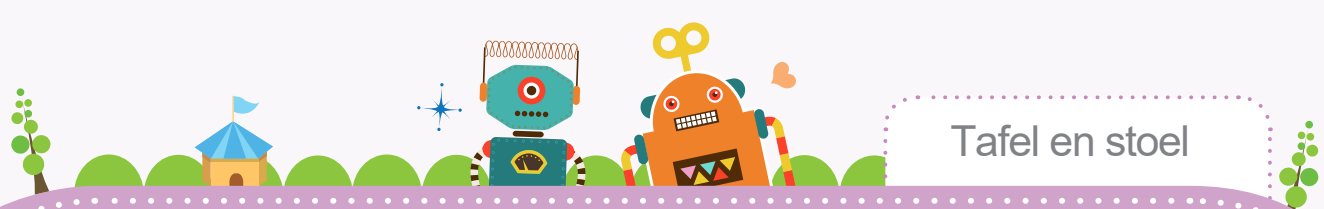


x1

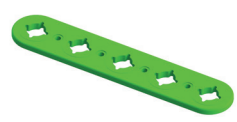


x1





5 Onderdeel



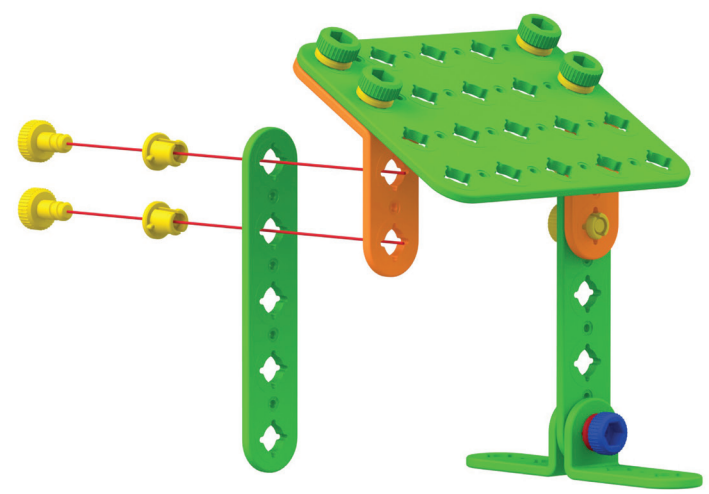
x1

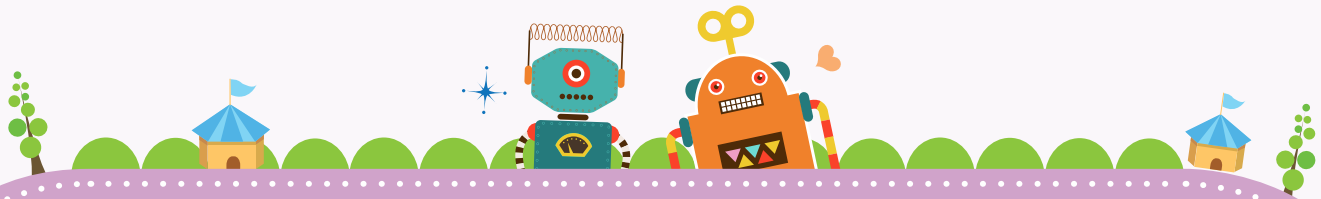


x2



x2





**6** Onderdeel



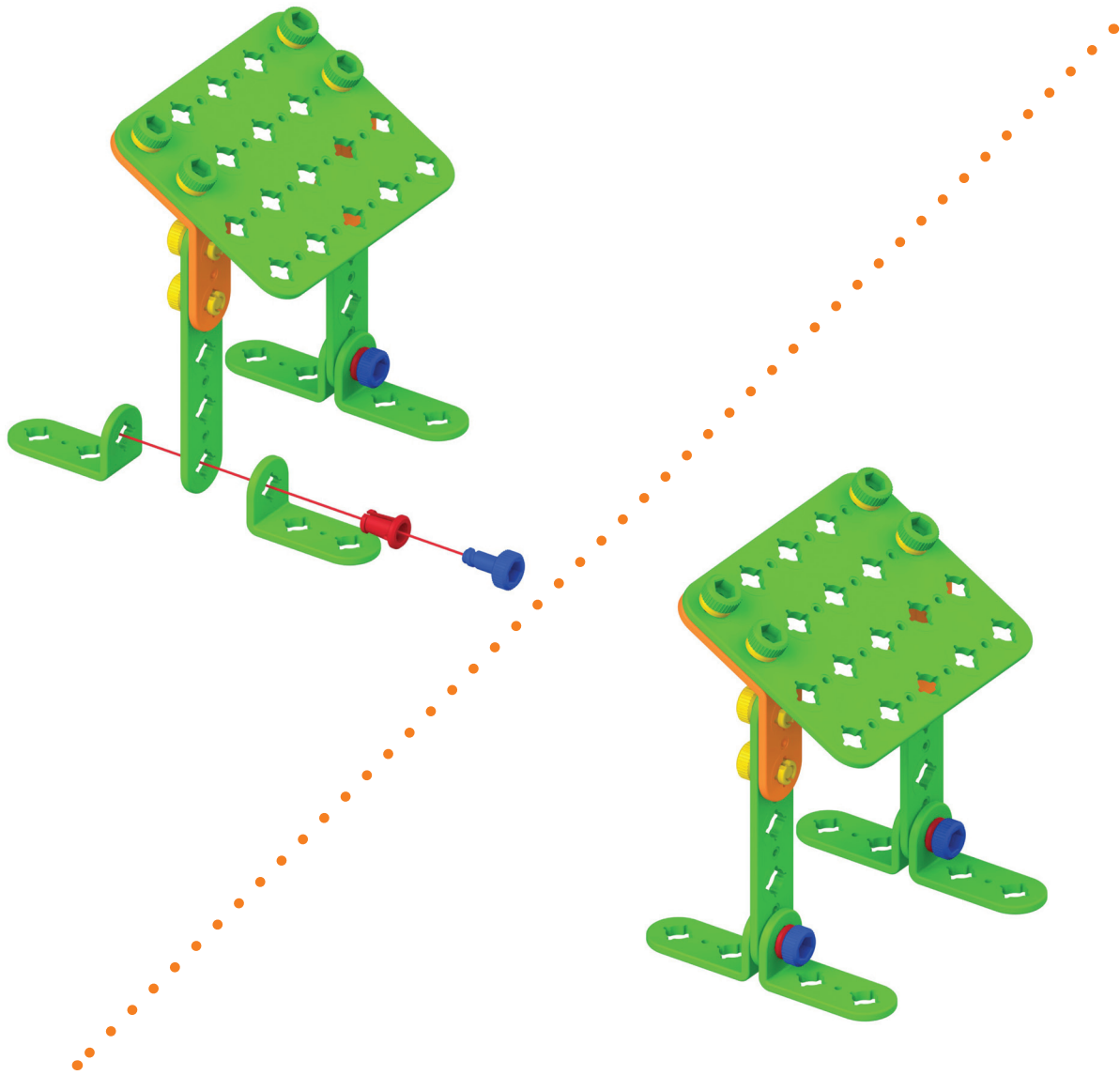
x2

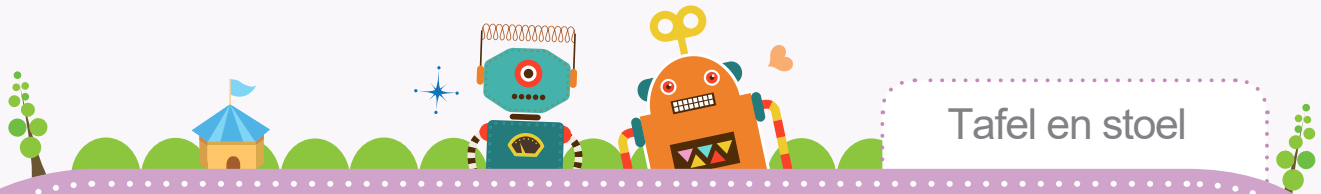


x1

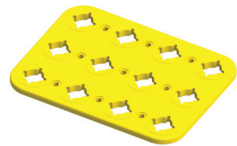


x1





Onderdeel



x1



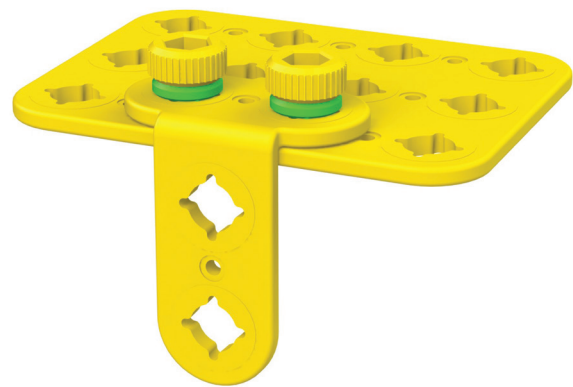
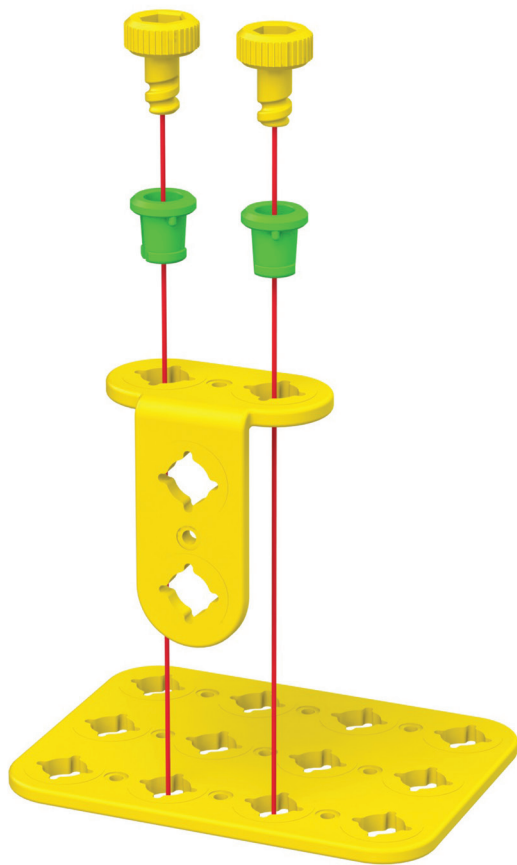
x1

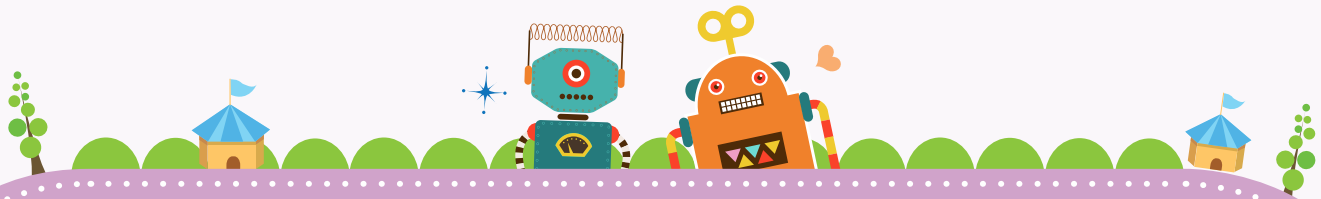


x2



x2





8

Onderdeel



x2

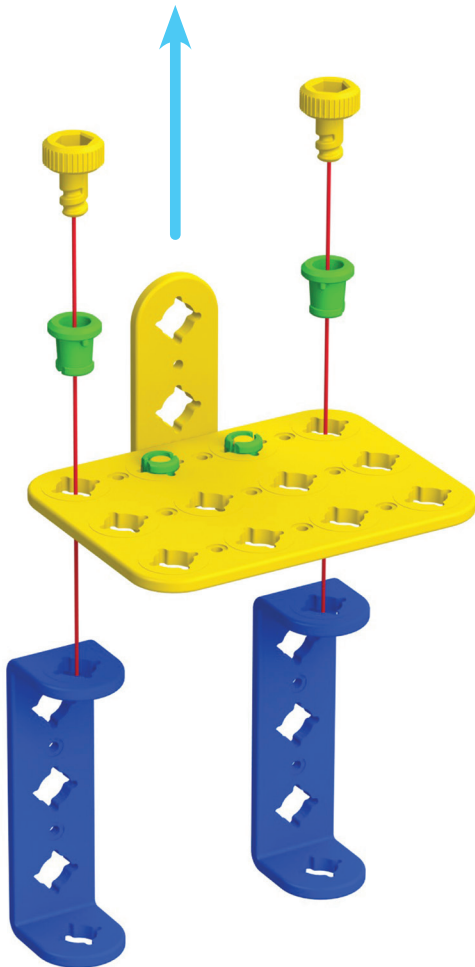


x2

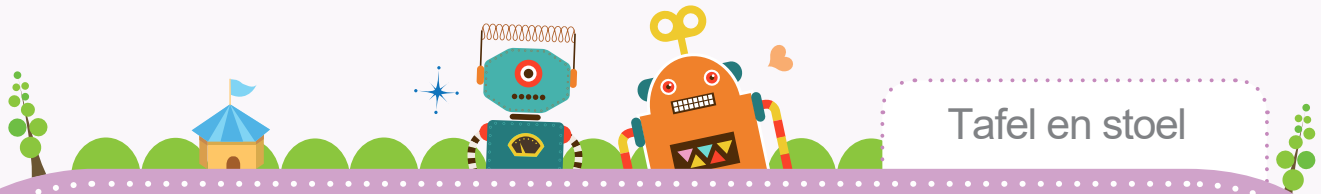


x2

Vooranzicht







9 Onderdeel



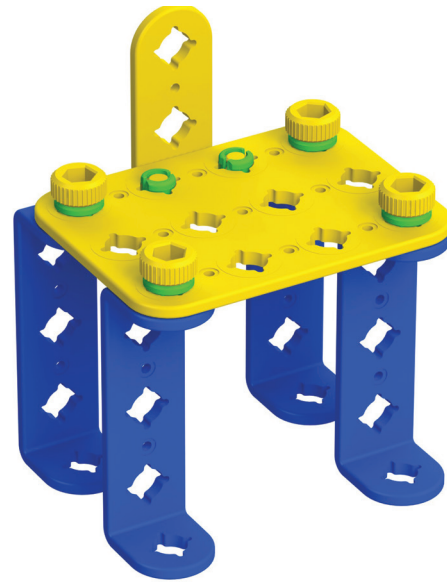
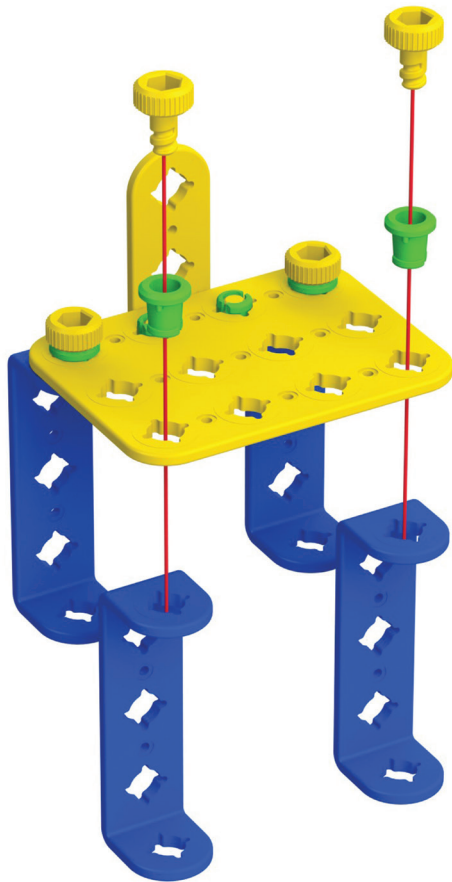
x2

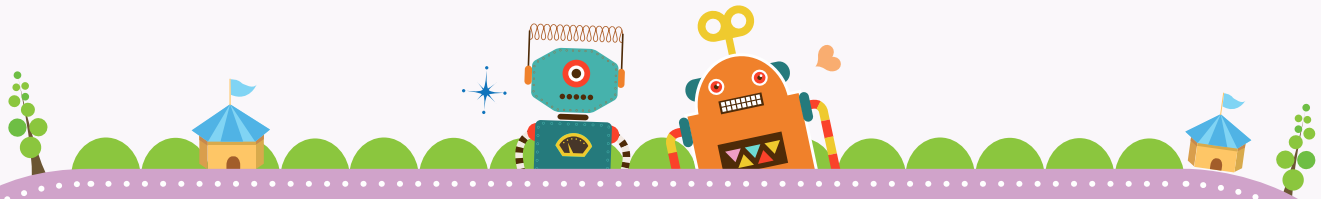


x2

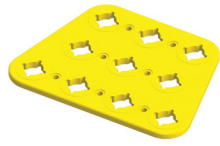


x2





10 Onderdeel



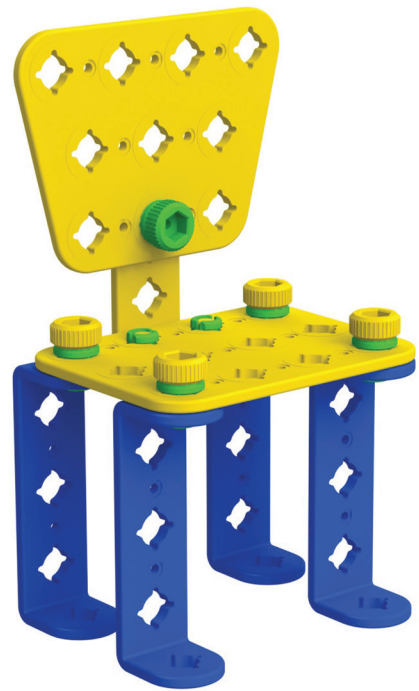
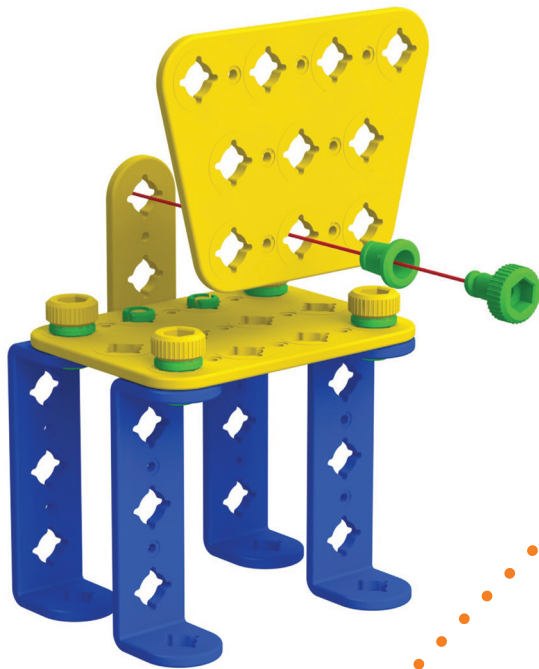
x1

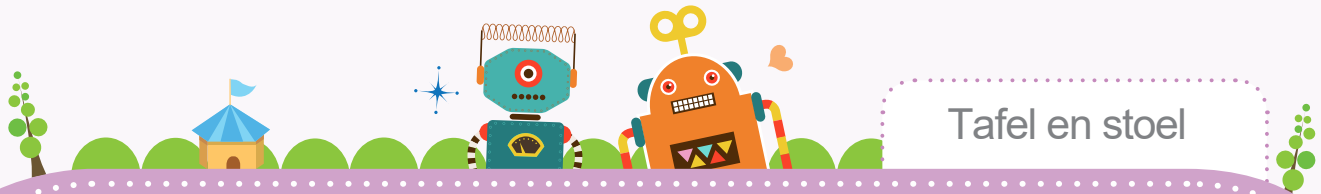


x1



x1





11 Onderdeel



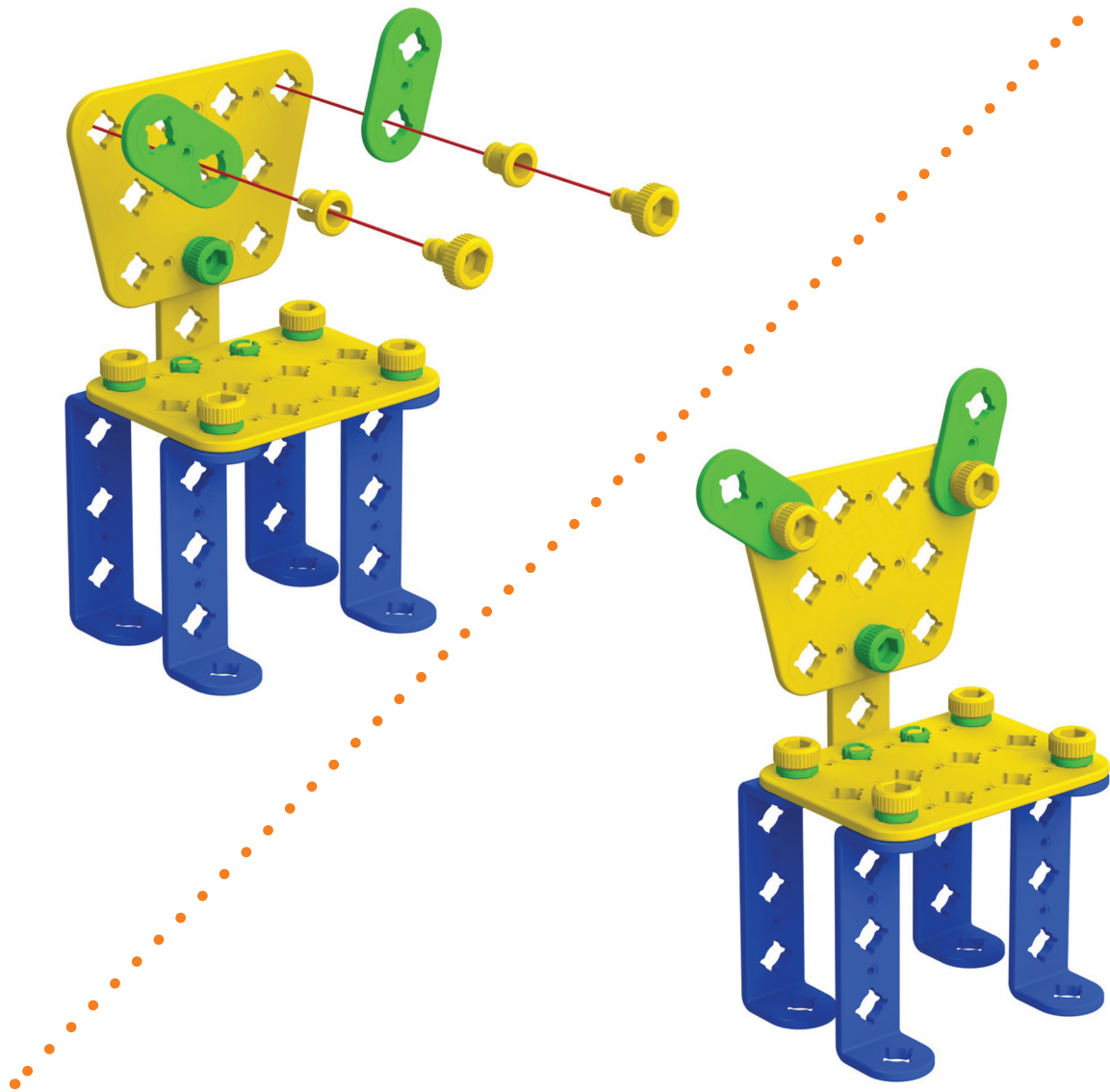
x2

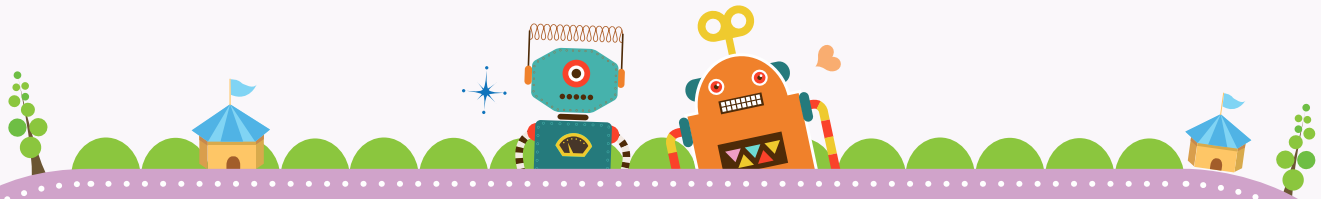


x2

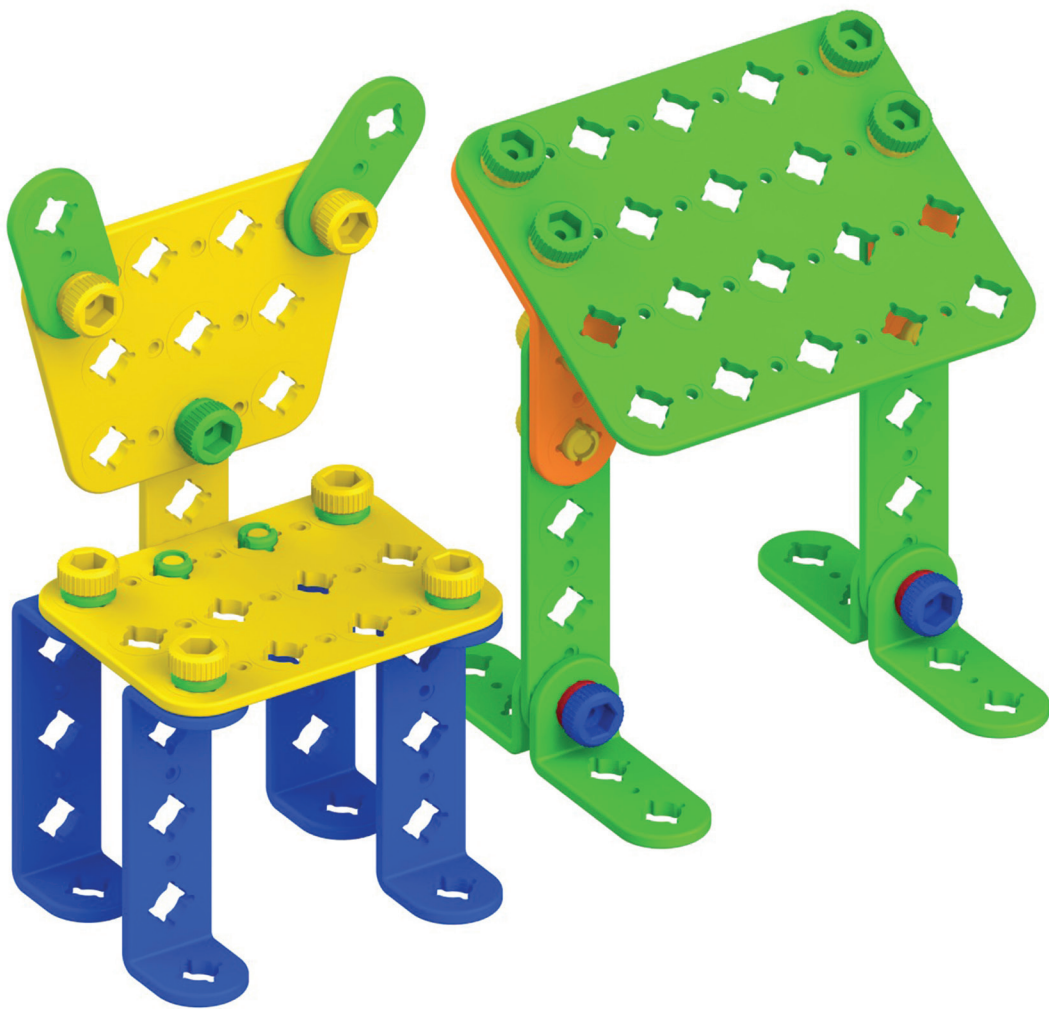


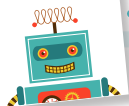
x2



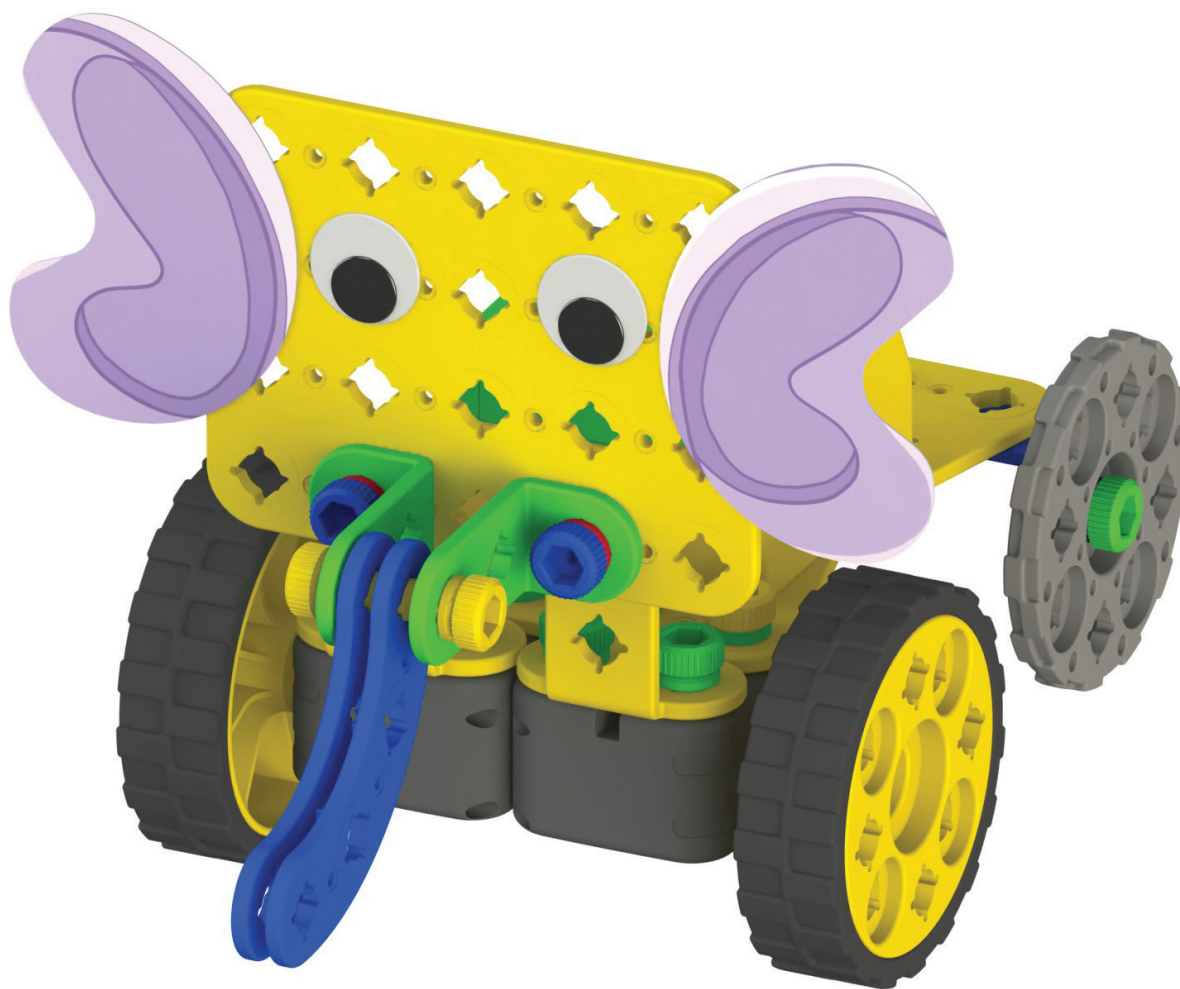


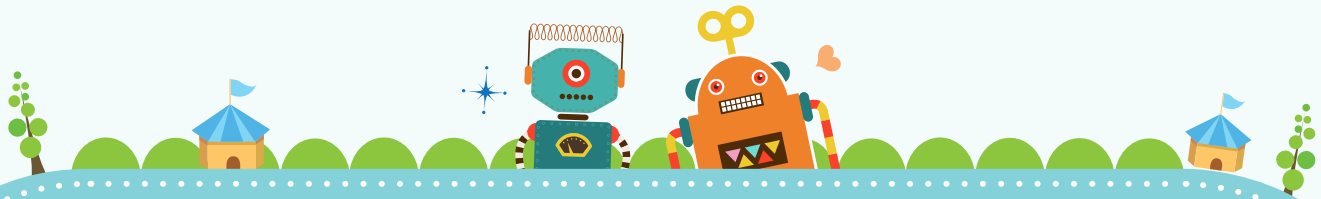
Klaar



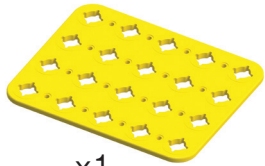


# Een ritje in de schoolbus!





Onderdeel



x1



x2



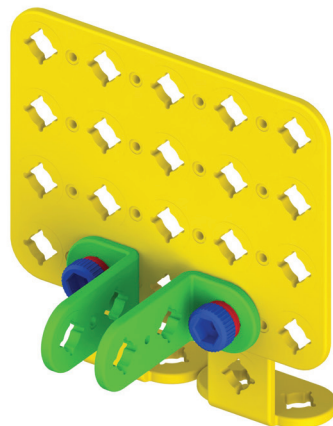
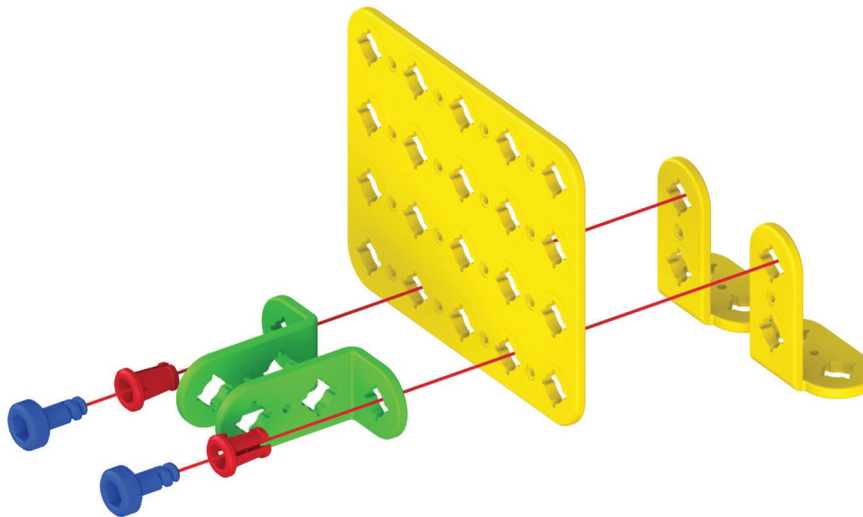
x2

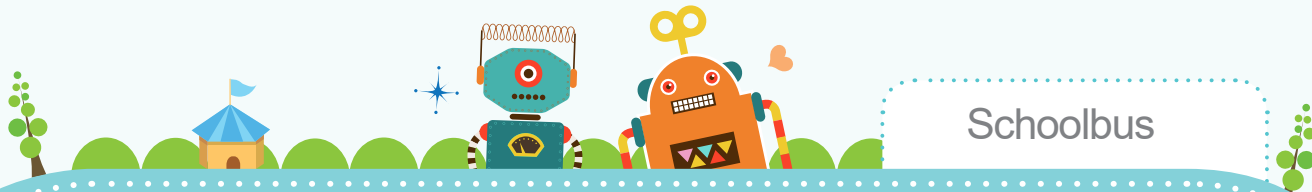


x2



x2





2 Onderdeel



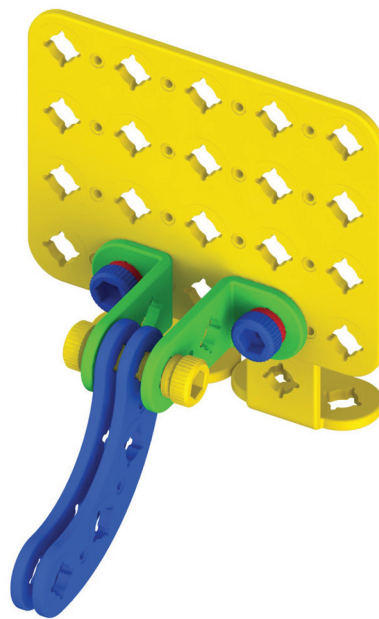
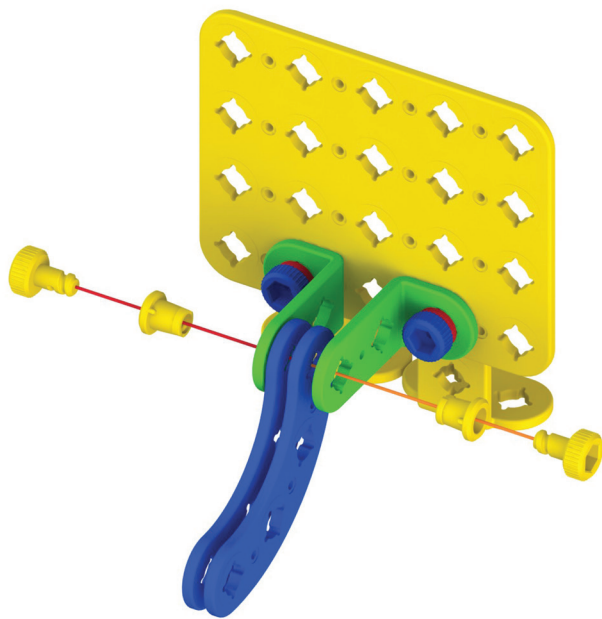
x2

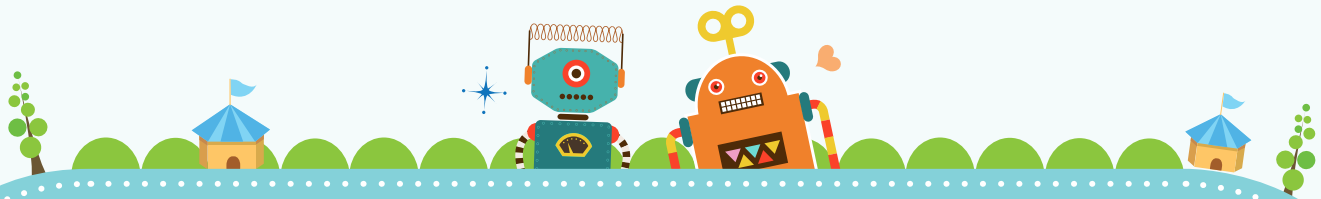


x2



x2





3 Onderdeel



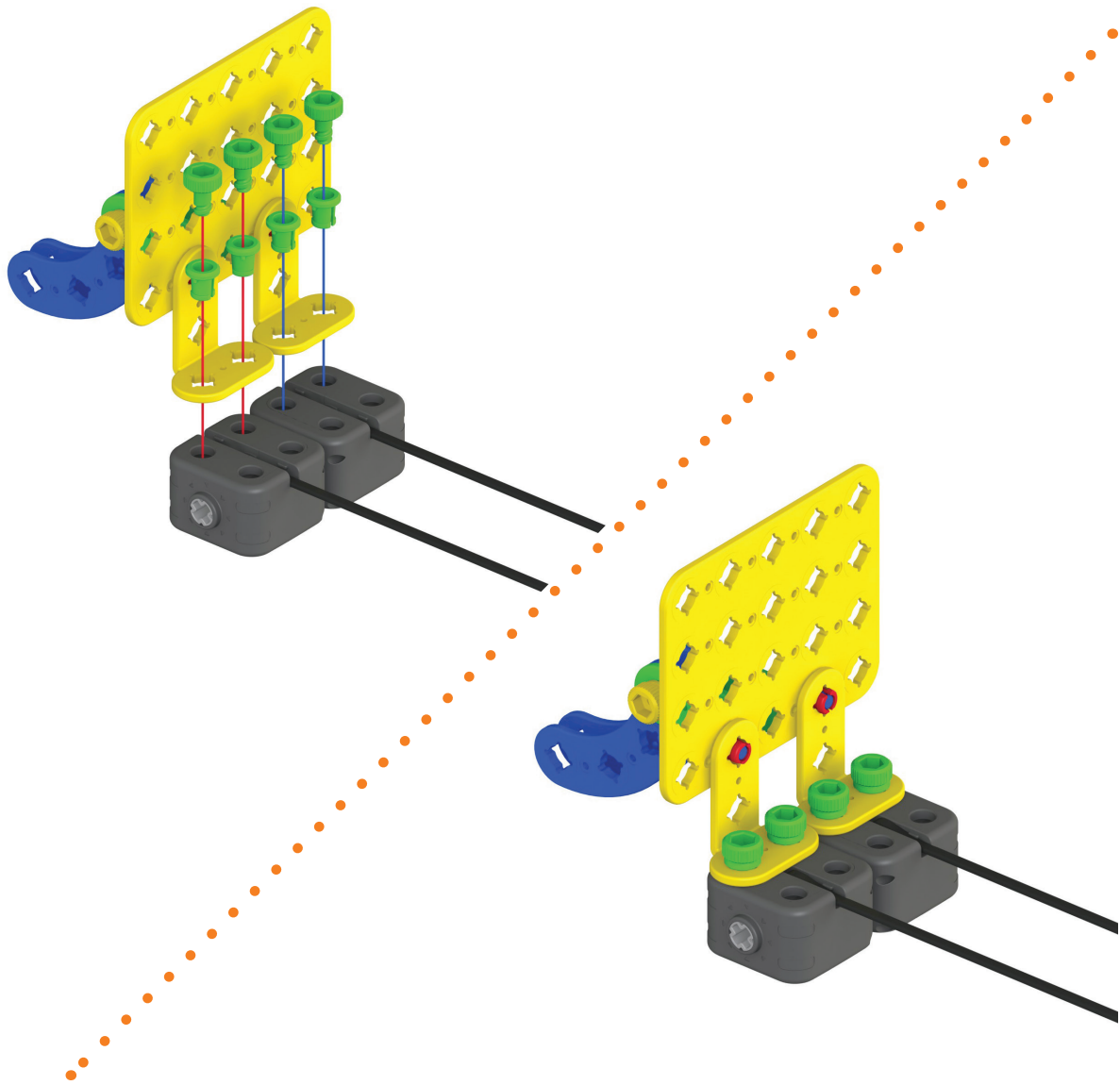
x2



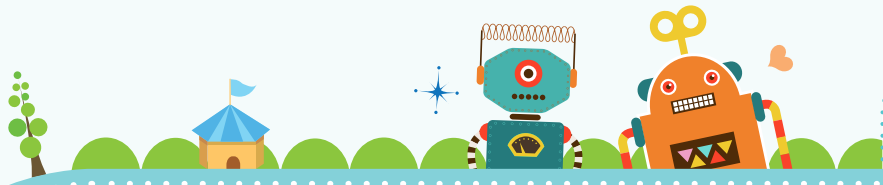
x4



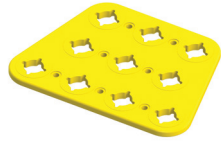
x4







Onderdeel



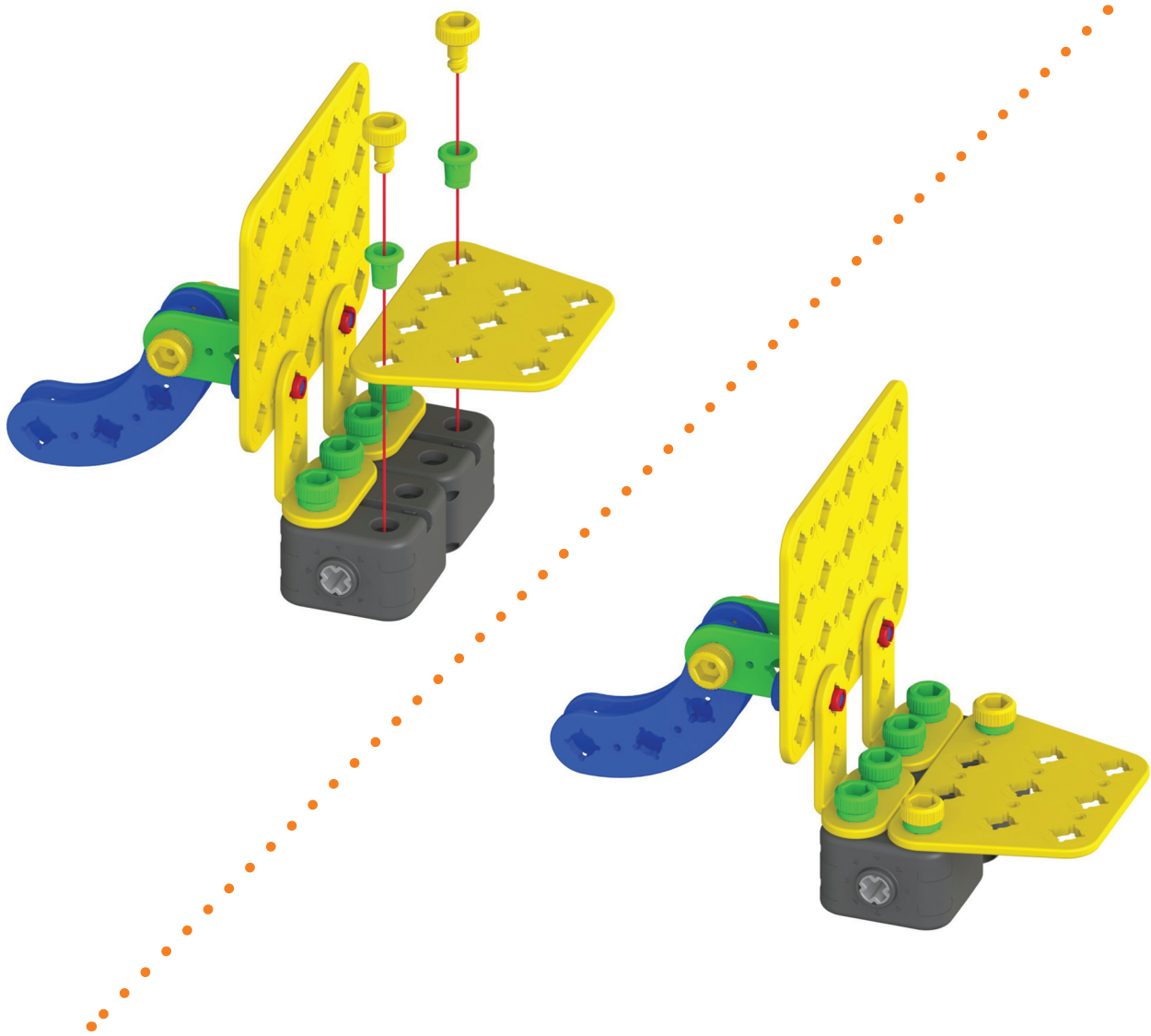
x1

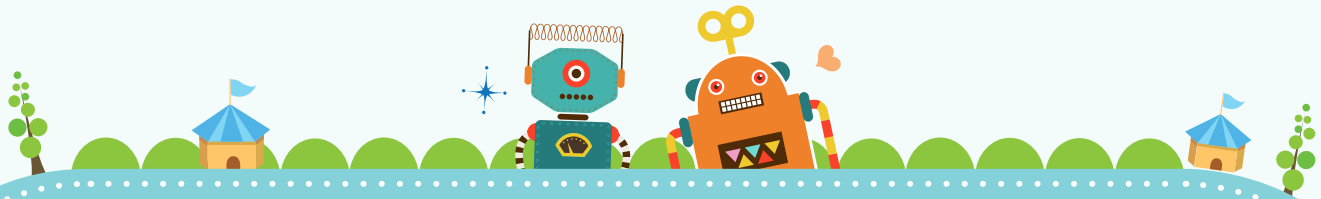


x2



x2





**5** Onderdeel



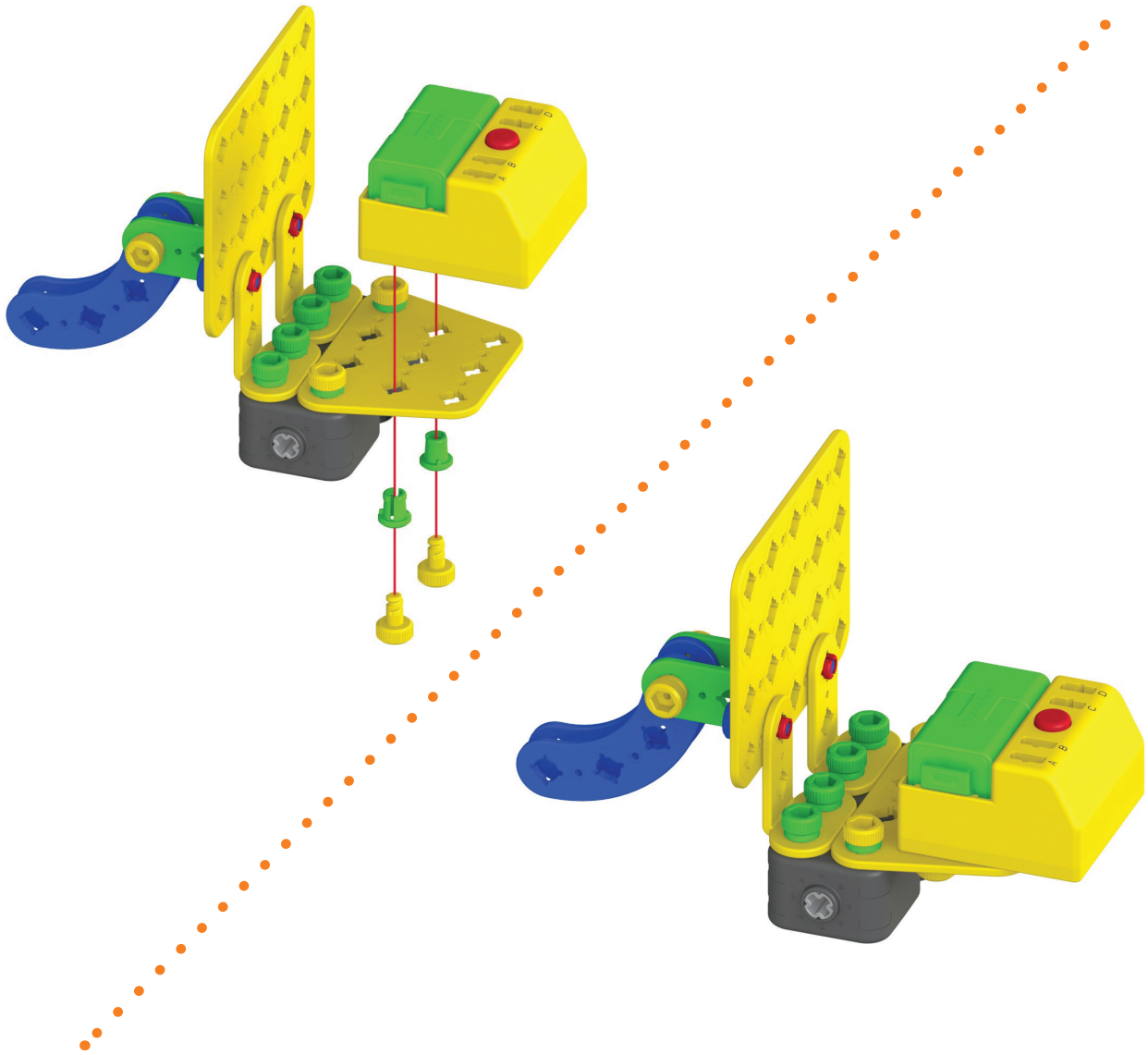
x1

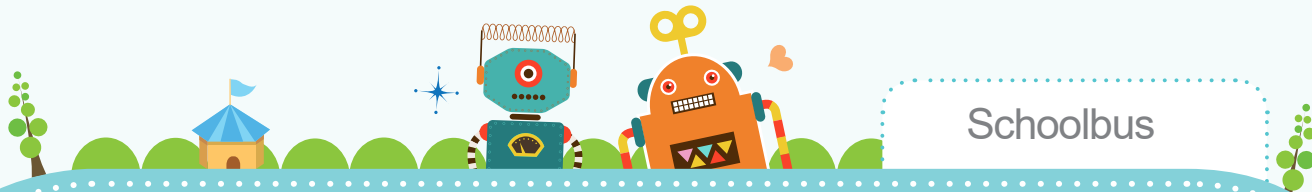


x2



x2





**6** Onderdeel



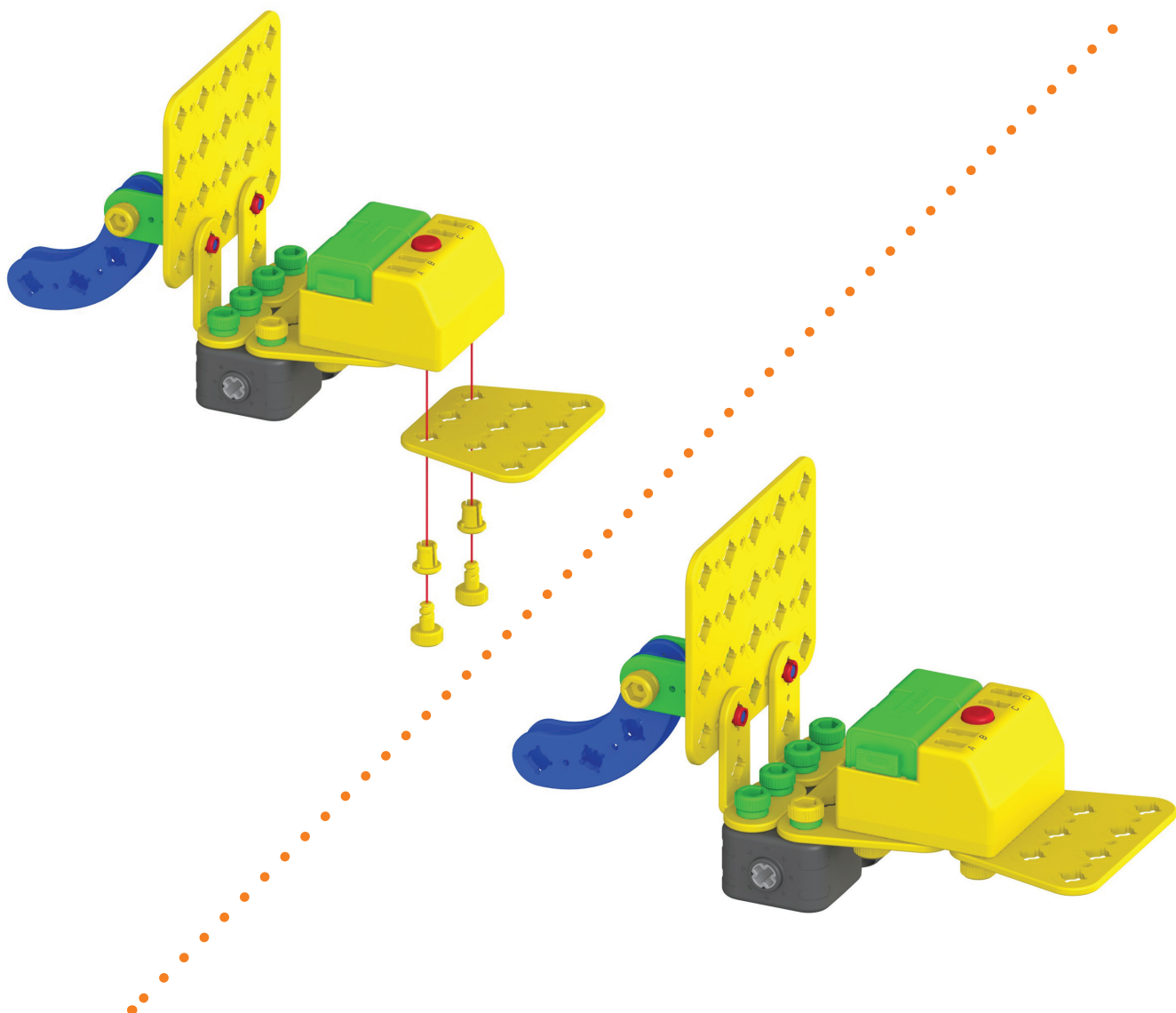
x1

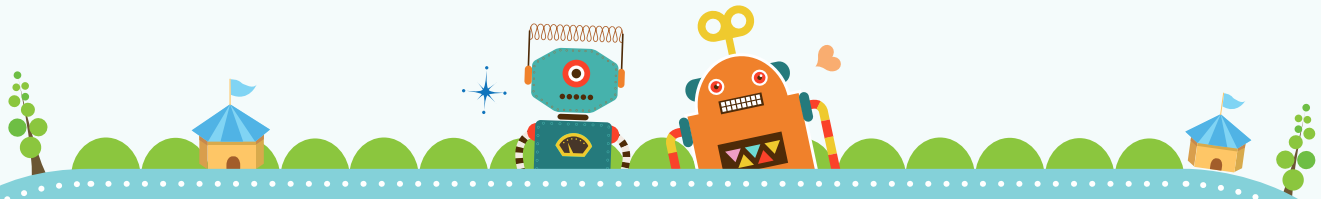


x2

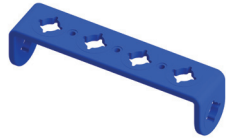


x2





Onderdeel



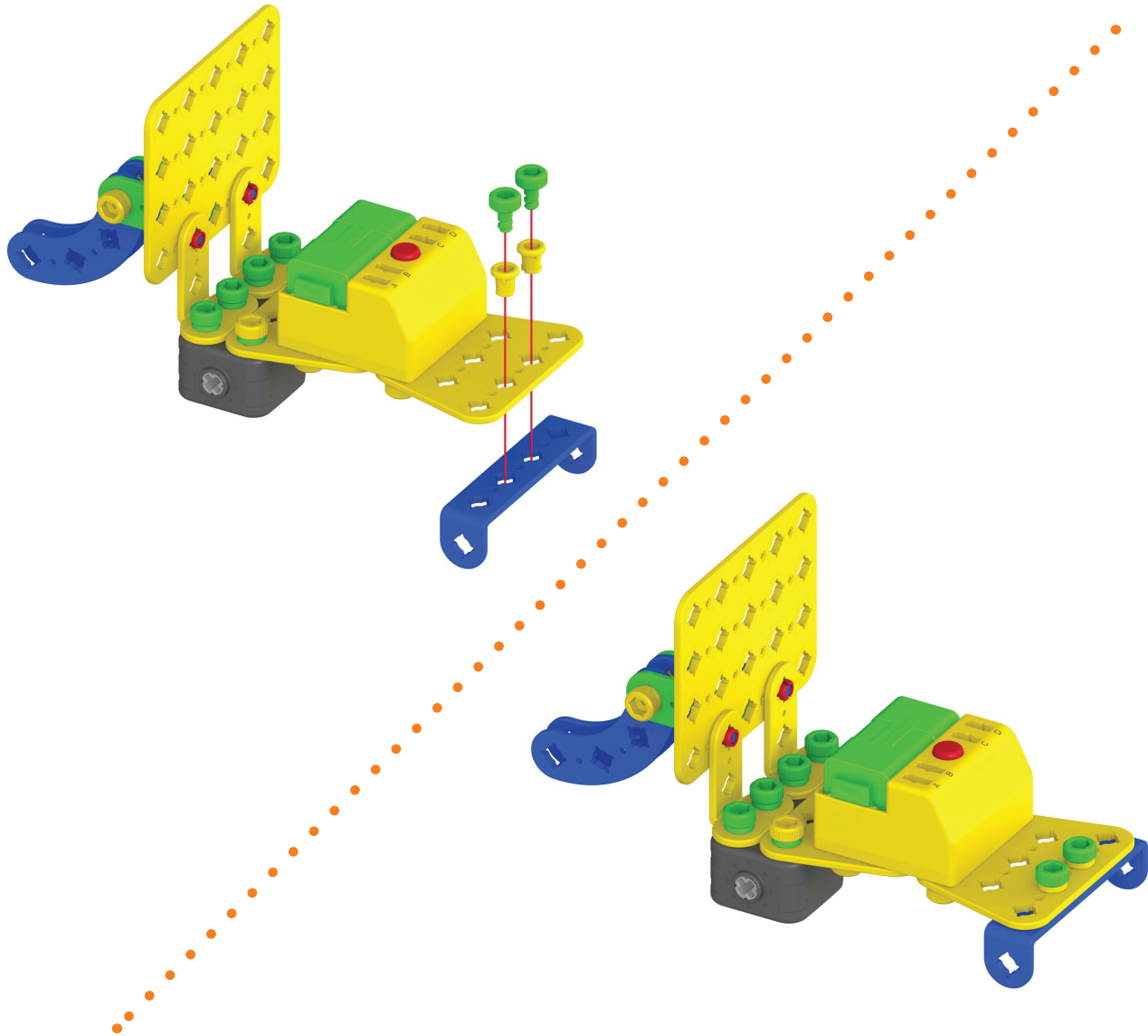
x1

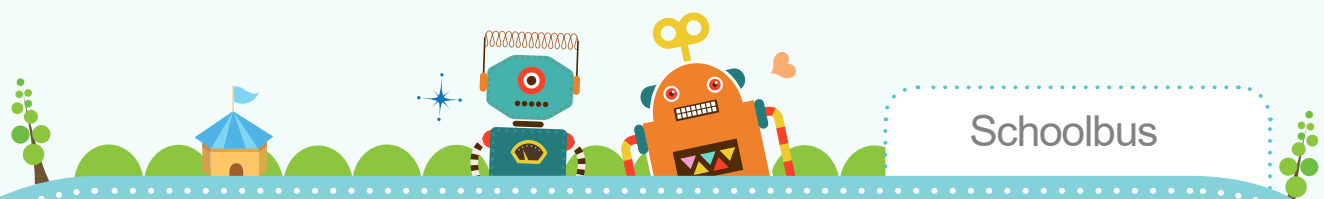


x2

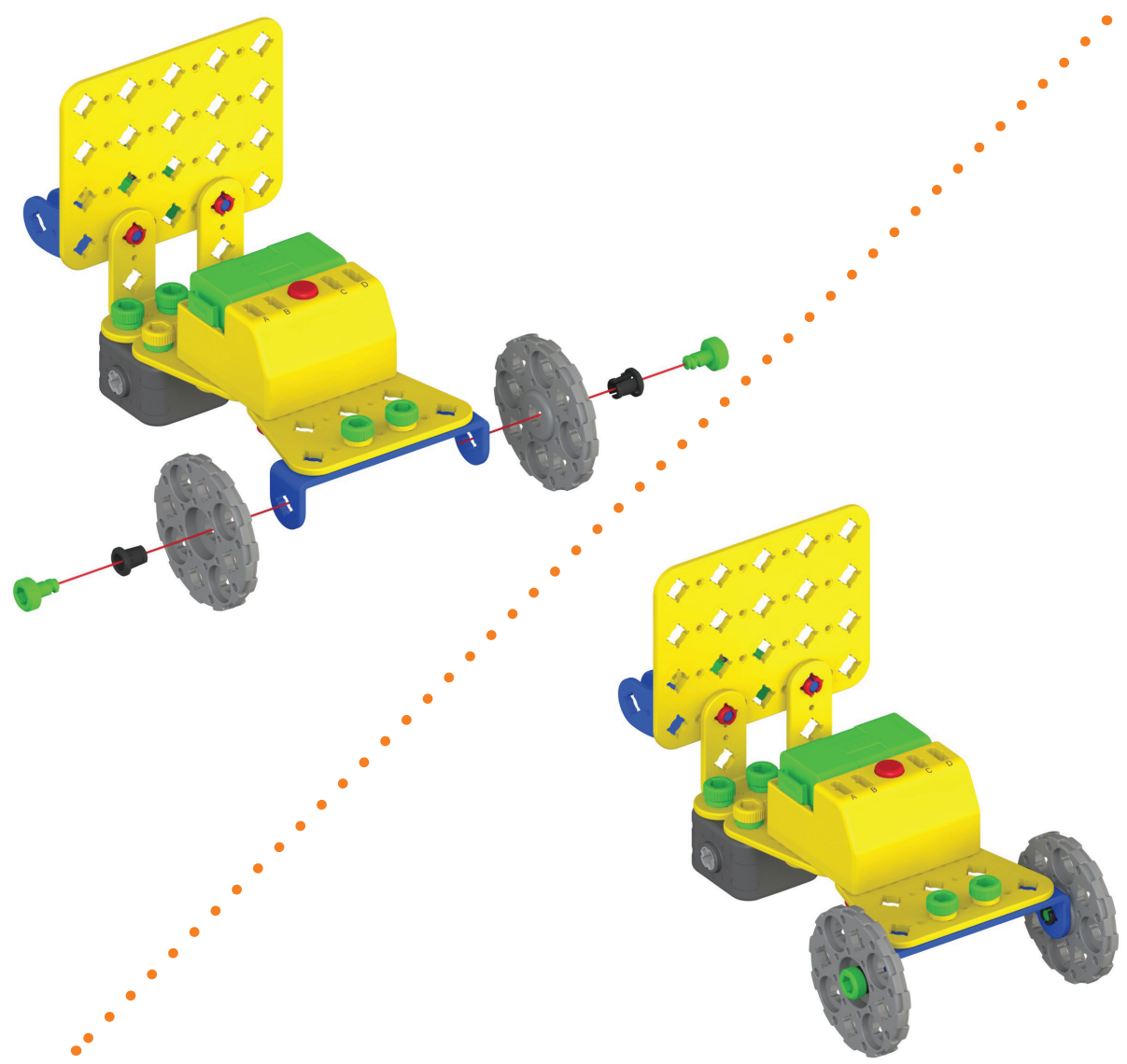
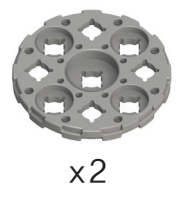


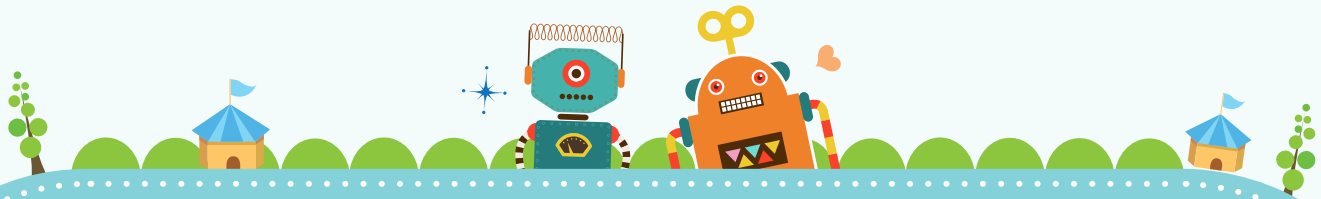
x2





8 Onderdeel

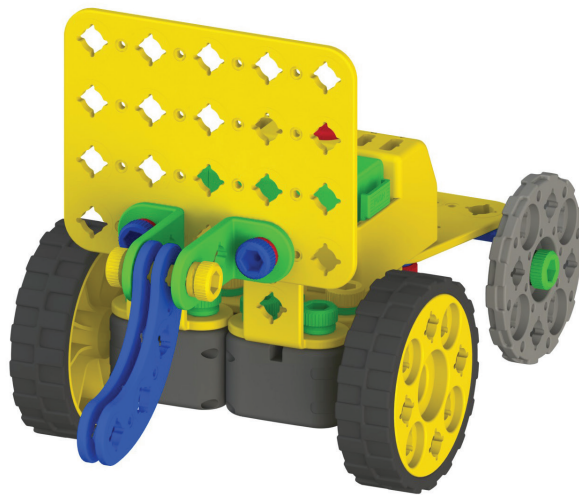
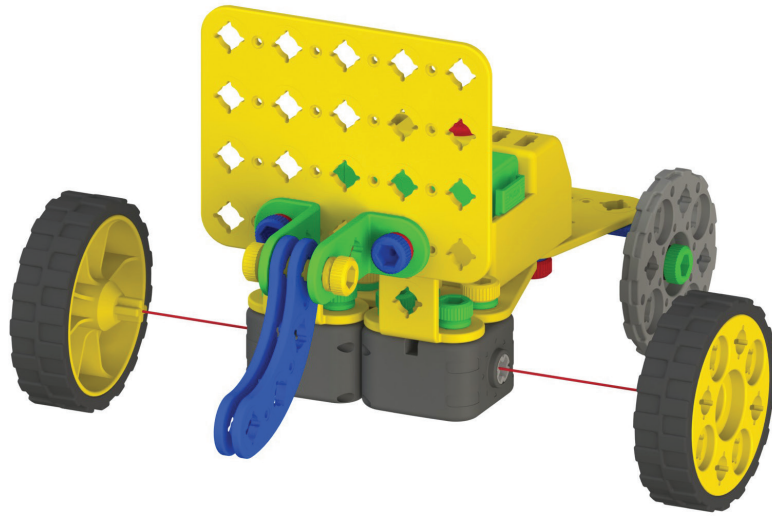


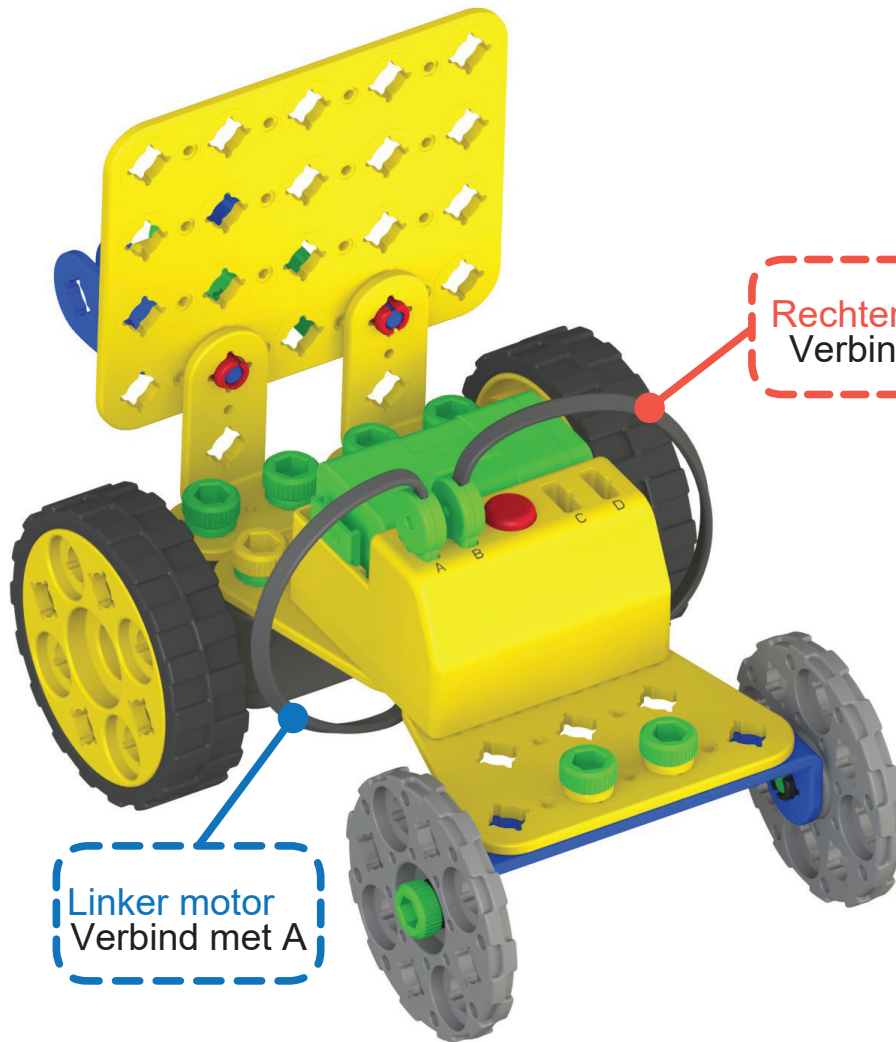


9 Onderdeel



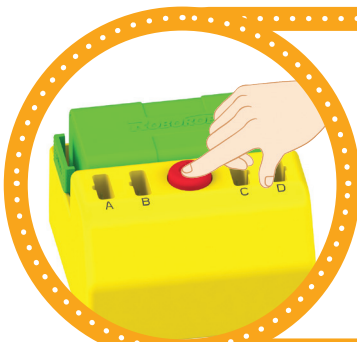
x2



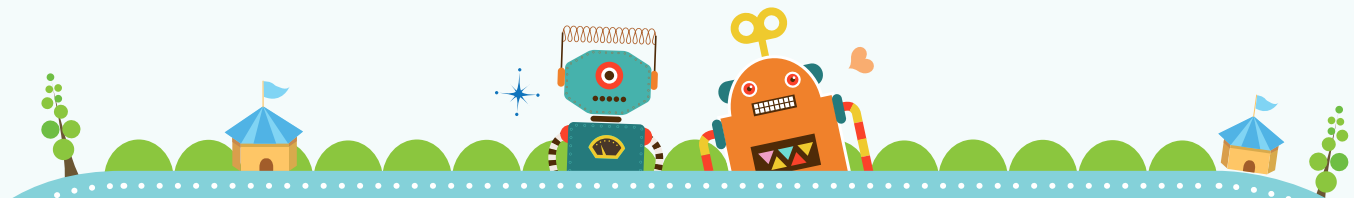


Linker motor  
Verbind met A

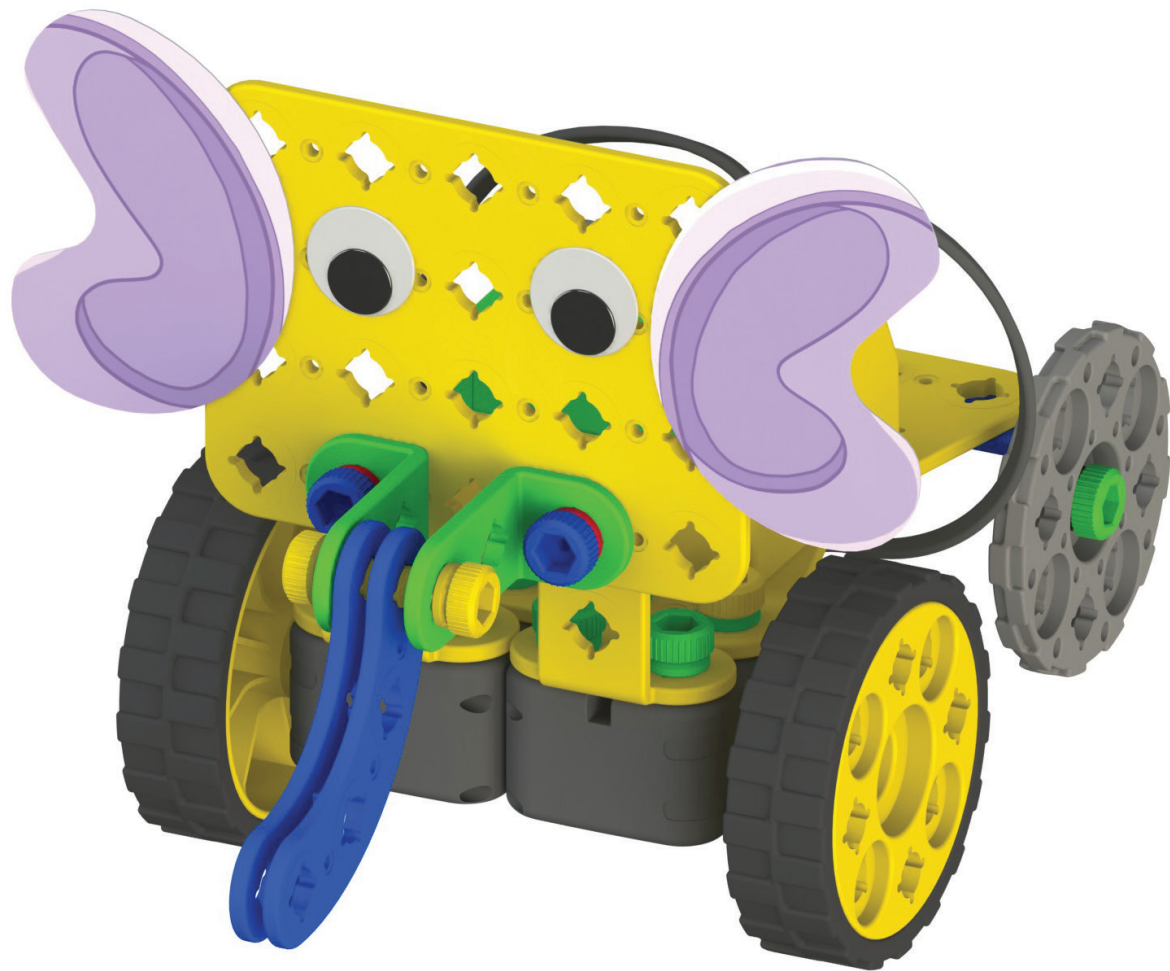
Rechter motor  
Verbind met B



- Druk op de knop om de bus vooruit te laten rijden.
- Verwissel de aansluiting van A en B om de bus achteruit te laten rijden.



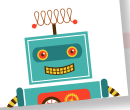
Laten we de bus mooier maken! (P.152)





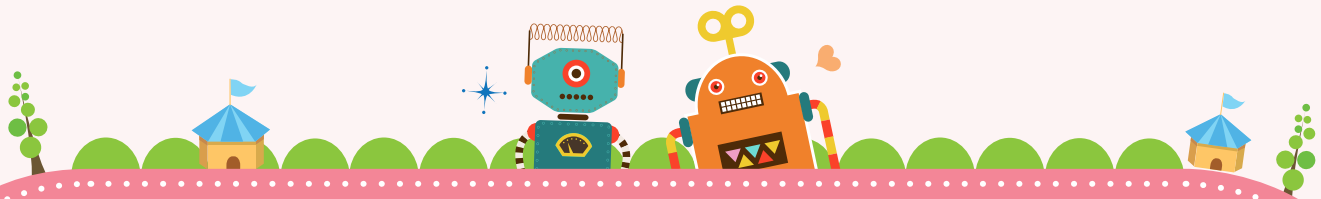
Fotolijstje

5

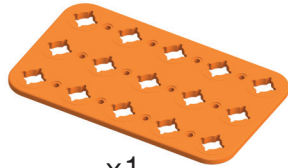


Een fotolijstje maken!

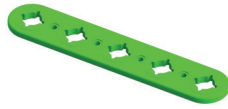




Onderdeel



x1



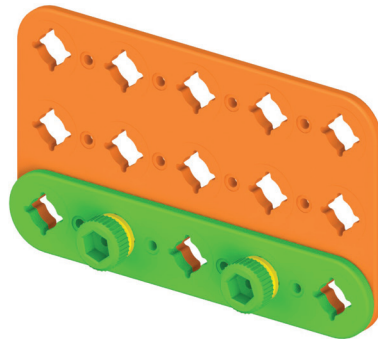
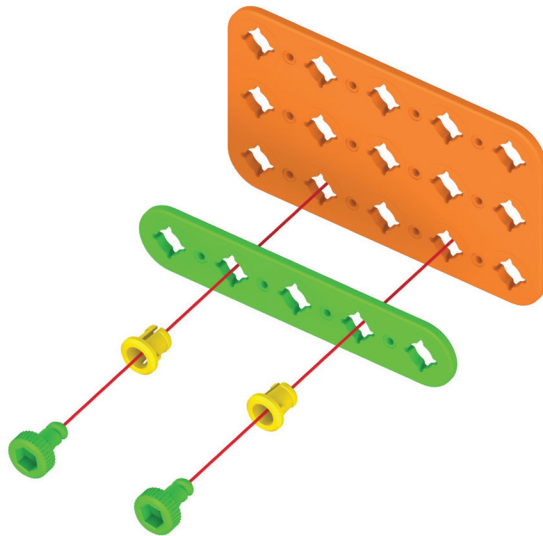
x1

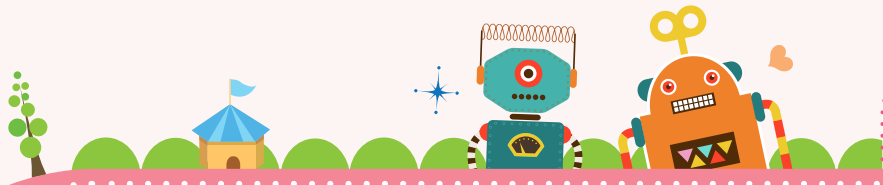


x2



x2



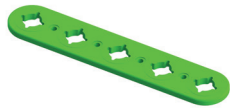


2

Onderdeel



x1



x1



x1



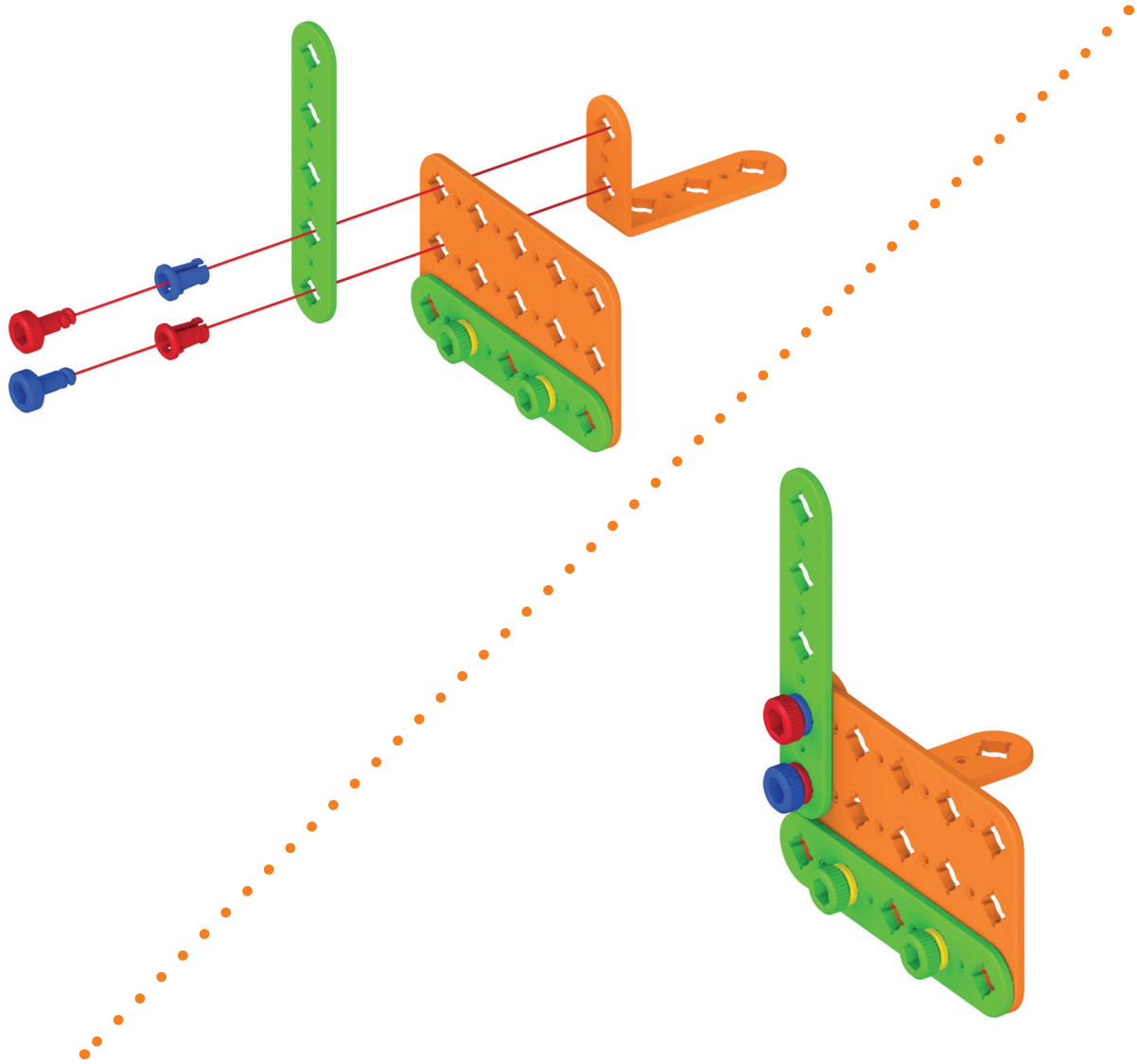
x1

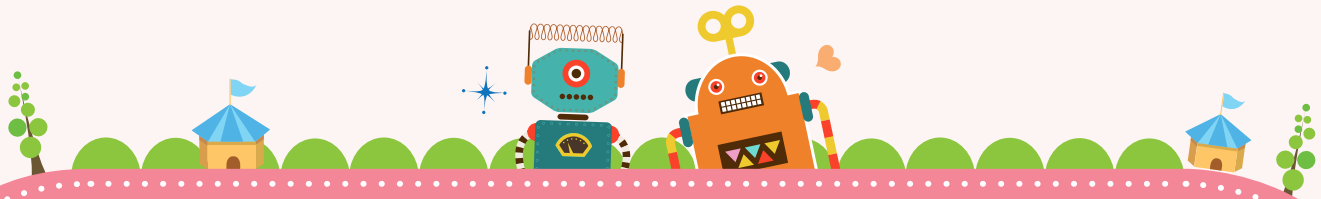


x1



x1

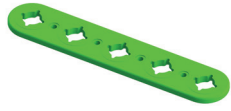




3 Onderdeel



x1



x1



x1



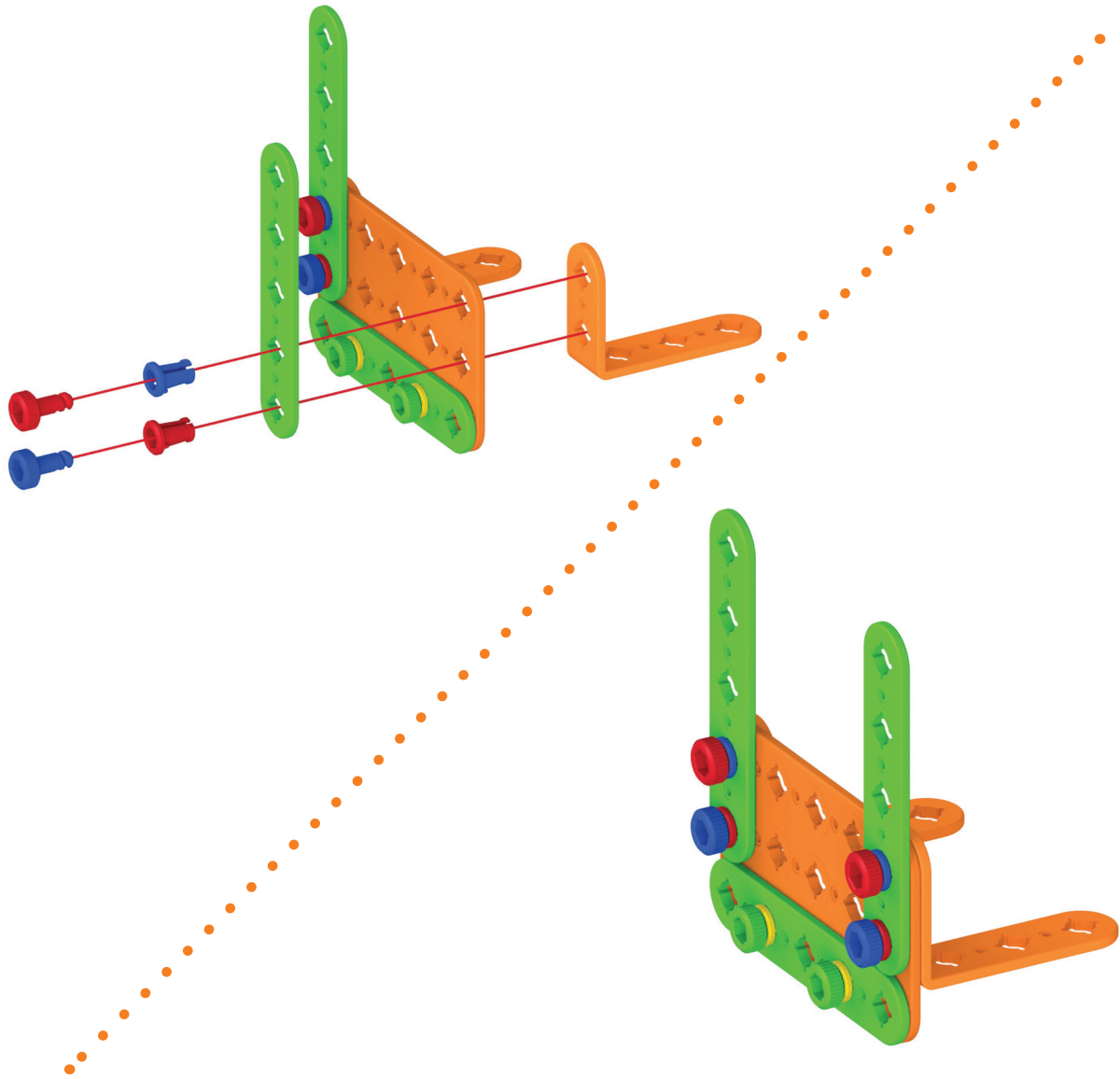
x1

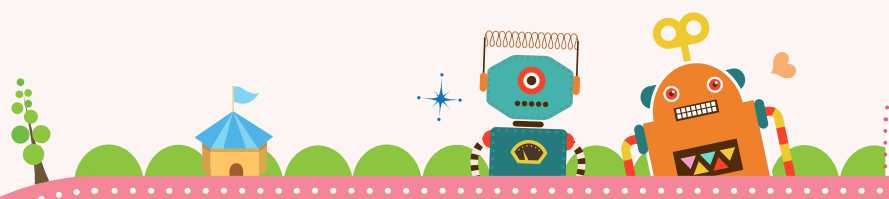


x1

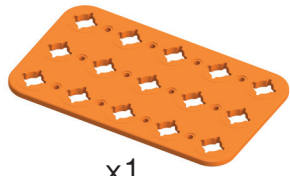


x1





4 Onderdeel



x1



x1



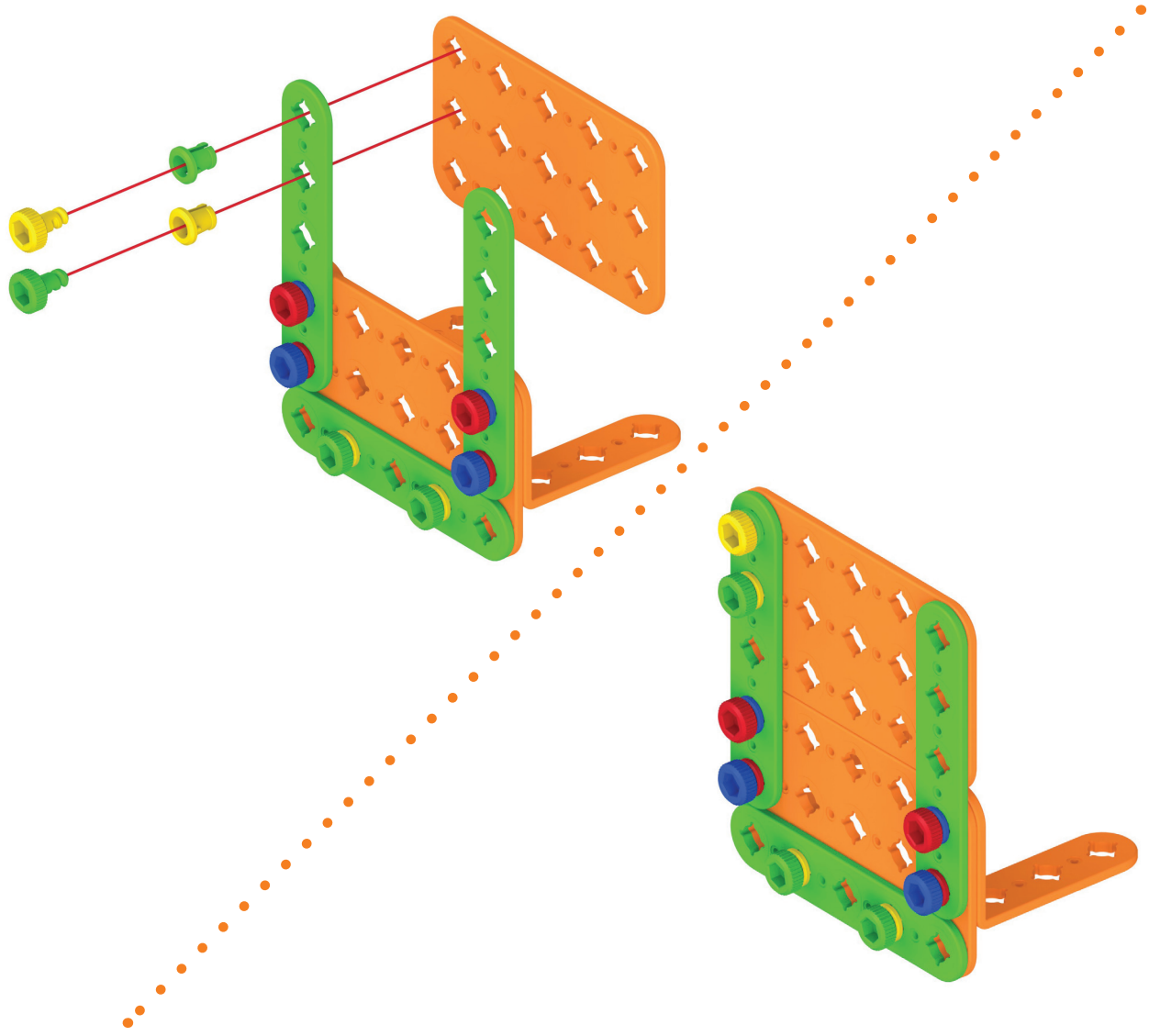
x1

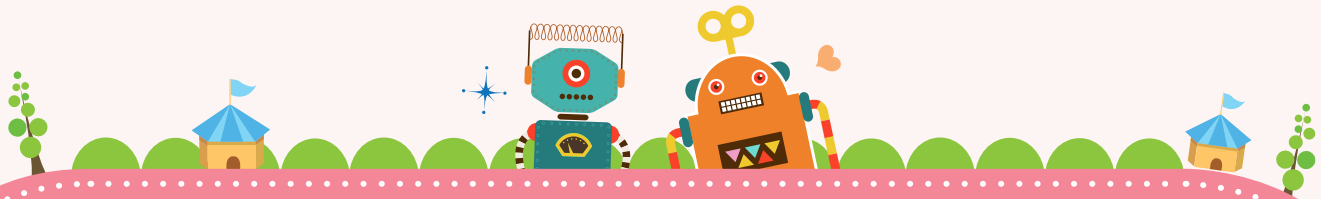


x1



x1





5 Onderdeel



x1



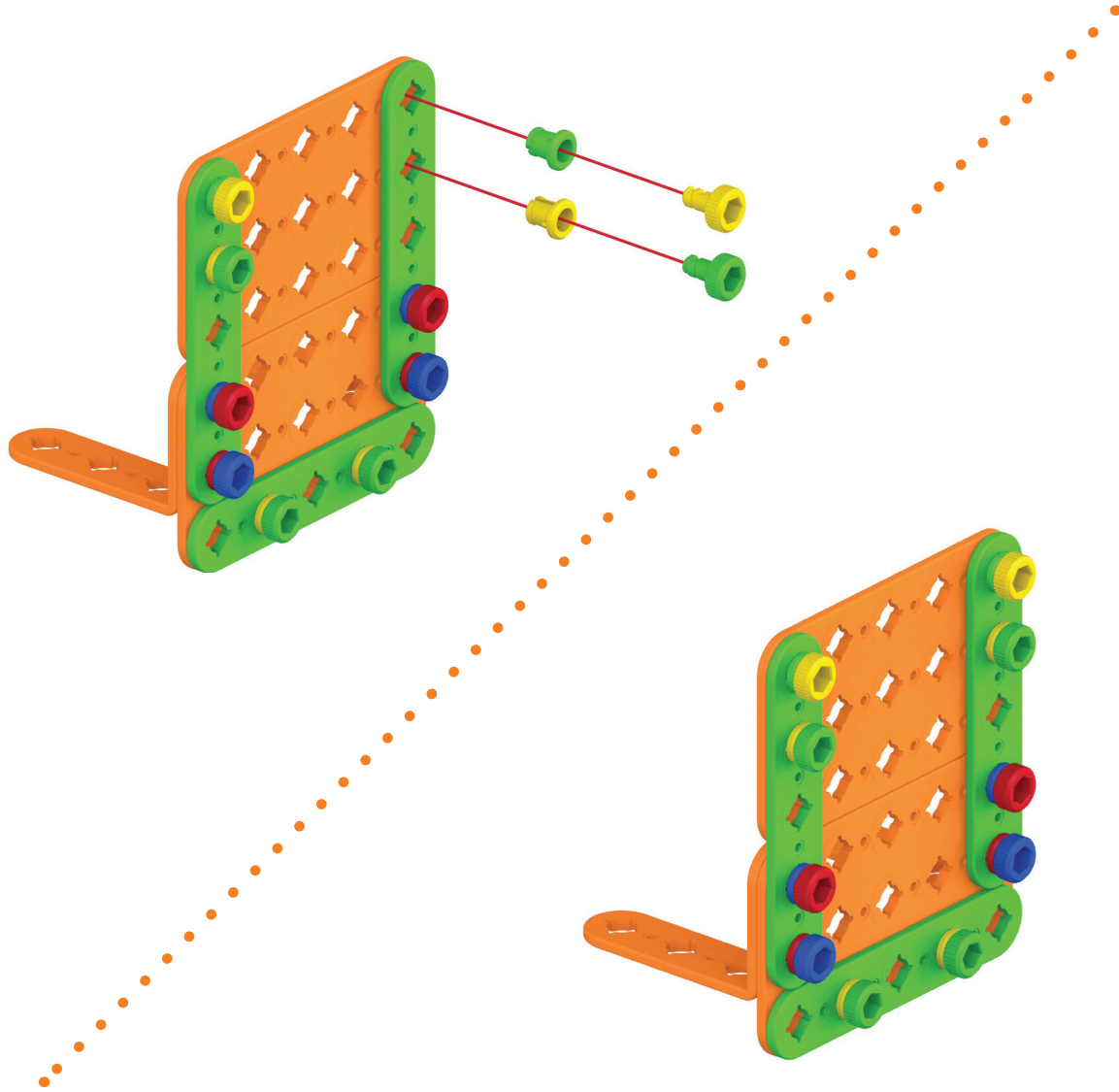
x1

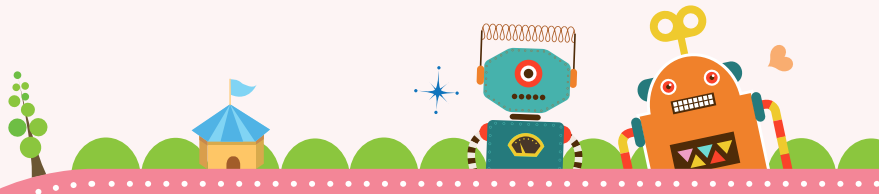


x1



x1



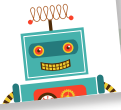


Schuif er een mooie foto in!

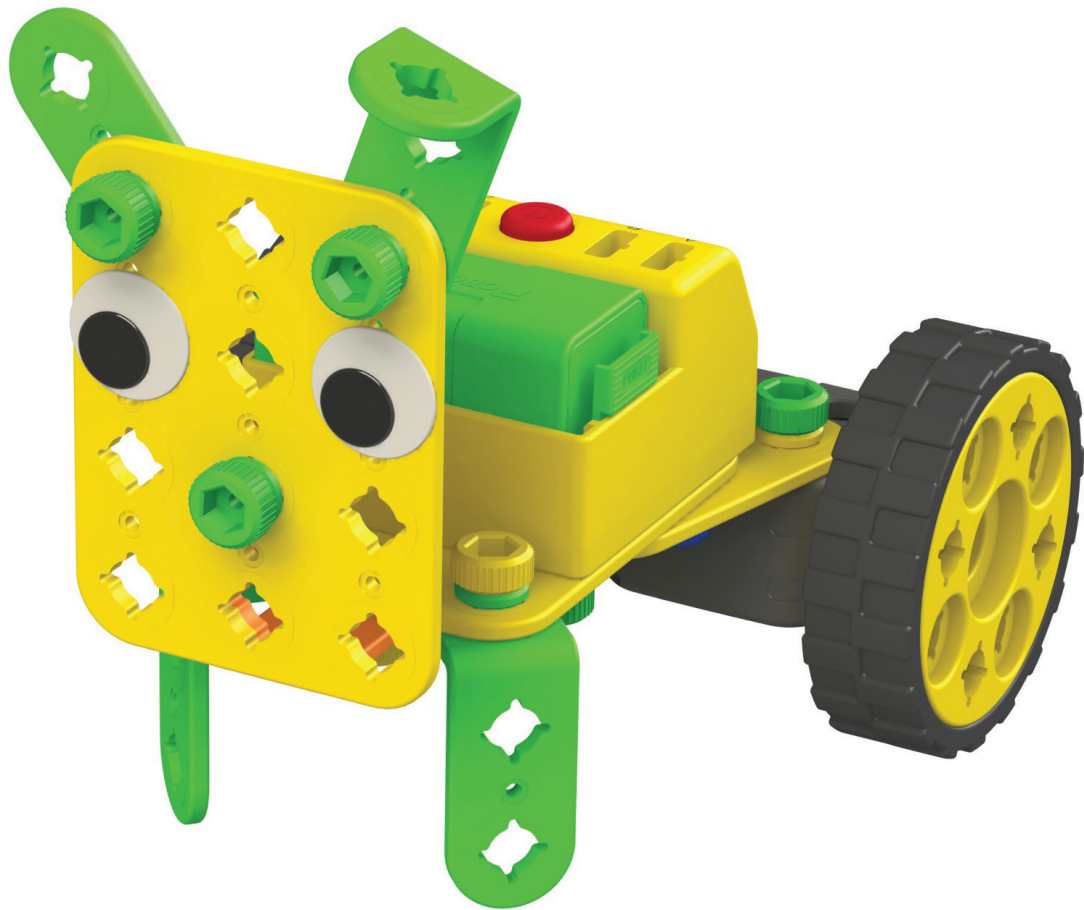


Puppy

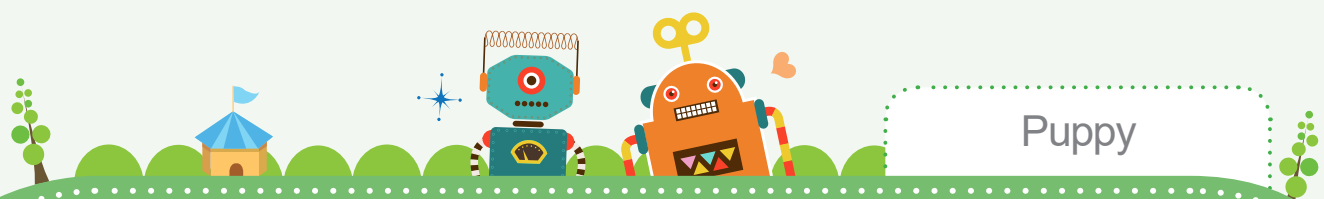
6



Ontmoet je nieuwe puppy!

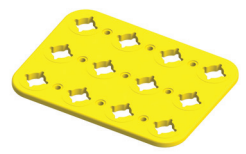






Puppy

1 Onderdeel



x1



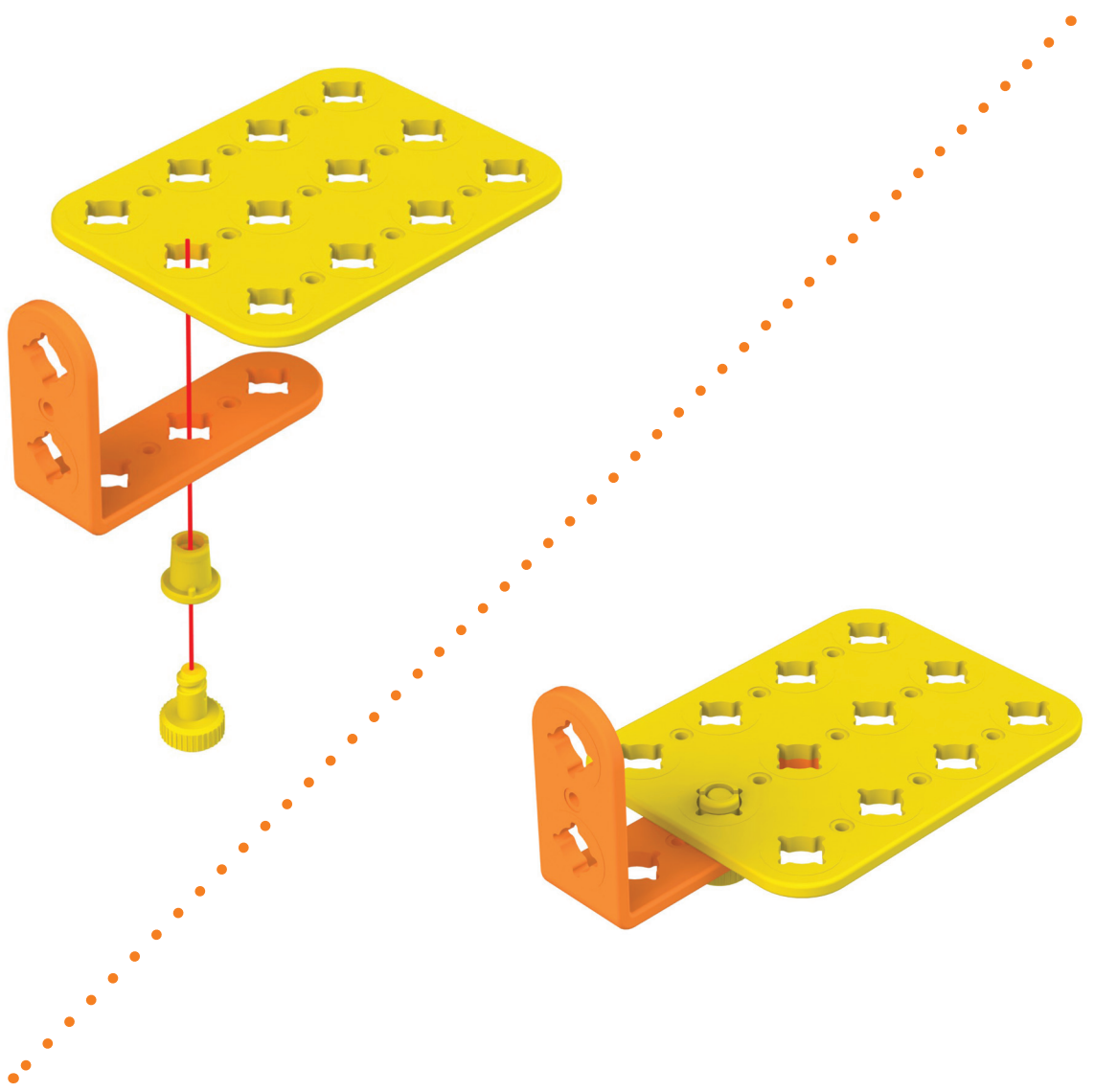
x1

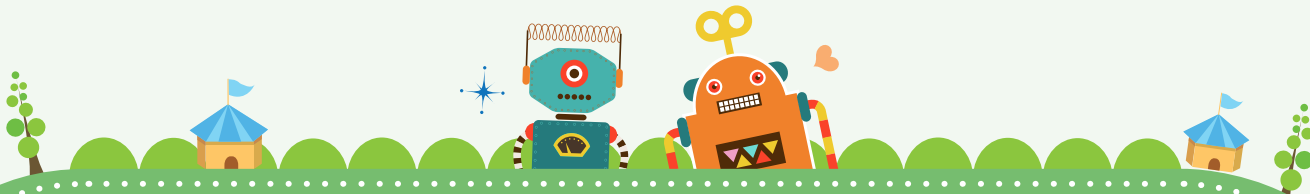


x1



x1





2

Onderdeel



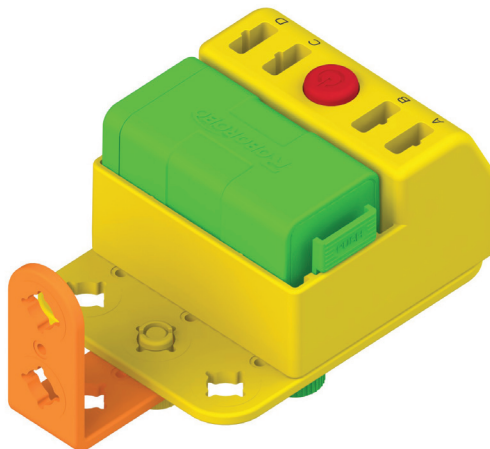
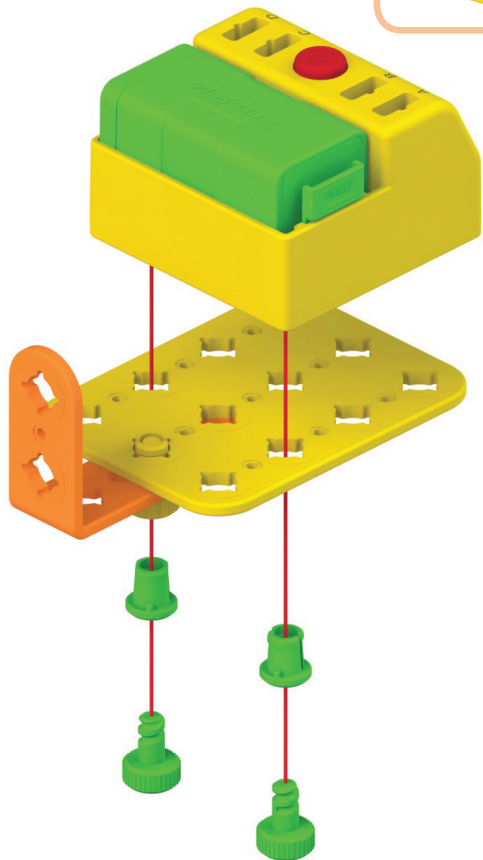
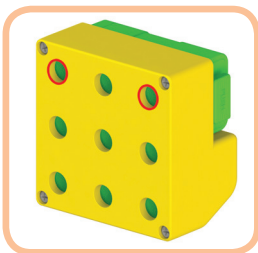
x1

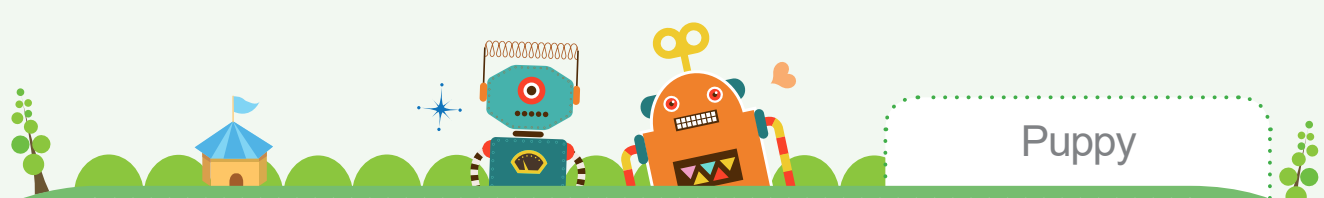


x2



x2





Puppy

3 Onderdeel



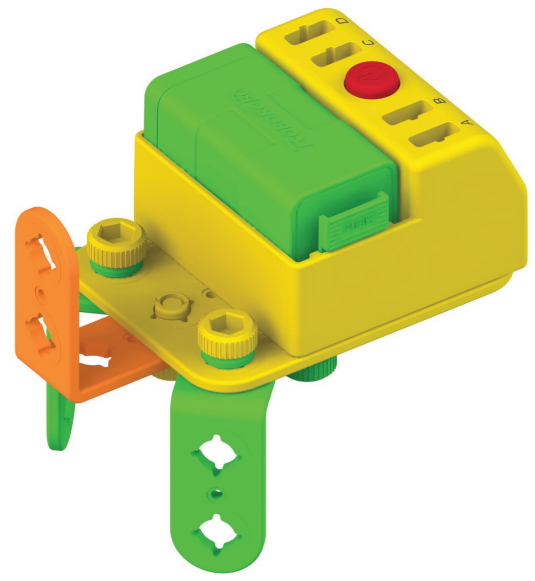
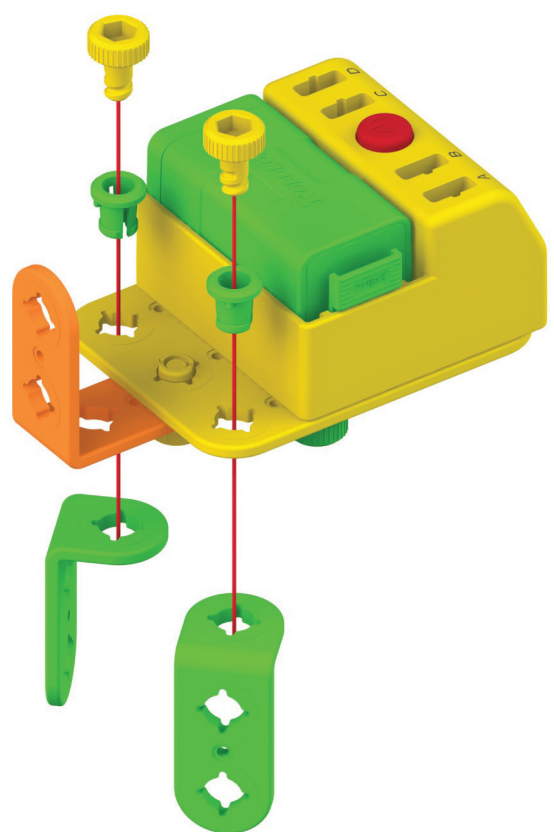
x2

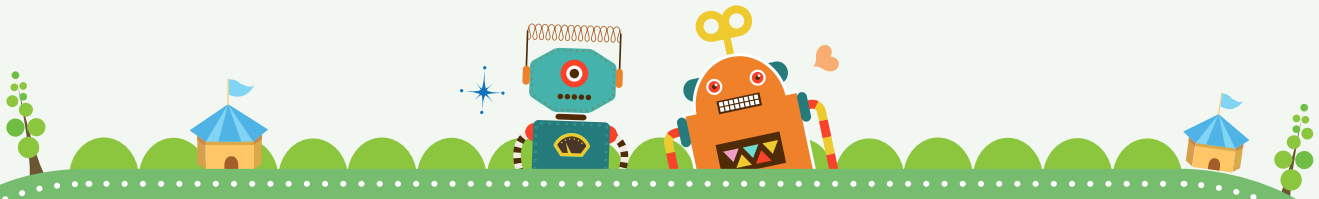


x2

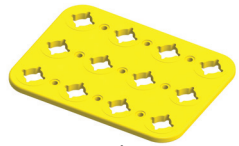


x2





4 Onderdeel



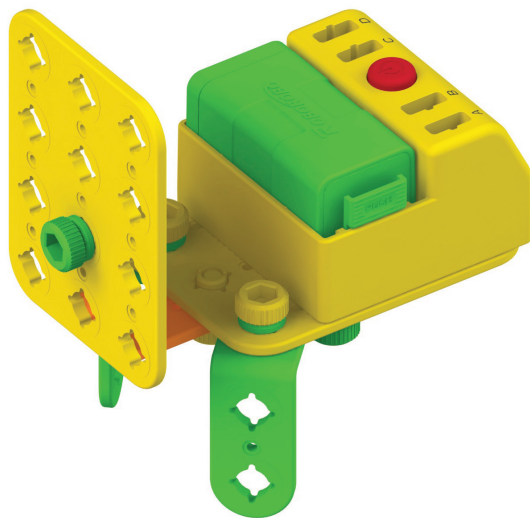
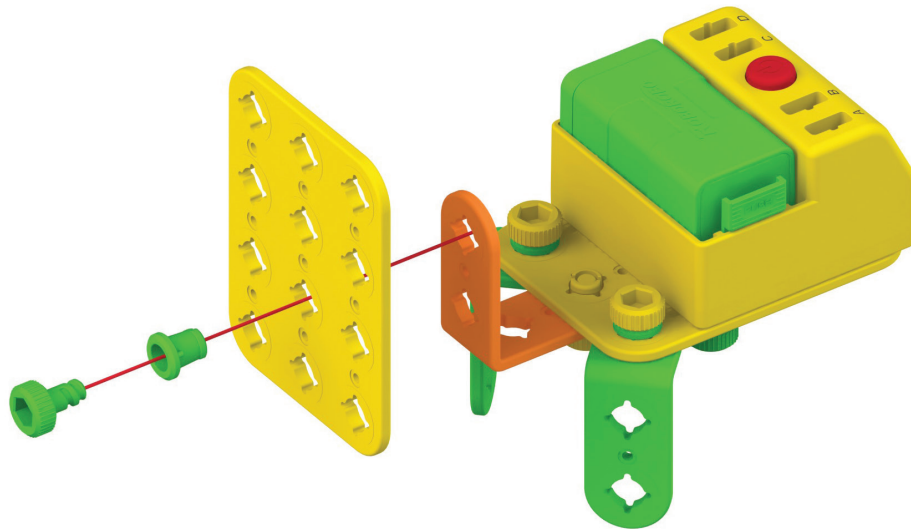
x1

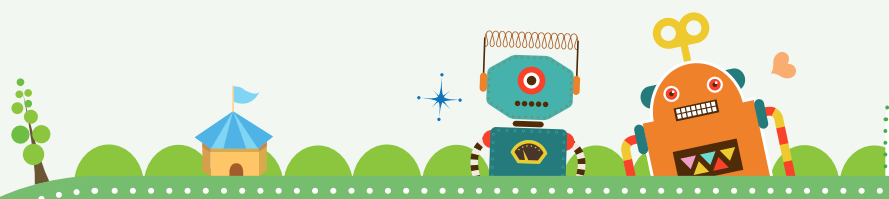


x1

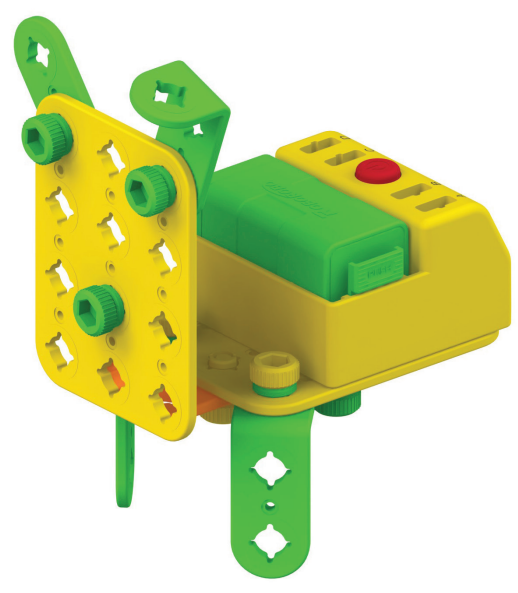
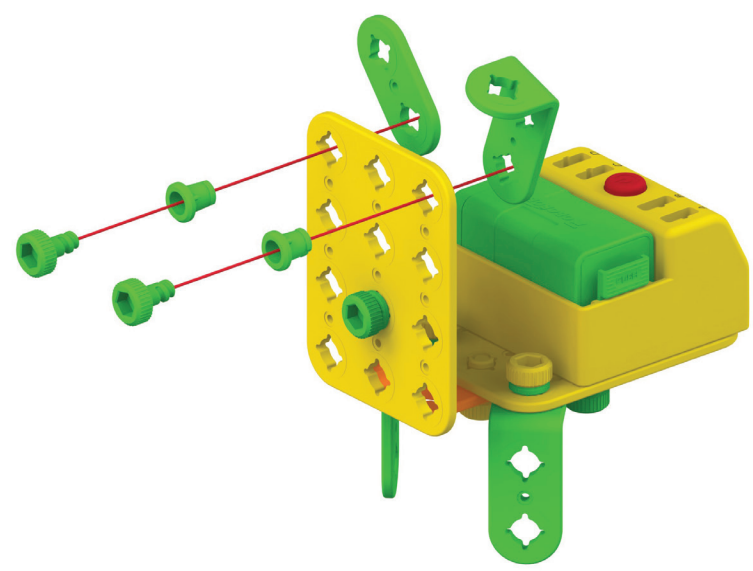
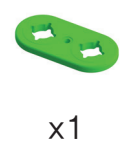


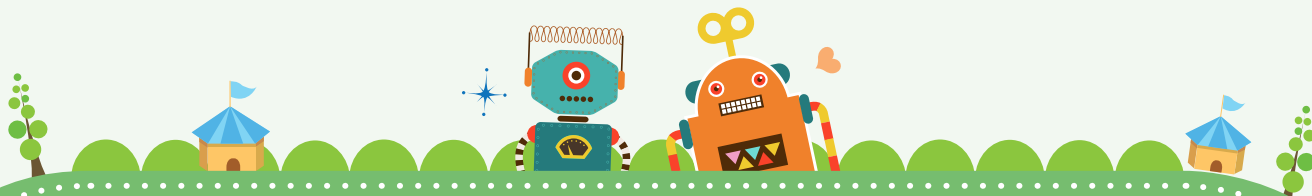
x1



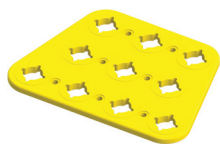


5 Onderdeel





6 Onderdeel



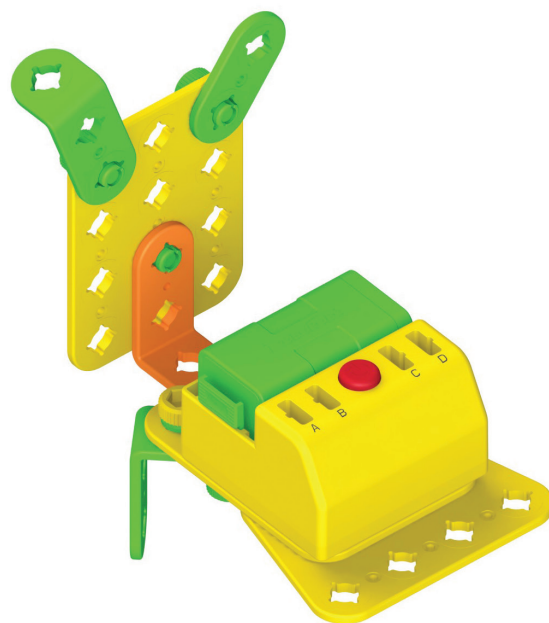
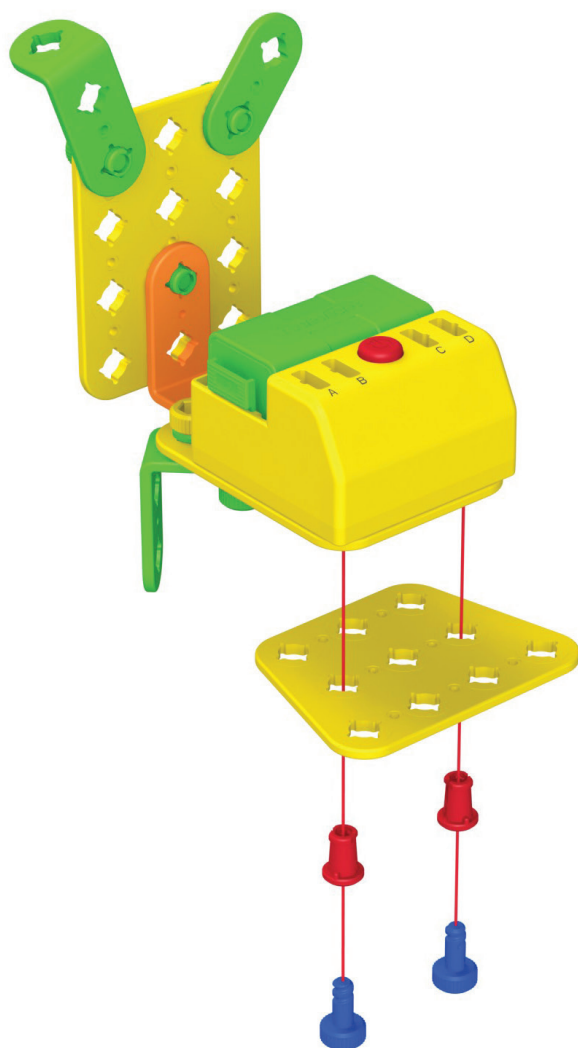
x1

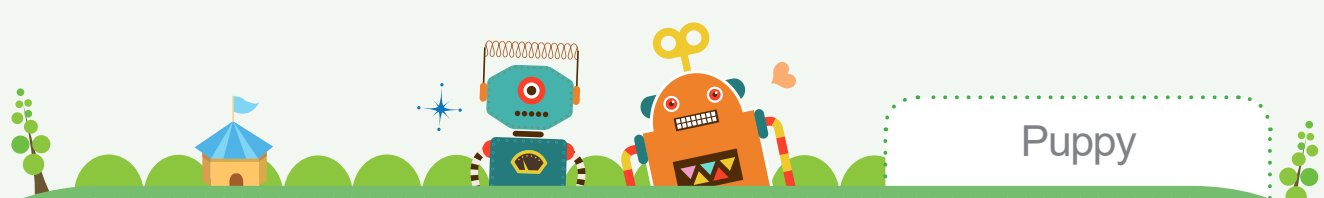


x2



x2





Puppy



Onderdeel



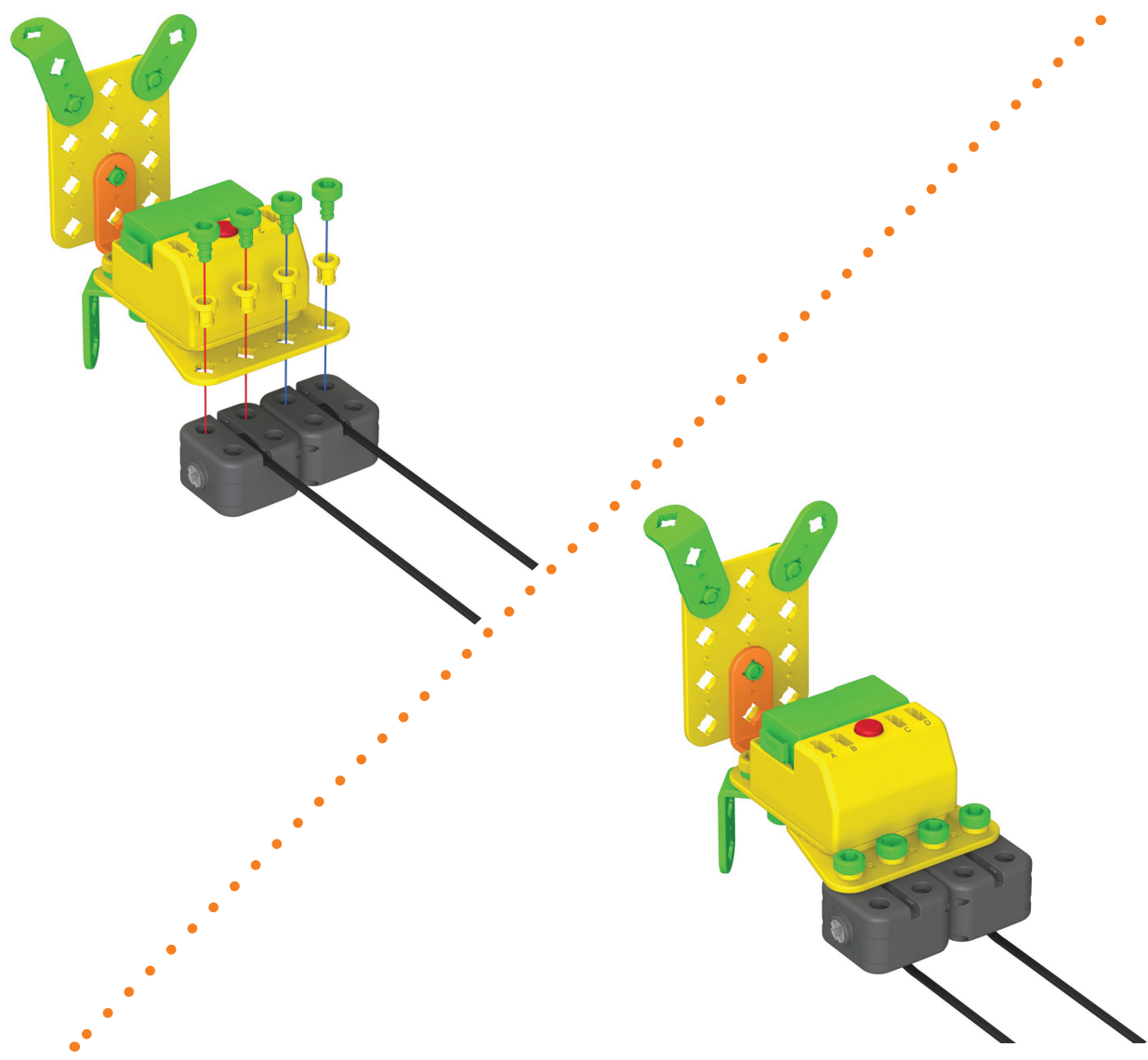
x2

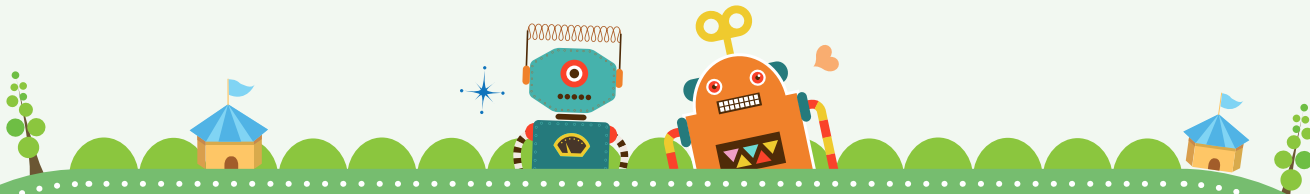


x4



x4



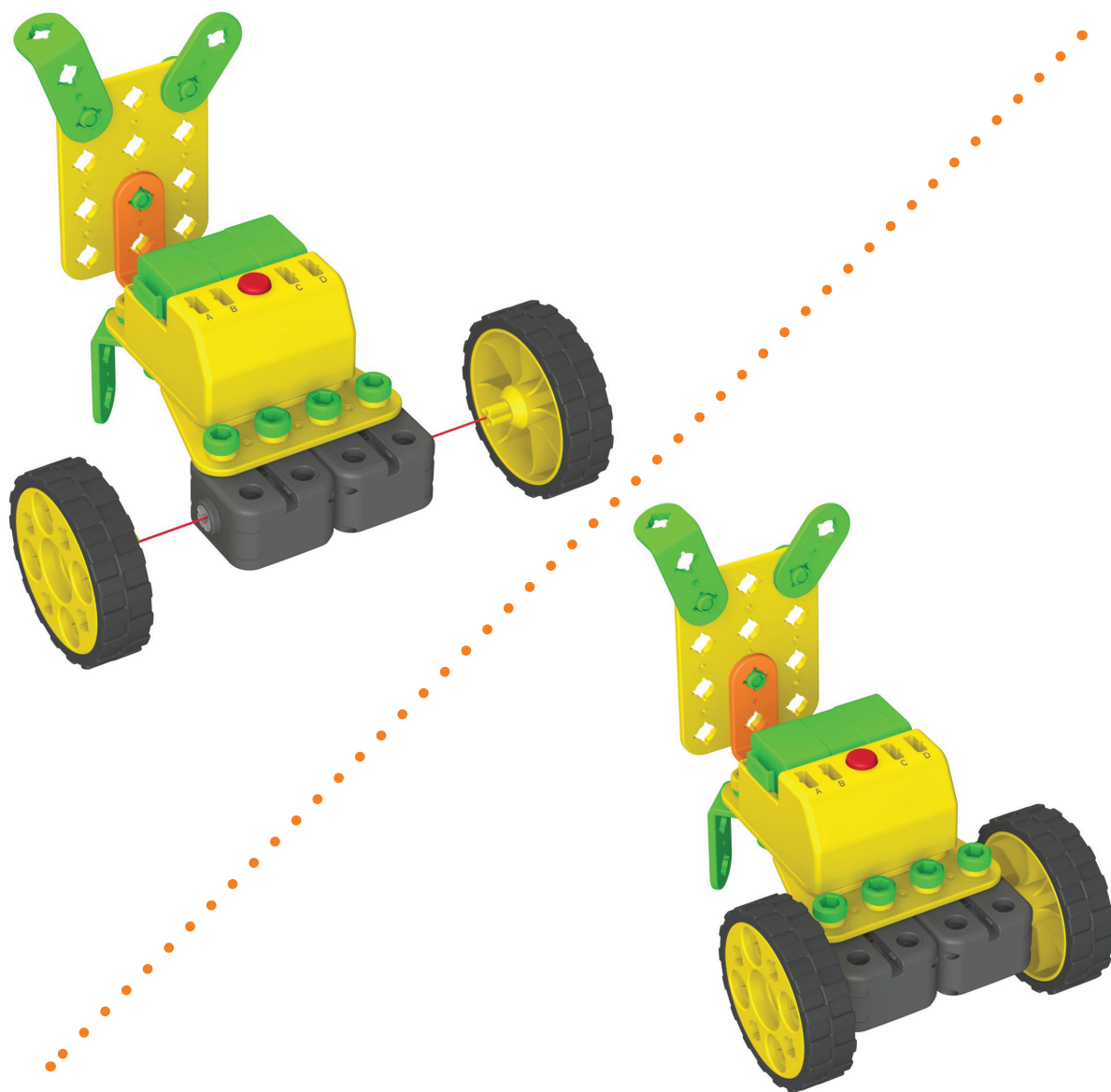


8

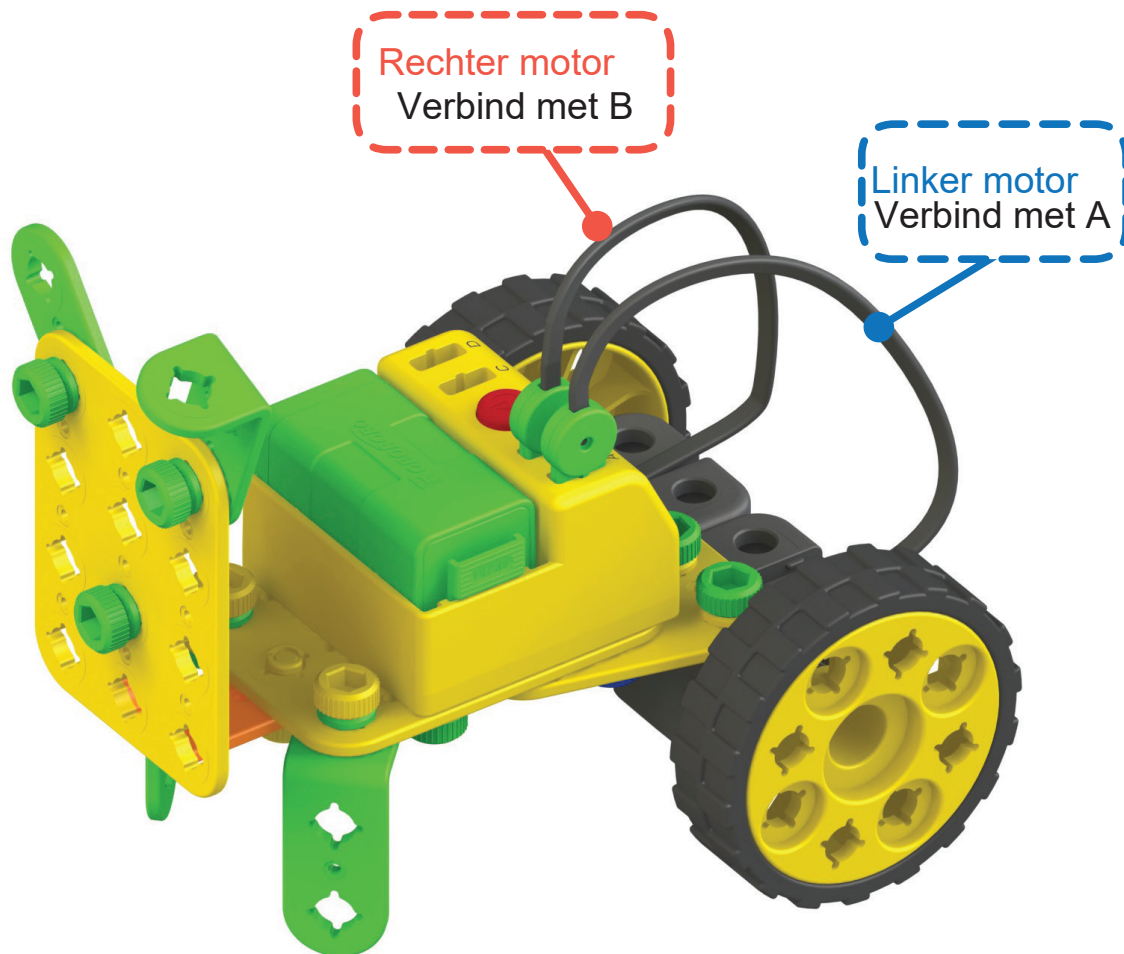
Onderdeel



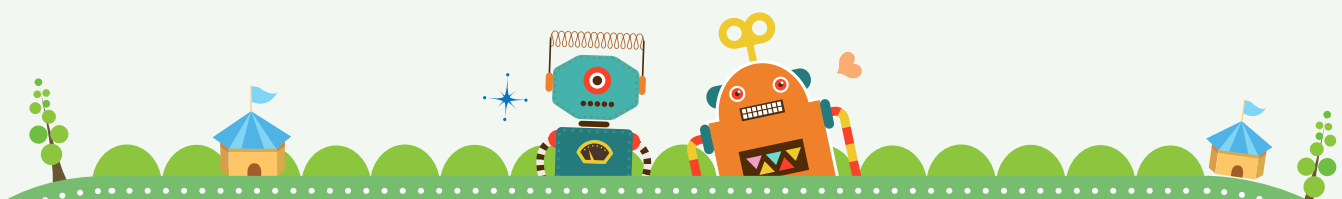
x2







- Druk op de knop om de puppy vooruit te laten gaan.
- Verwissel de aansluiting van A en B om de puppy achteruit te laten gaan.

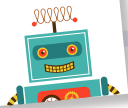


Maak de puppy mooi!

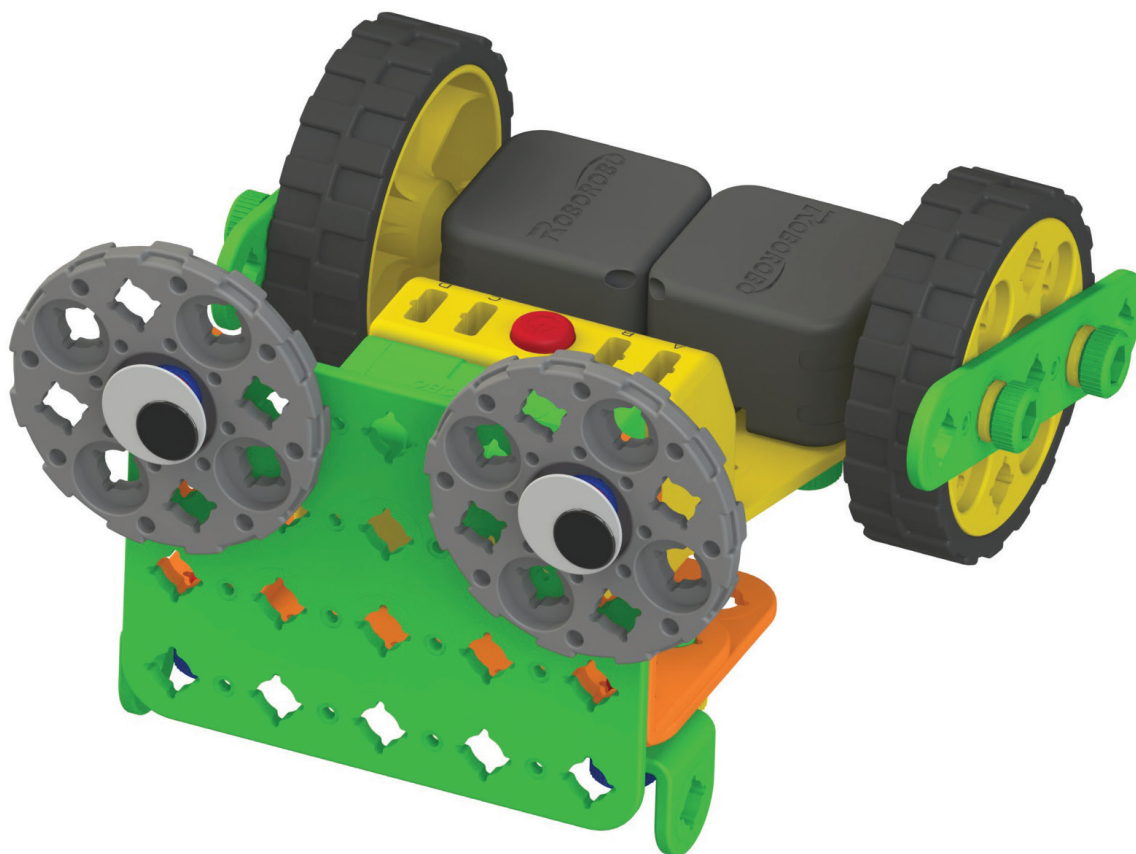


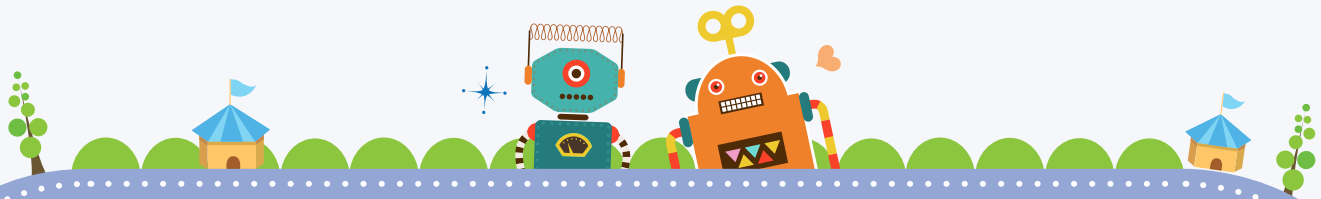
Kikker

7

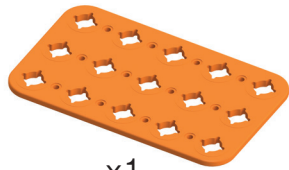


Ontmoet een kikker!





1 Onderdeel



x1



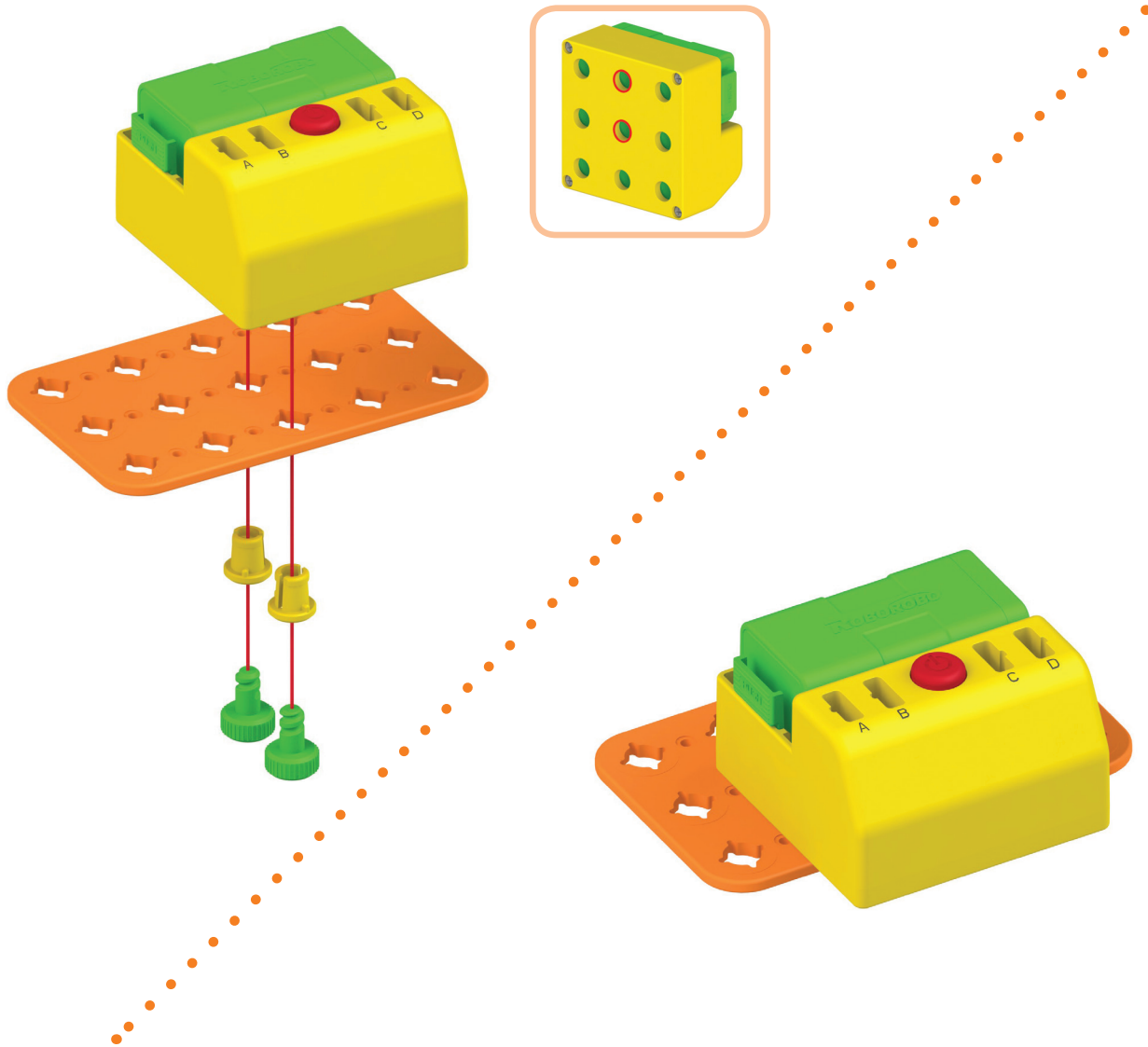
x1

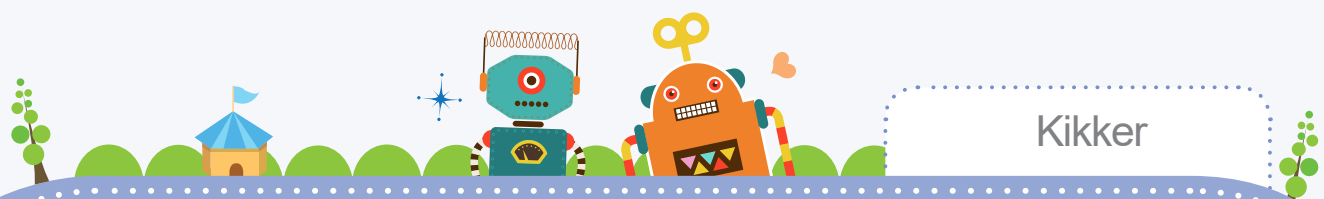


x2

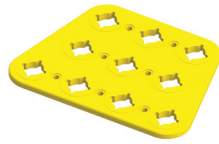


x2





2 Onderdeel



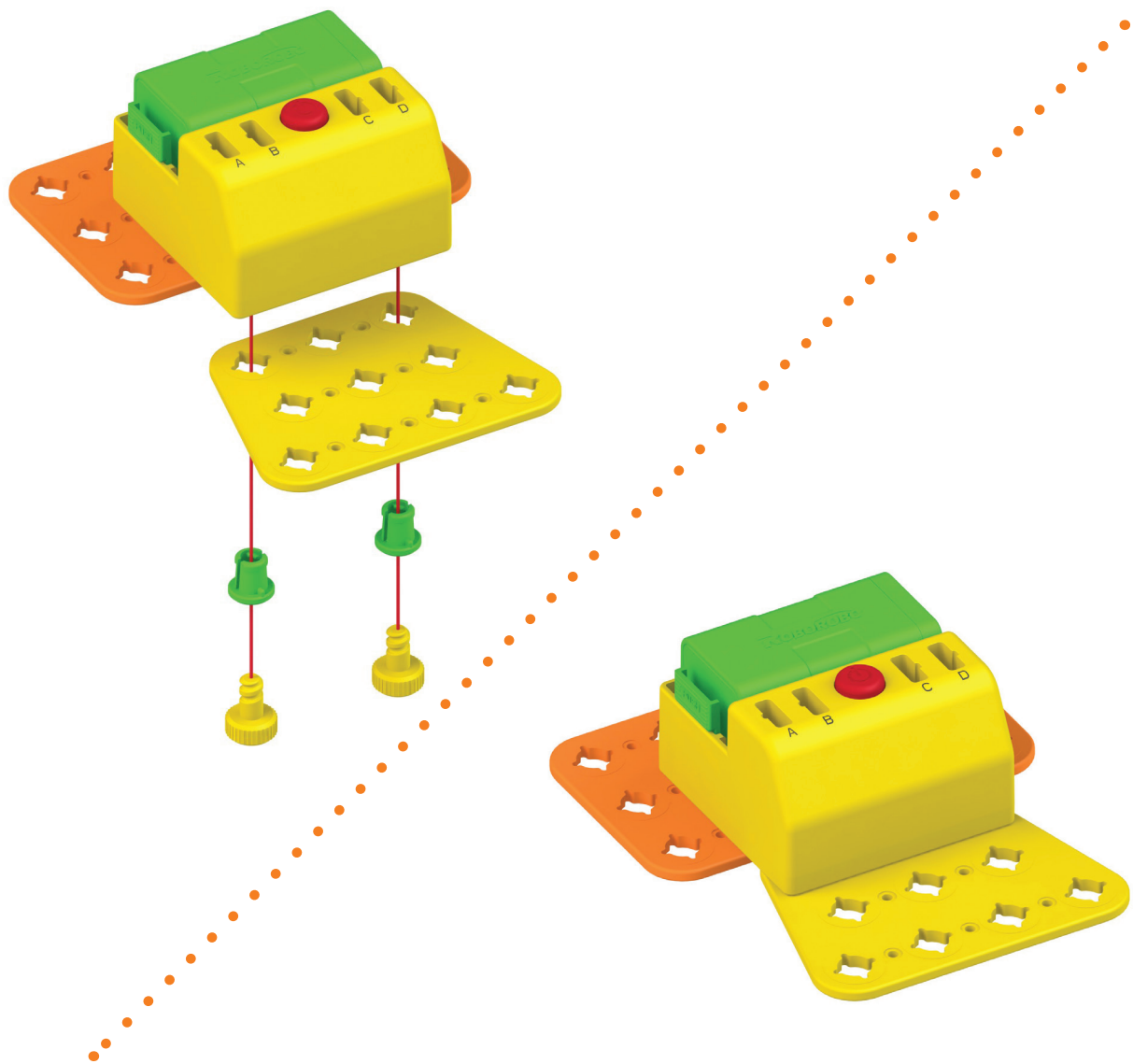
x1

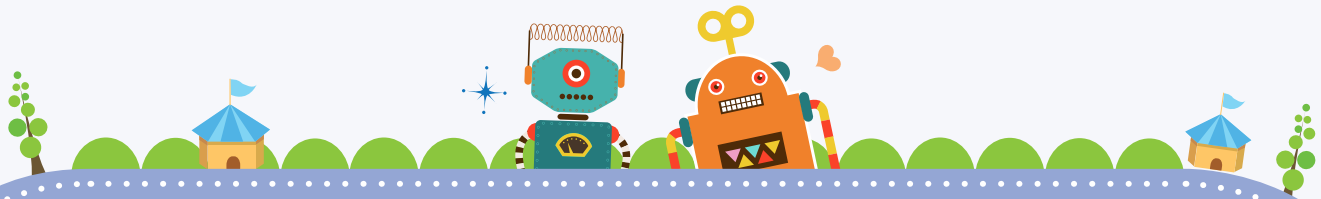


x2



x2





3 Onderdeel



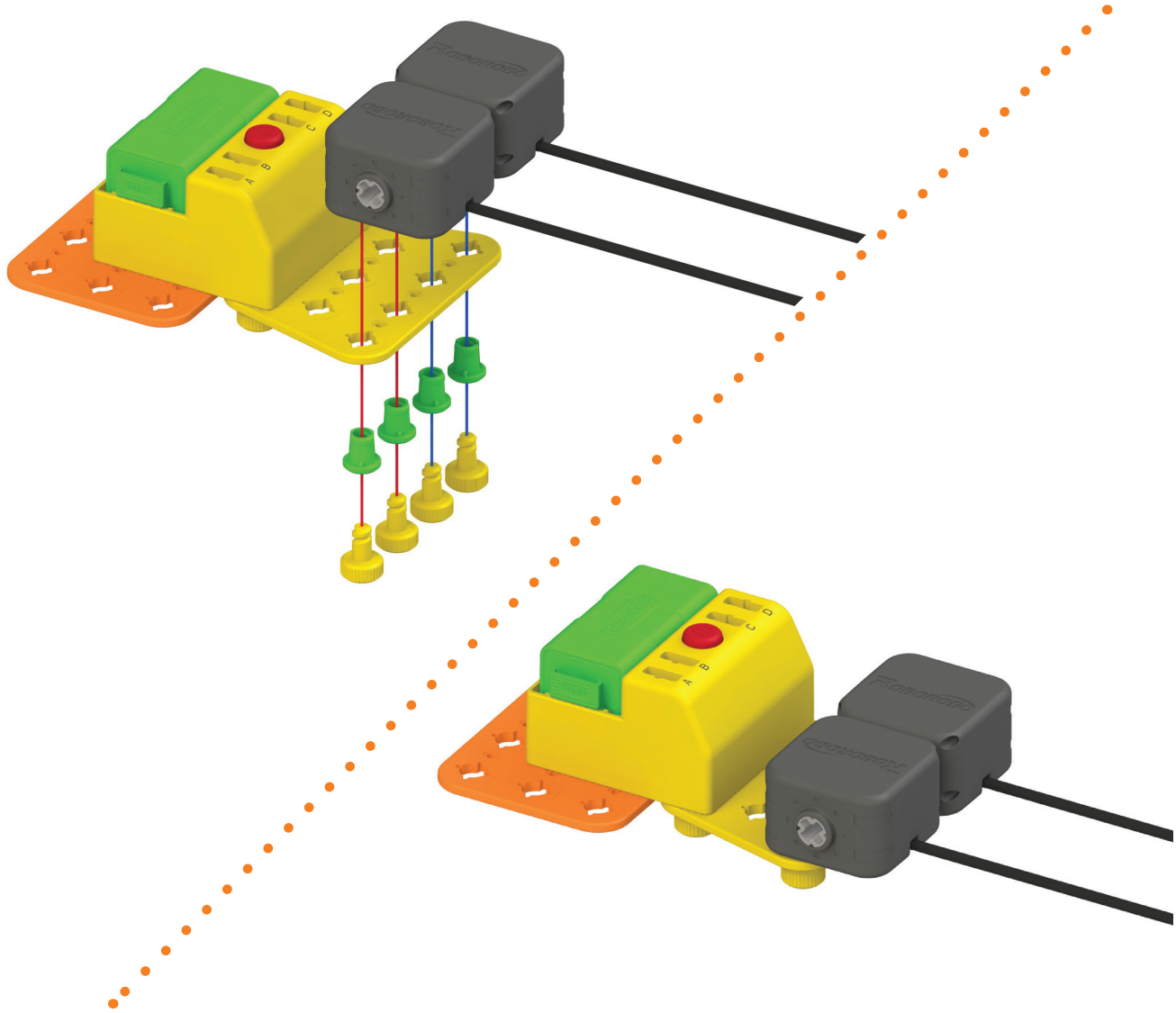
x2

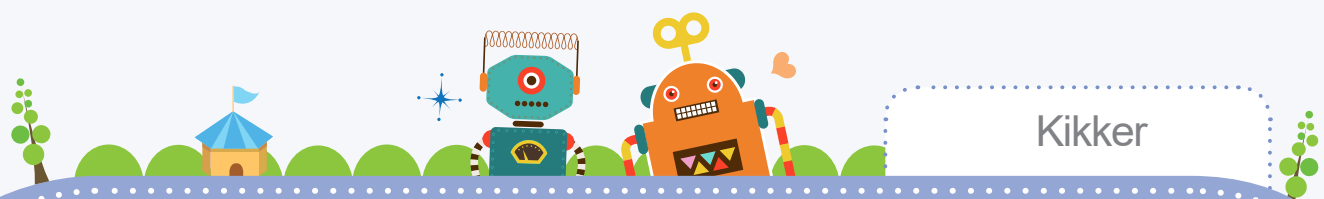


x4



x4

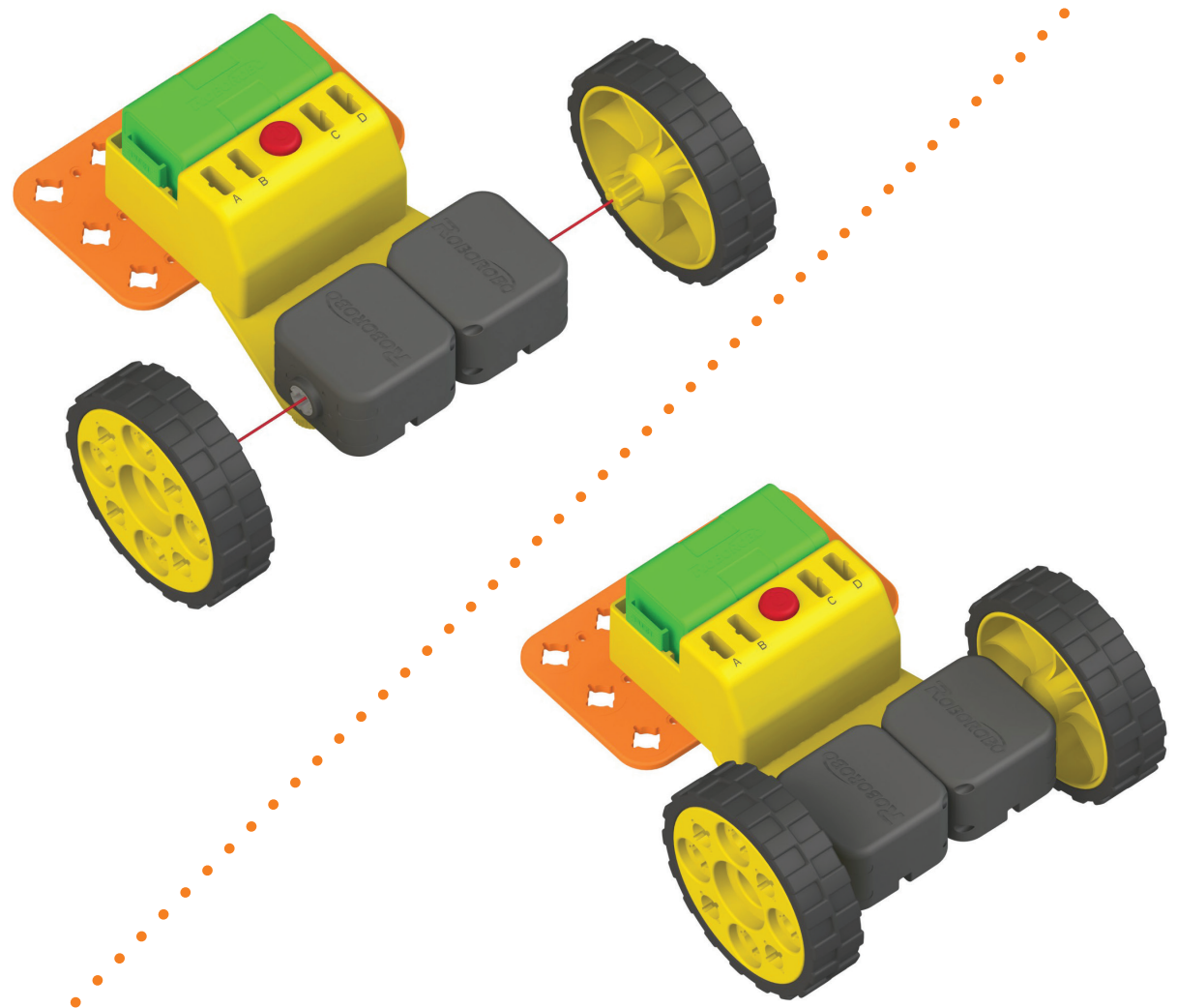


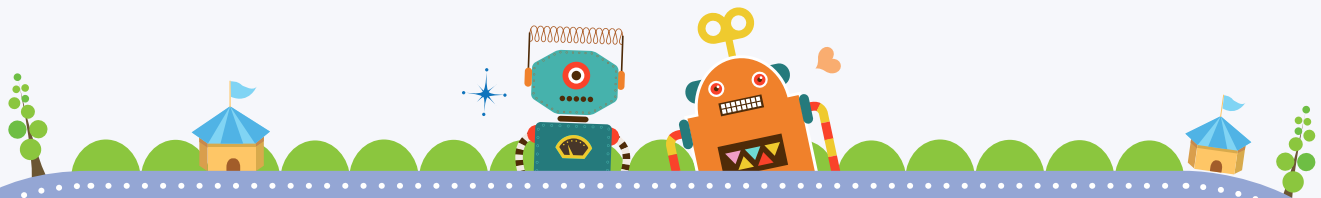


4 Onderdeel

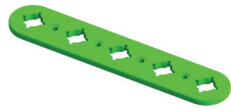


x2





5 Onderdeel



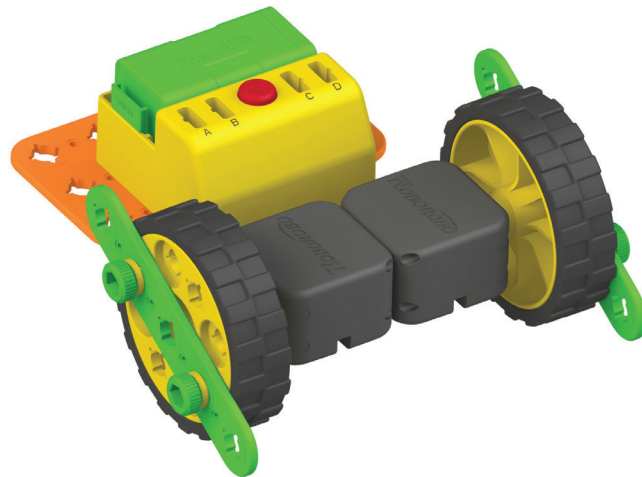
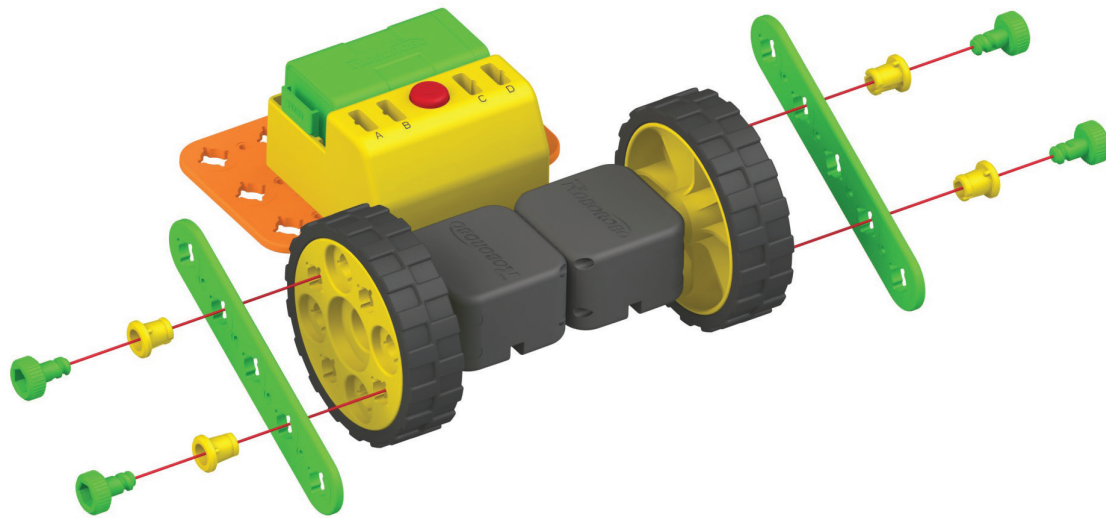
x2



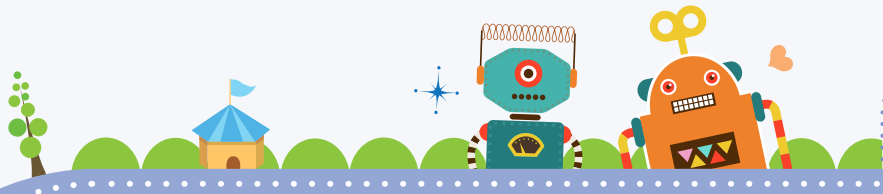
x4



x4







6 Onderdeel



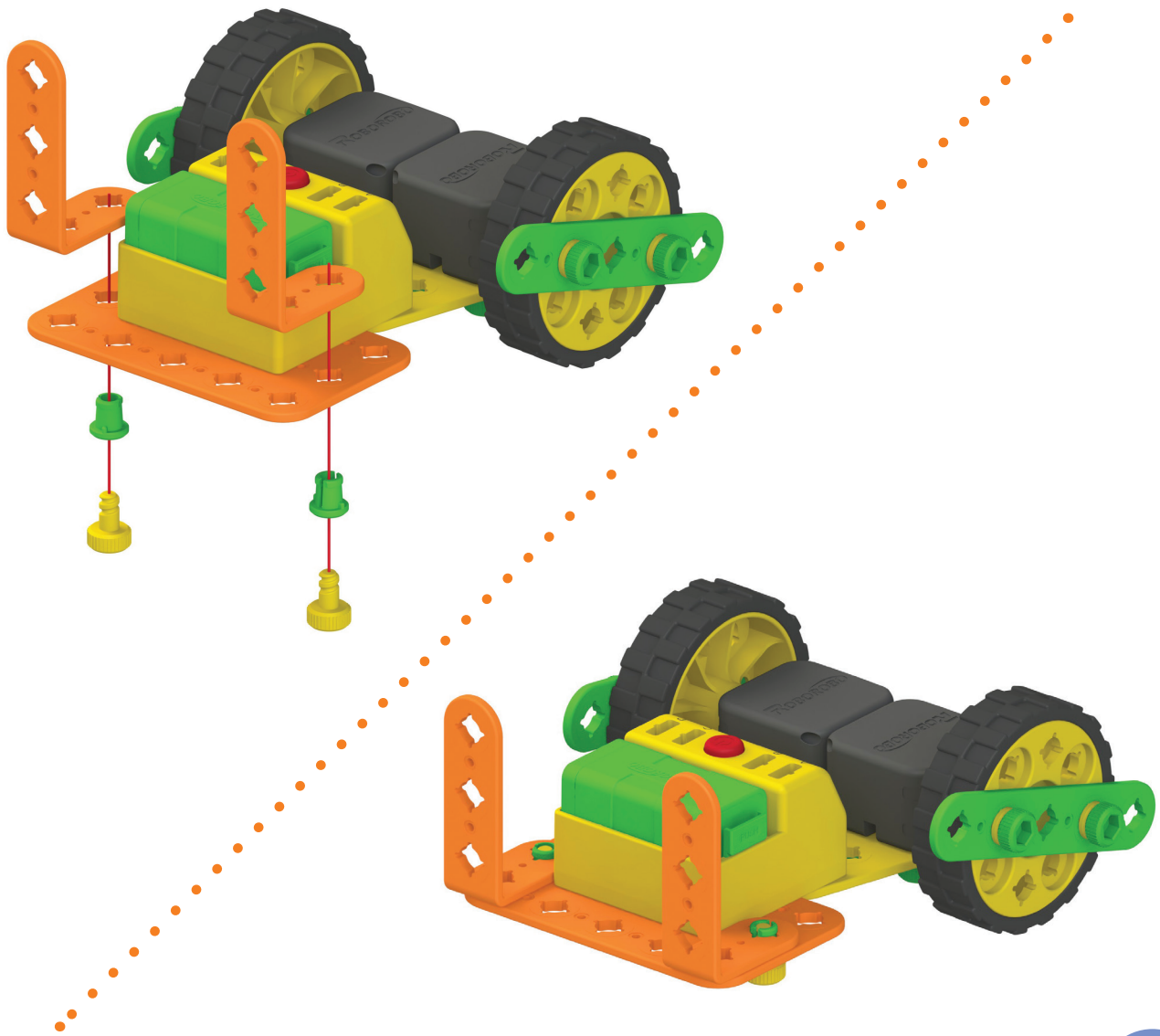
x2

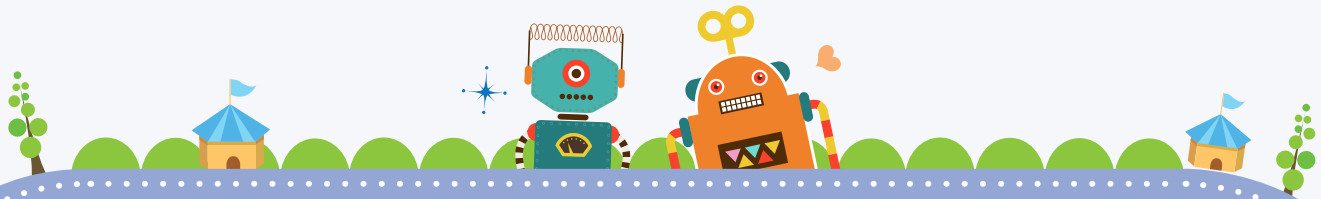


x2



x2





Onderdeel



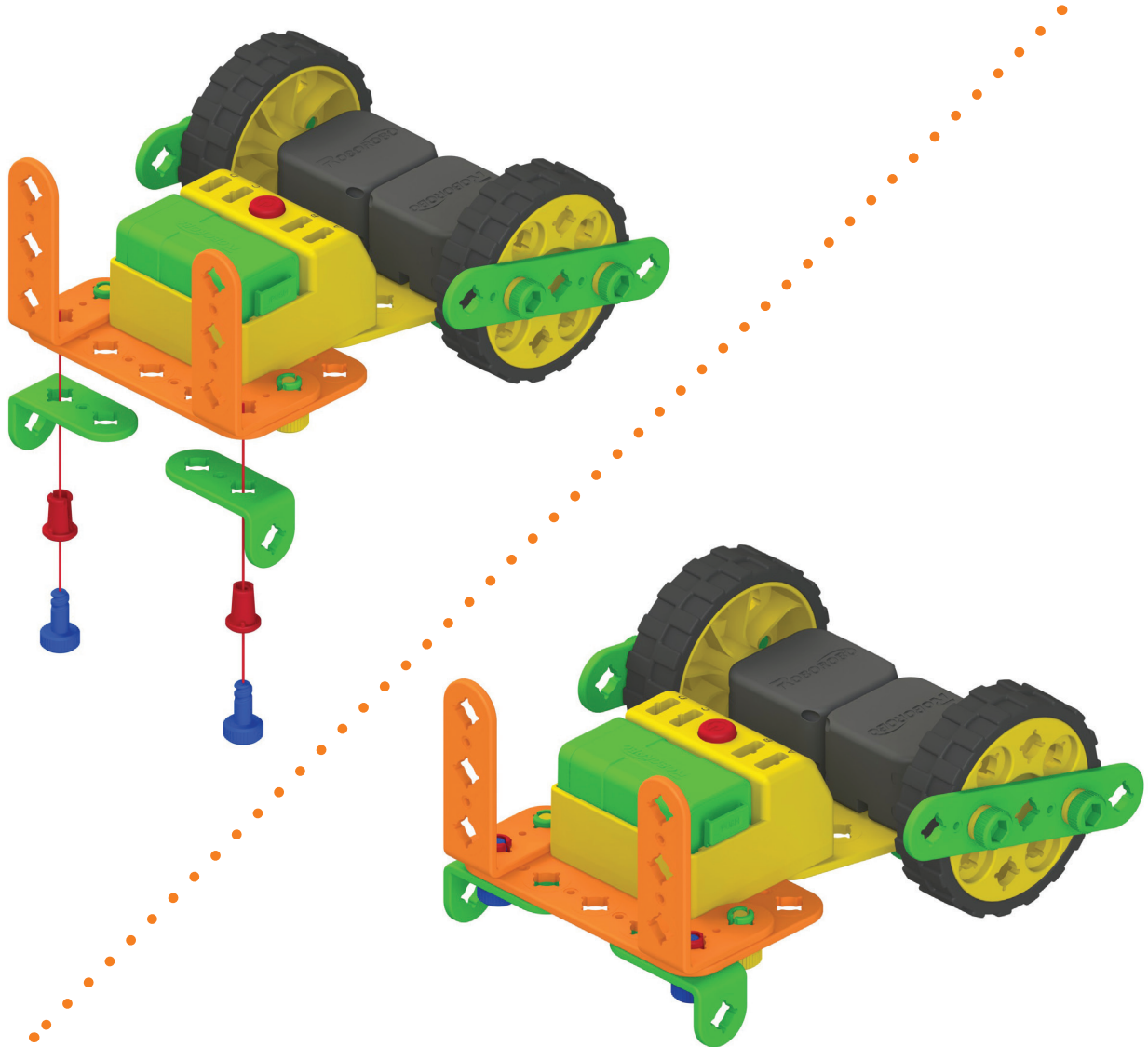
x2

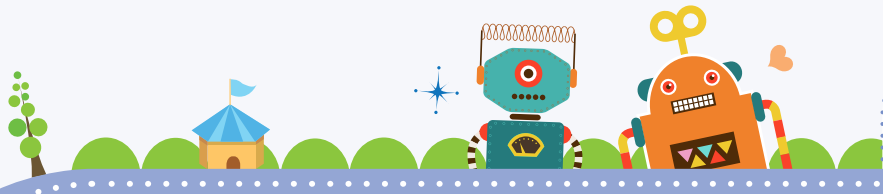


x2

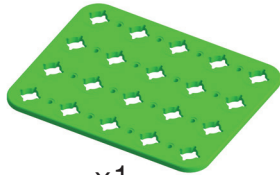


x2





8 Onderdeel



x1



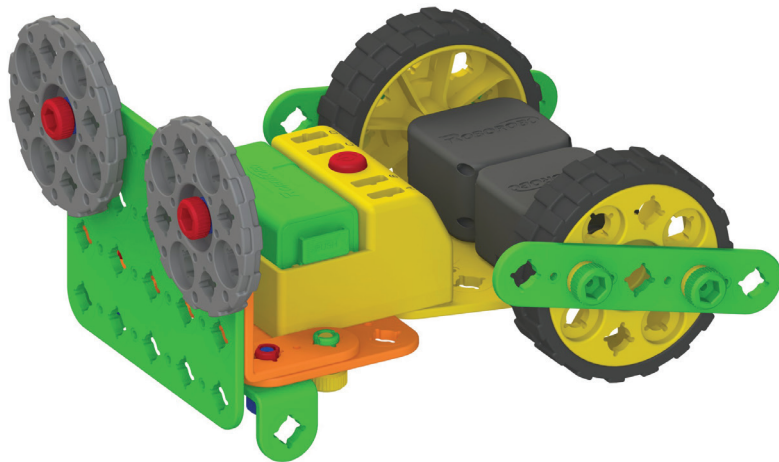
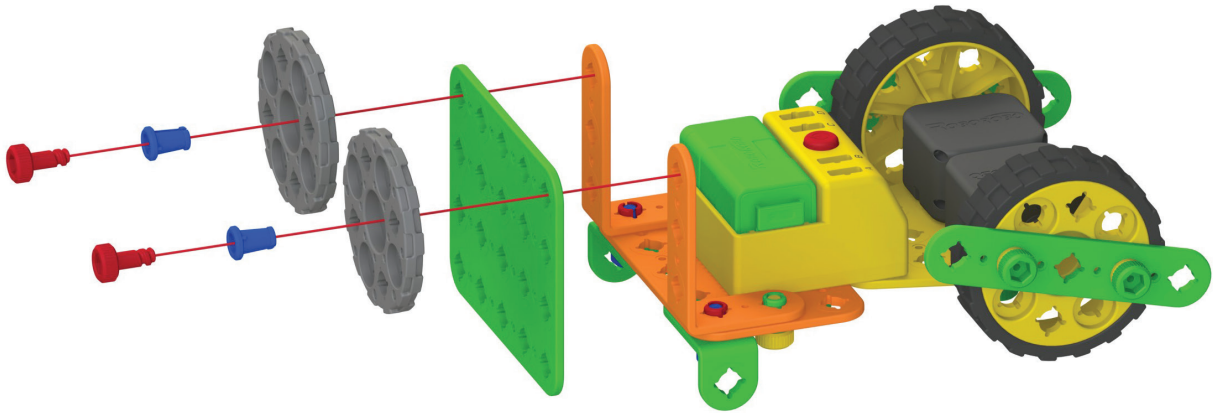
x2

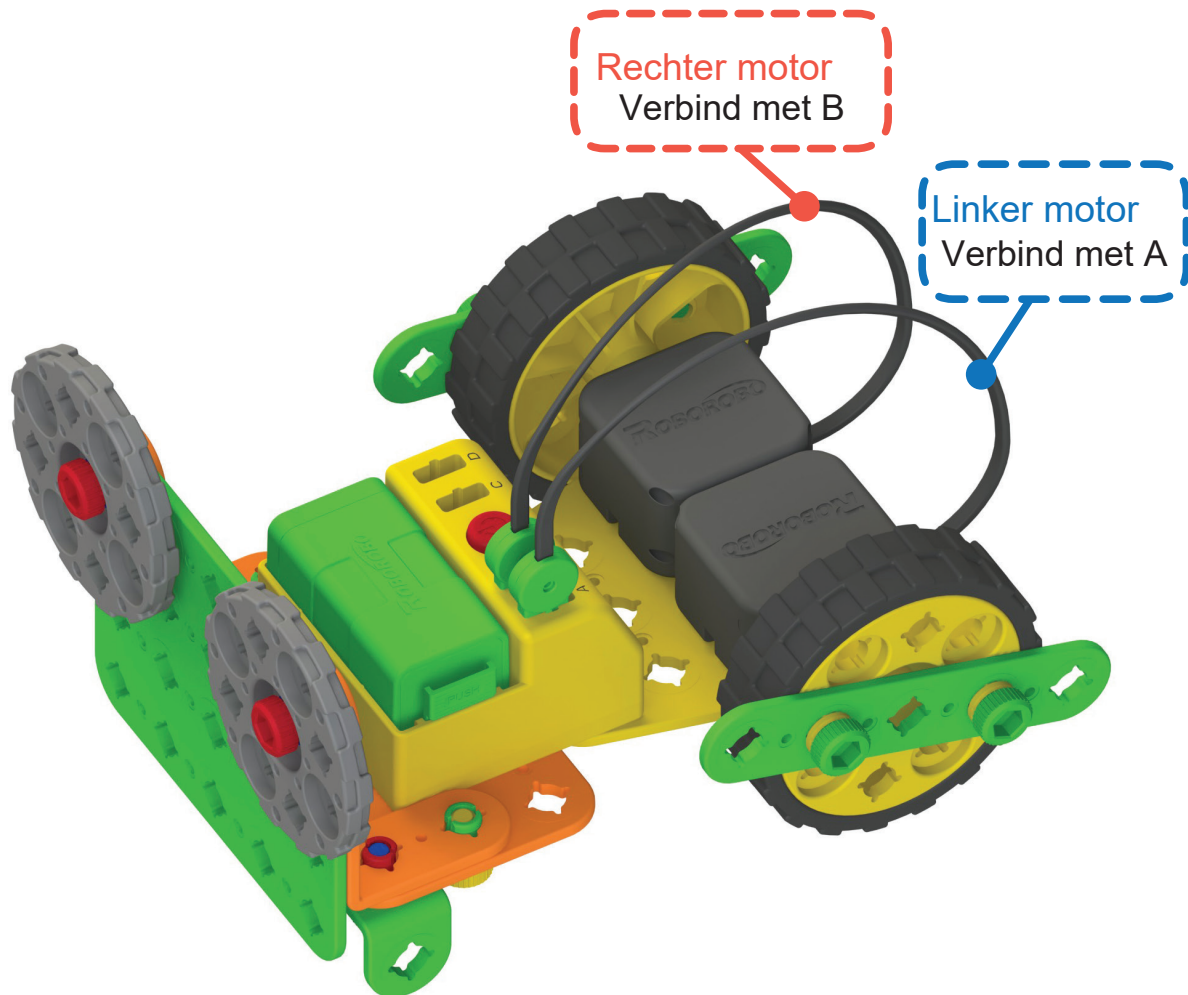
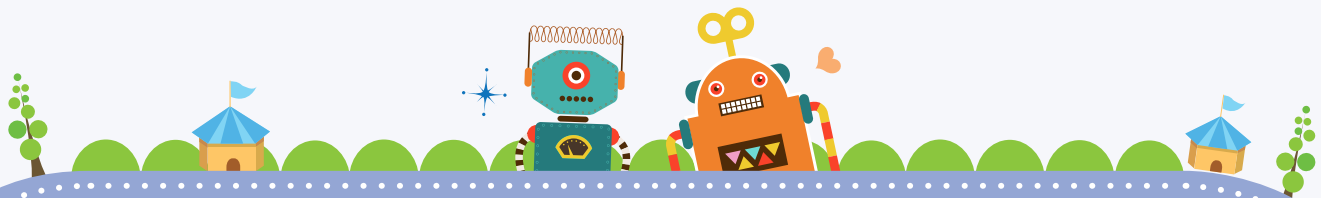


x2

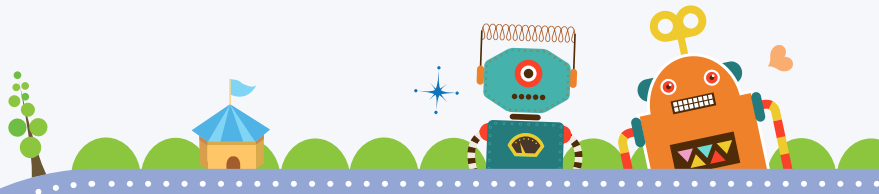


x2





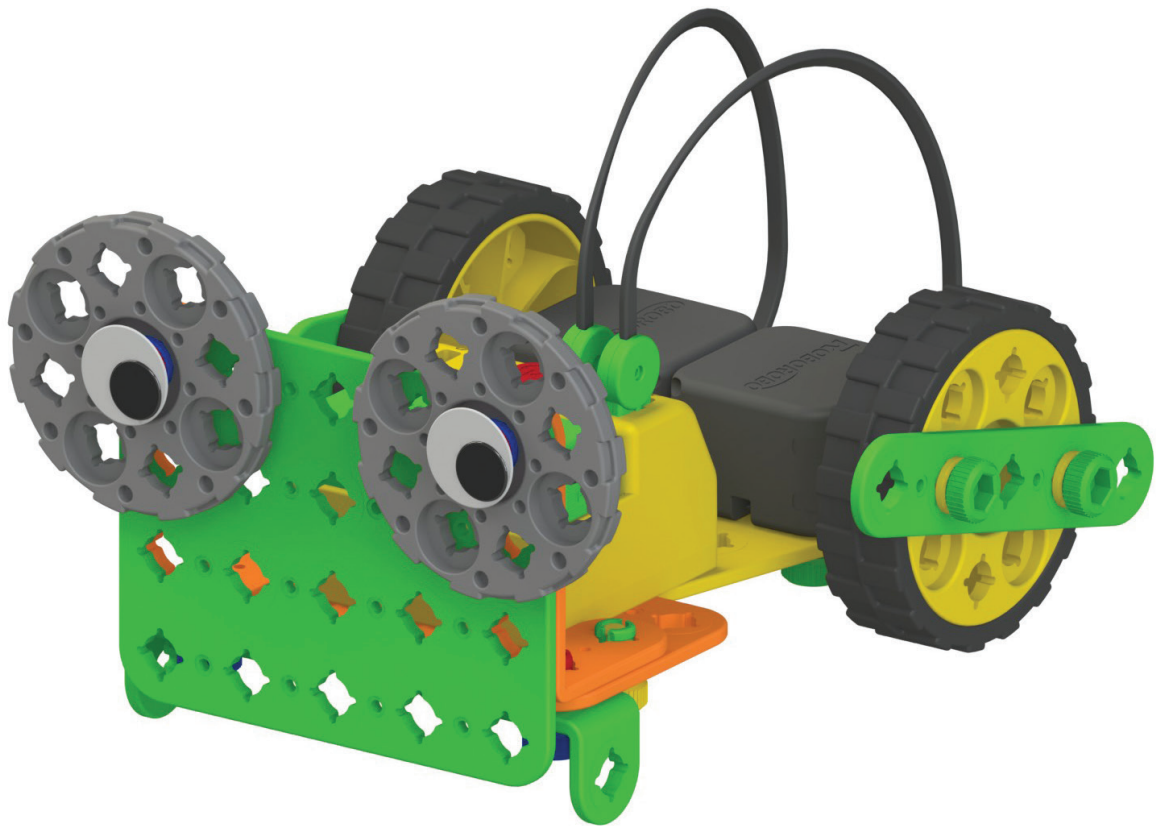
- Druk op de knop om de kikker vooruit te laten gaan.
- Verwissel de aansluiting van A en B om de kikker achteruit te laten gaan.



Kikker

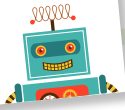


Laten we de kikker mooier maken!



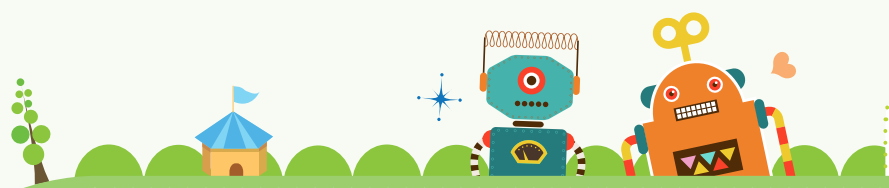
Vlinder

8

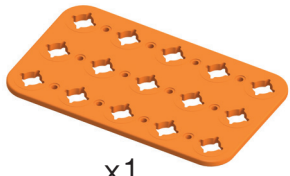


We bouwen een vlinder!





1 Onderdeel



x1



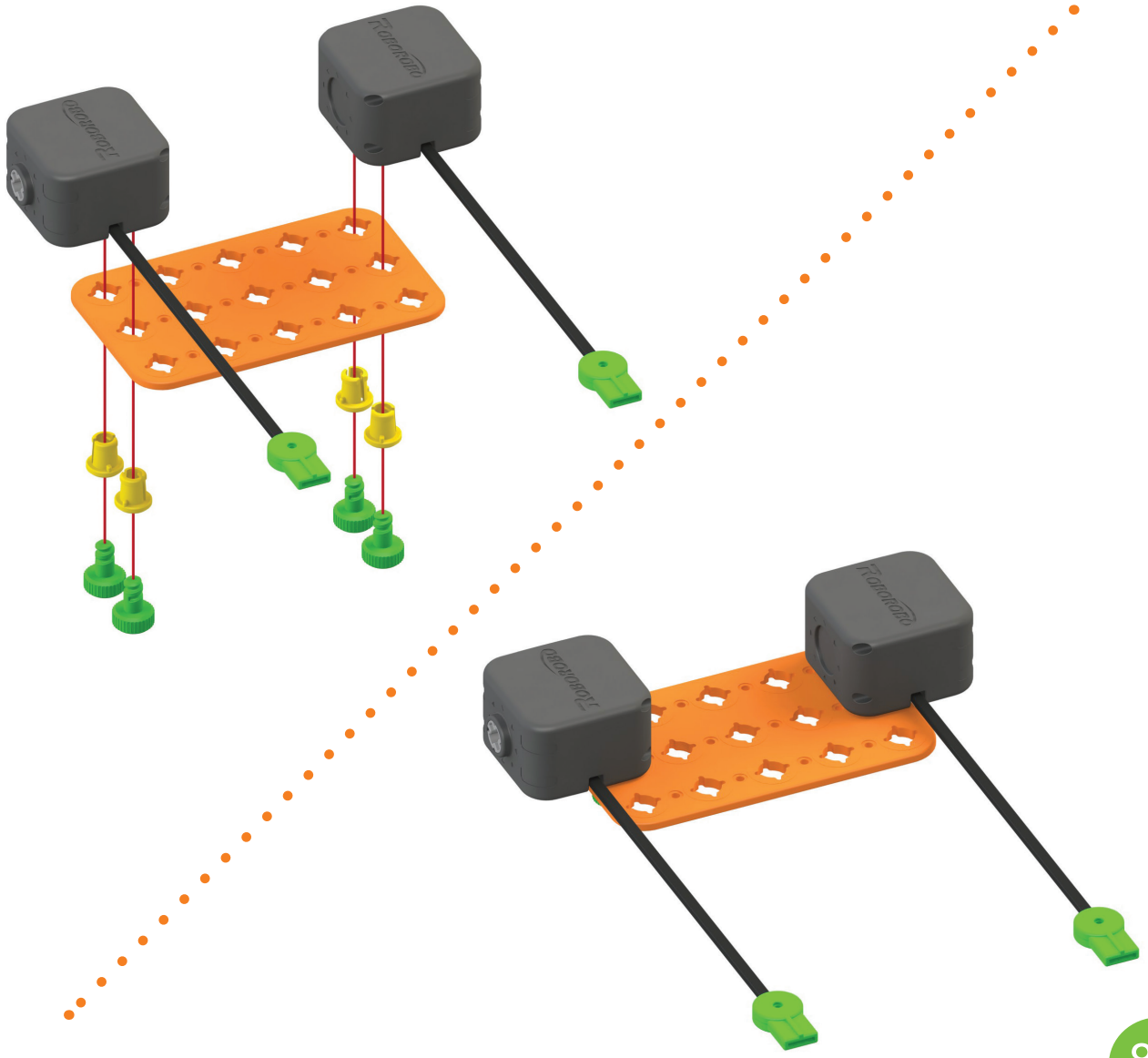
x2

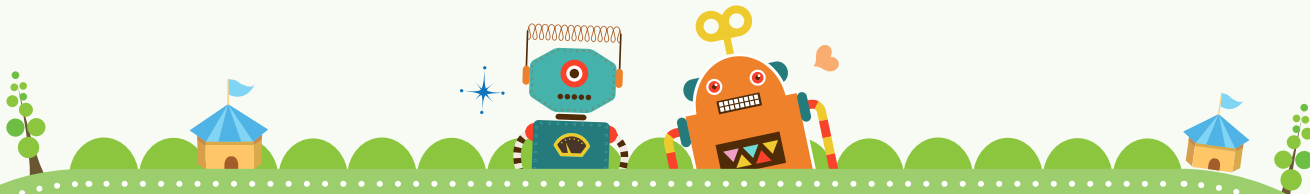


x4



x4





2 Onderdeel



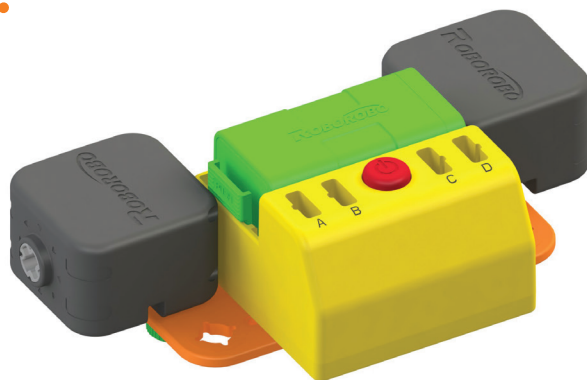
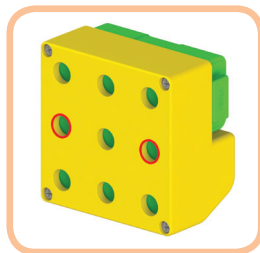
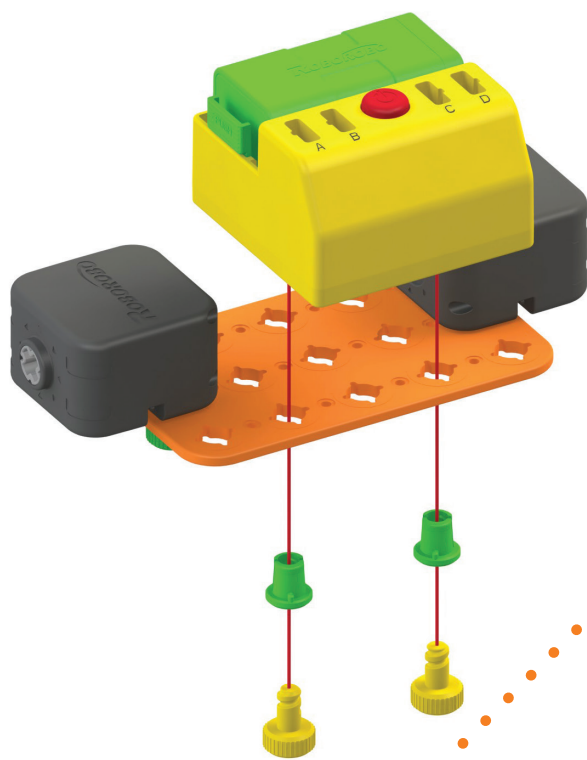
x1



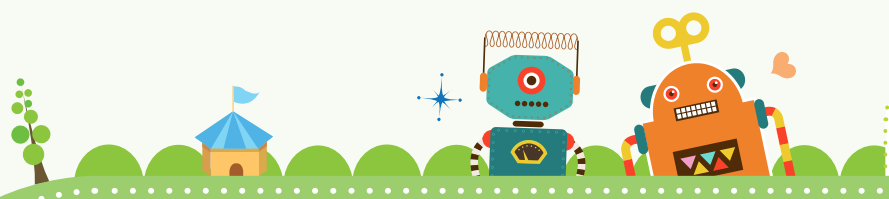
x2



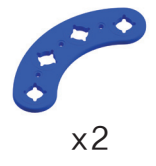
x2







3 Onderdeel



x2



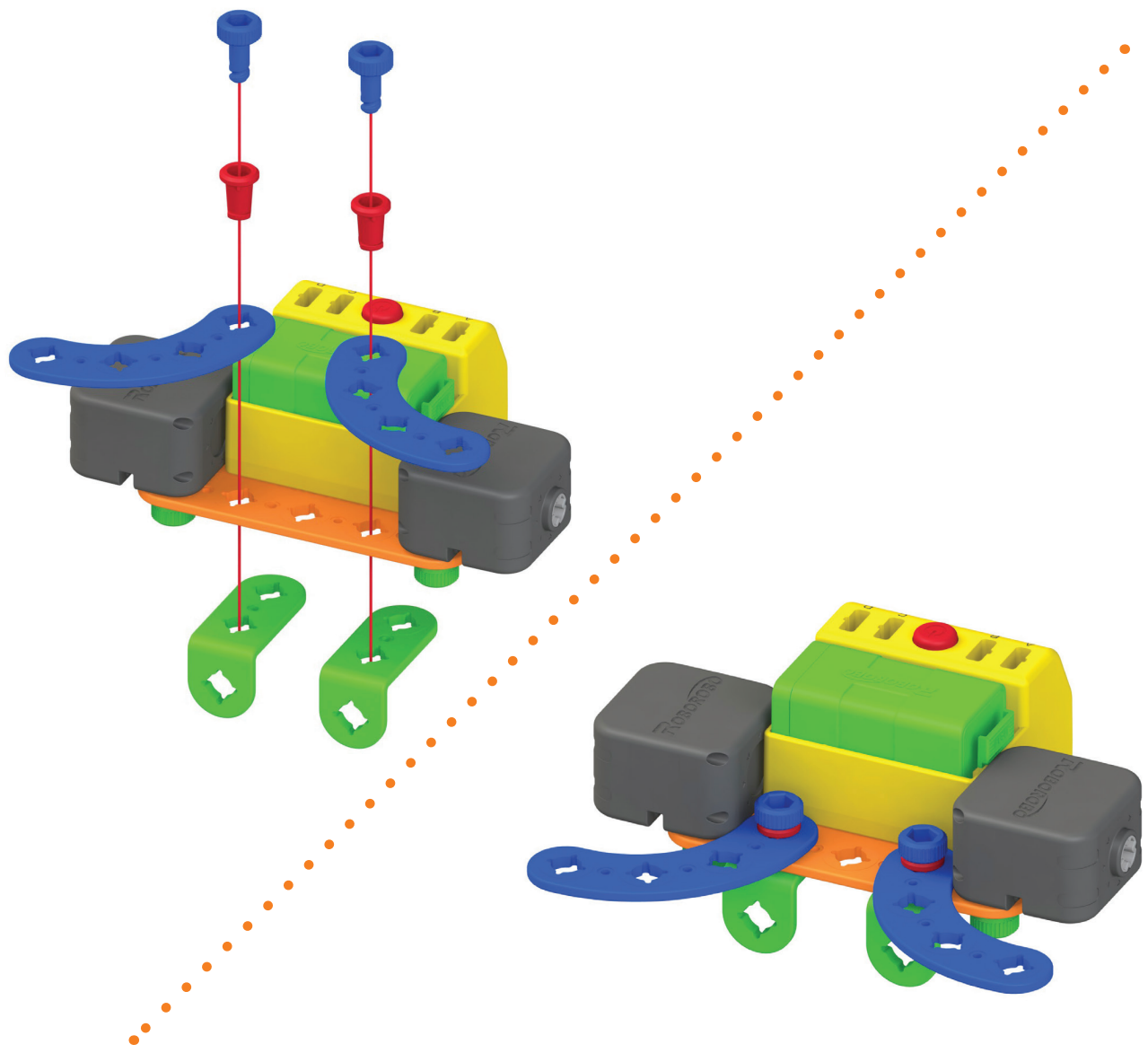
x2

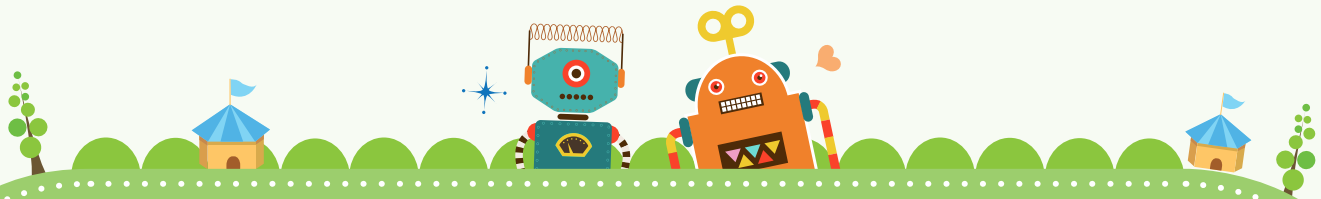


x2



x2





4 Onderdeel



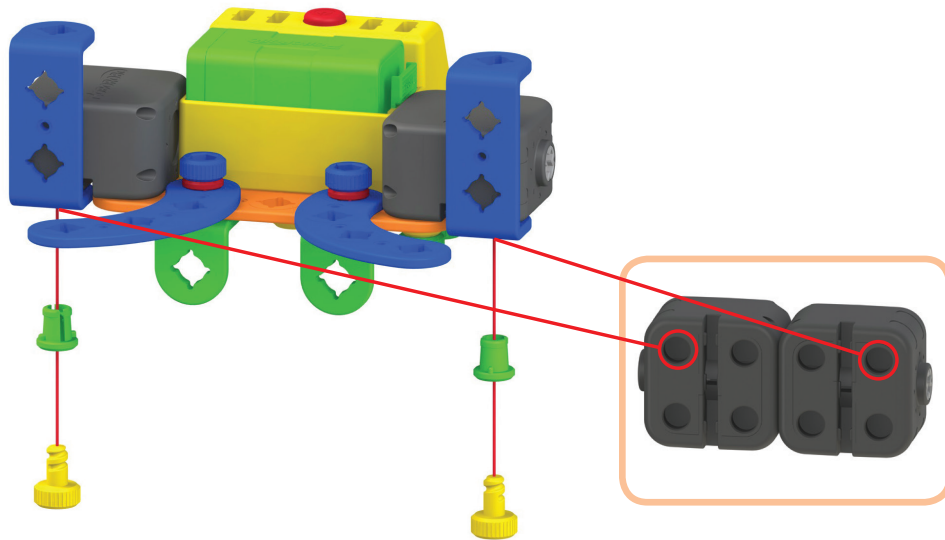
x2

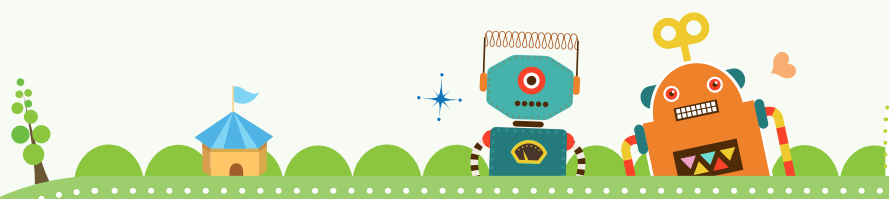


x2



x2

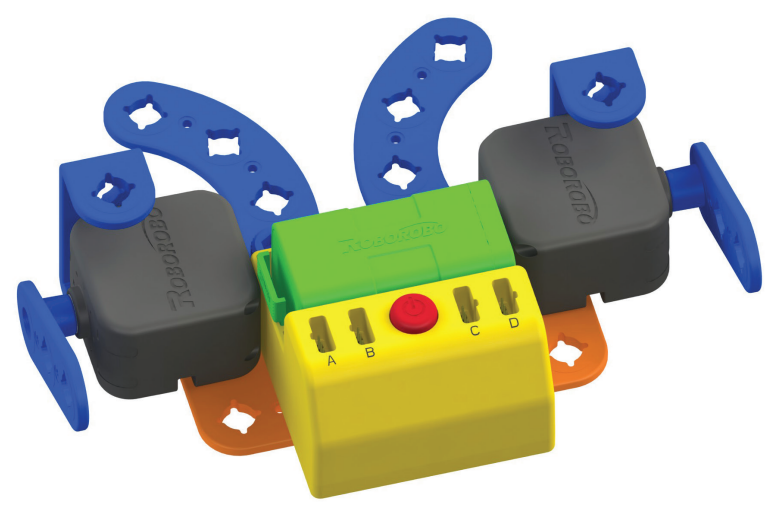
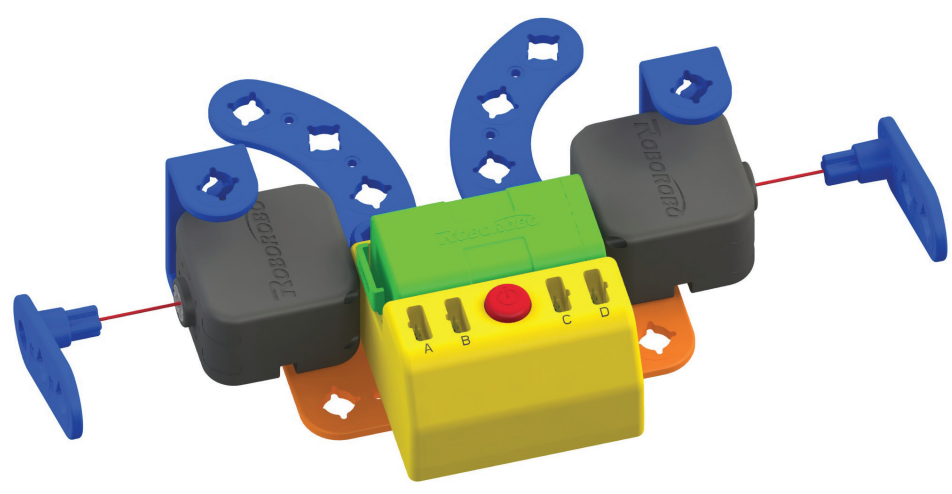


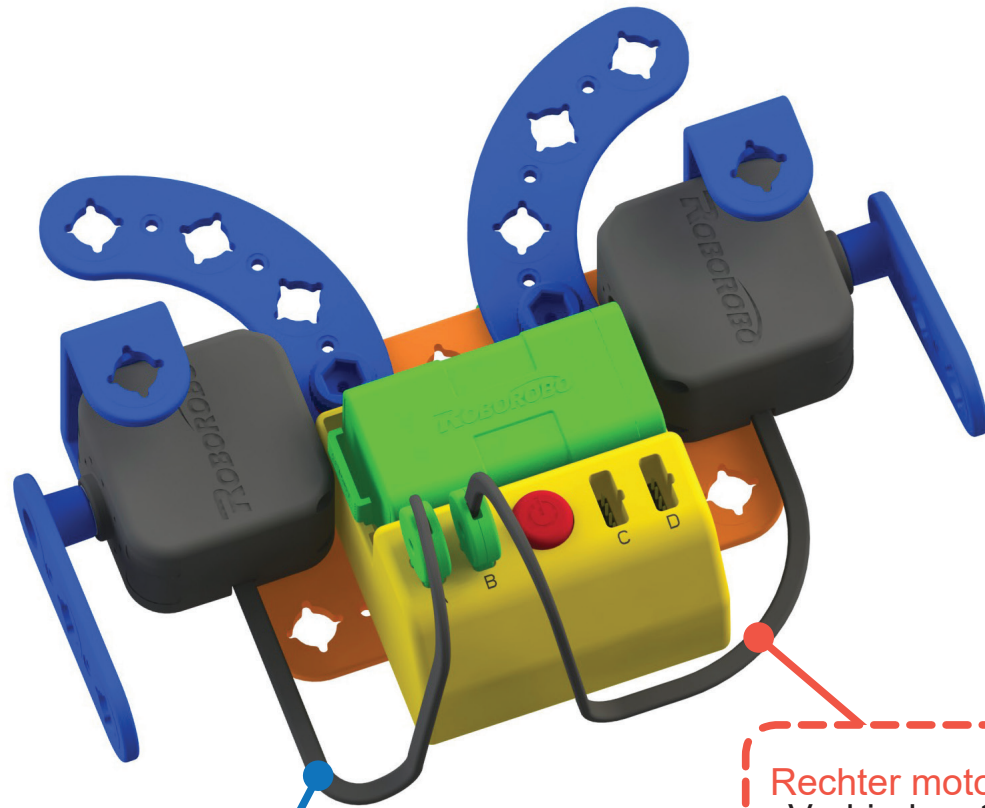
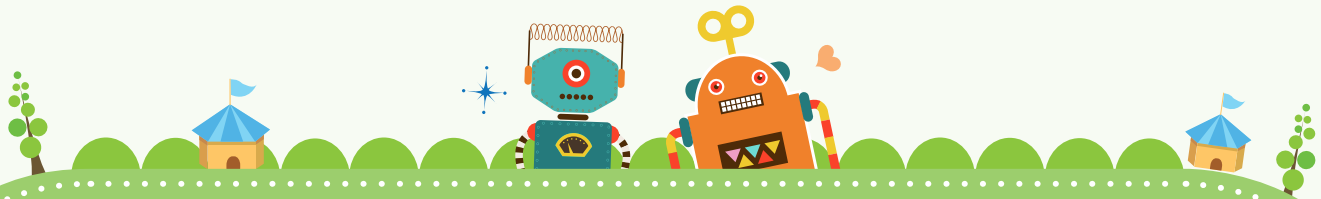


5 Onderdeel



x2



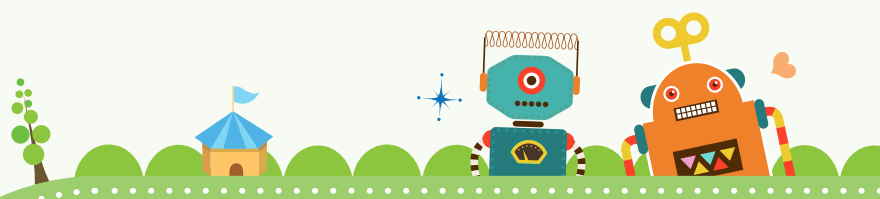


Linker motor  
Verbind met A

Rechter motor  
Verbind met B



- Druk op de knop om de vleugels te laten bewegen.
- Verwissel de aansluiting A en B om de vleugels achterwaarts te laten vliegen.



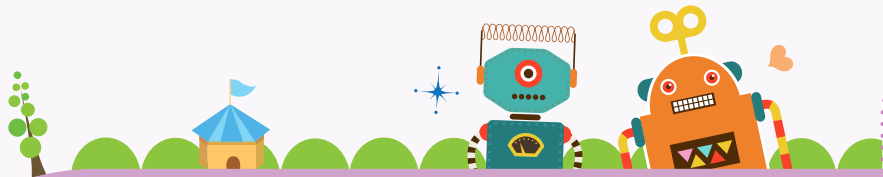
Laten we de vleugels mooier maken!  
(P.152)



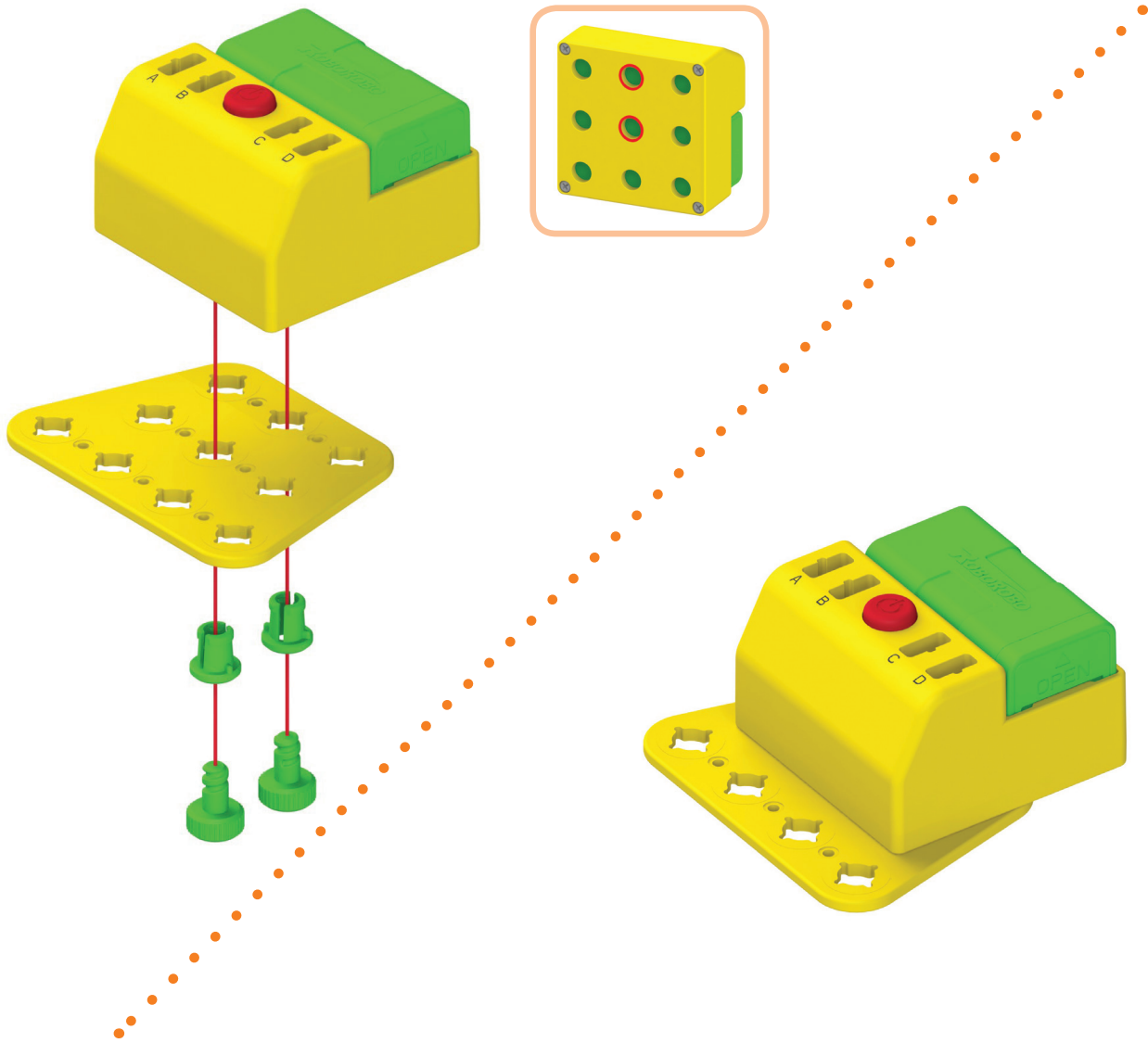
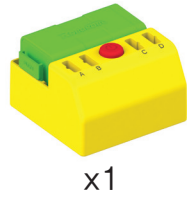
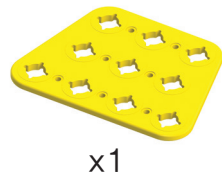


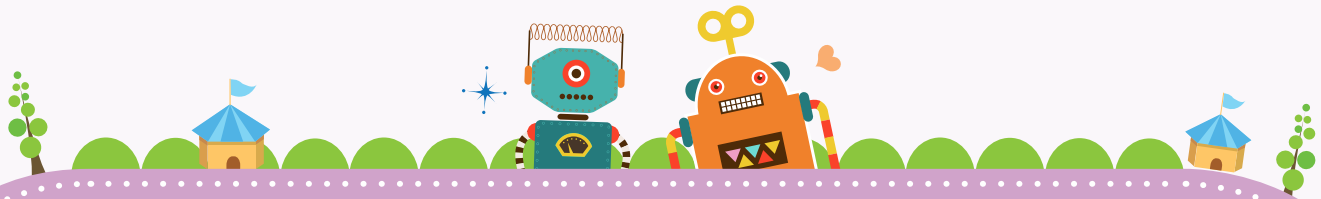
# Bouw een brandweervagen!



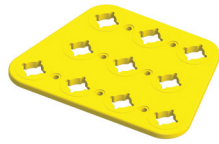


1 Onderdeel





2 Onderdeel



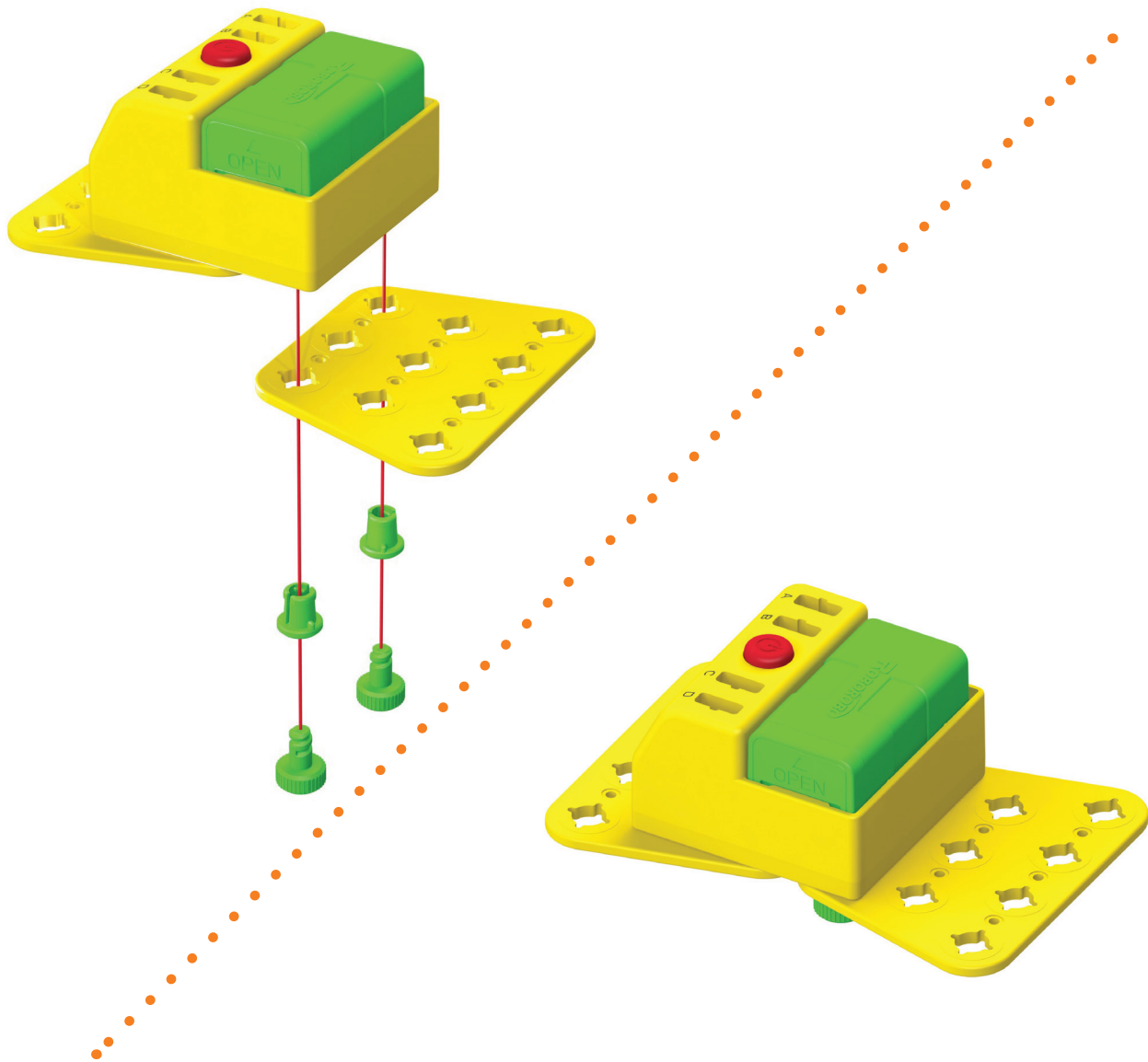
x1



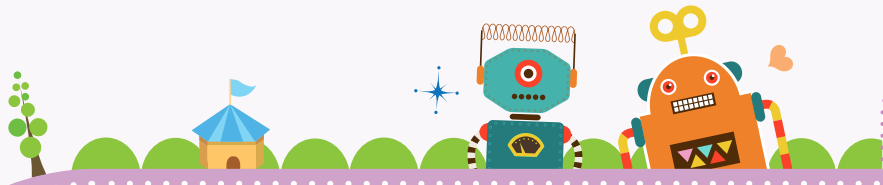
x2



x2







3 Onderdeel



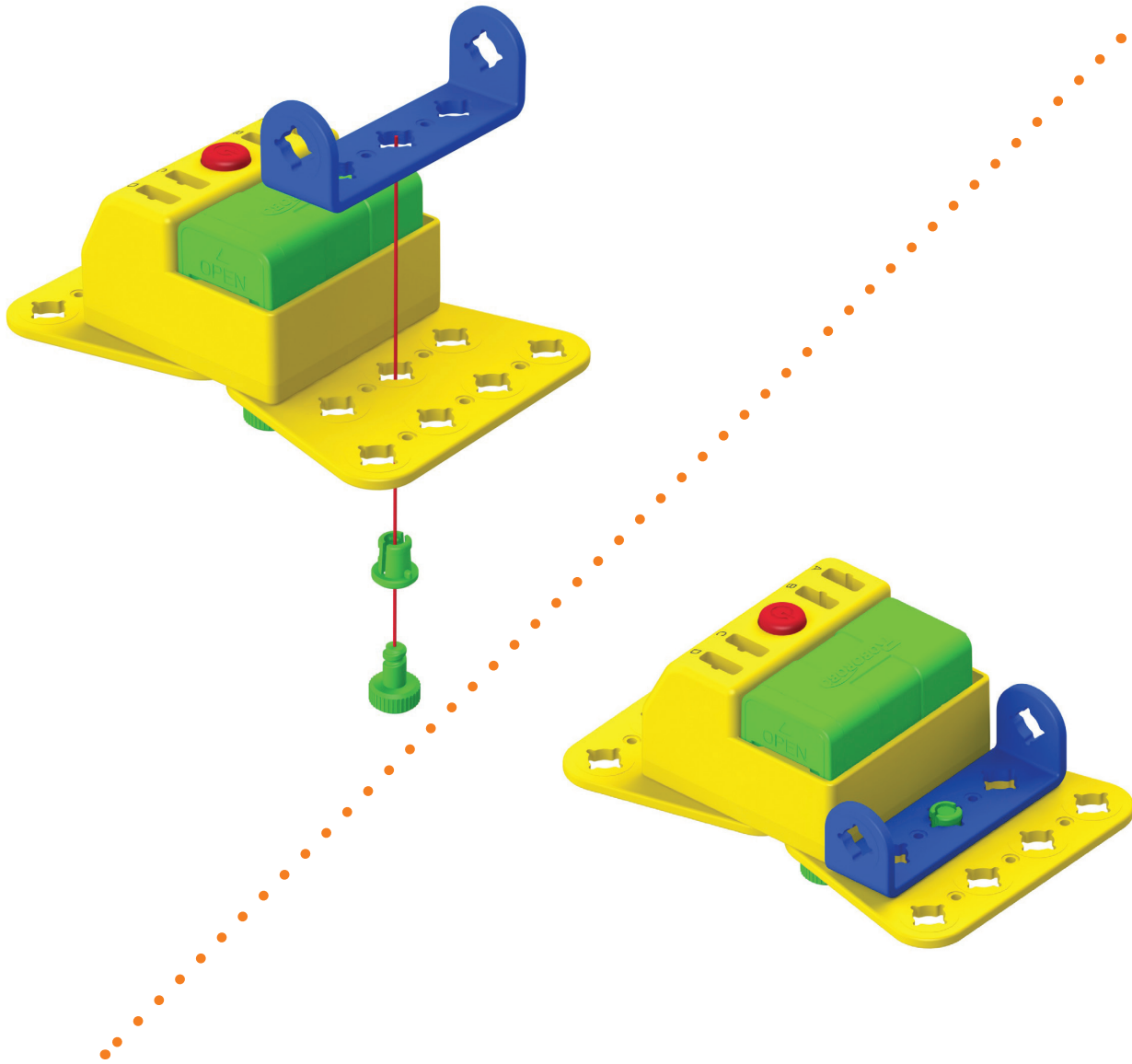
x1

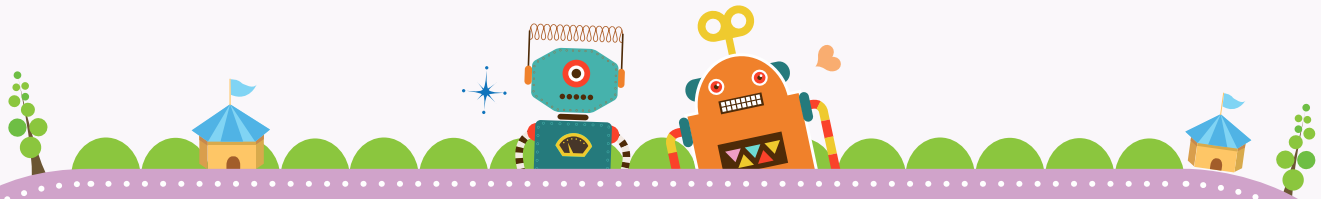


x1



x1





4 Onderdeel



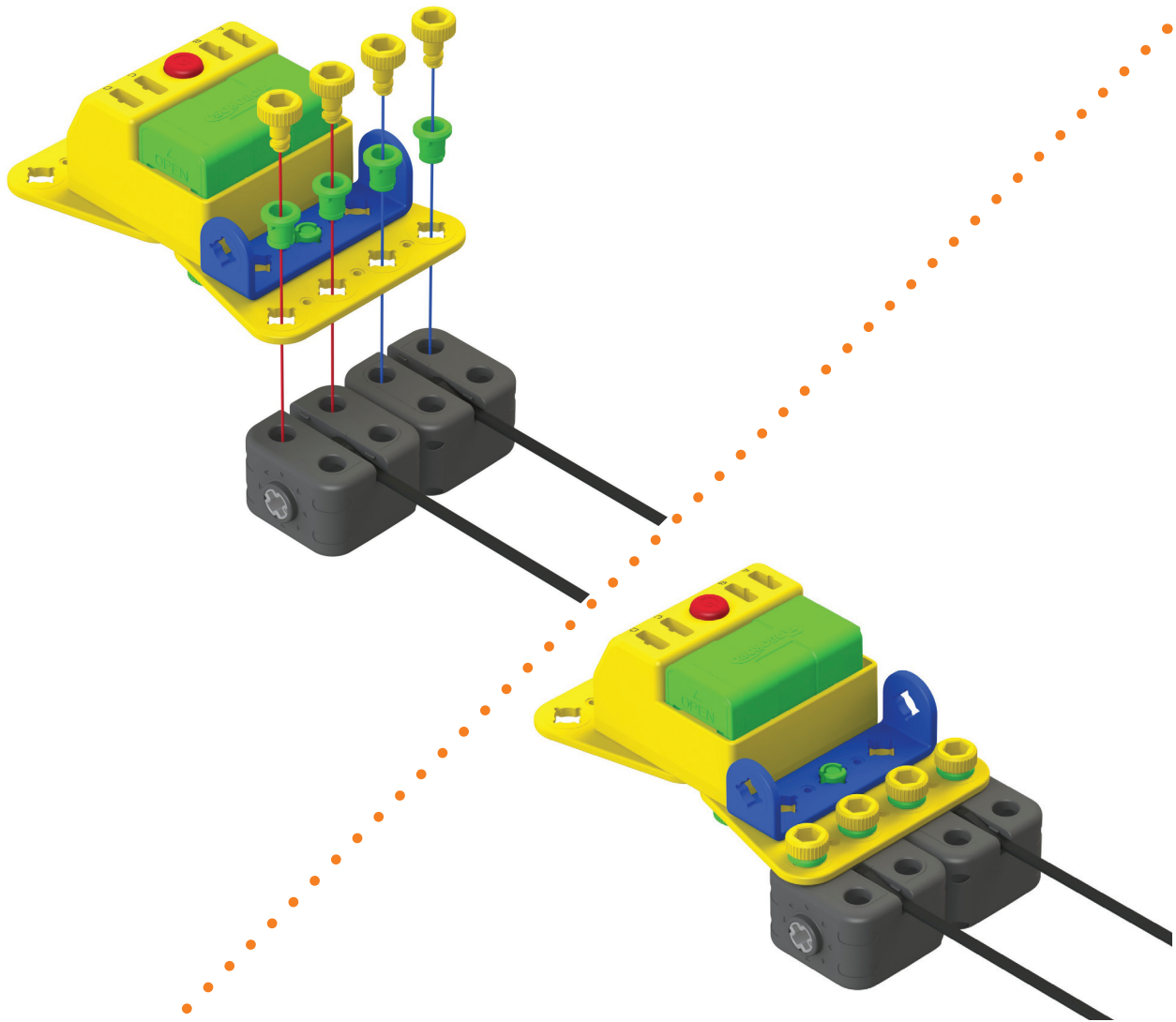
x2

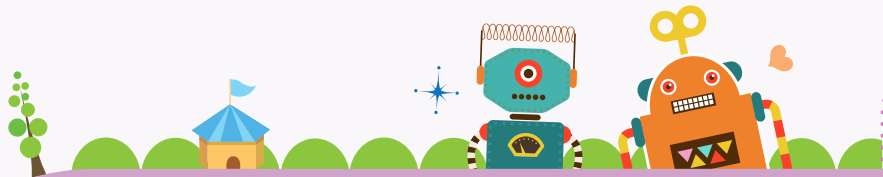


x4

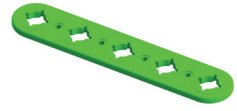


x4





5 Onderdeel



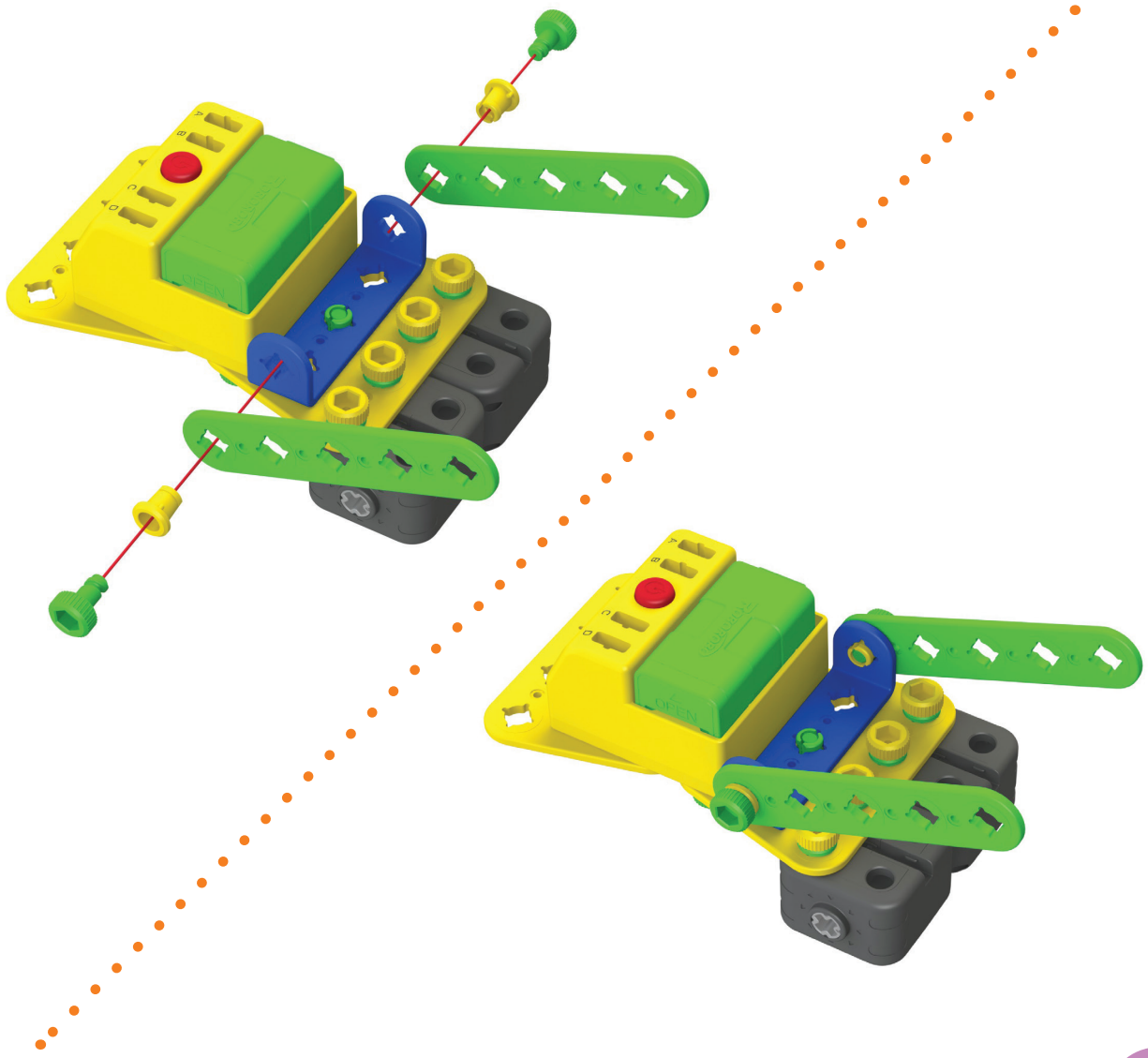
x2

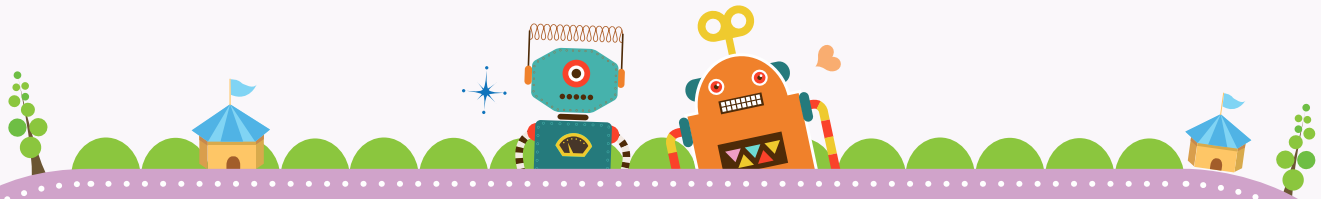


x2



x2





**6** Onderdeel



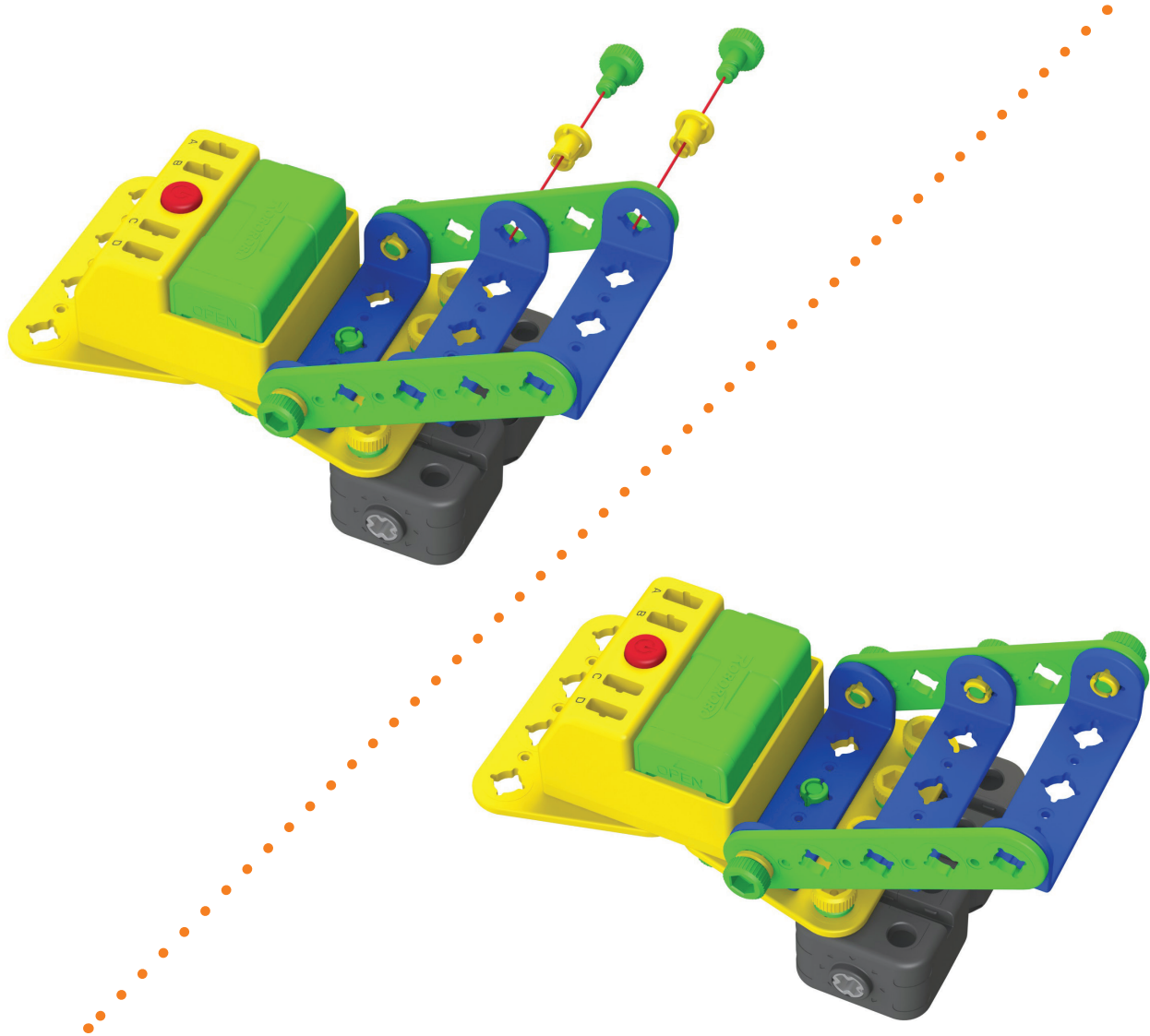
x2

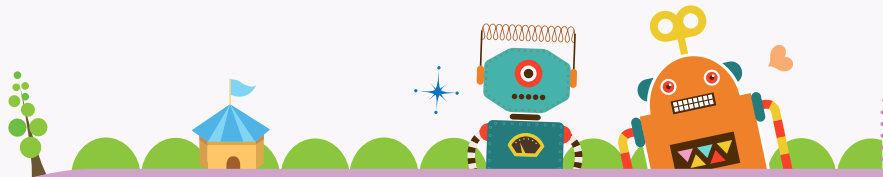


x2



x2





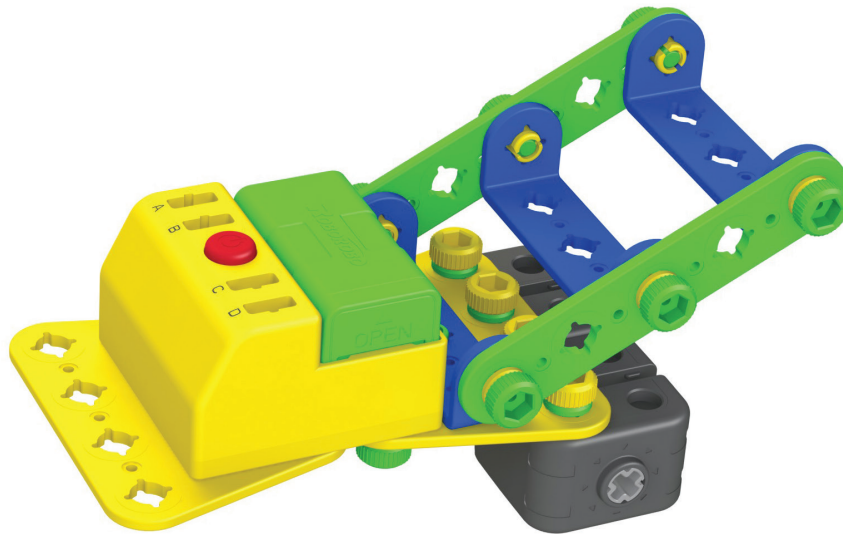
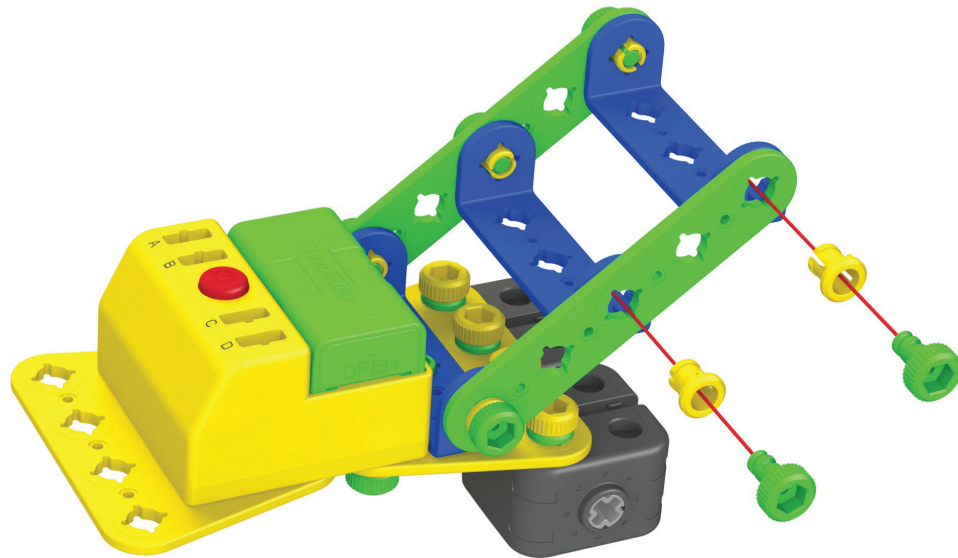
Onderdeel

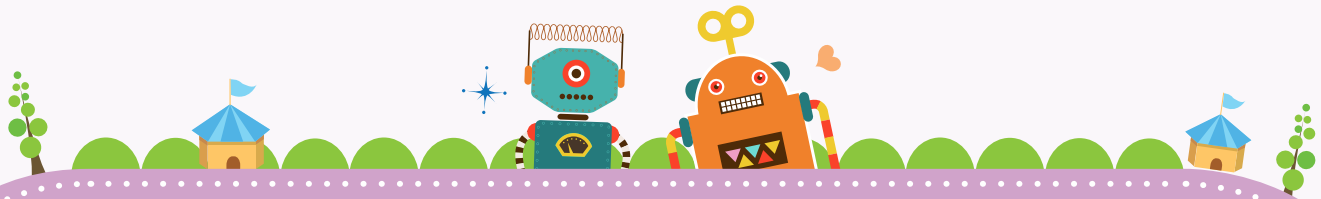


x2



x2



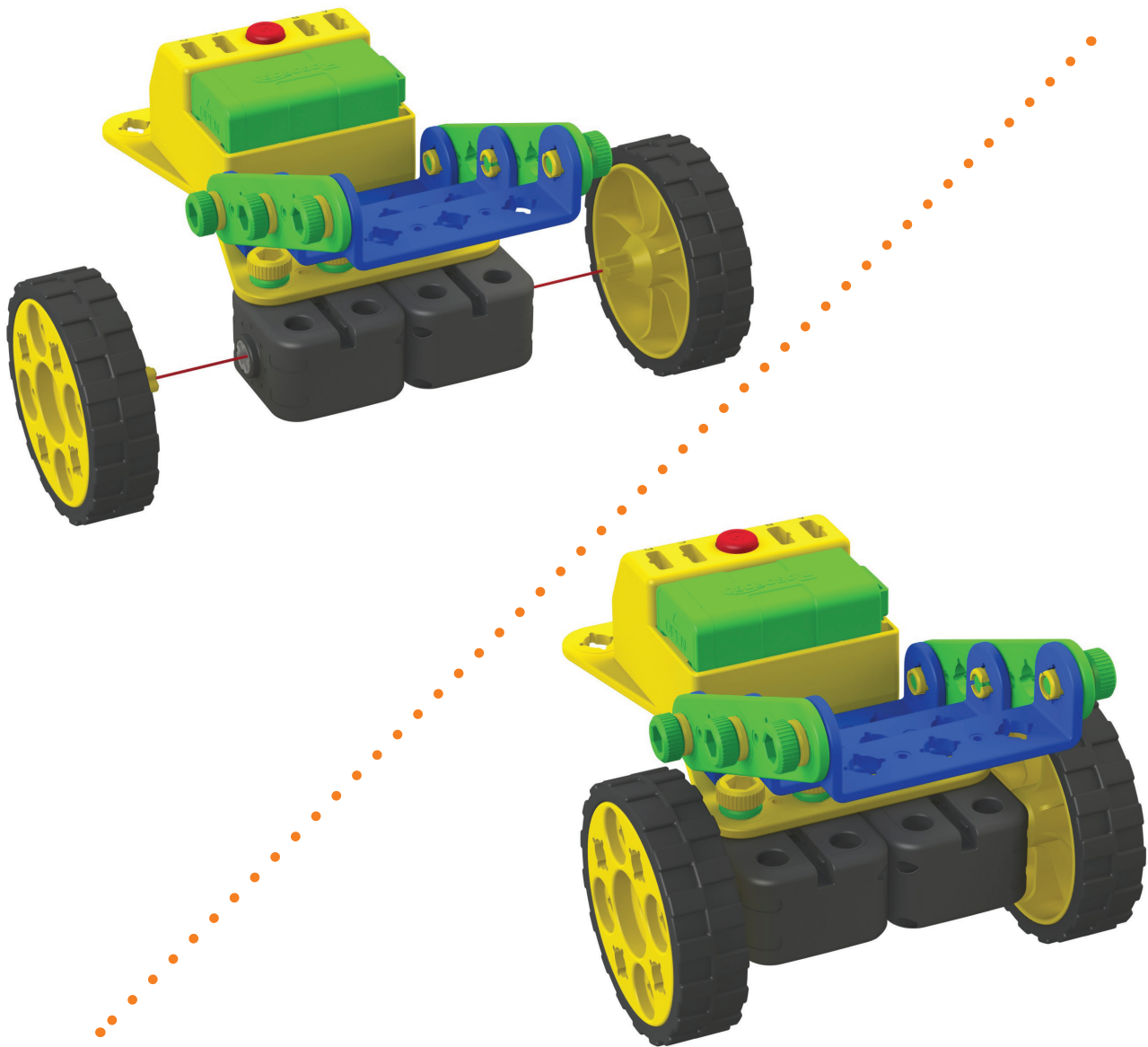


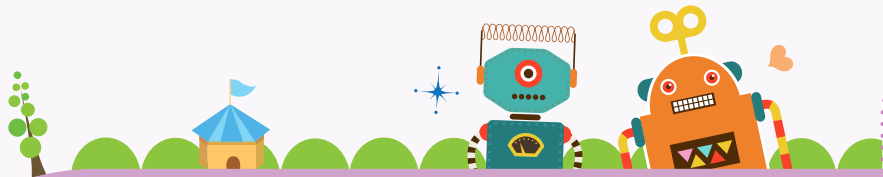
8

Onderdeel



x2





9 Onderdeel



x1



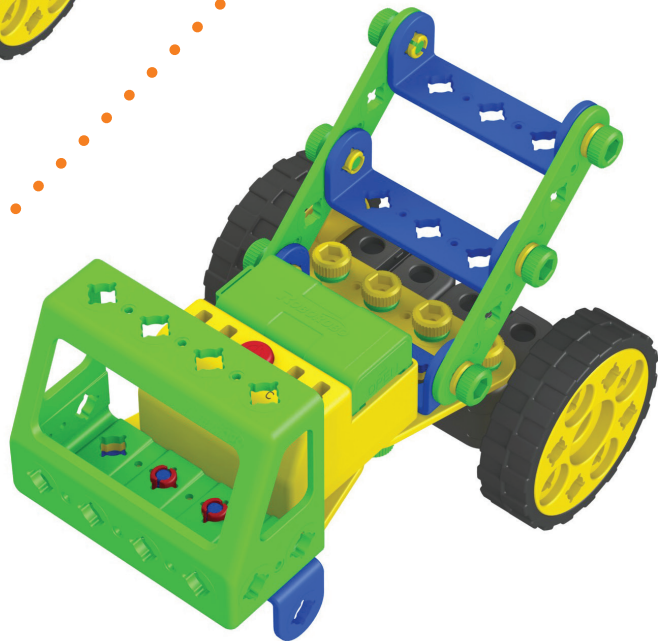
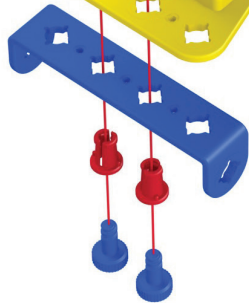
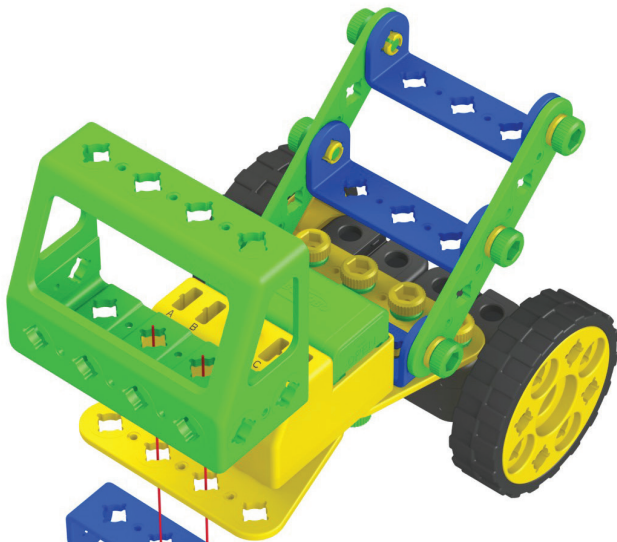
x1

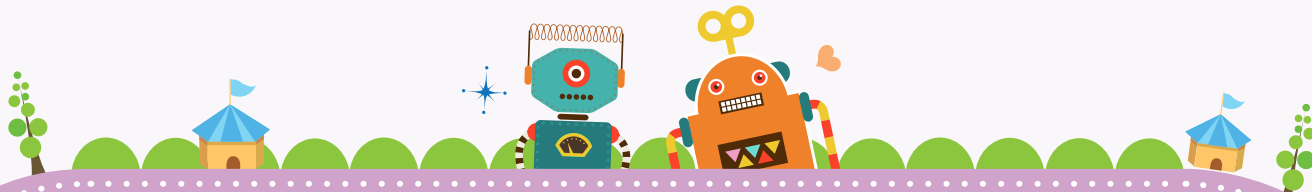


x2



x2





10 Onderdeel



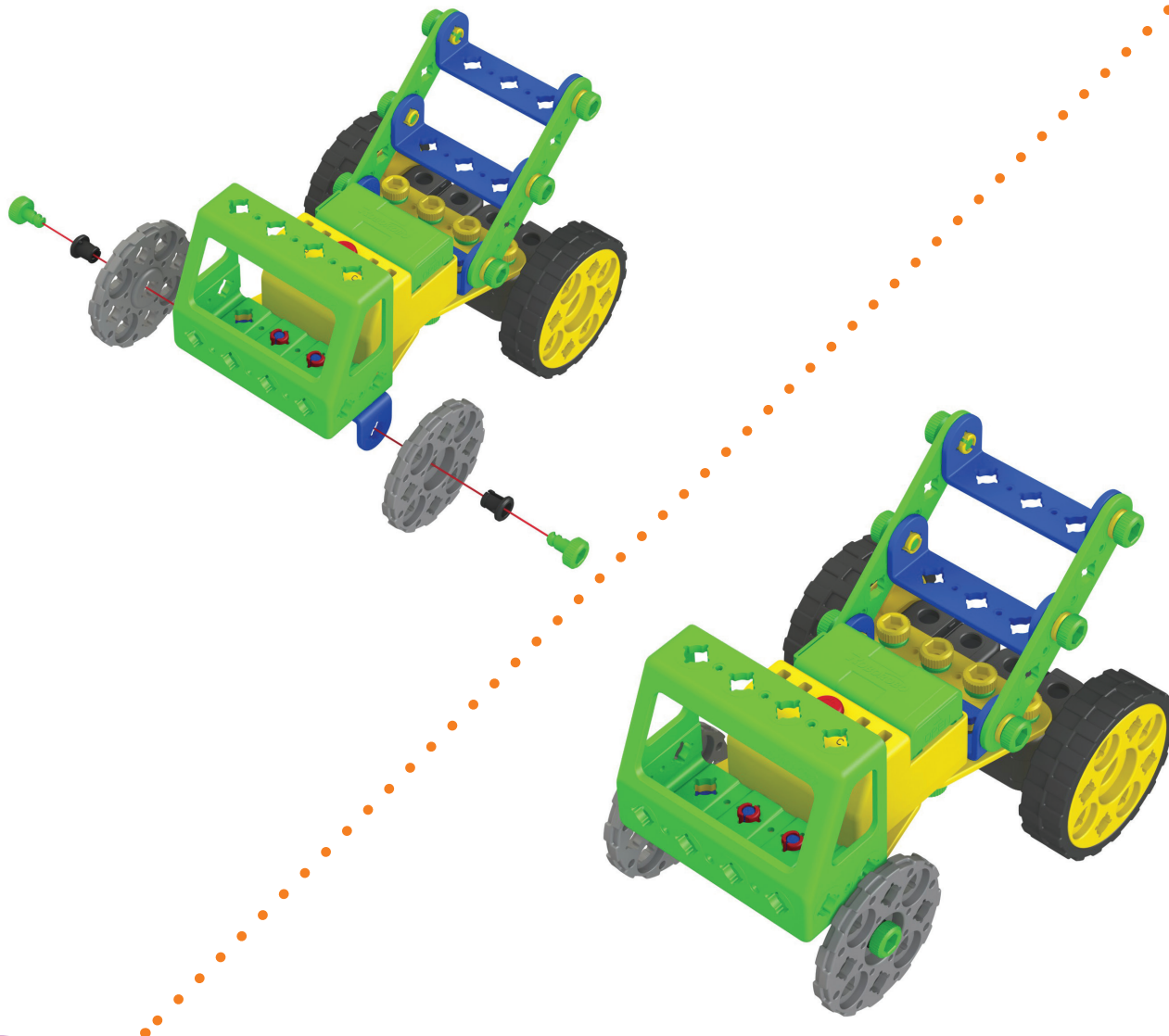
x2



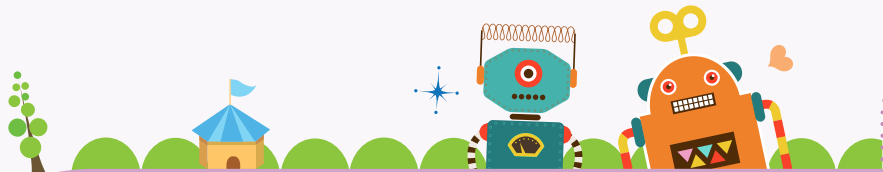
x2



x2







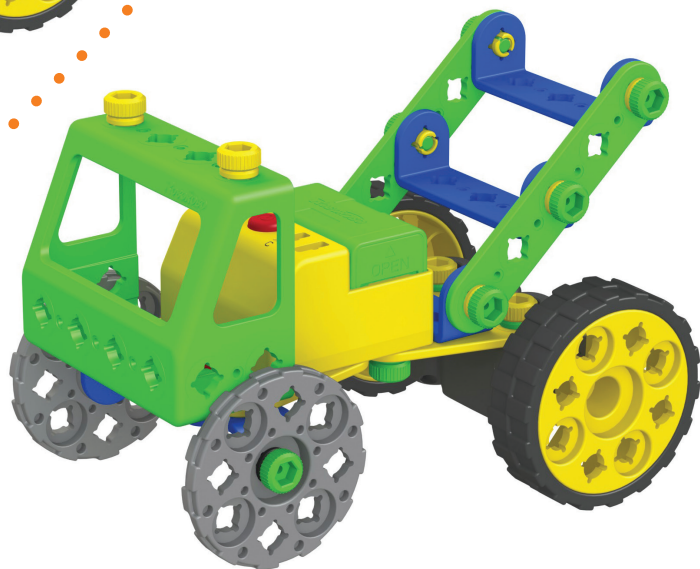
Onderdeel

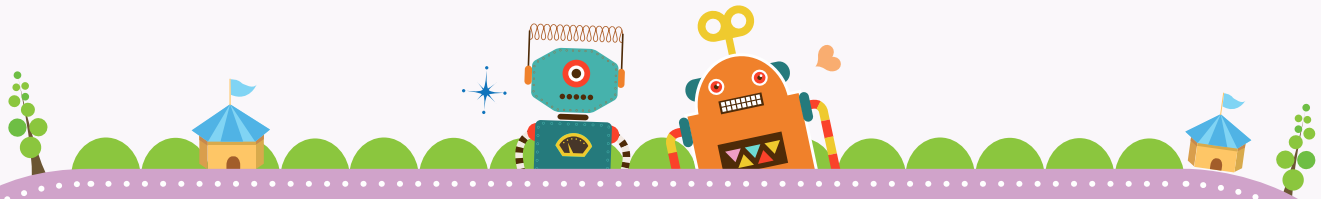


x2



x2





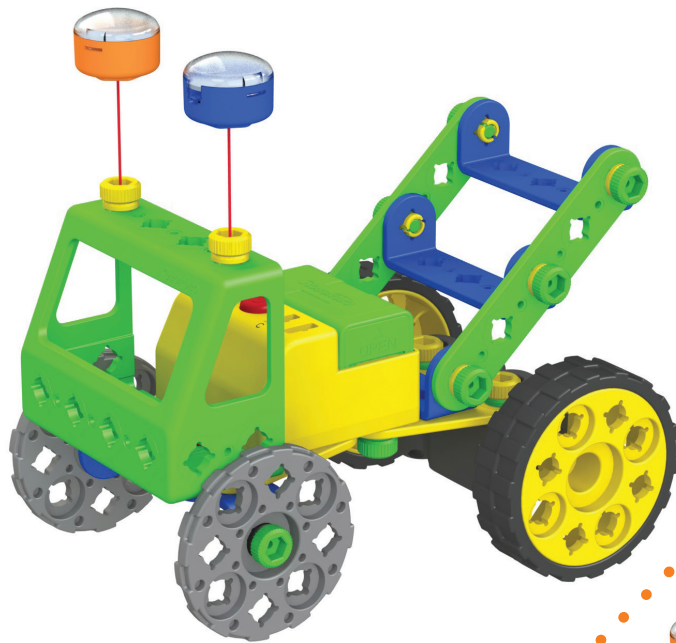
12 Onderdeel

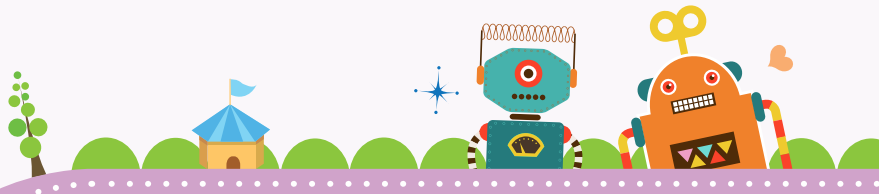


x1



x1

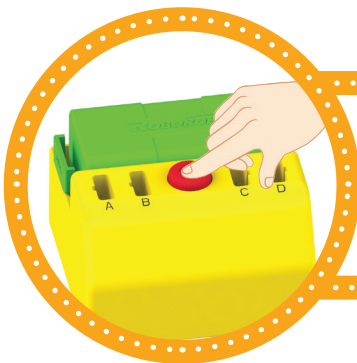
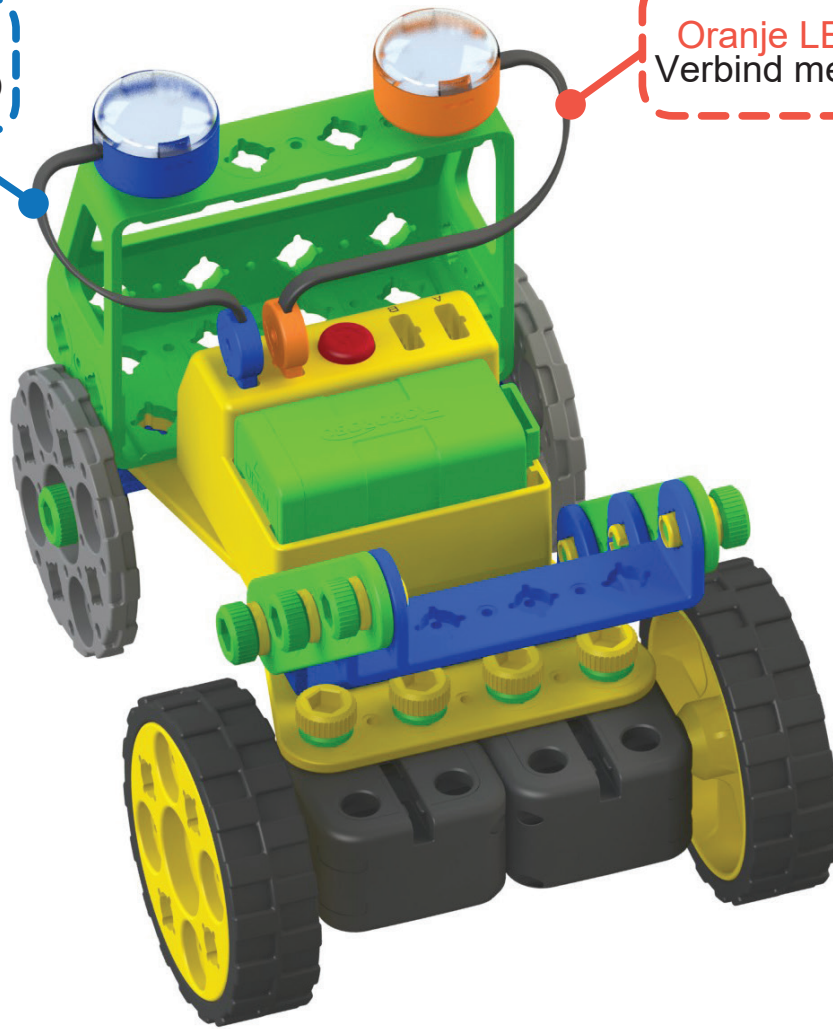




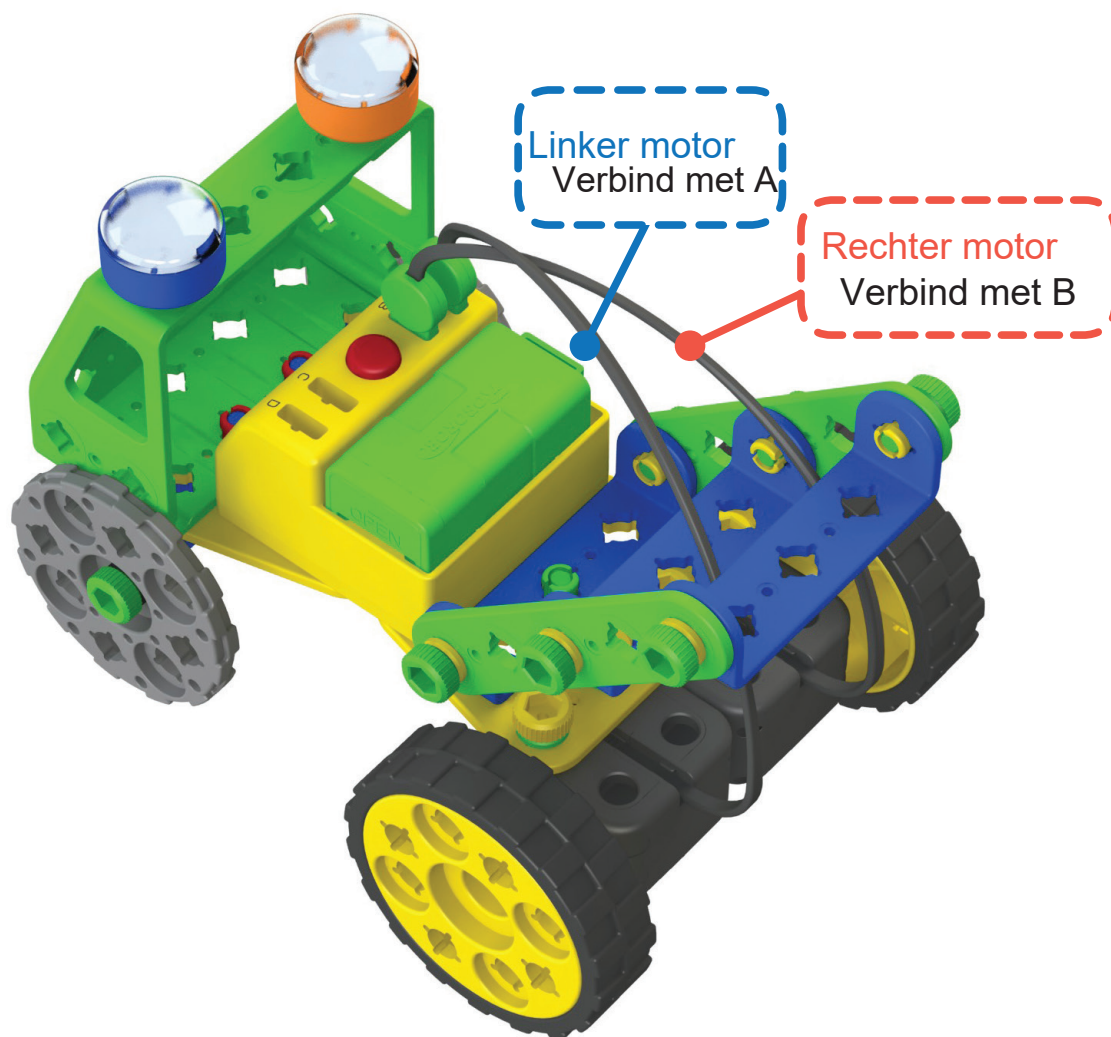
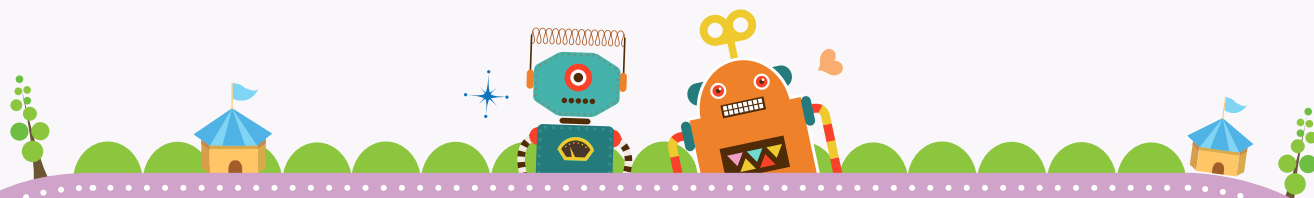
## Brandweerwagen

Blauwe LED  
Verbind met D

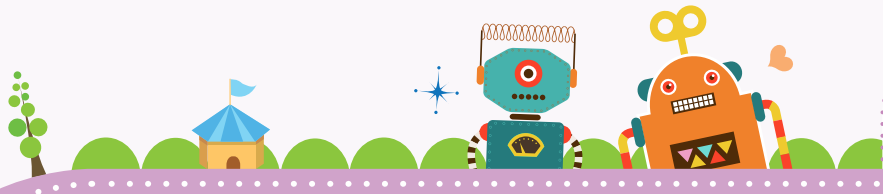
Oranje LED  
Verbind met C



Druk op de knop om de LED  
te laten knipperen.



- Druk op de knop om de auto vooruit te laten rijden.
- Verwissel de aansluiting A en B om de auto achteruit te laten rijden.

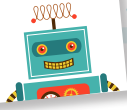


Klaar



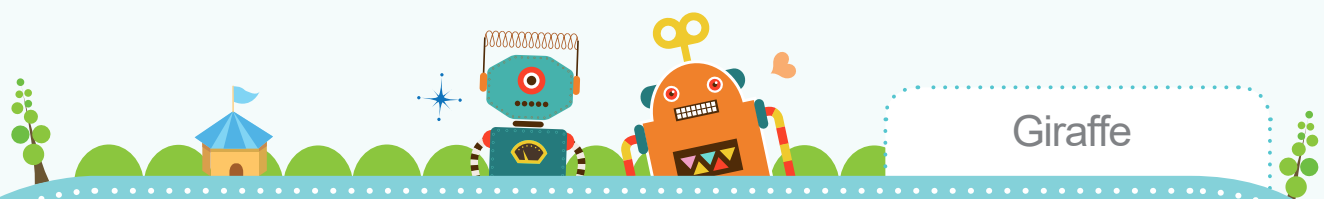
Giraffe

10



We bouwen een giraffe!



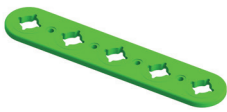


Giraffe

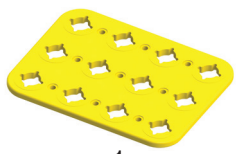
1 Onderdeel



x2



x1



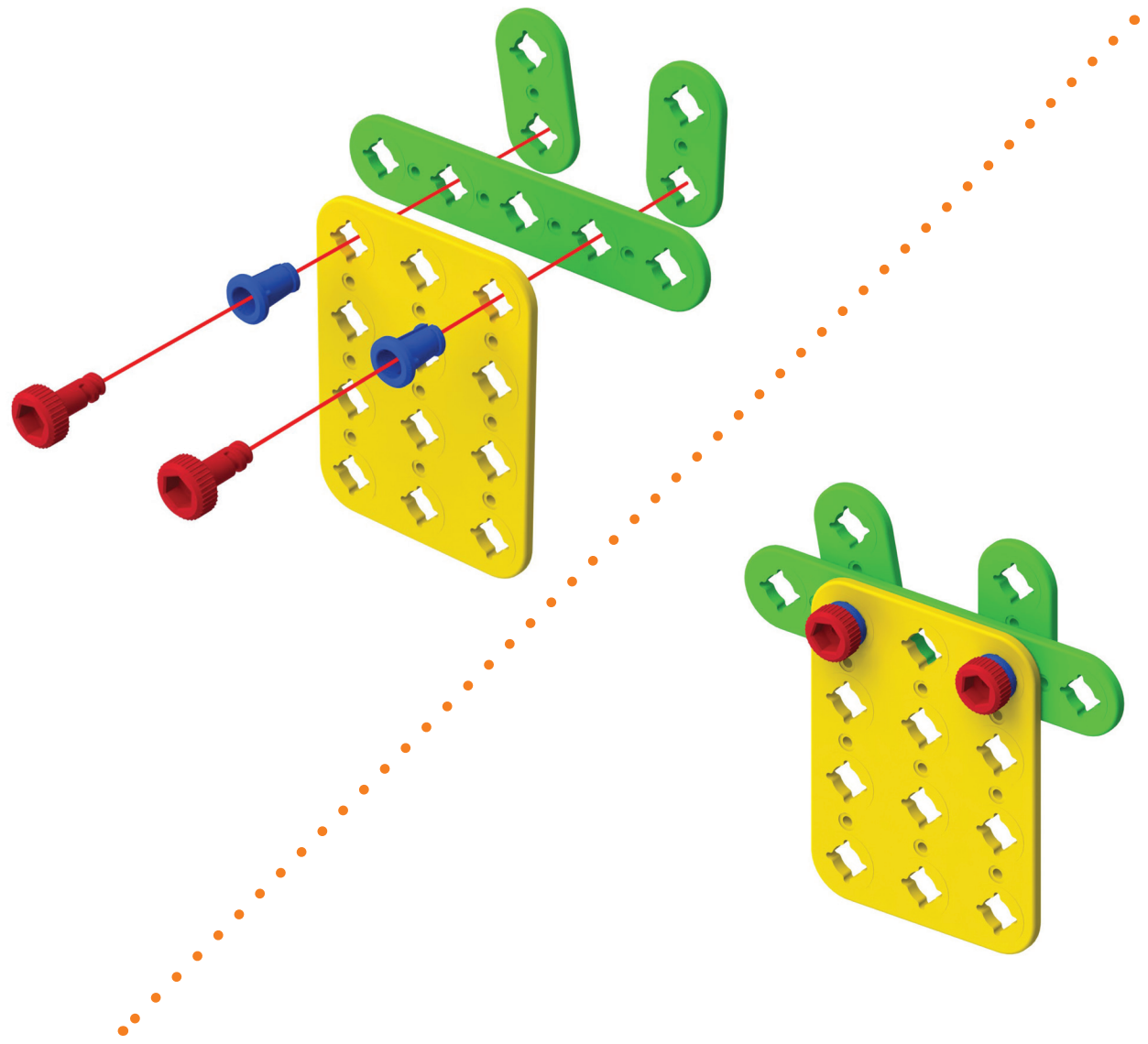
x1

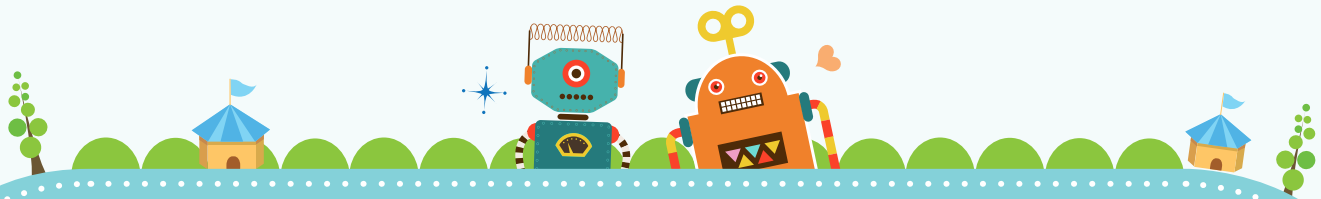


x2

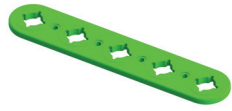


x2





2 Onderdeel



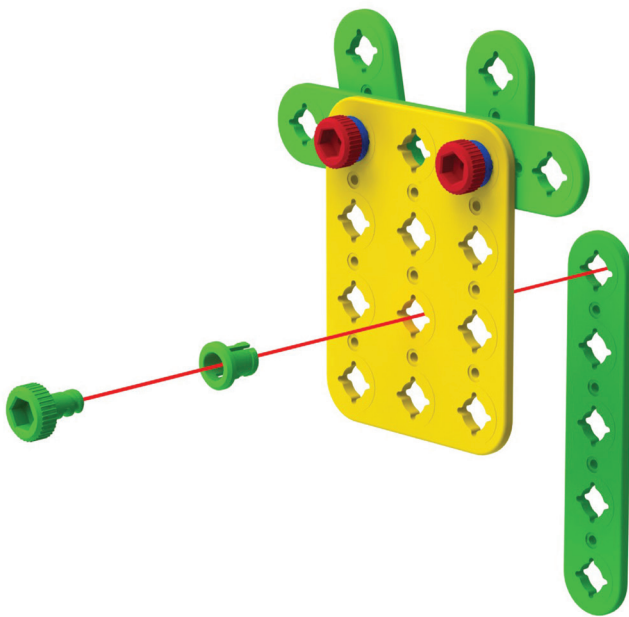
x1



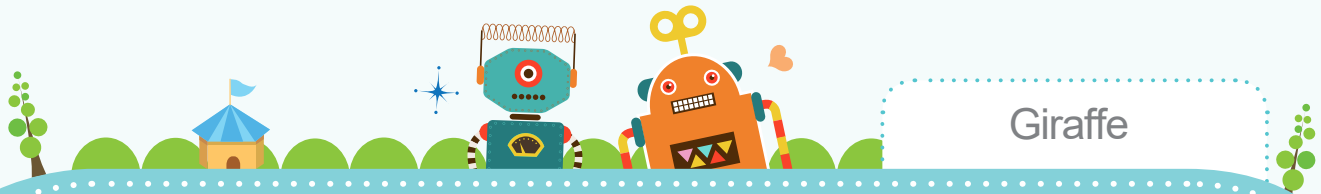
x1



x1







Giraffe

3 Onderdeel



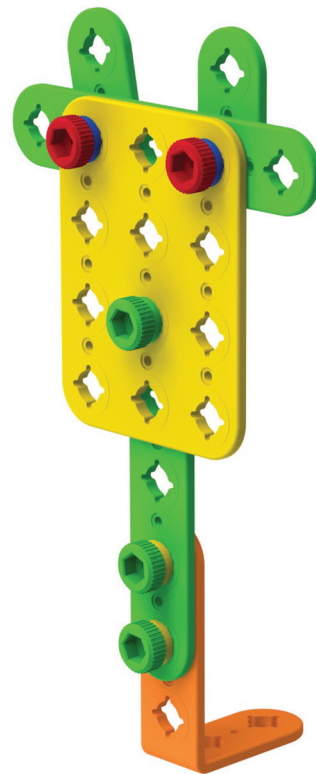
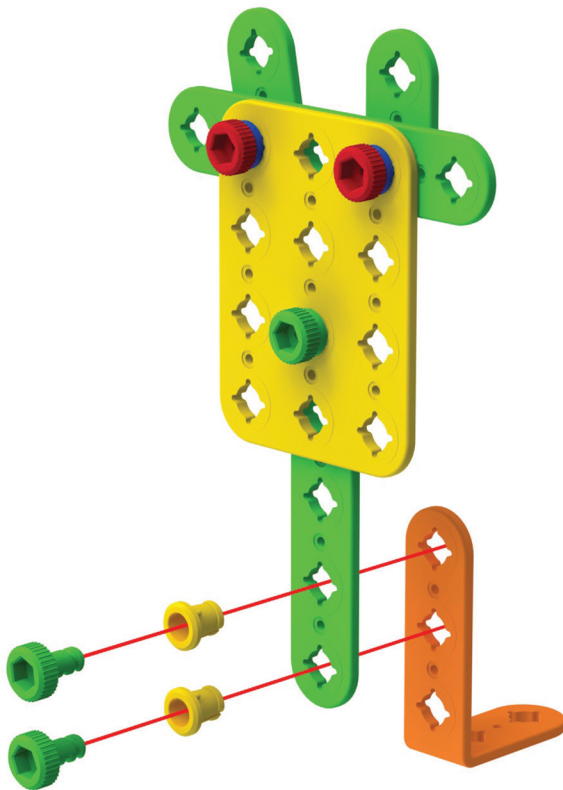
x1

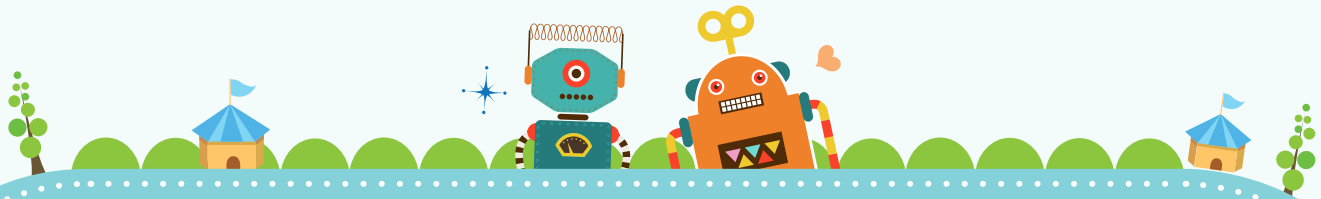


x2

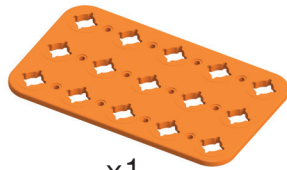


x2





4 Onderdeel



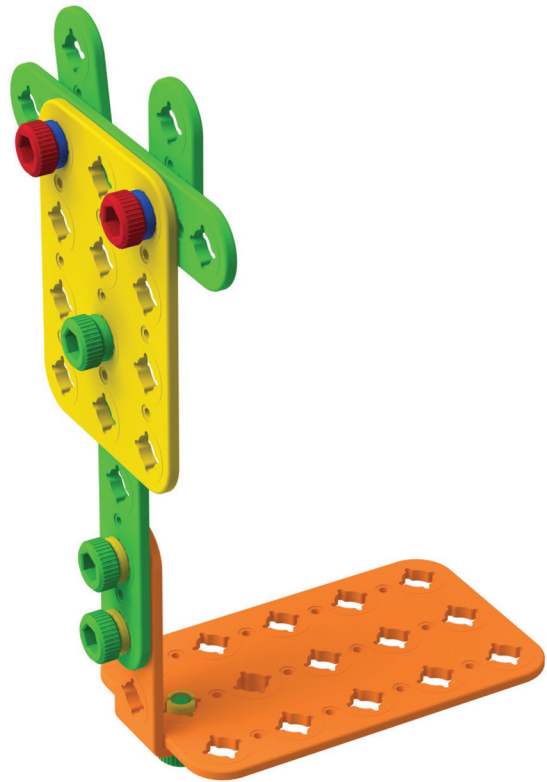
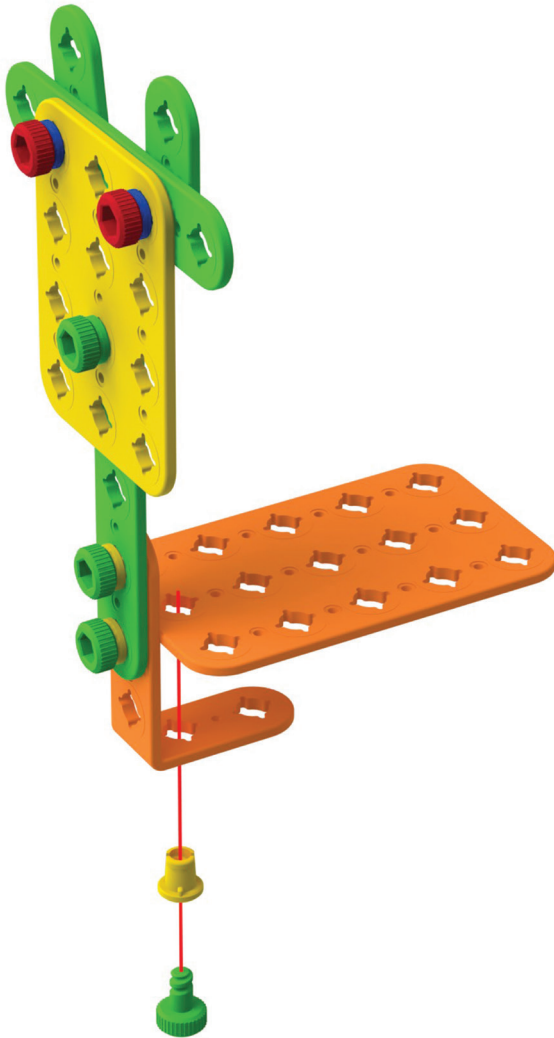
x1

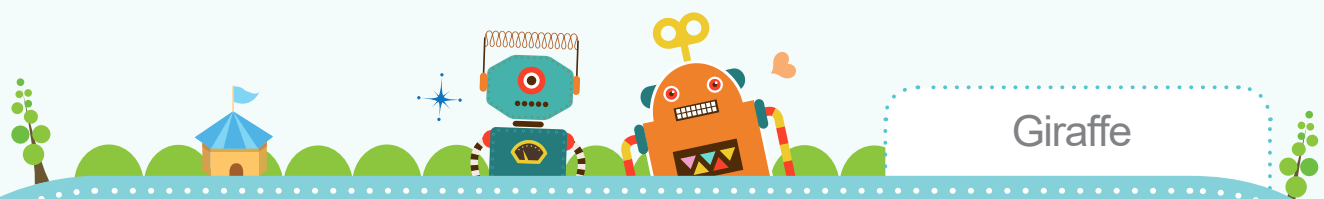


x1



x1





5 Onderdeel



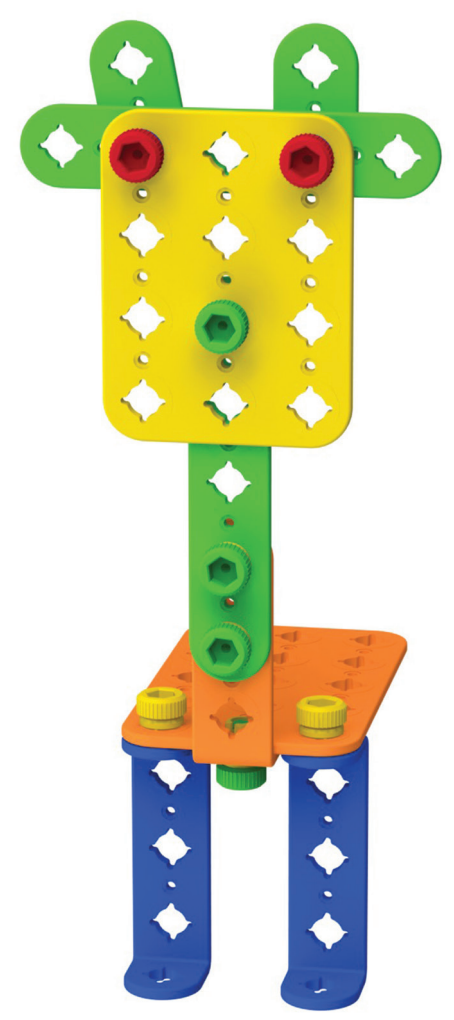
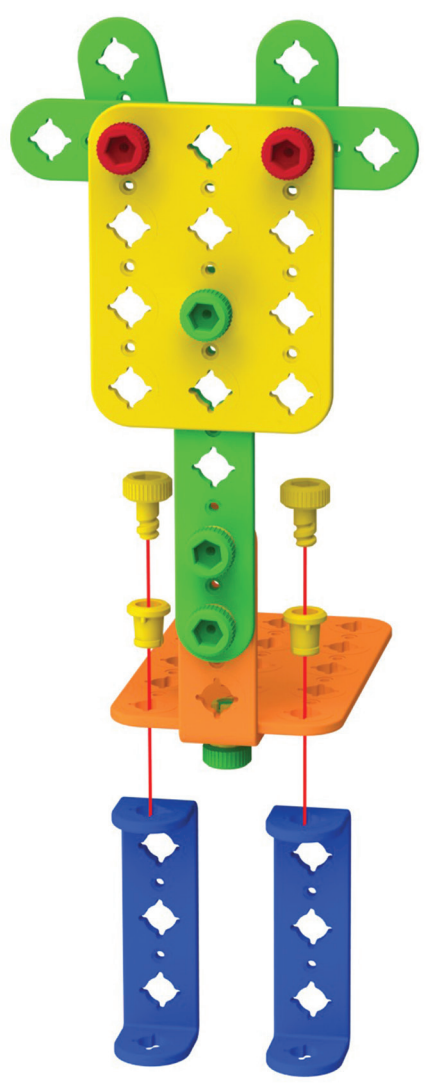
x2

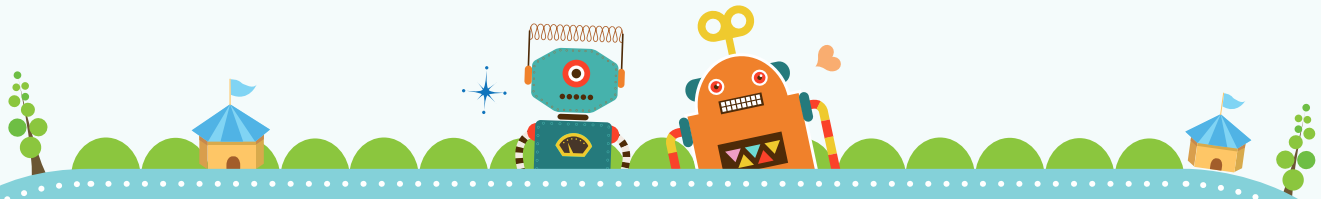


x2



x2





6 Onderdeel



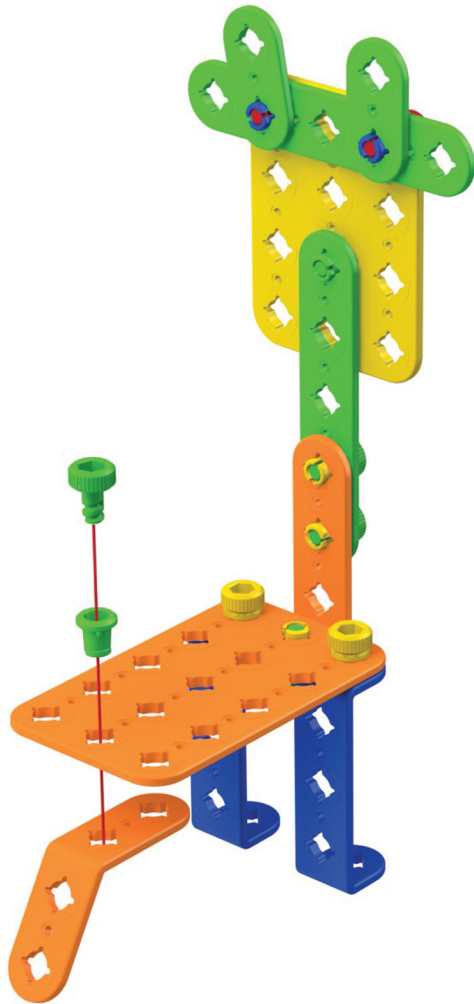
x1

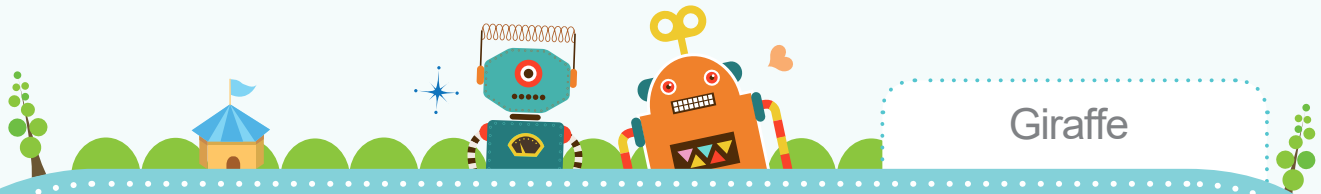


x1



x1





Giraffe



Onderdeel



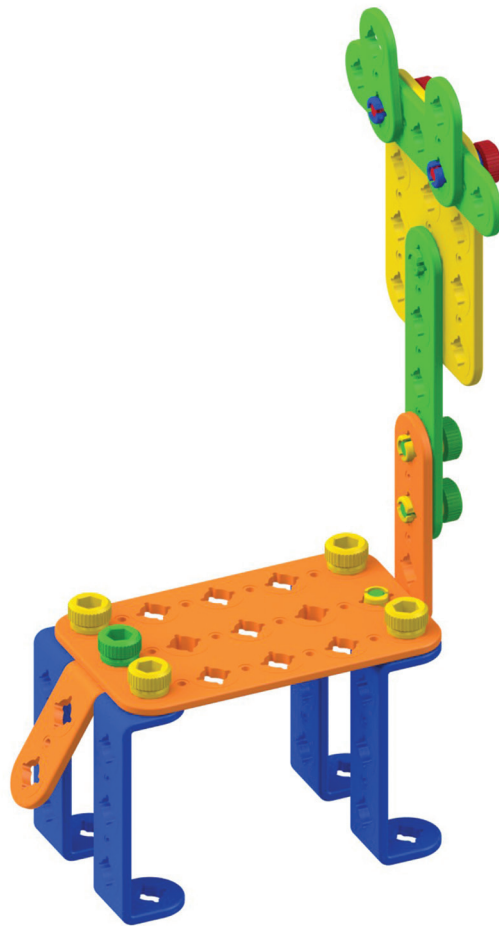
x2

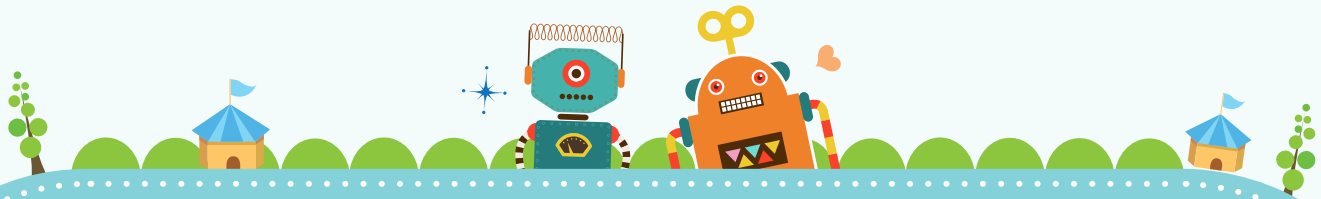


x2



x2





8

Onderdeel



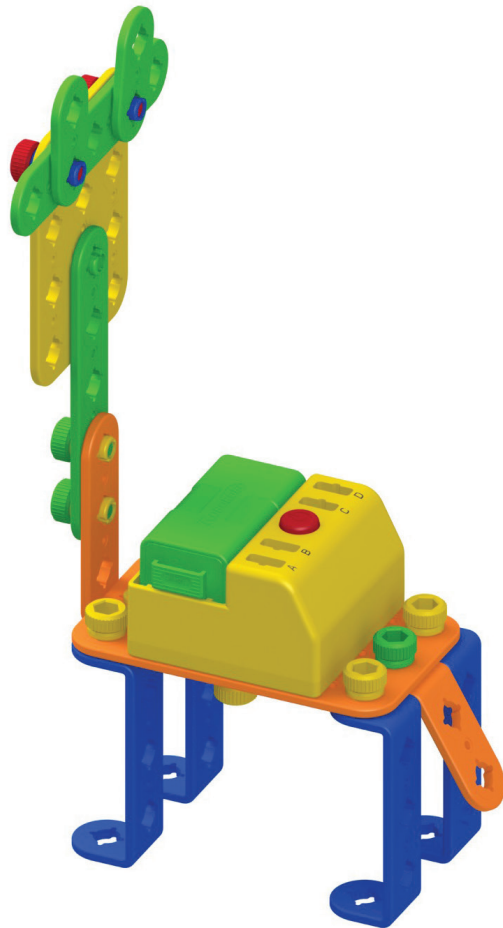
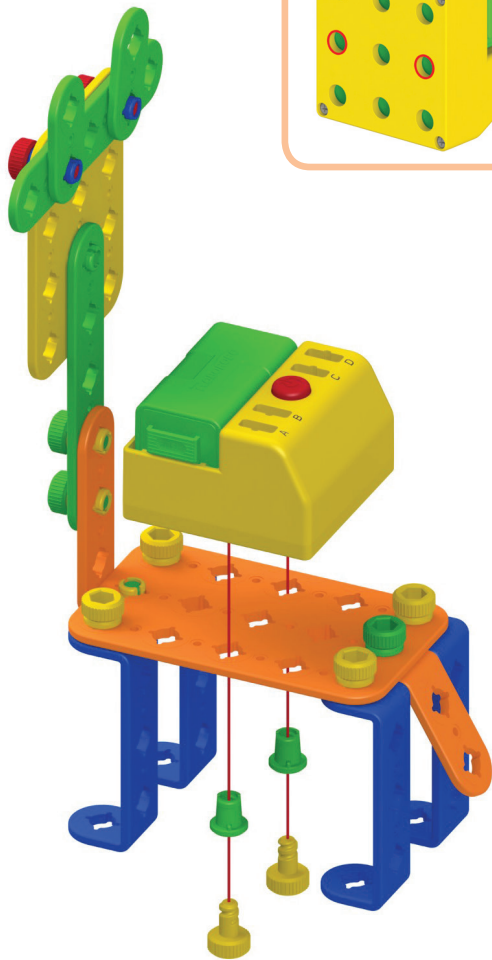
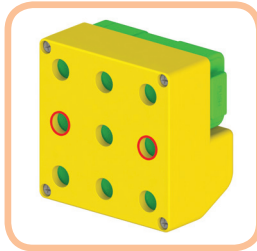
x1

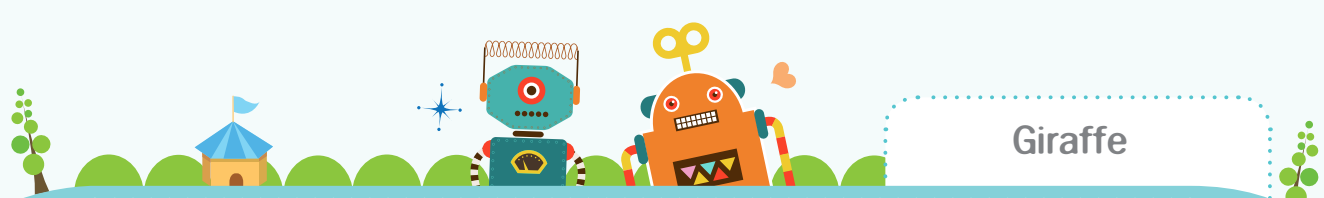


x2



x2





9 Onderdeel



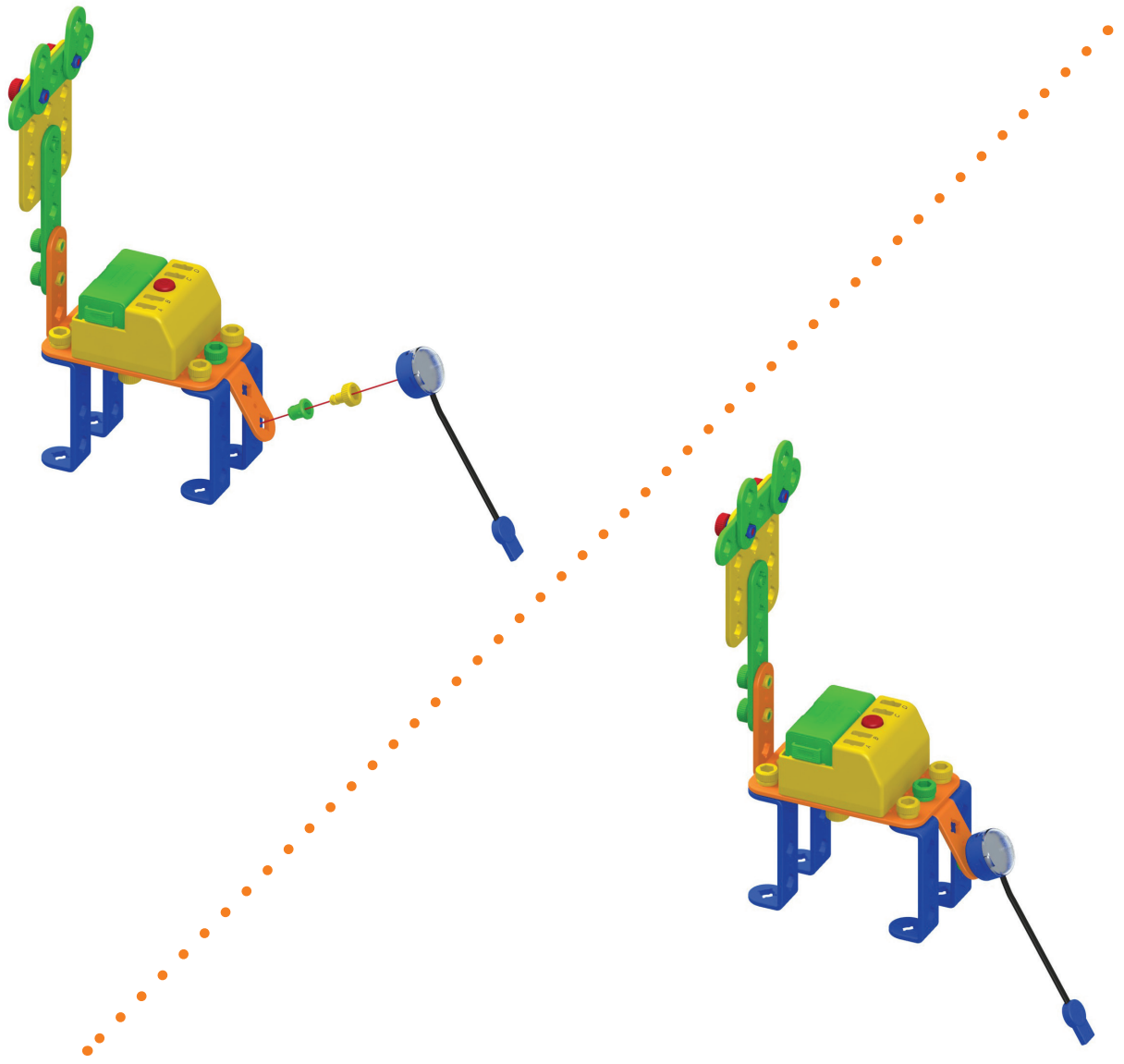
x1

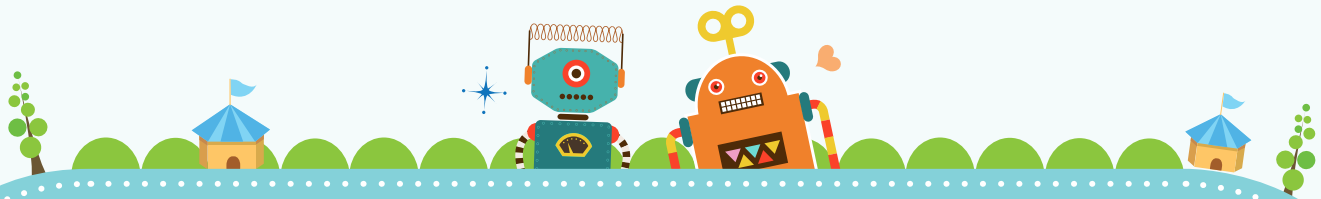


x1



x1



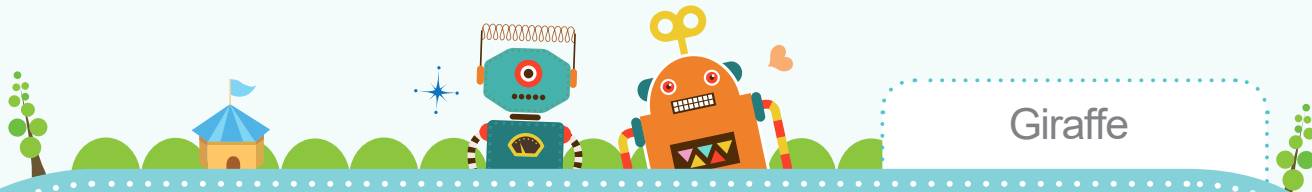


Blauwe LED  
Verbind met C



Druk op de knop om de LED te laten knipperen.

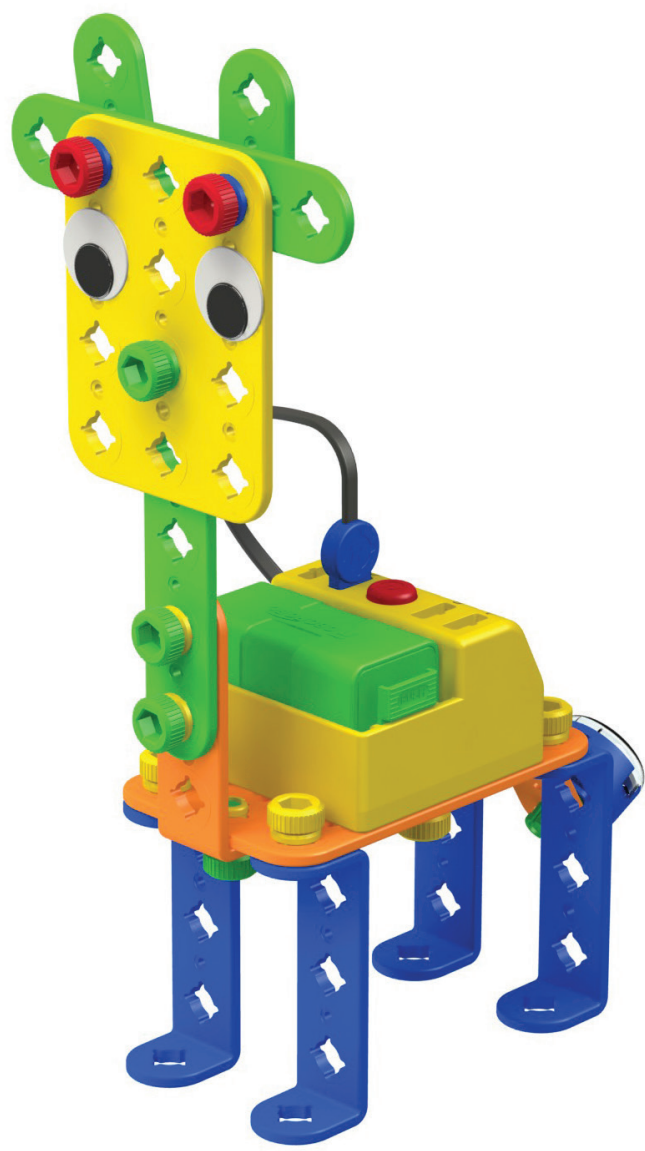




Giraffe

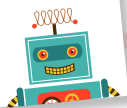


Laten we de giraffe mooi maken!

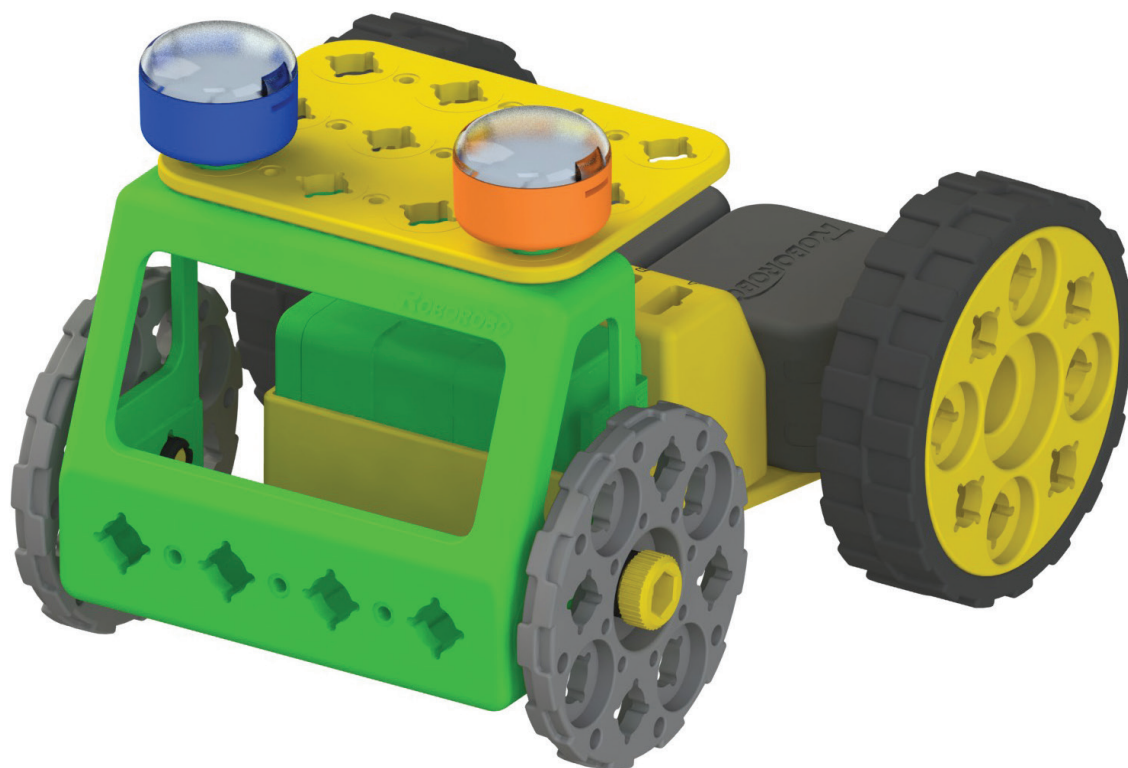


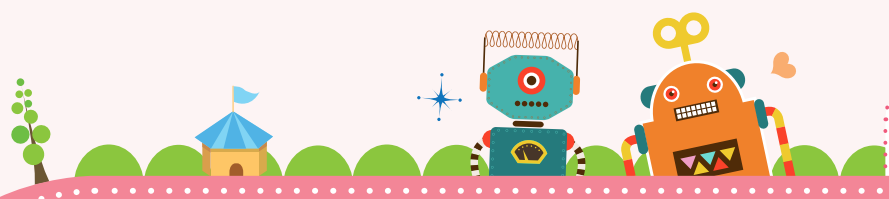
Ambulance

11



We maken een ambulance!

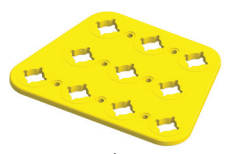




1 Onderdeel



x1



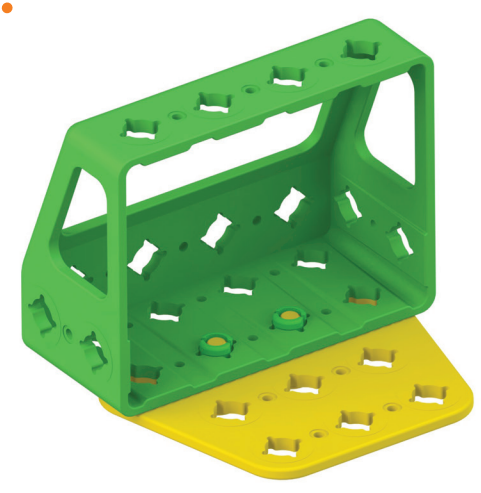
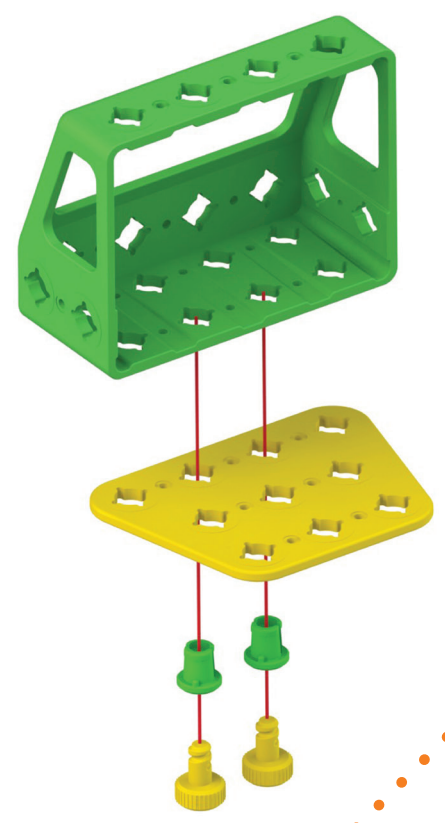
x1

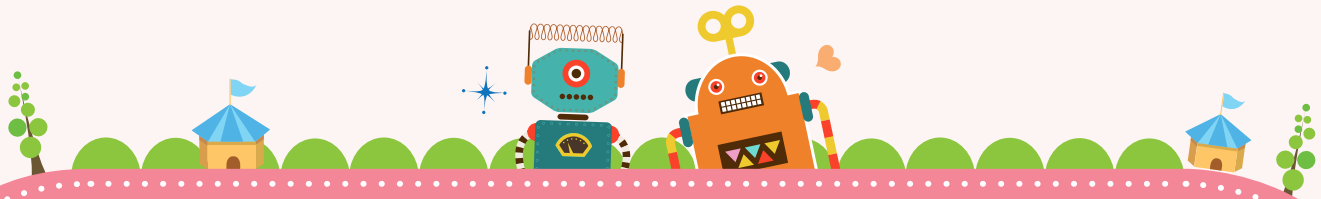


x2



x2





2 Onderdeel



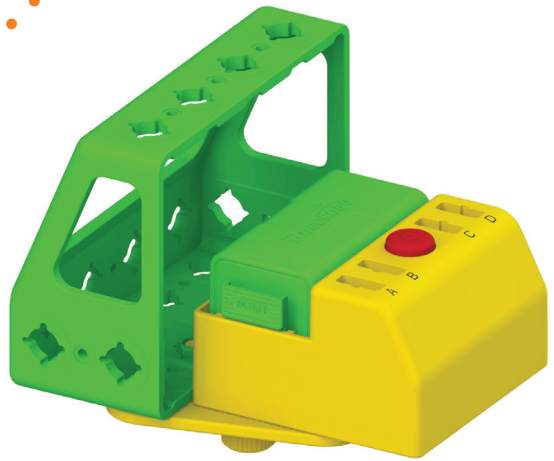
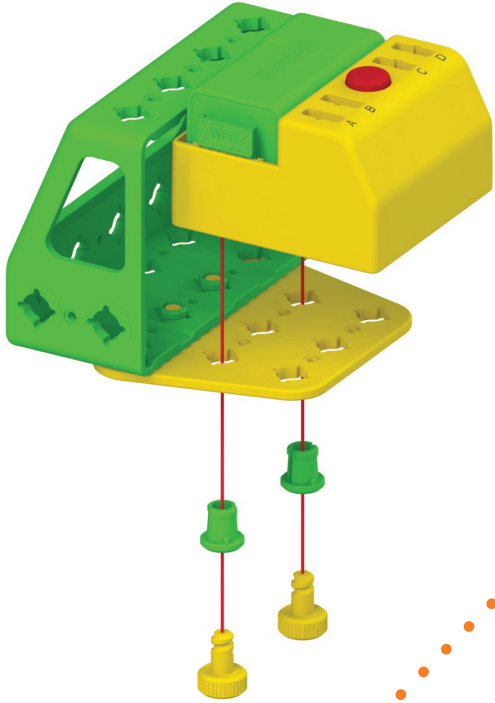
x1

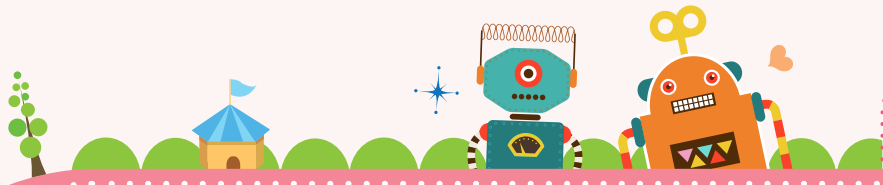


x2

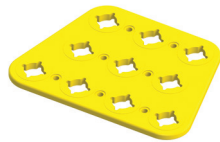


x2





3 Onderdeel



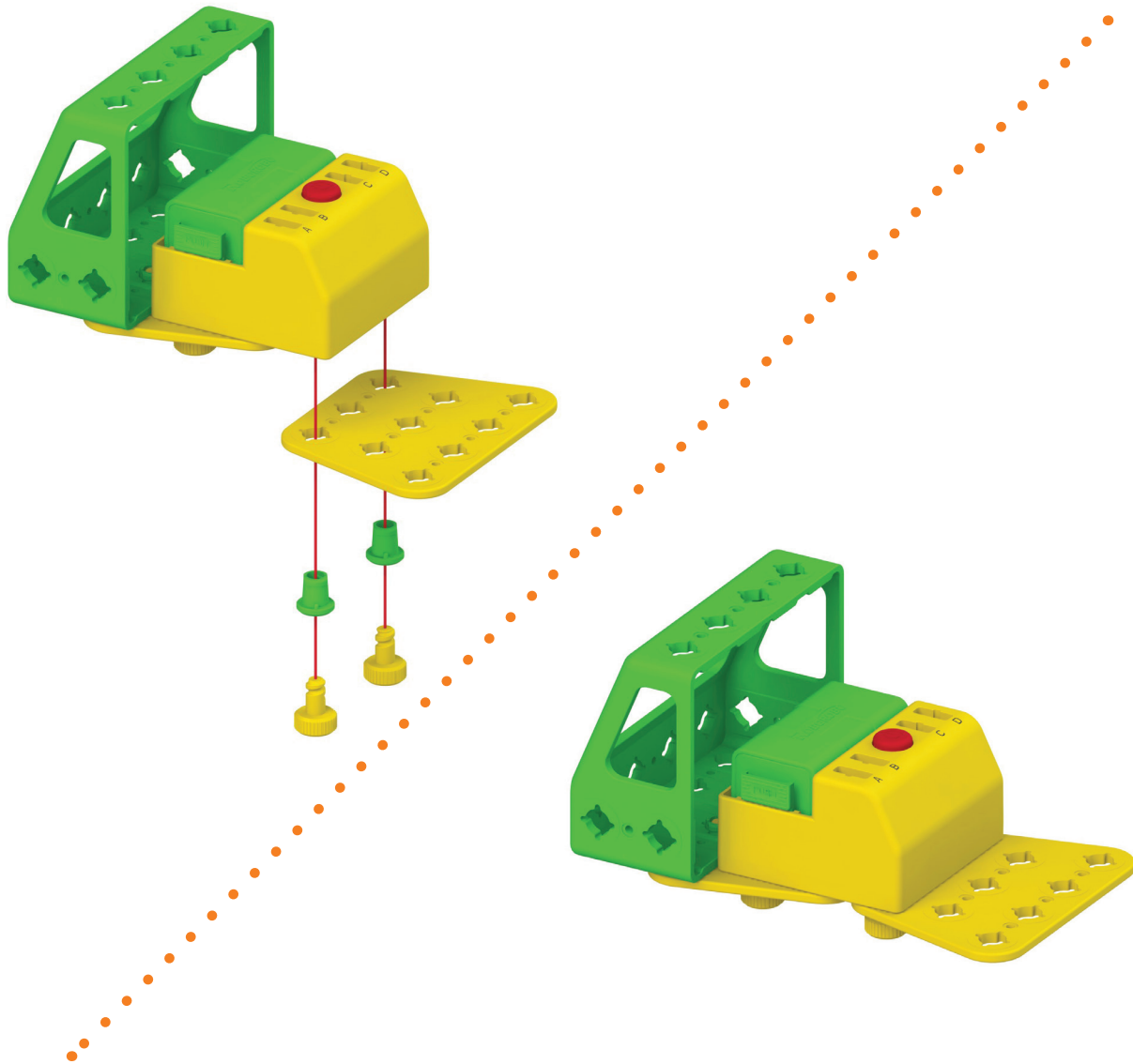
x1

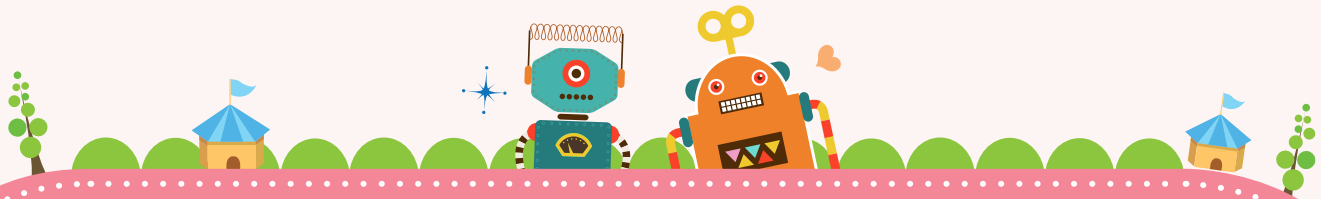


x2



x2





Onderdeel



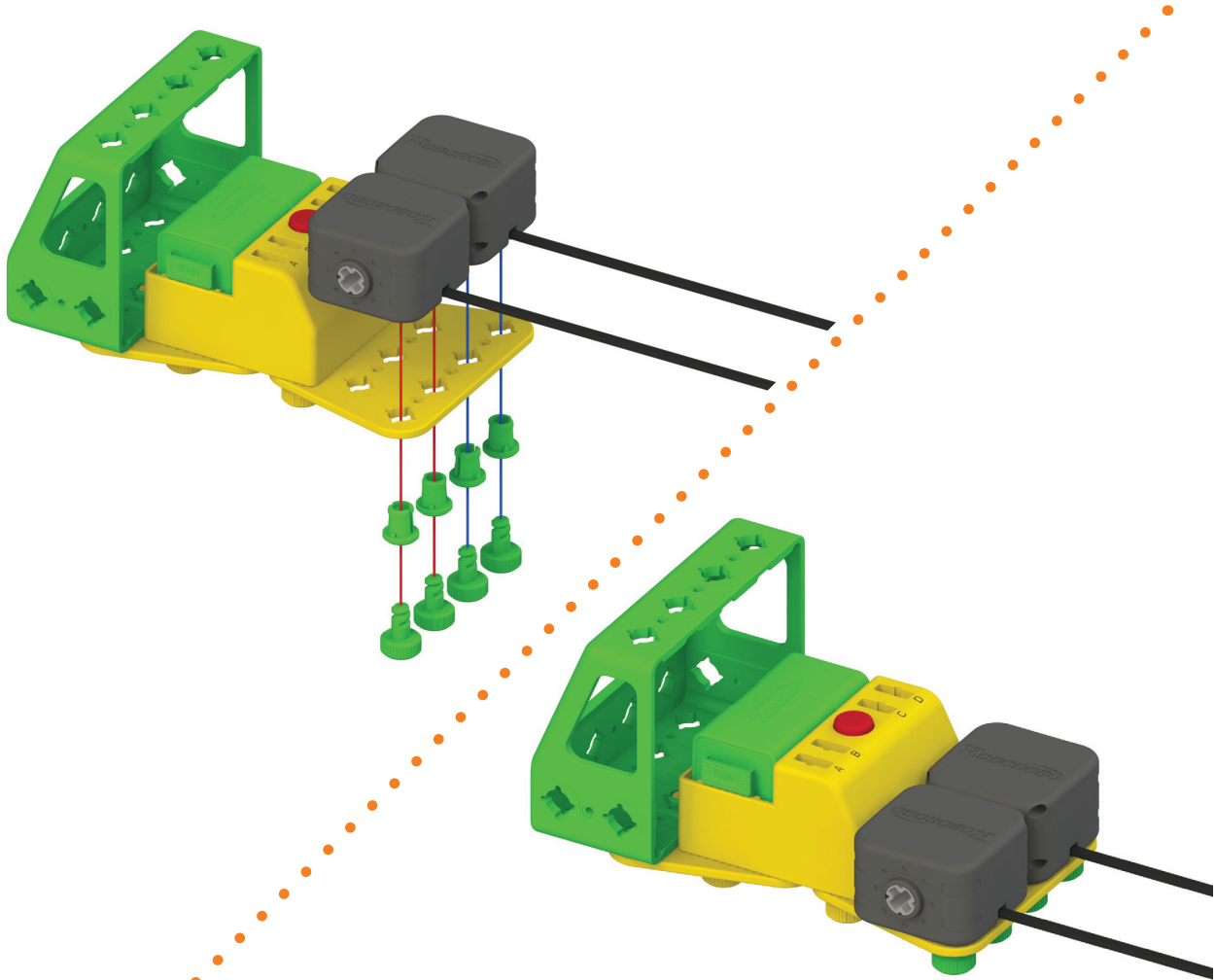
x2

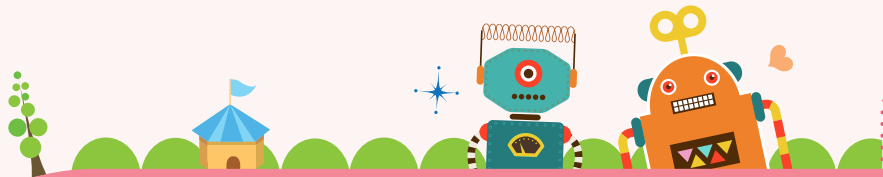


x4



x4





5 Onderdeel



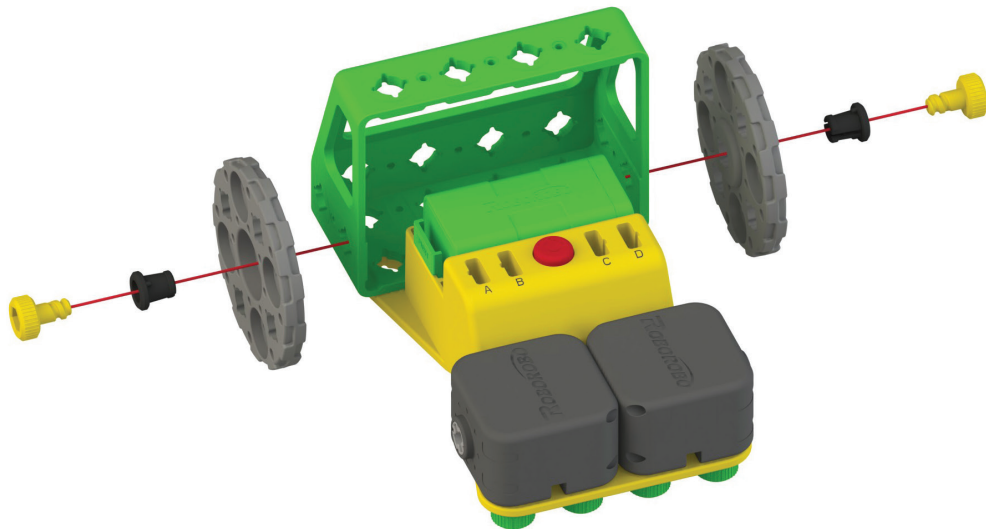
x2

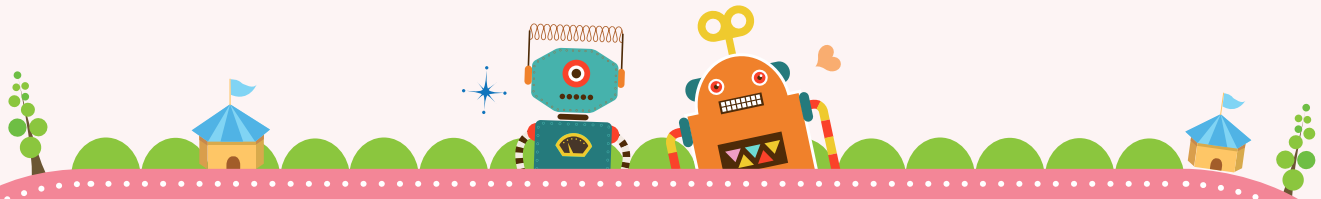


x2



x2

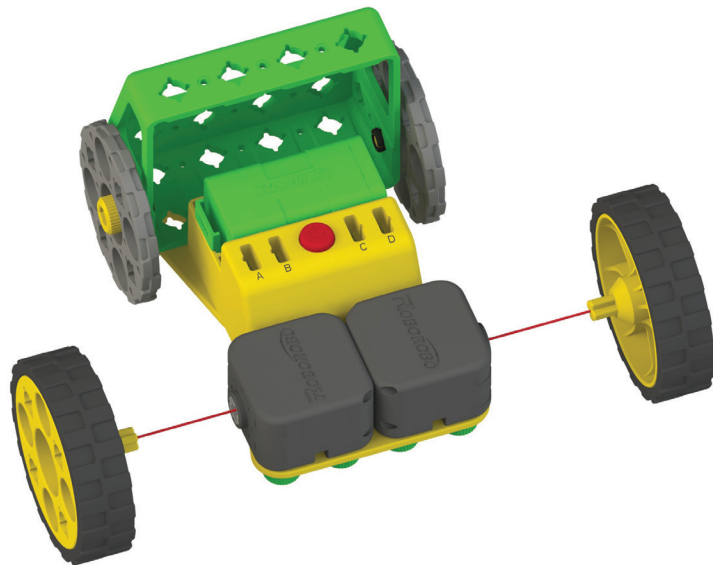




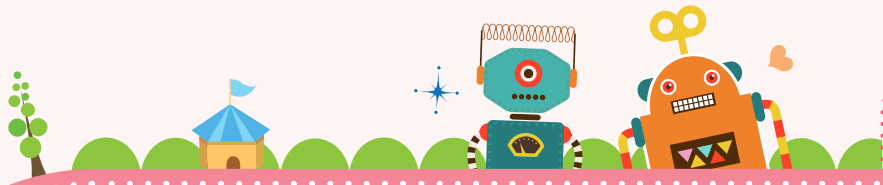
**6** Onderdeel



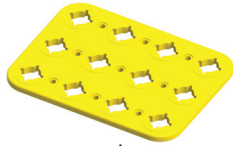
x2







Onderdeel



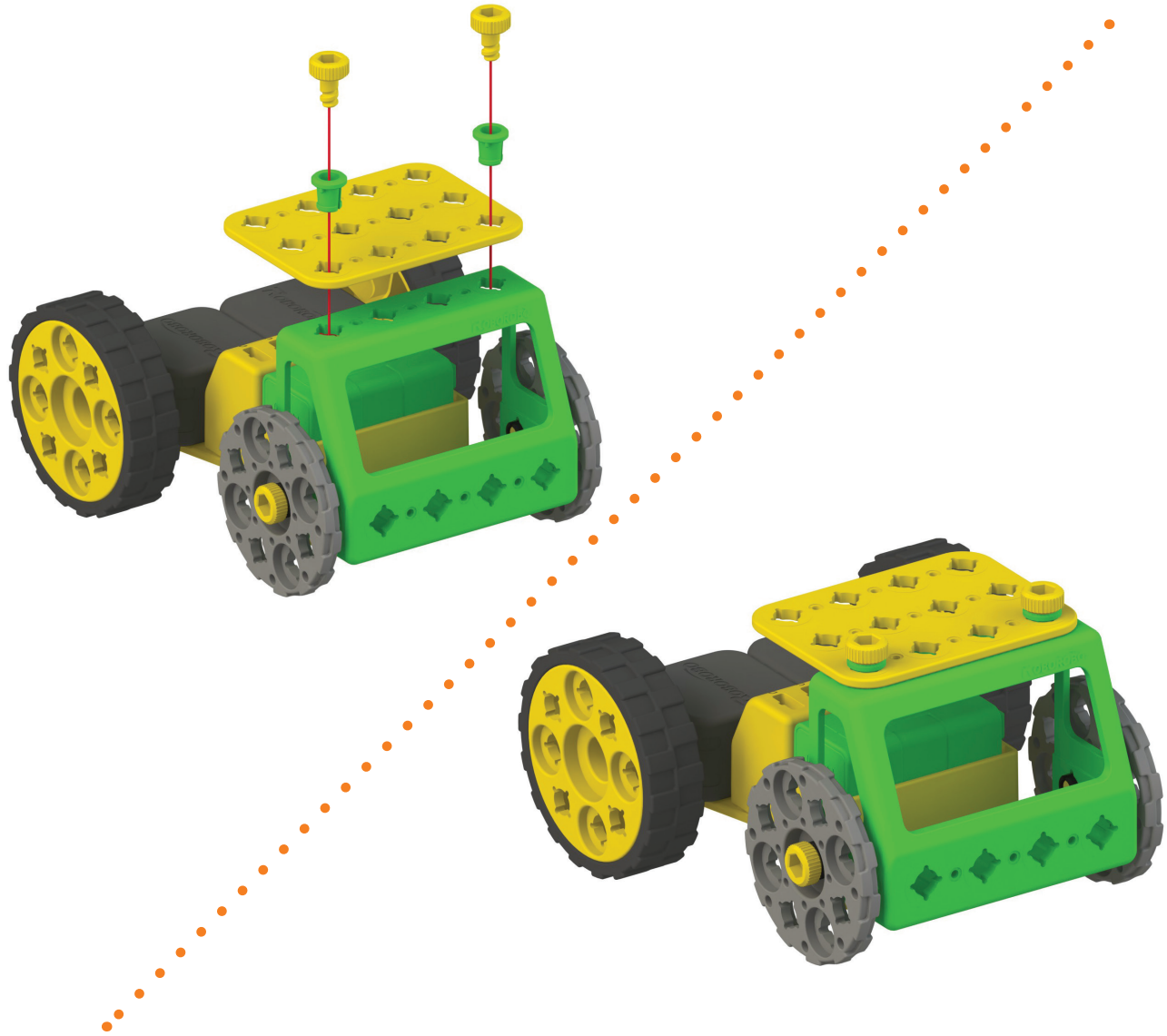
x1

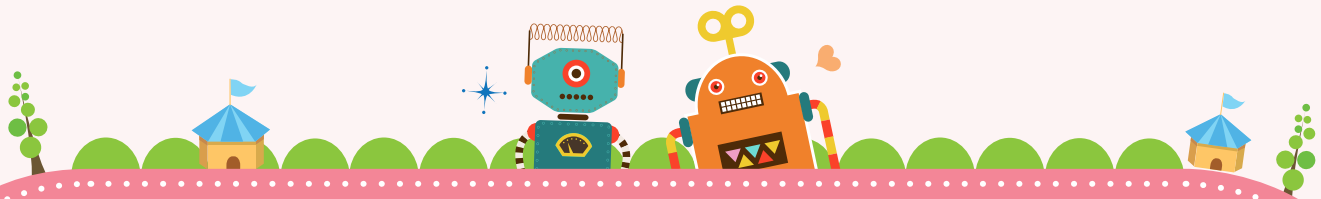


x2

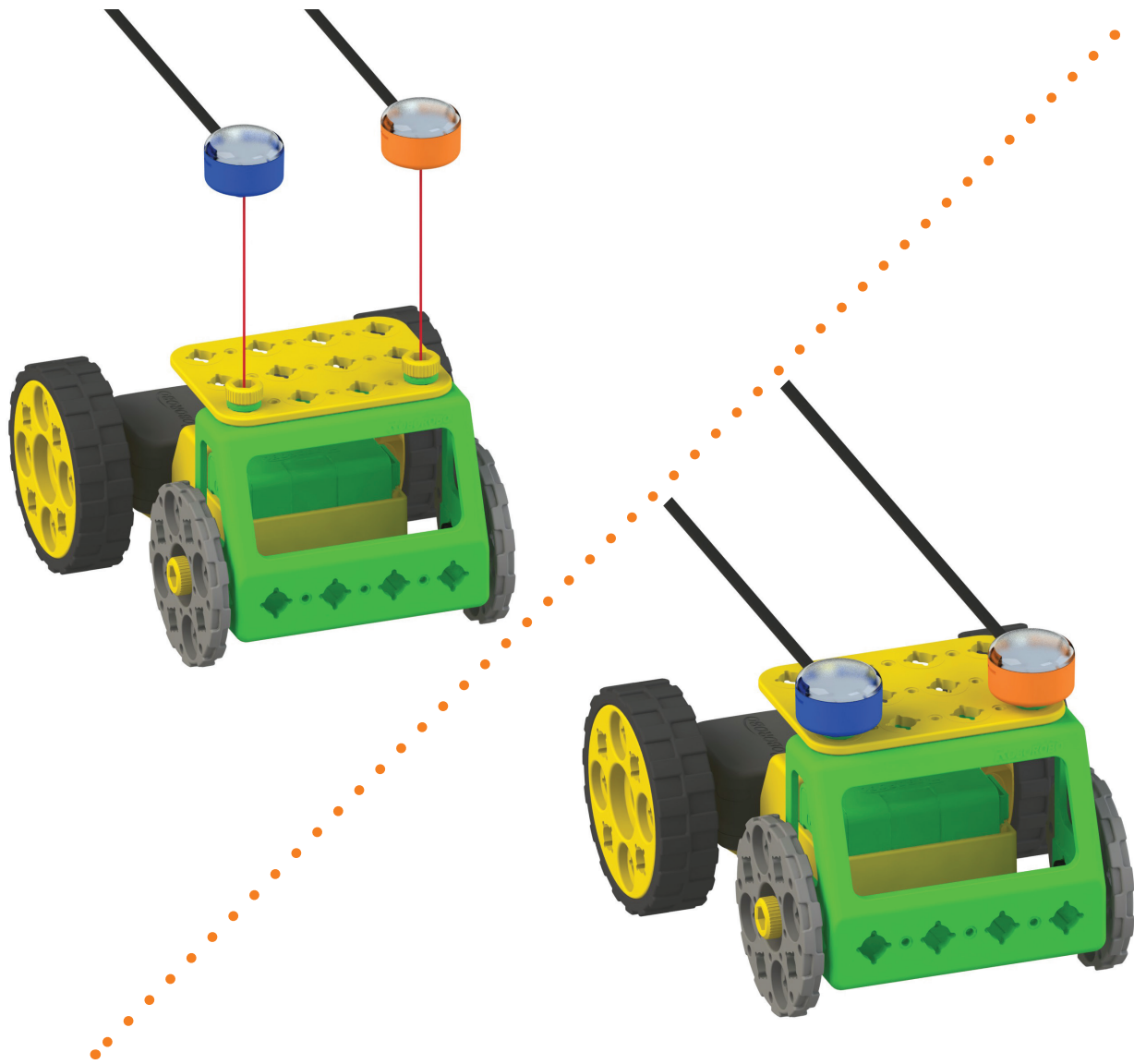
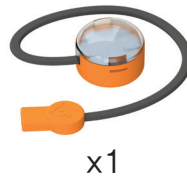


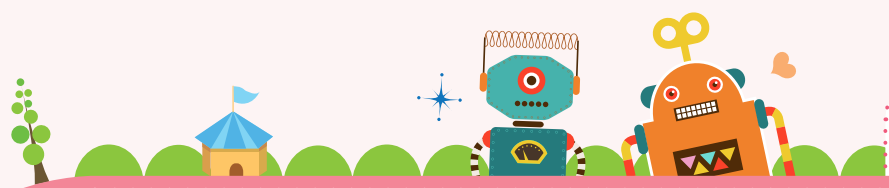
x2



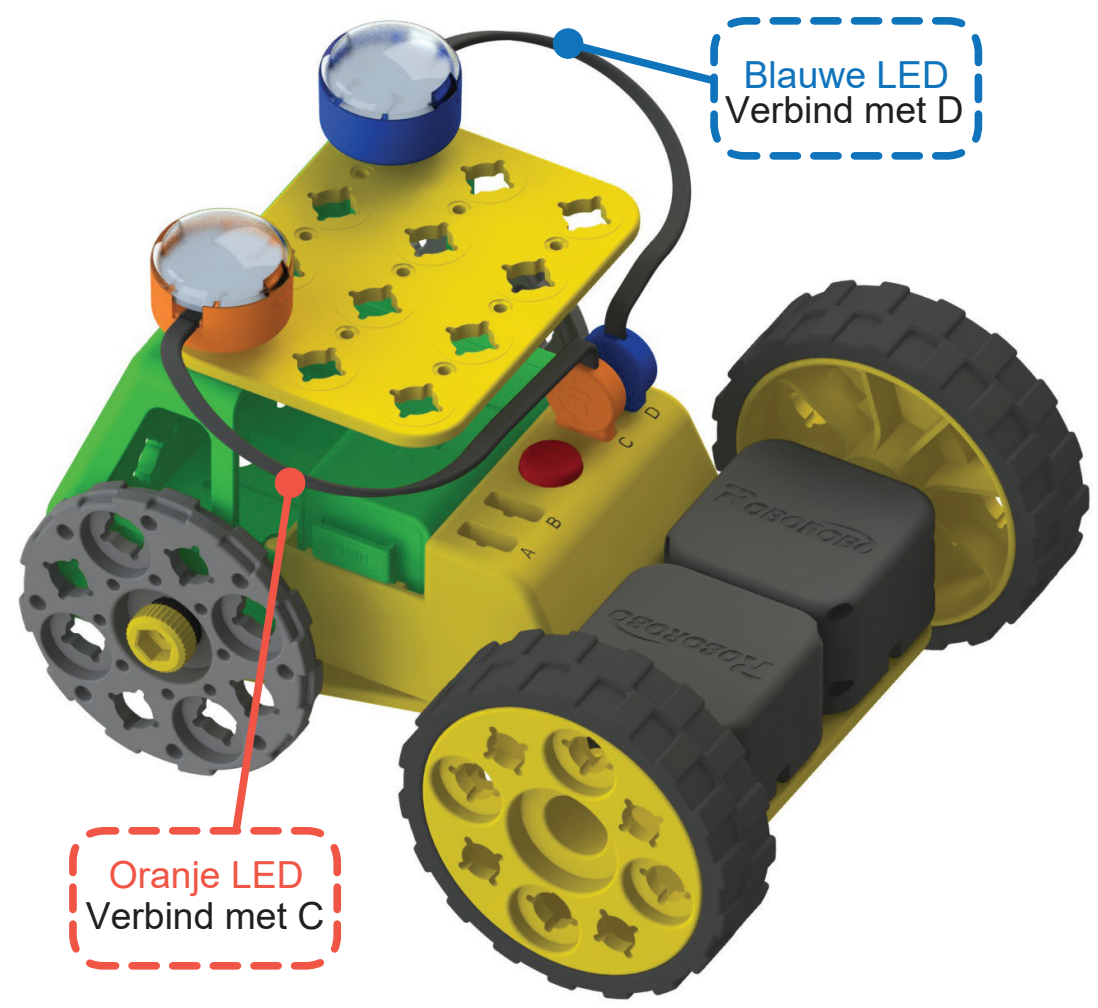


8 Onderdeel



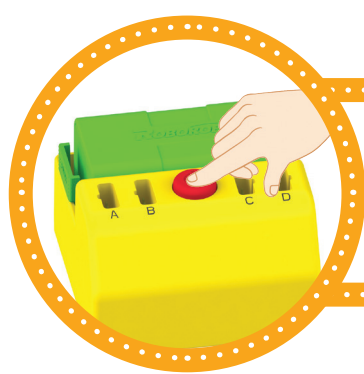


# Ambulance

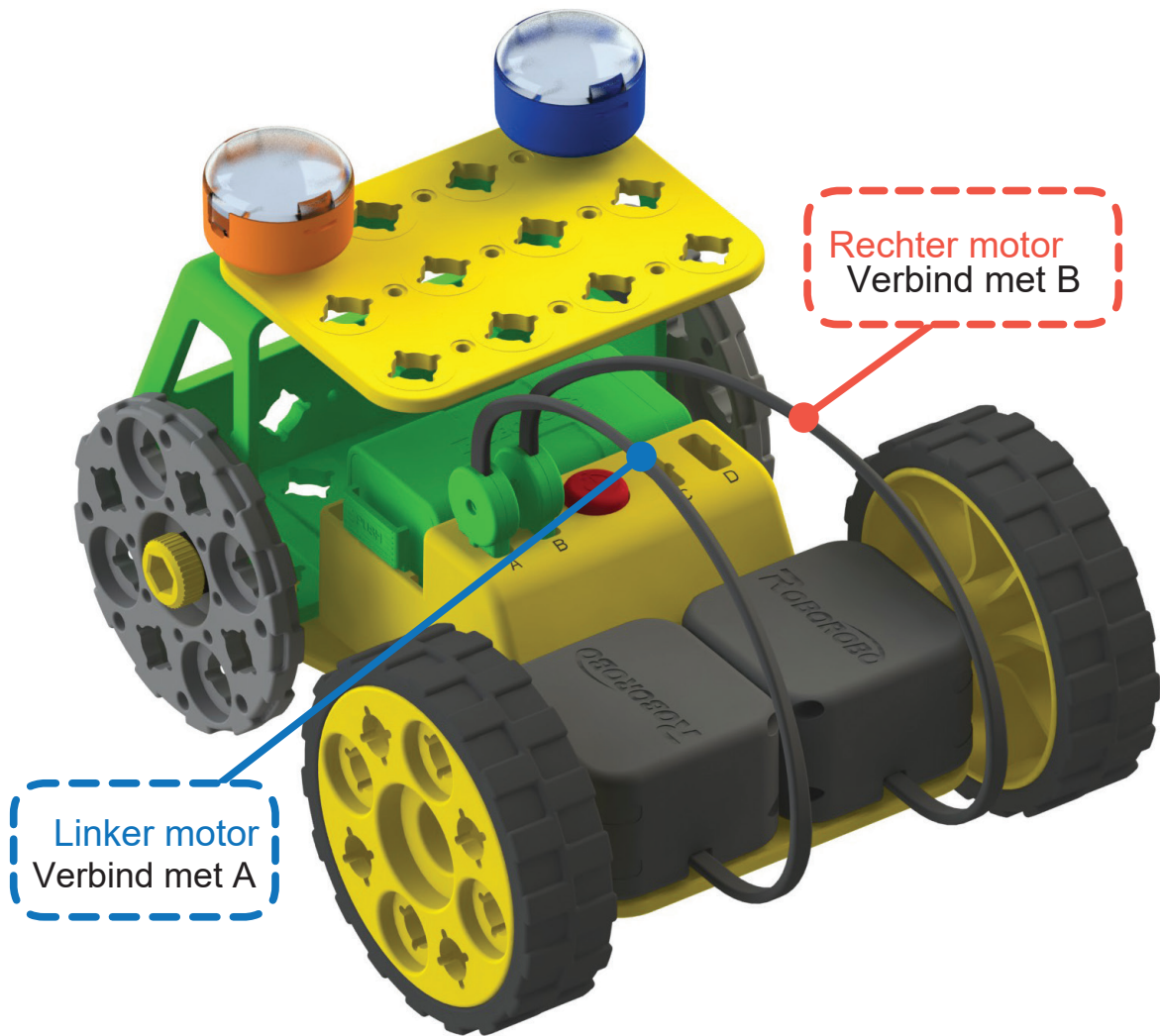
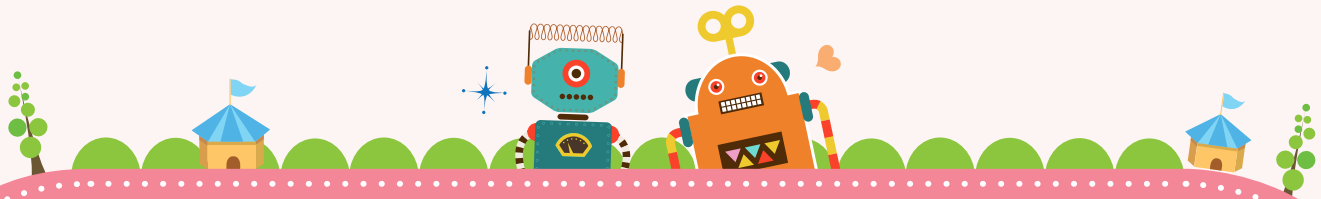


Blauwe LED  
Verbind met D

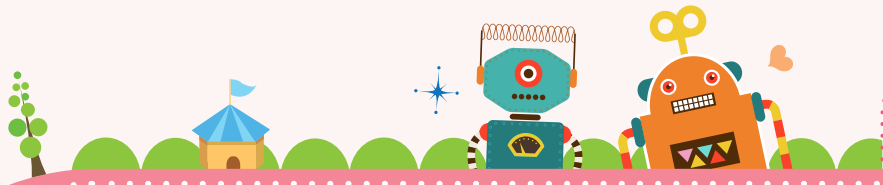
Oranje LED  
Verbind met C



Druk op de knop om de LED te laten knipperen.

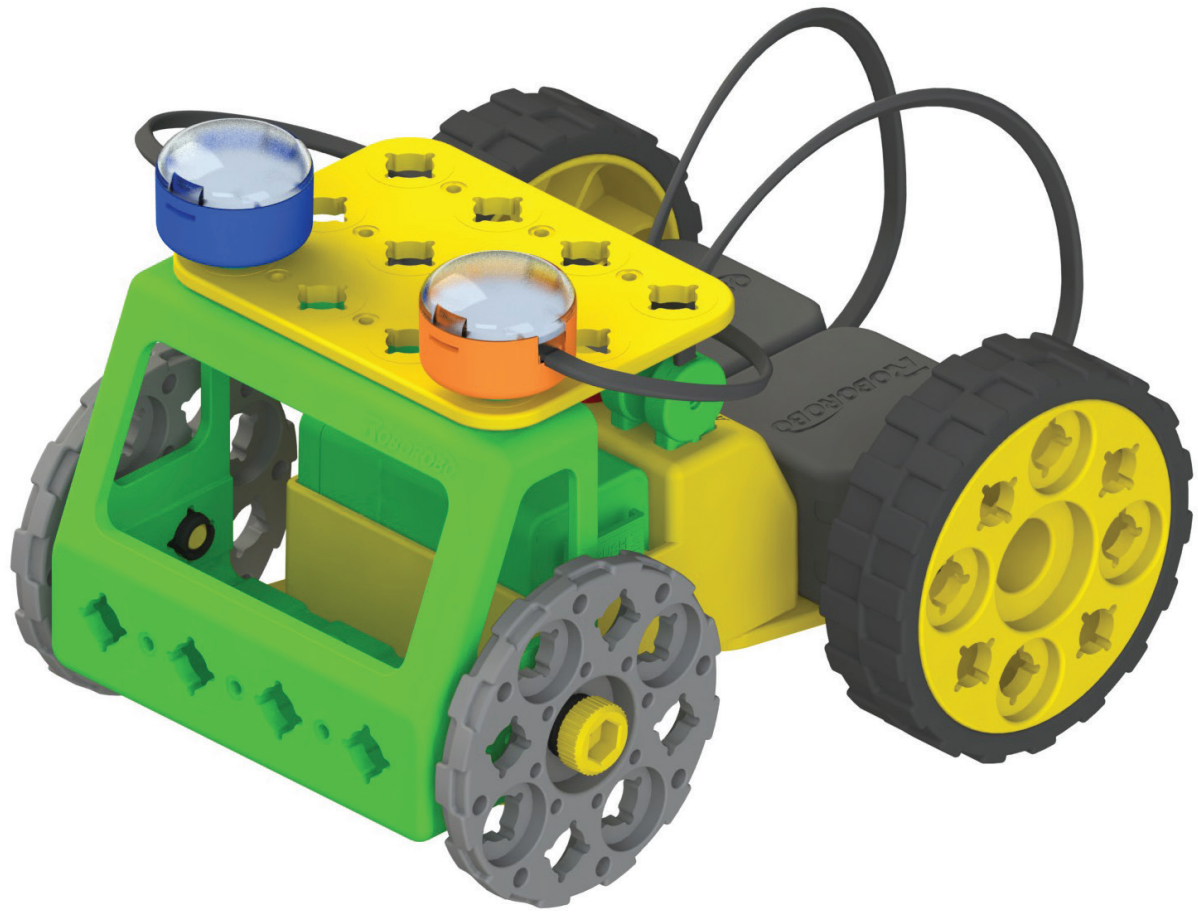


- Druk op de knop om de ambulance vooruit te laten rijden.
- Verwissel de aansluiten A en B om de ambulance achteruit te laten rijden.



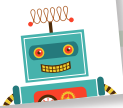
Ambulance

Klaar



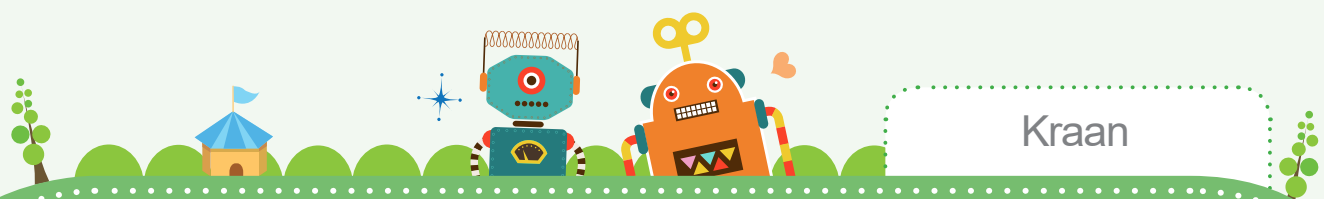
Kraan

12



We bouwen een kraan!



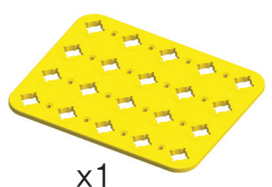


Kraan

1 Onderdeel



x1



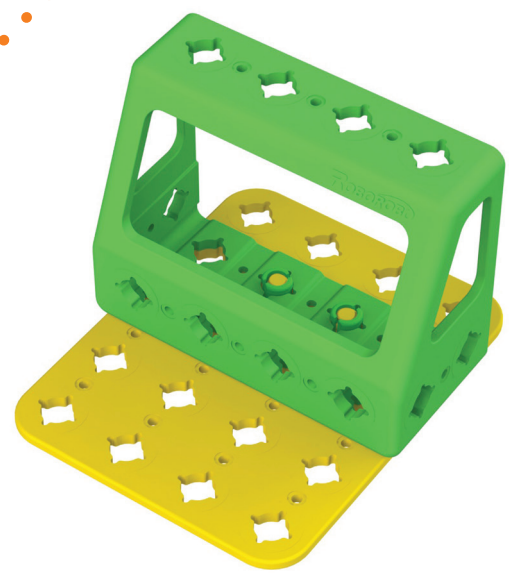
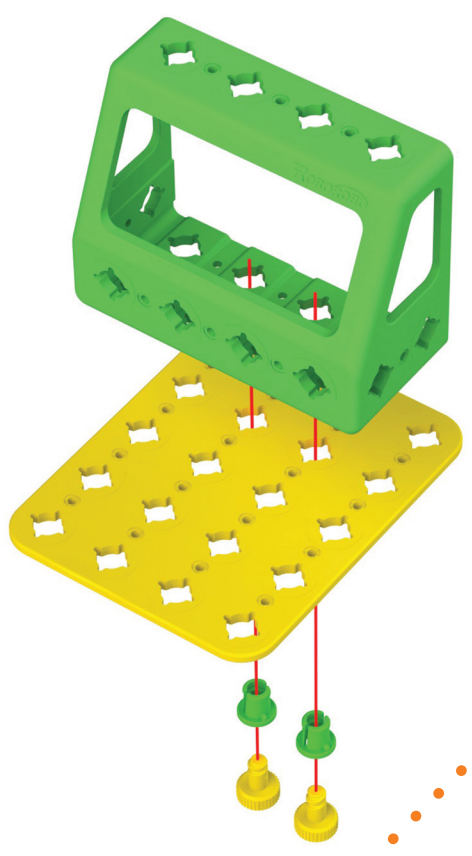
x1

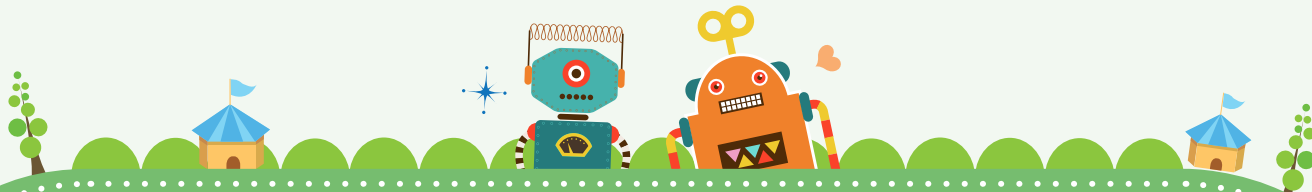


x2

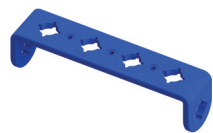


x2





2 Onderdeel



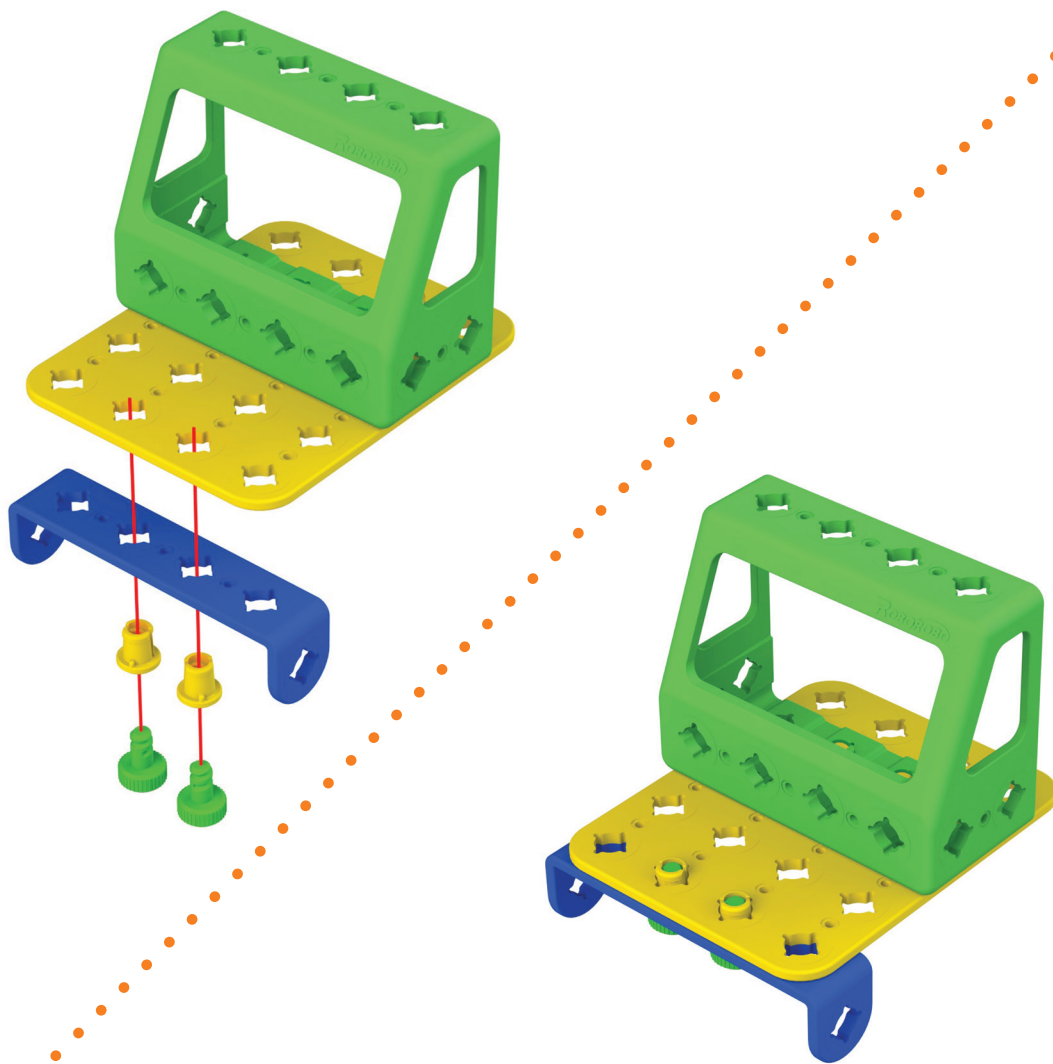
x1



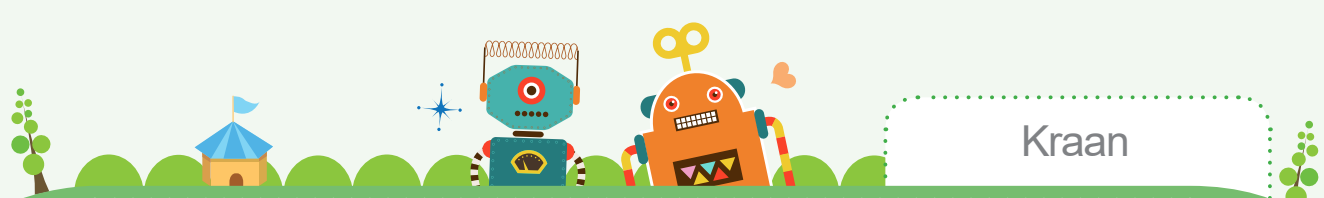
x2



x2







Kraan

3 Onderdeel



x2



x1



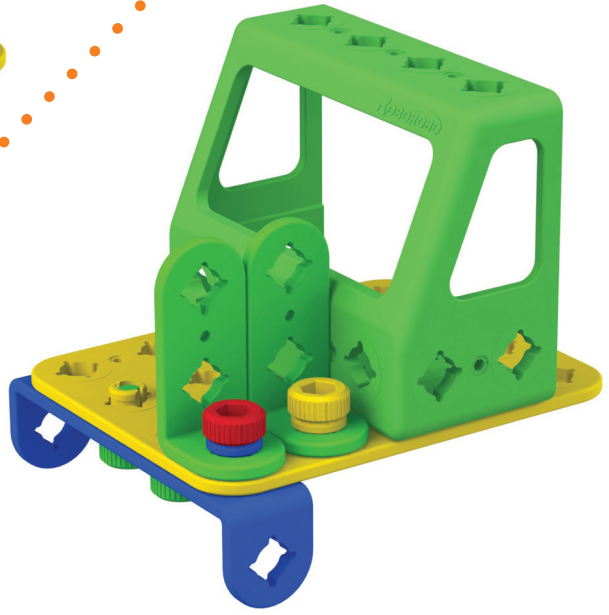
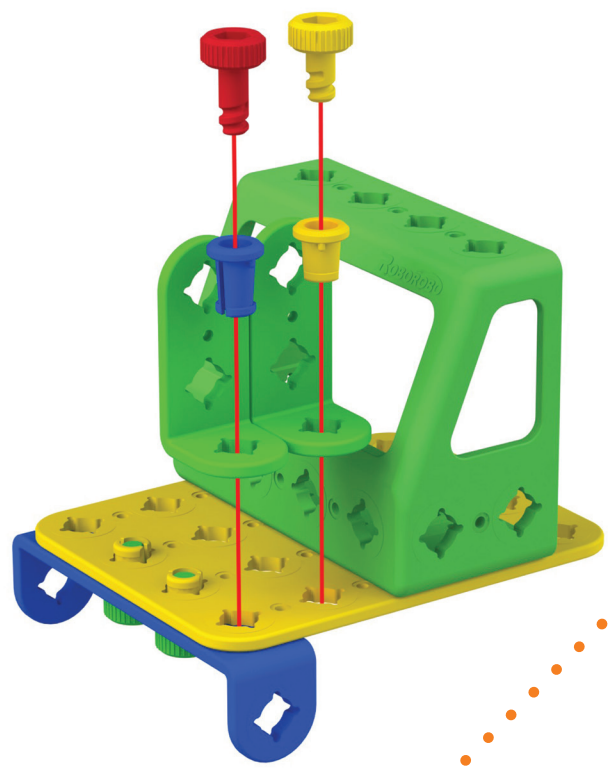
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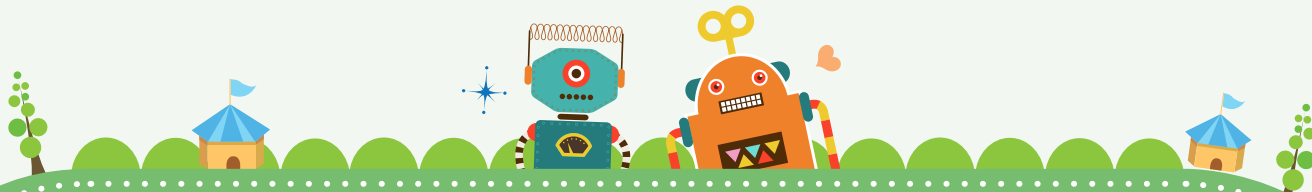


x1

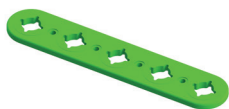


x1





Onderdeel



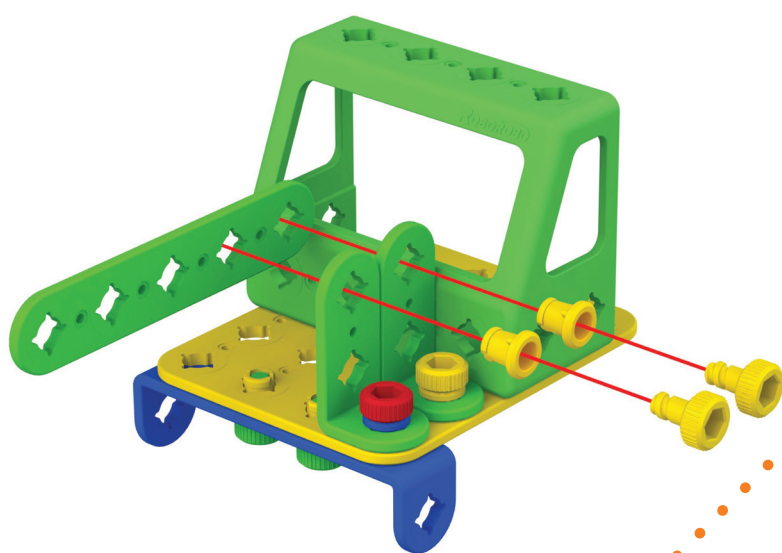
x1

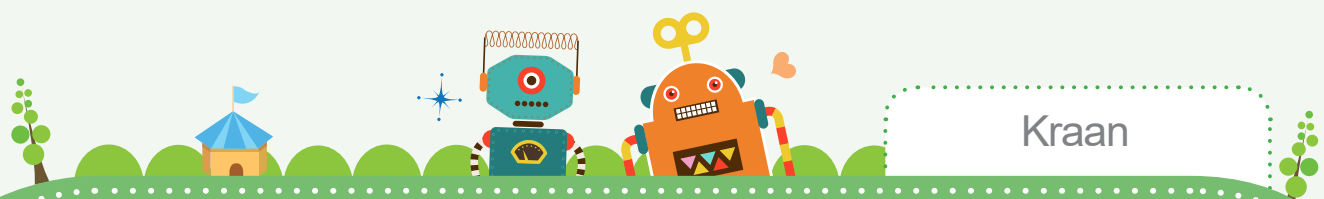


x2



x2



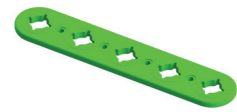


Kraan

5 Onderdeel



x1



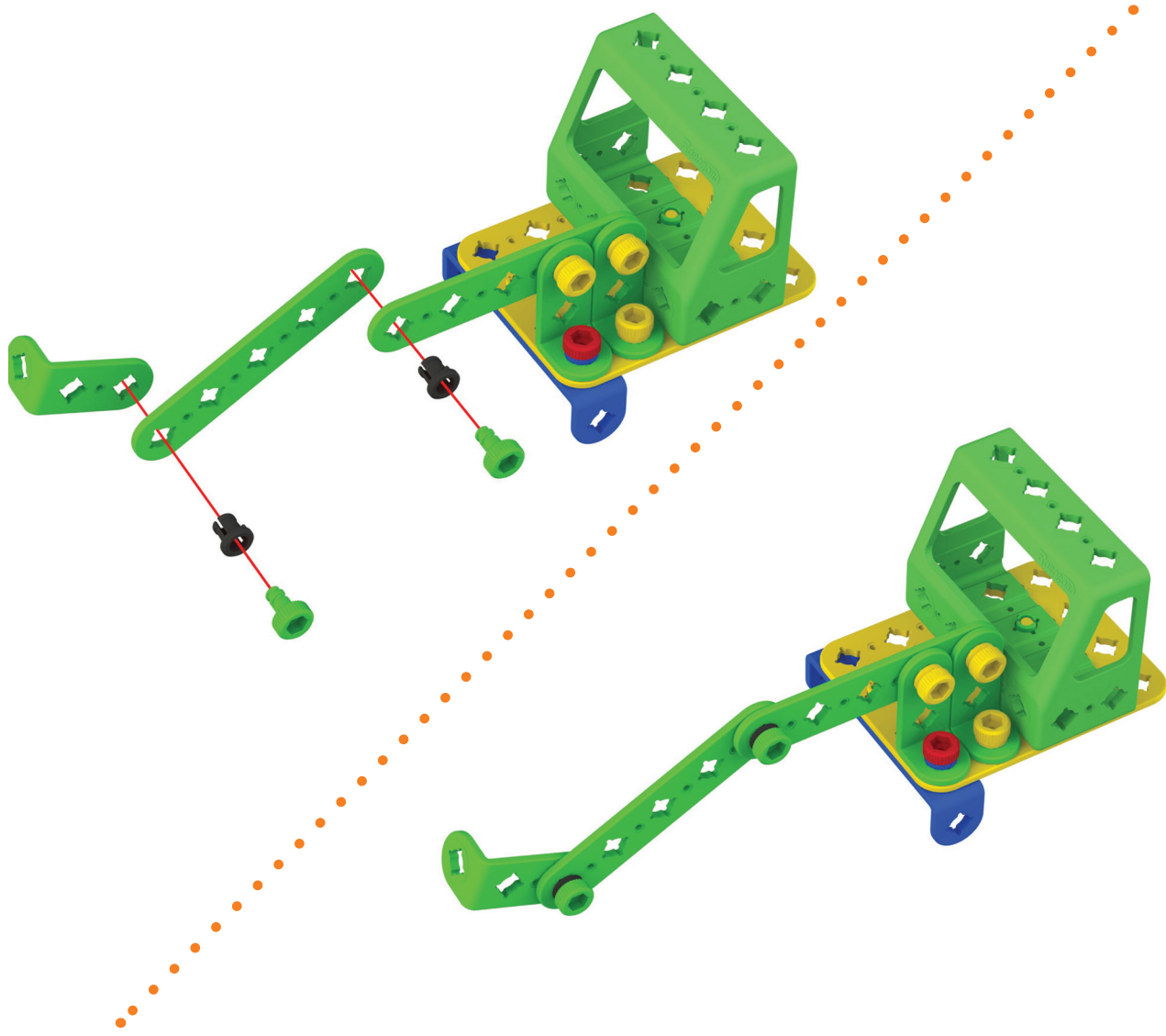
x1

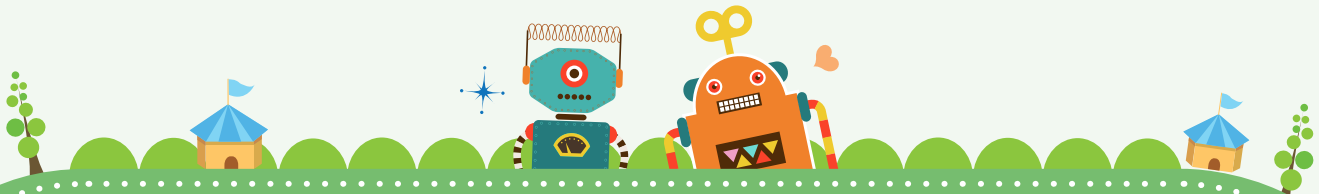


x2



x2





6

Onderdeel



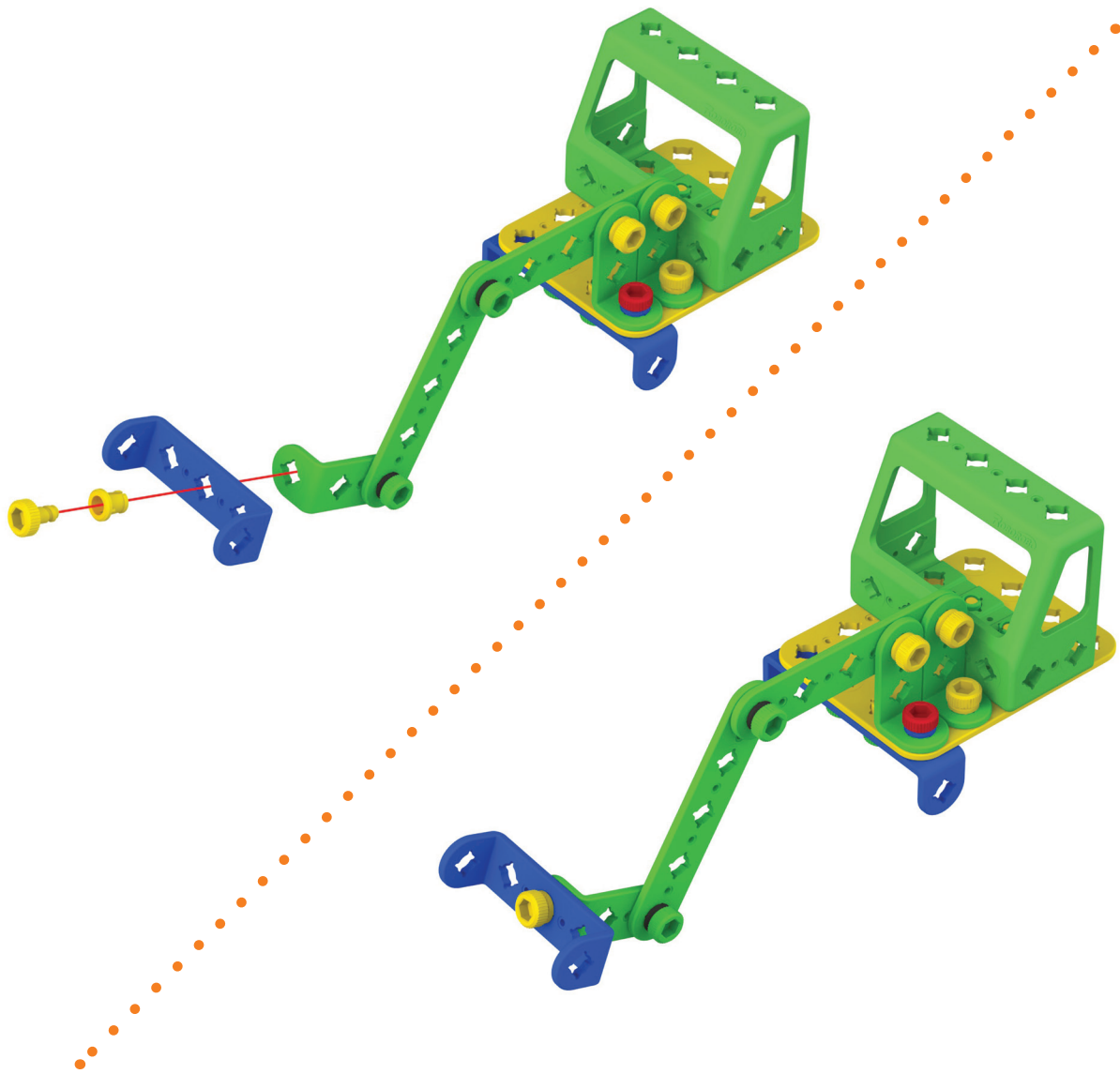
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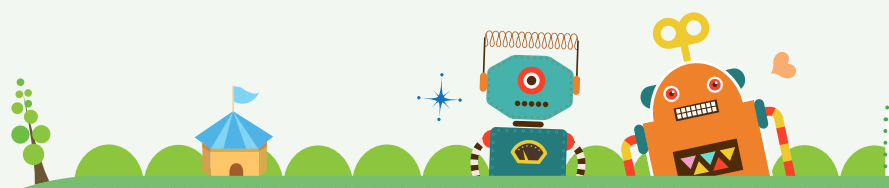


x1



x1





Onderdeel



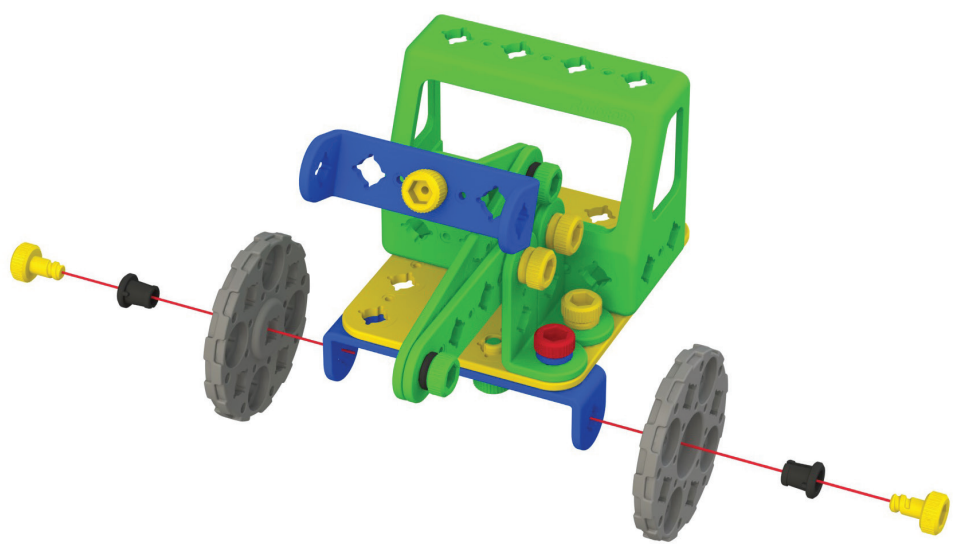
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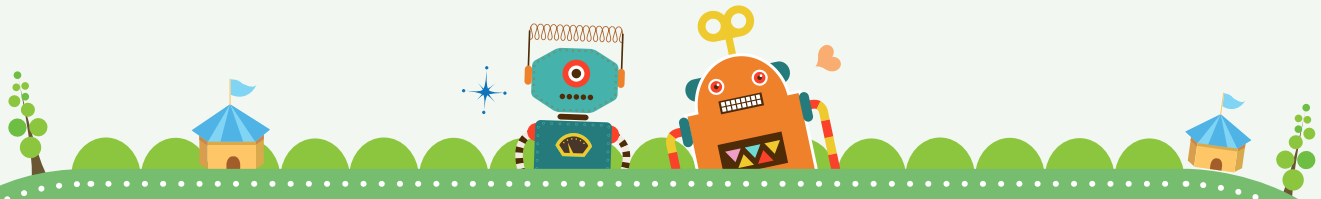


x2



x2





8 Onderdeel



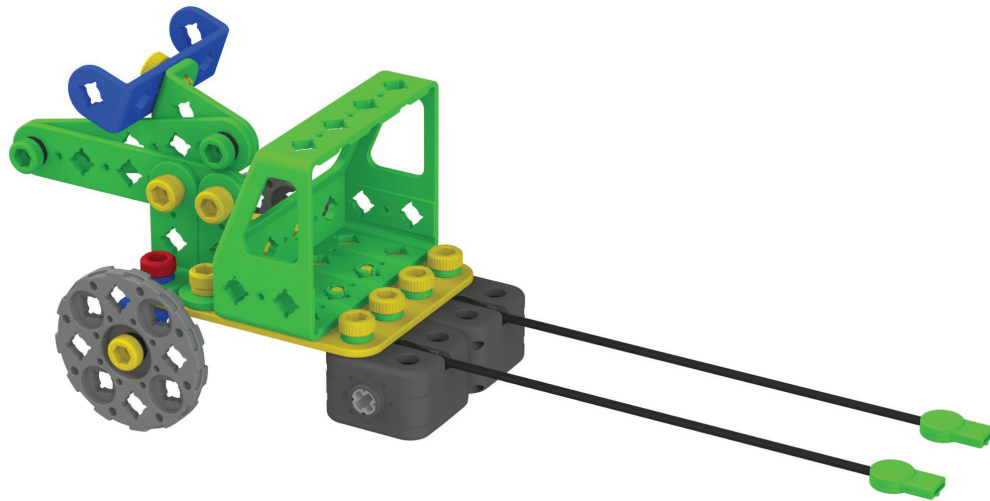
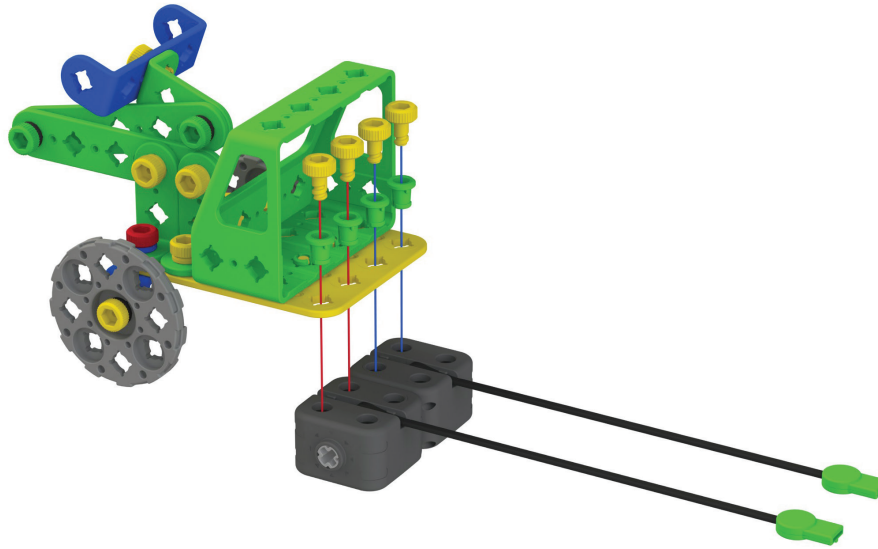
x2

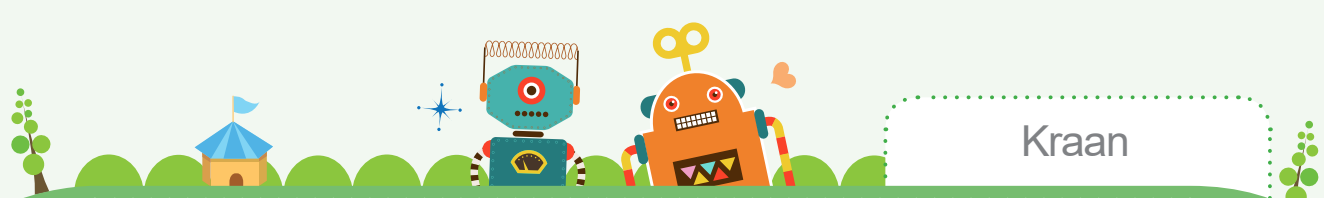


x4



x4

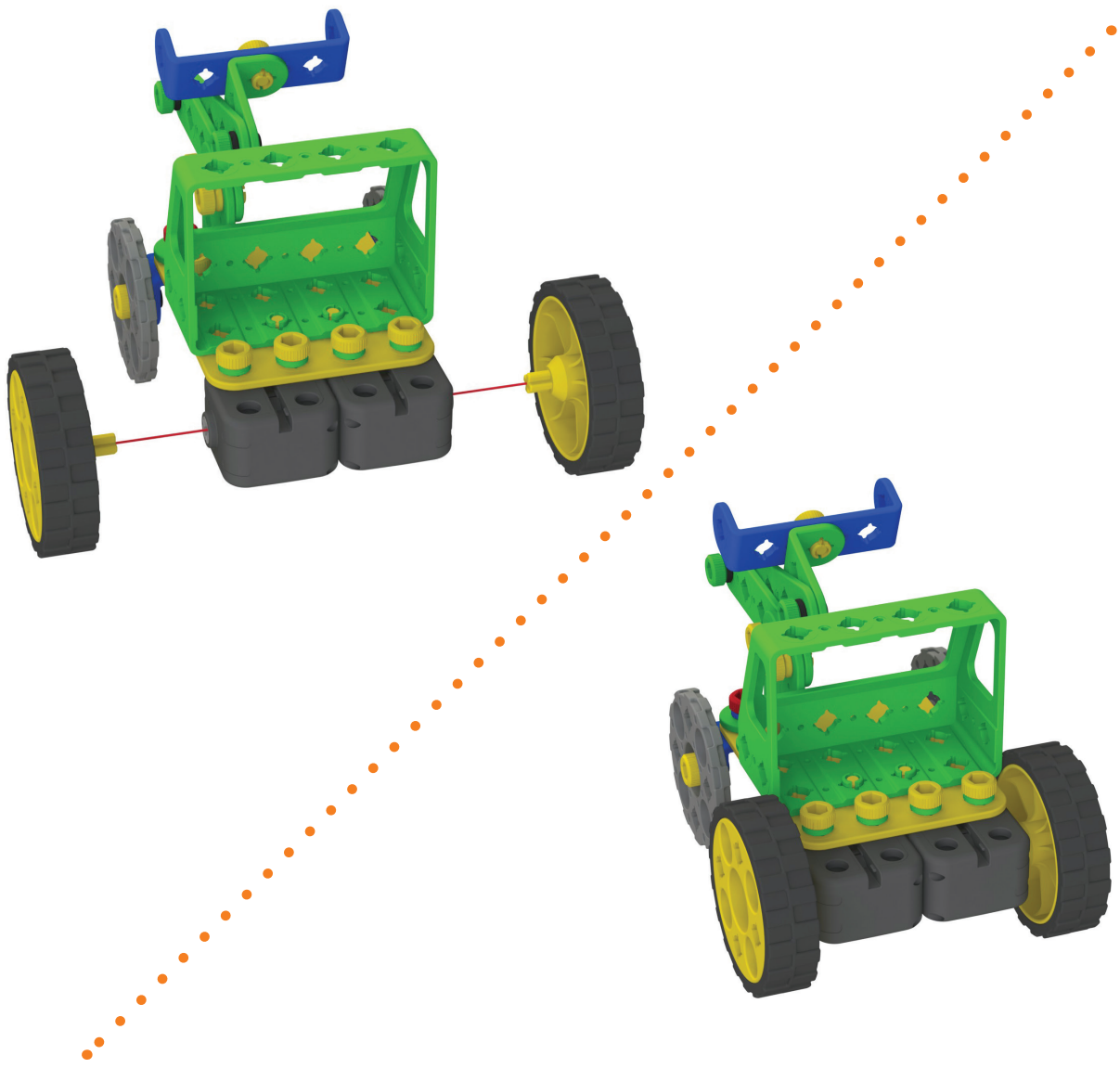


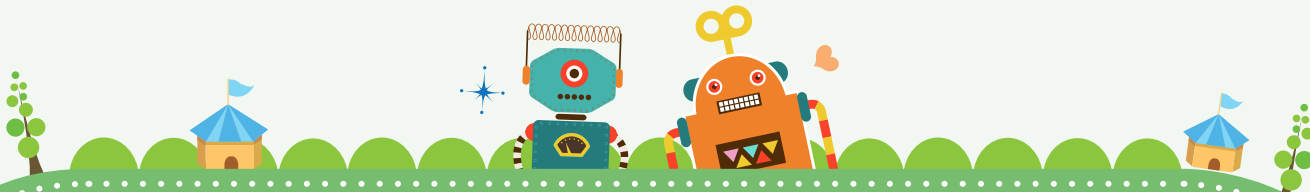


9 Onderdeel



x2





10 Onderdeel



x1



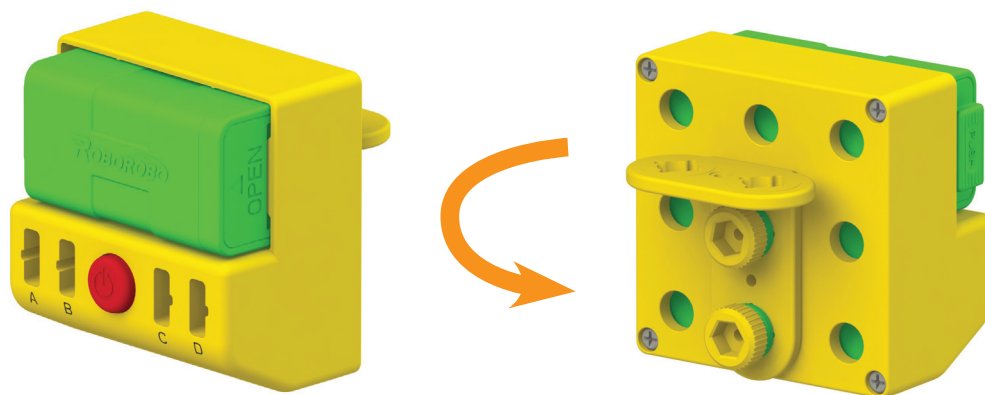
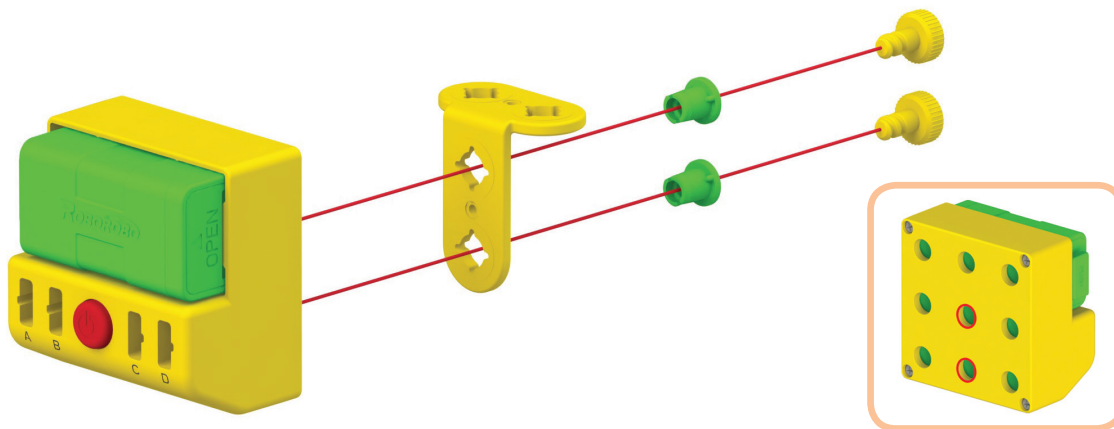
x1



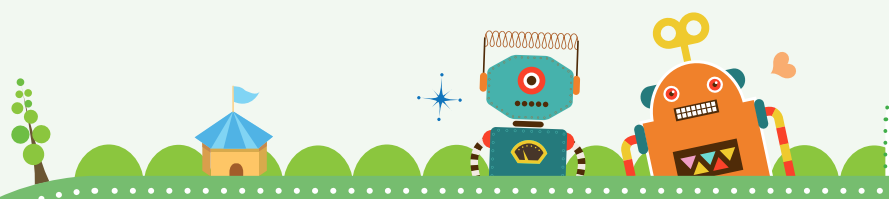
x2



x2







Kraan



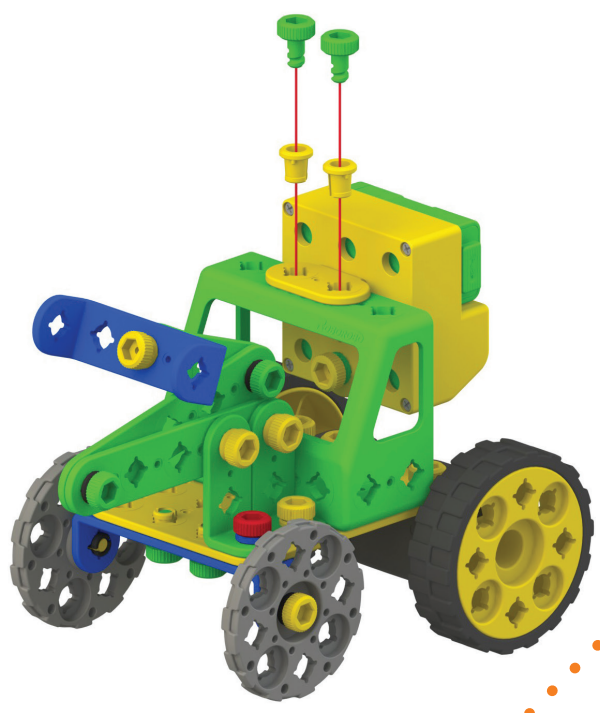
Onderdeel

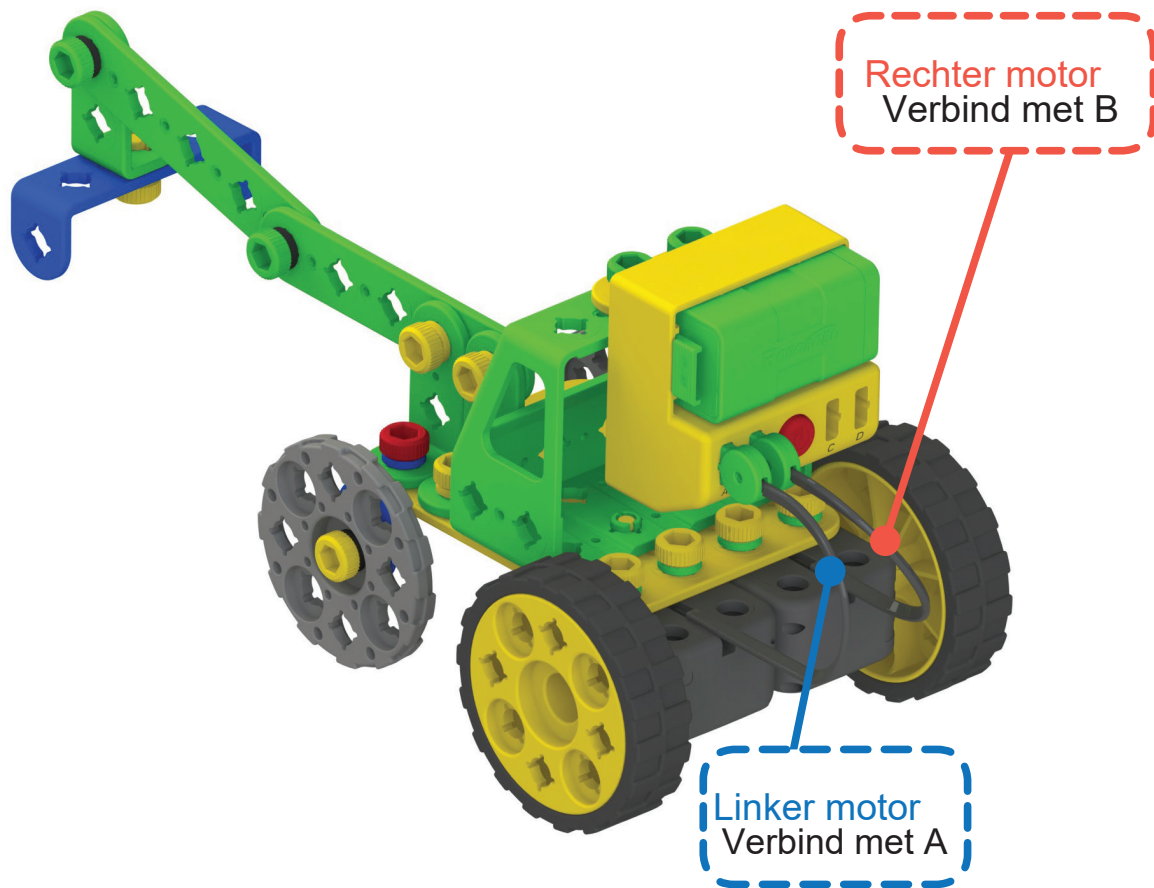
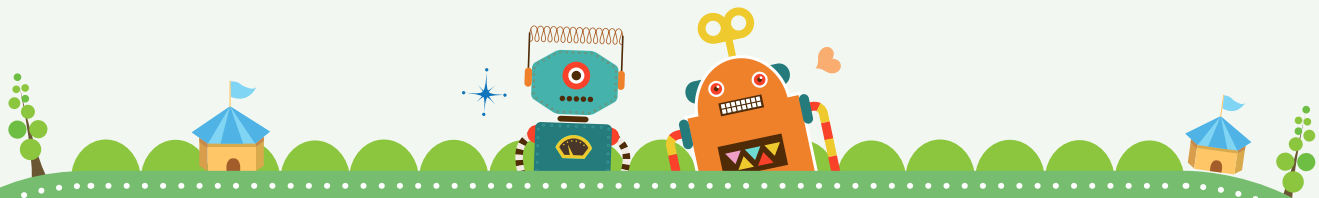


x2

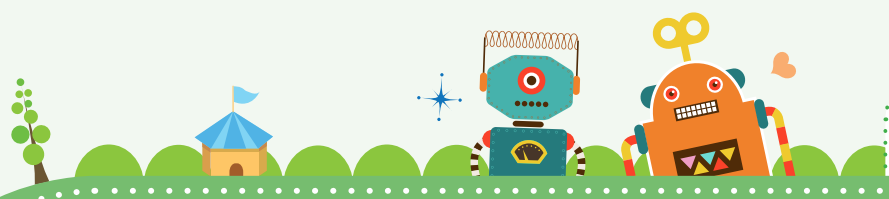


x2





- Druk op de knop om de kraan vooruit te laten rijden.
- Verwissel de aansluiting A en B om de kraan achteruit te laten rijden.



Kraan

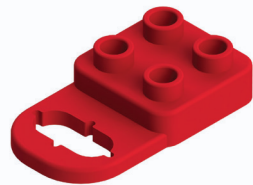
Klaar





# Aankleding robots!

Gebruik de bouwstenen die je kunt gebruiken bij de robots.  
Maak de robots mooier met de bouwstenen!



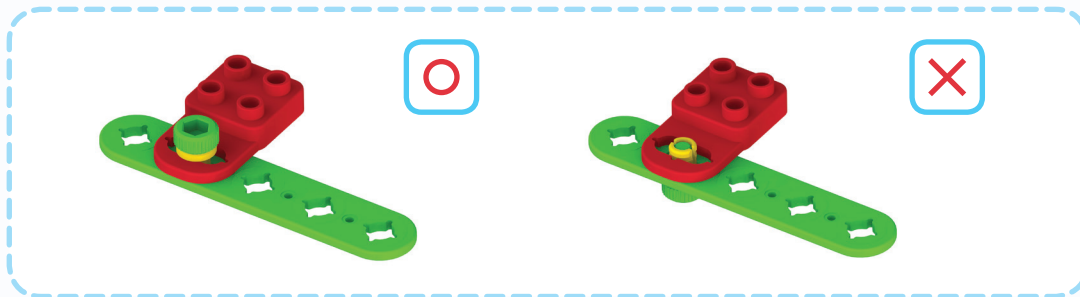
Bouwsteen 4



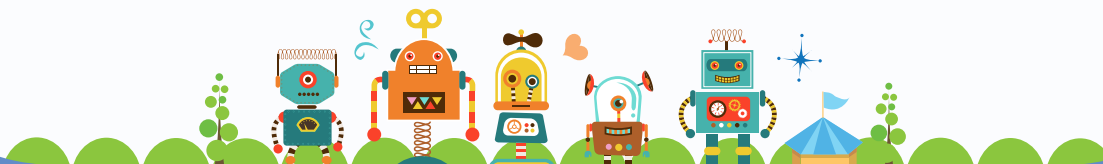
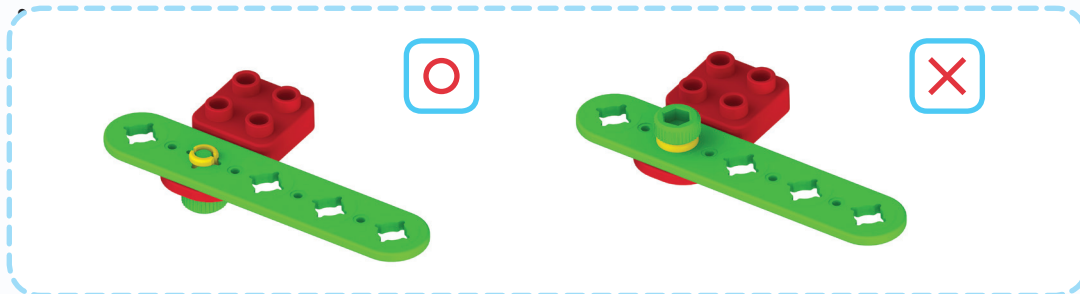
Bouwsteen 8

Gebruik de bouwstenen zoals hieronder aangegeven!

- Bevestig de bouwsteen er boven op.



- Bevestig de bouwsteen onderop.

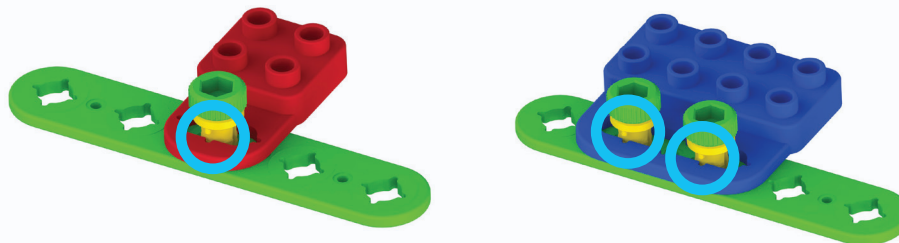




## Decoratie met de bouwstenen!

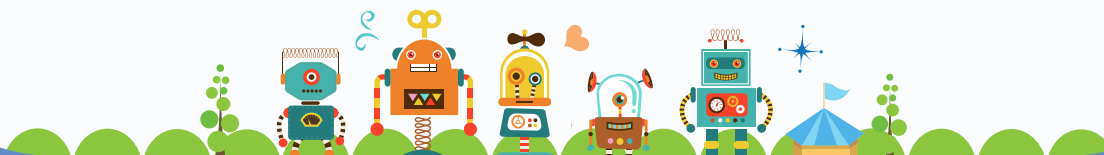
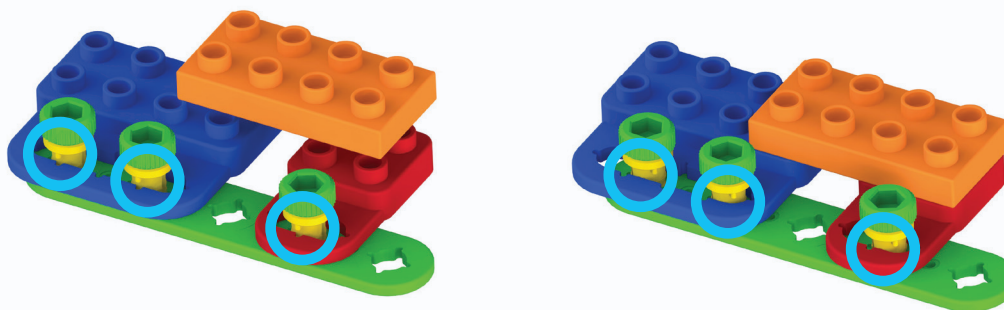
### 1. Hoe bevestig de de bouwstenen

Als je een bouwsteen vastzet, plaats dan een bout in het gat van de bouwsteen. De hoeken van de bout passen in de hoeken van het gat van het frame. (Dit voorkomt dat de onderdelen bewegen)



### 2. Hoe maak je een beweeglijk onderdeel

Als je een bouwsteen plaatst op een andere bouwsteen, kun je een beweeglijk onderdeel maken. Plaats de bout in het midden van de bouwsteen en in het midden van het gat van het frame, zodat de bout niet vastzit in het gat van het frame.

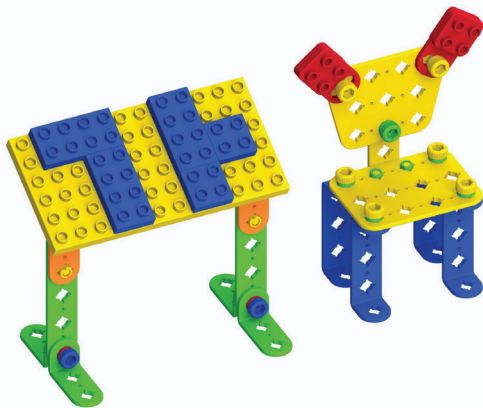




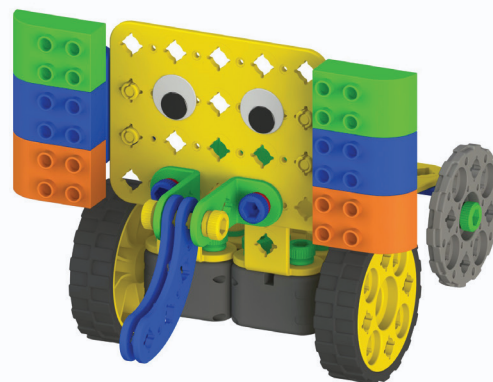
Robot vriend



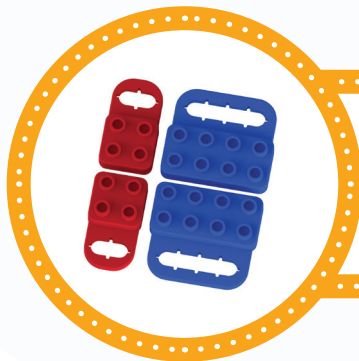
Schommel



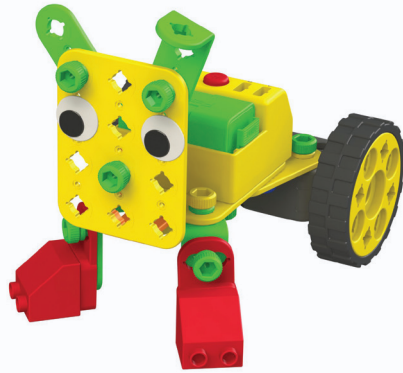
Tafel en stoel



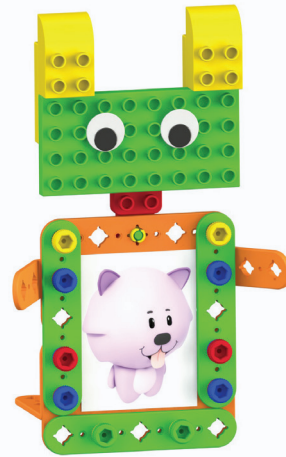
Schoolbus



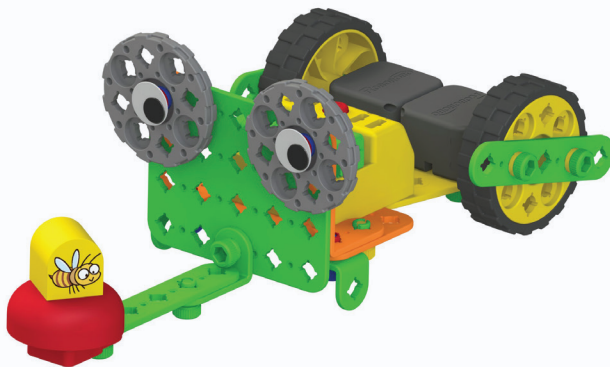
Gebruik de bouwstenen om je robot mooier te maken.



Puppy



Fotolijstje



Kikker



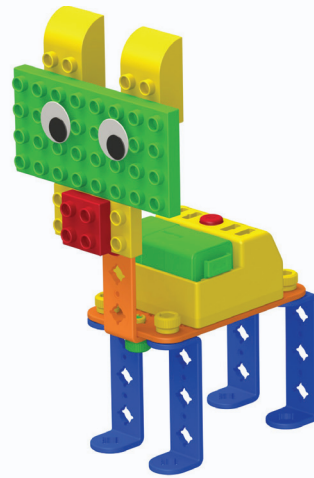
Vlinder



Gebruik de bouwstenen om je robot mooier te maken.



Brandweerauto



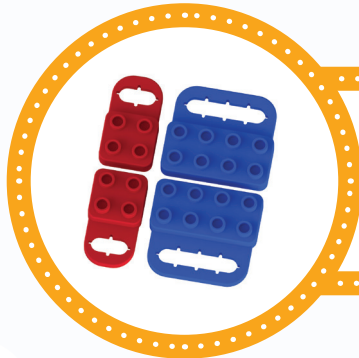
Giraffe



Ambulance



Kraan



Gebruik de bouwstenen om je robot mooier te maken.



---

## Veiligheidsvoorschriften

1. Stop geen onderdelen in je mond
2. Gebruik geen geweld bij het bouwen of andere handelingen
3. Steek geen handen of vingers in bewegende onderdelen
4. Gooi geen modellen of onderdelen naar andere mensen
5. Wees voorzichtig met de scherpe randen van de onderdelen
6. Houd de onderdelen weg bij vuur
7. Elektronische onderdelen moeten niet in contact met water komen
8. Voeg de batterijen op de juiste manier in de batterijhouder. let op de + en - pool
9. Verwarm geen batterijen of haal ze uit elkaar
10. Meng verschillende batterijen niet door elkaar
11. Mocht er batterijvloeistof in je ogen komen dan direct met schoon water uitwassen en direct de dokter bellen
12. Mocht batterijvloeistof op je huid of kleren komen deze direct wassen. Als de huid ontstoken raakt, raadpleeg direct een dokter
13. Gebruik deze set onder toezicht van een volwassene
14. Te gebruiken tussen 0 en 45 graden celsius
15. Inslik gevaar: Deze set bevat kleine onderdelen en is niet geschikt voor kinderen van 3 jaar of jonger



Author : Jungmi Park, Seunghwan Sin, Youngsuk Choi

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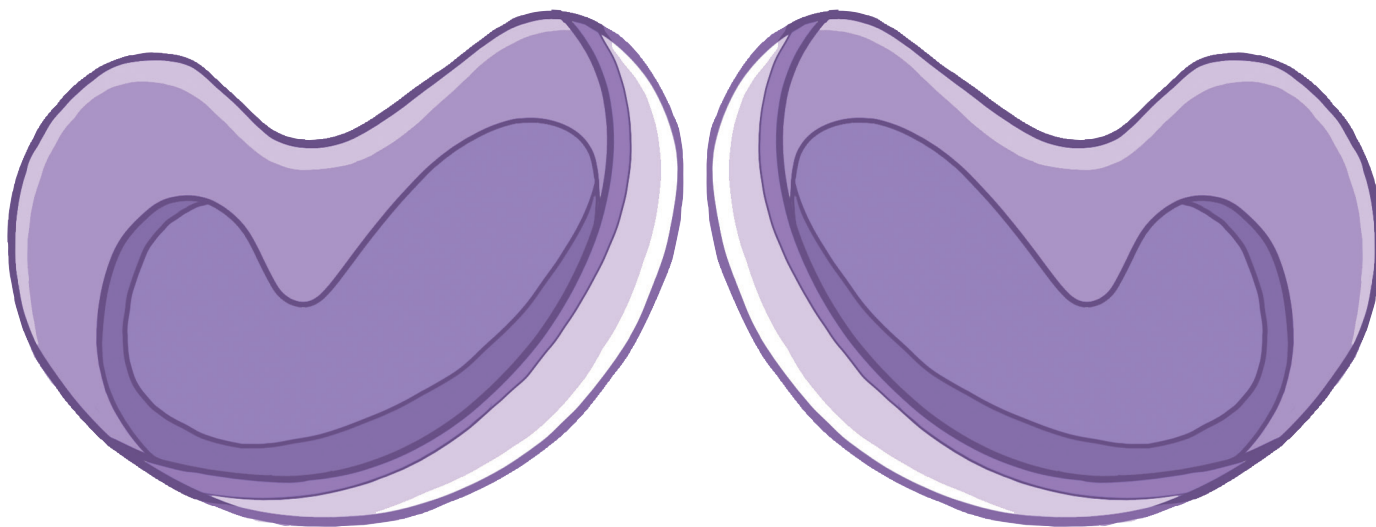
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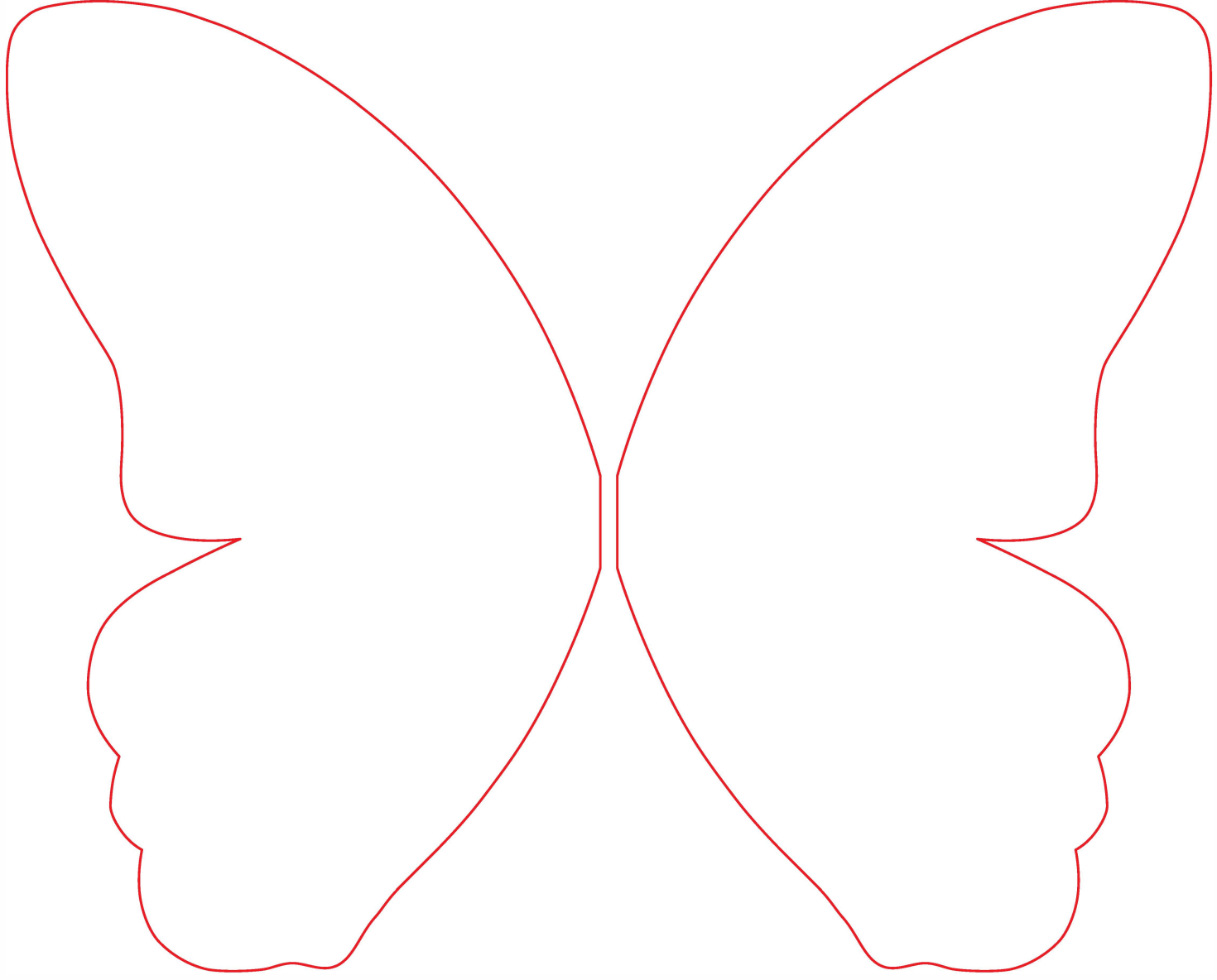
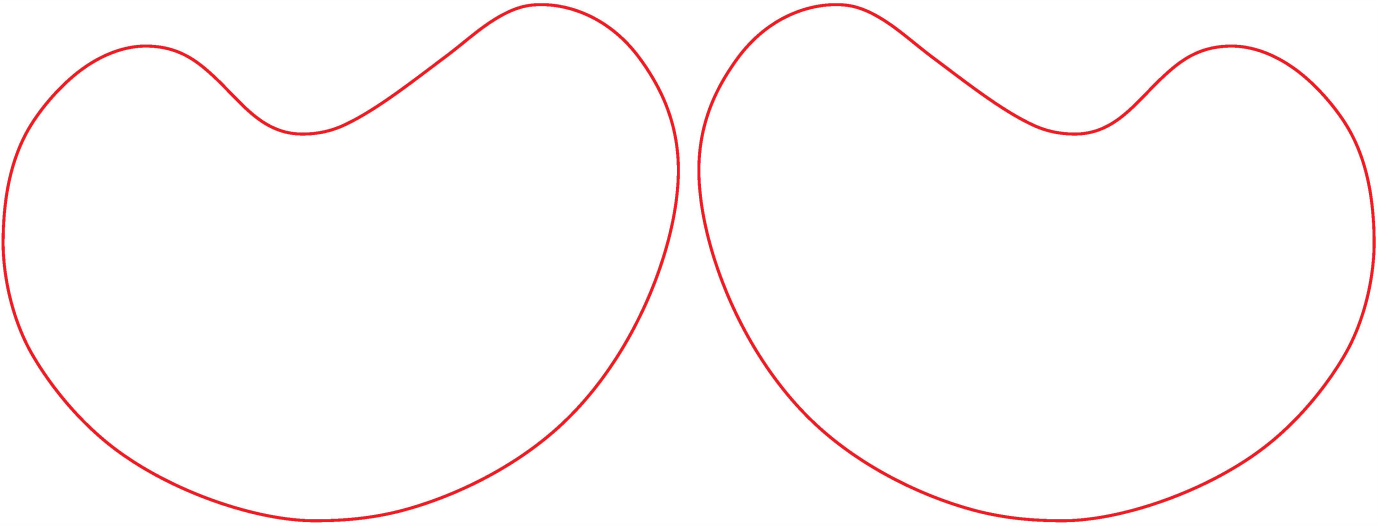
Tel : 82-2-909-5050 or 82-1577-5060 Fax : 82-2-917-3511

4th - Schoolbus

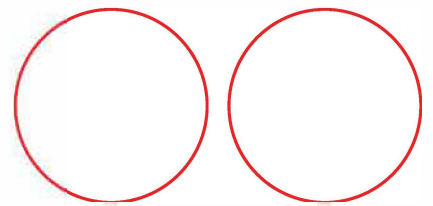
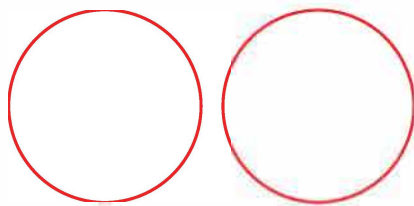
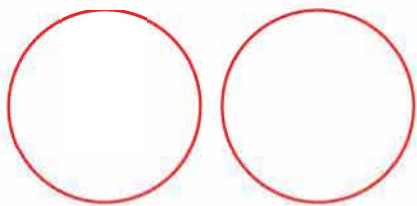
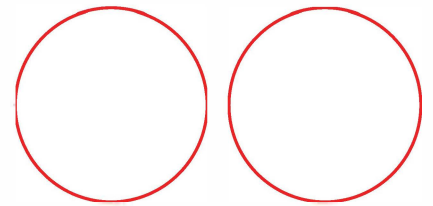
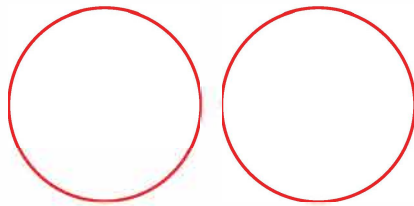
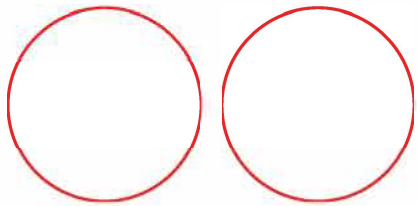
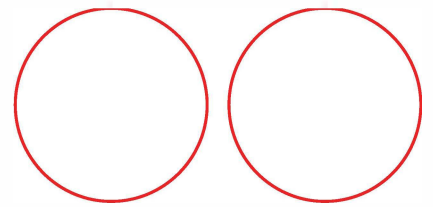
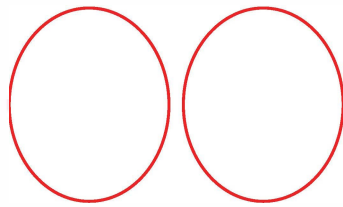
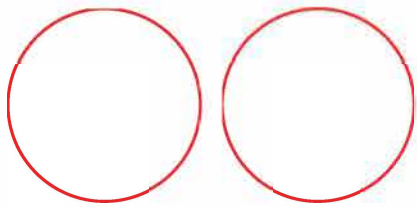
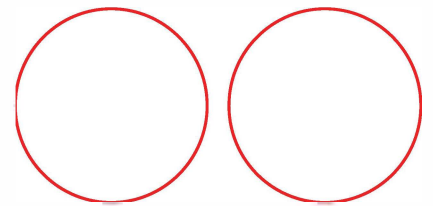
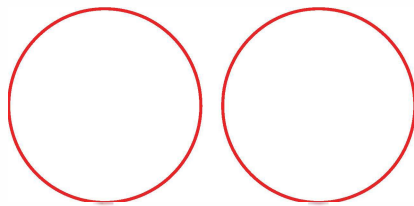
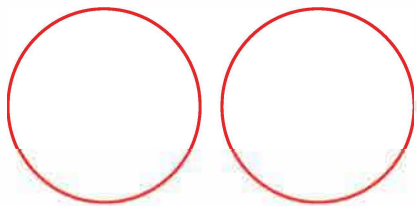
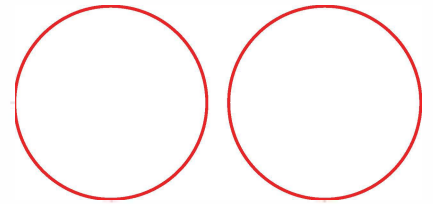
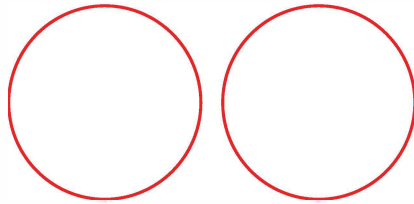
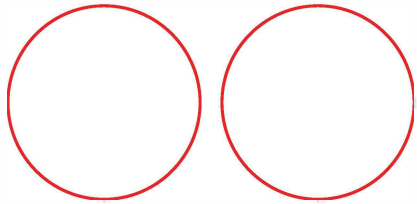
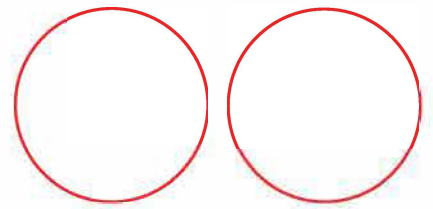
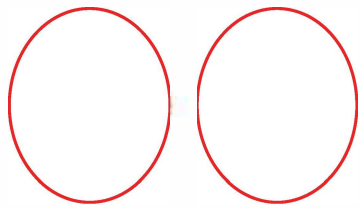
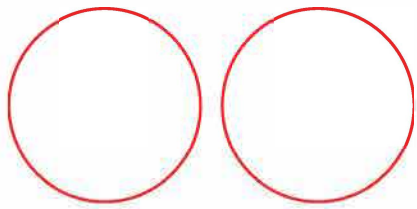


8th - Vlinder









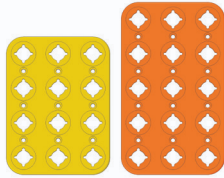


# Onderdelen lijst



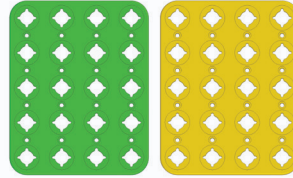
□ 2Frame x4

□ 5Frame x6



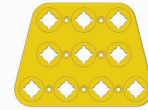
□ 12Frame x2

□ 12Frame x2



□ 20Frame(G) x1

□ 20Frame(Y) x1



□ 10Frame x2



C Frame x2



└ 3Frame x6

└ 4Frame x2

└ 5Frame x2

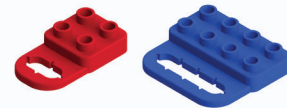
┘ 4Frame x2



└ 4Frame x2

└ 5Frame x4

└ 6Frame x1



Bouwsteen4 x2

Bouwsteen8 x2



As x2



Bout(Y) x16

Bout(G) x15

Lange bout(B) x3

Lange bout(R) x5

Moer(Y) x12

Moer(G) x14

Grote moer(B) x5

Grote moer(R) x3

Draai moer x5



Wiel x2



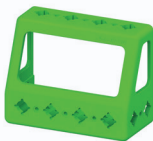
Klein wiel x2



gereedschap x1



Oog stickers x1



Cabine x 1



Batterijhouder x1



Motor x2



LED(B) x1



LED(O) x1

# uaro

## CODING ROBOT

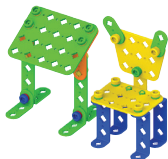
Interactive Coding World



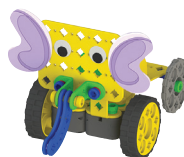
Robotvriend



Schommel



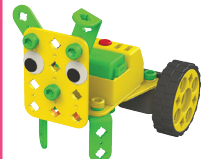
Tafel en stoel



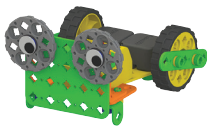
Schoolbus



Fotolijstje



Puppy



Kikker



Vlinder



Brandweervagen



Giraffe



Ambulance



Kraan

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