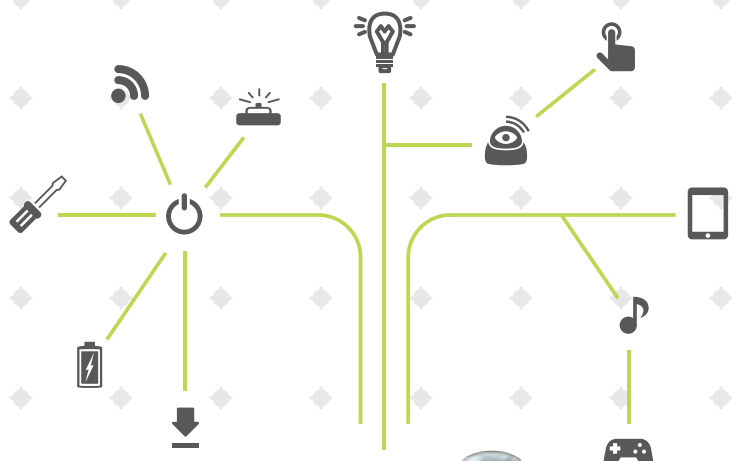


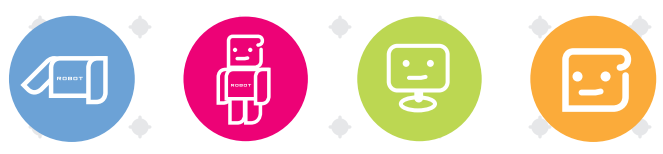
# 4

## Handleiding



# Uaro

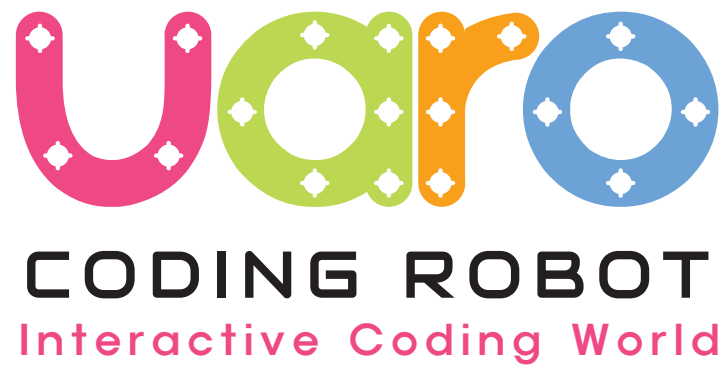
CODING ROBOT



# 4

Four empty rounded rectangular boxes for notes or answers.







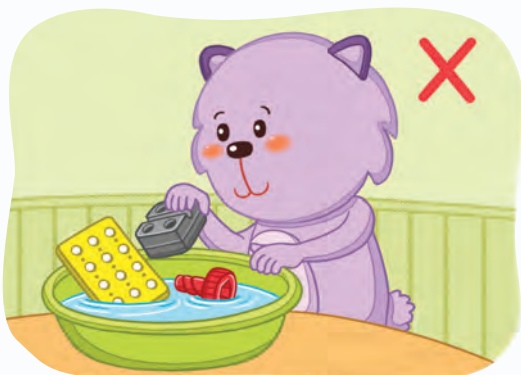
# Veiligheidsregels



Stop geen onderdelen in je mond.



Gooi geen onderdelen naar anderen.



Stop geen onderdelen in het water.



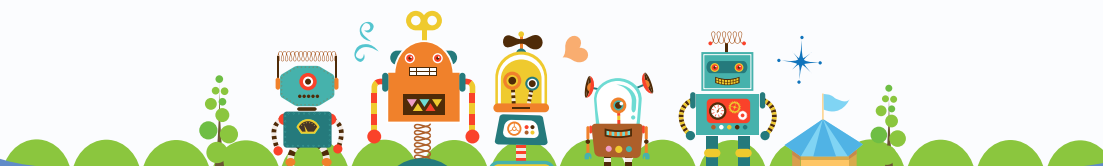
Houd de onderdelen weg bij het vuur.



Laat een volwassene je helpen.



Na het spelen moet je opruimen.





## Coding blokken



Er zijn 4 nieuwe coding blokken aan UARO 4 toegevoegd. Deze nieuwe blokken geven extra mogelijkheden en plezier op het coding bord.



## Bluetooth Module



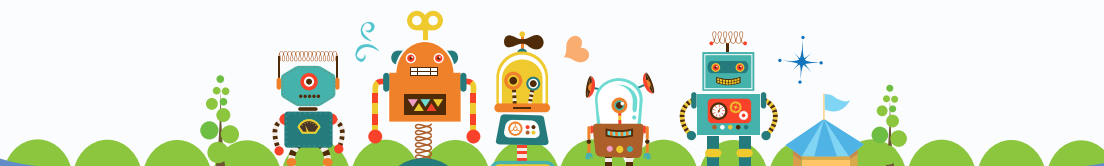
Als de bluetooth module gebruikt wordt kun je draadloos je robots aansturen met je tablet. Hierdoor zijn er nog meer mogelijkheden voor het gebruik van UARO en geven meer leer en speel plezier. Alleen geschikt voor **Android** toestellen.



1 Open de deksel van de batterijhouder van het coding bord.



2 Voeg de bluetooth module in de houder. Let op hoe de antenne richting is.





## Hoe verbind je de tablet met het coding bord

Om de functies van de nieuwe coding blokken te kunnen gebruiken moet een tablet verbonden worden met een coding bord. Download the App "UARO met vrienden" en verbind de tablet met het coding bord en volg de volgende stappen



1 Zet het coding bord aan.



2 Start de App.



3 Druk op de startknop.



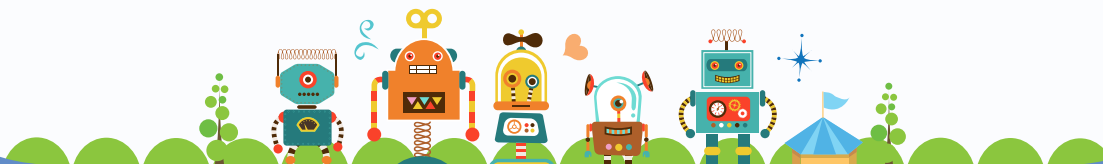
4 Vind een coding bord



5 Kies een coding bord.



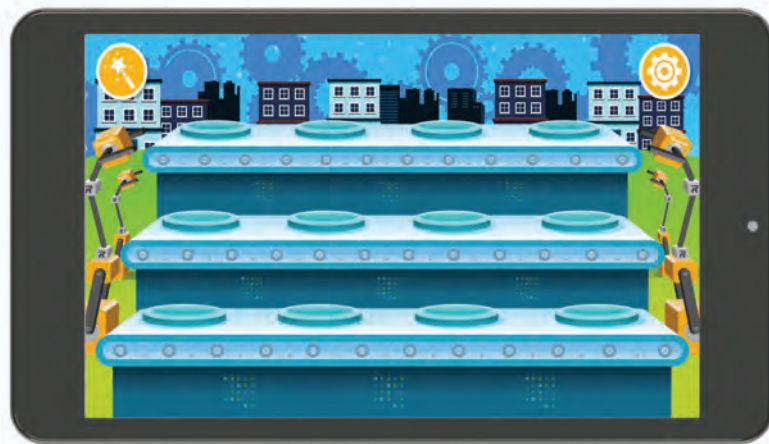
6 Druk op de bevestigingsknop



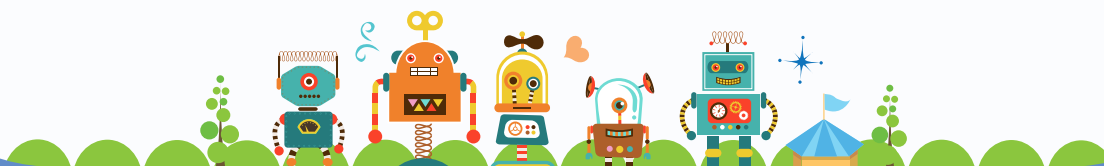
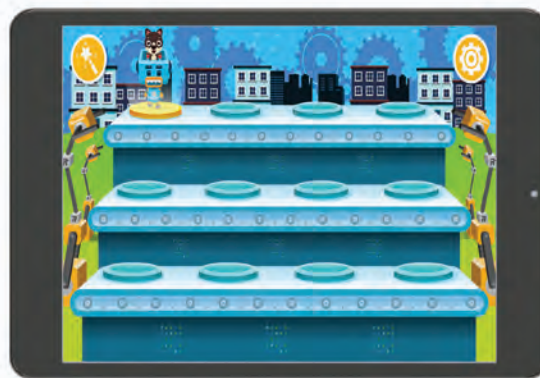


## Hoe verbind je de tablet met het coding bord

Als de tablet verbonden is met het coding bord, dan zie je een coding platform op het scherm zoals hier onder.

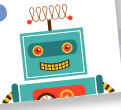


Als er een blok op het coding bord wordt geplaatst, dan zie je op het scherm van de tablet het coding blok op de overeenkomende plaats.

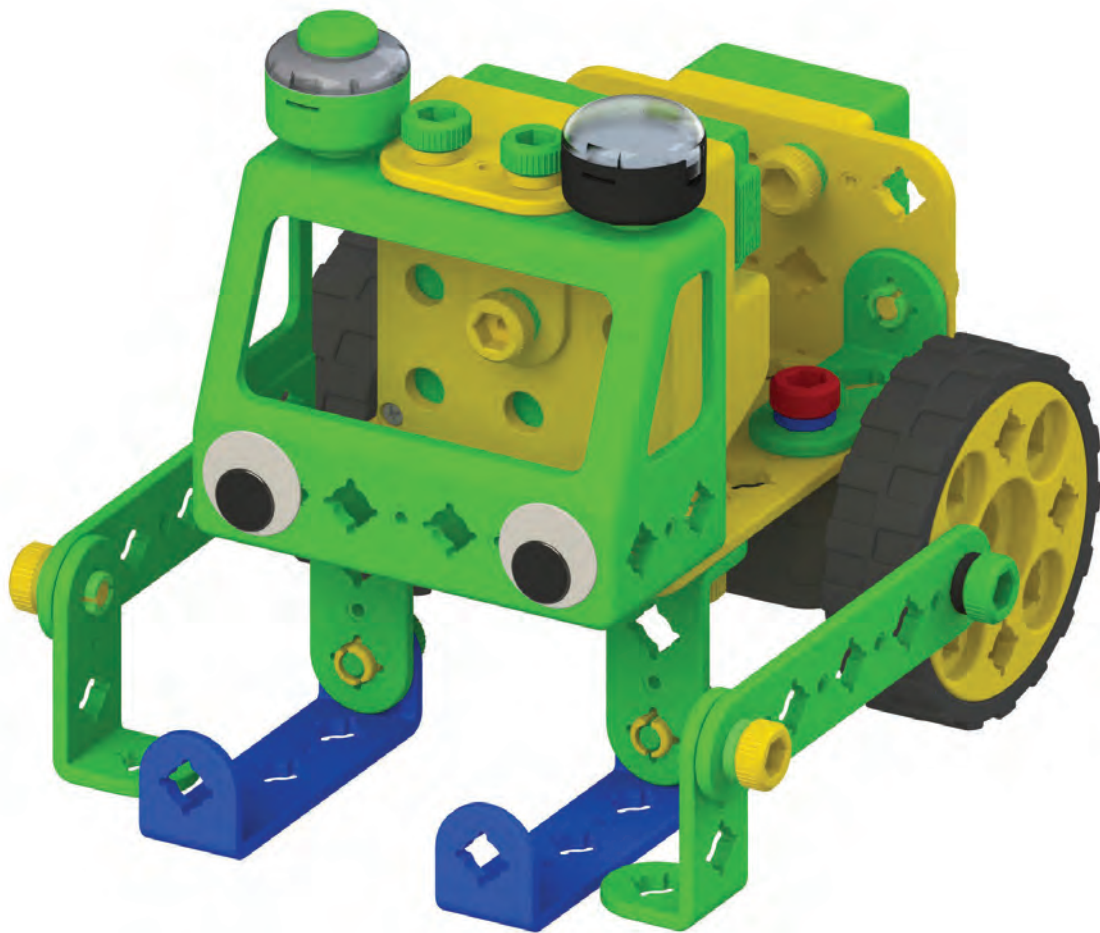


Ski Bot

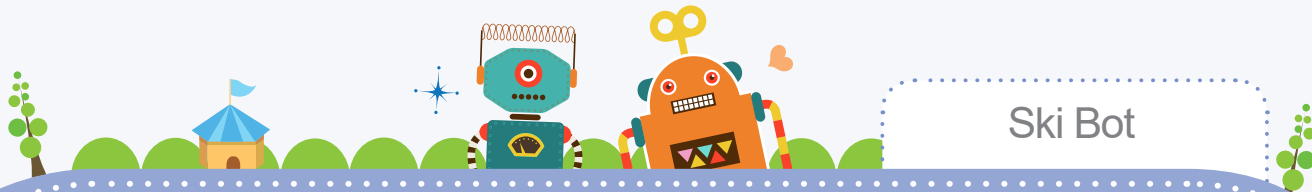
1



# Spelen met de Ski Bot!



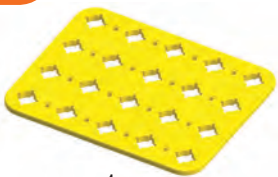




Ski Bot



Onderdeel



x1



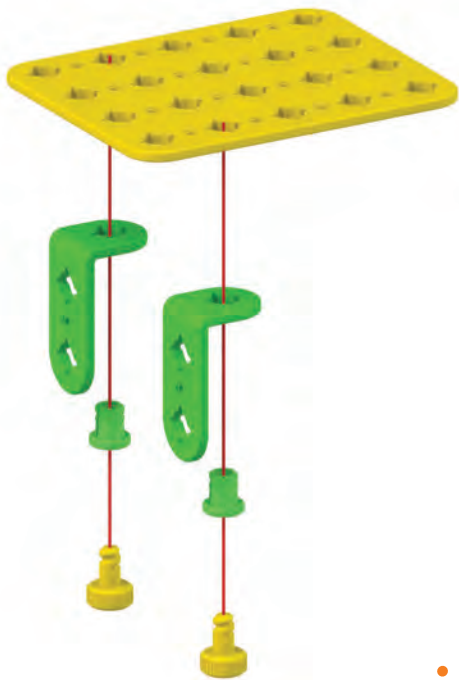
x2

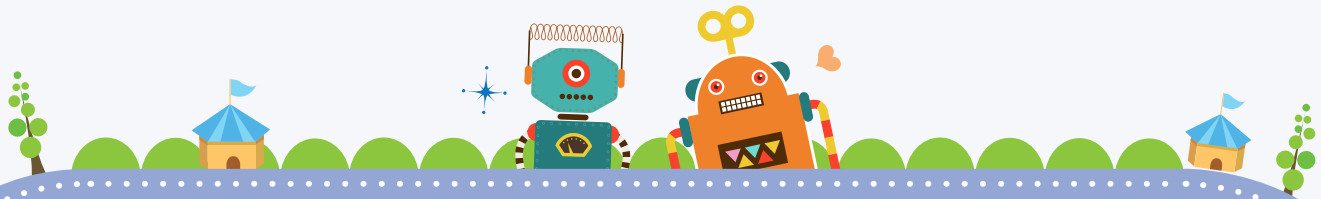


x2



x2





2 Onderdeel



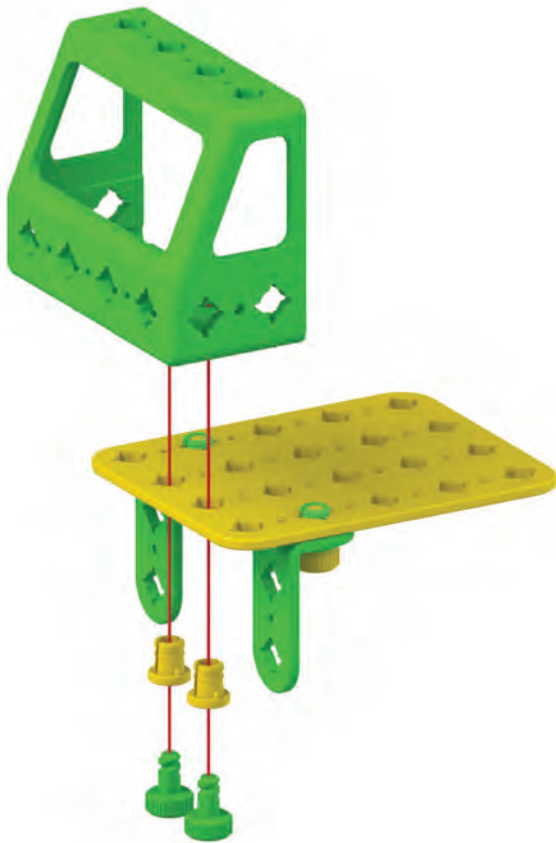
x1

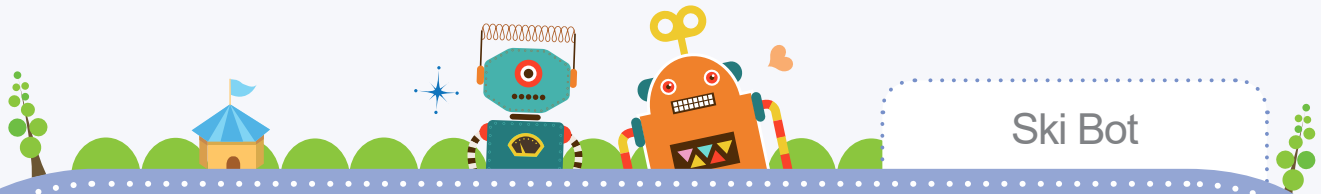


x2



x2





3 Onderdeel



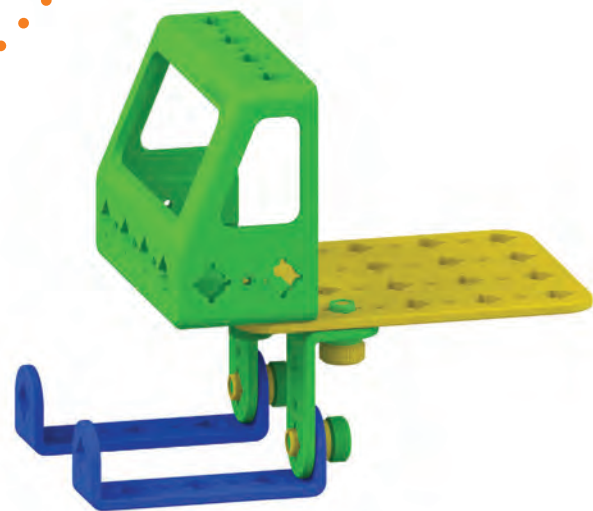
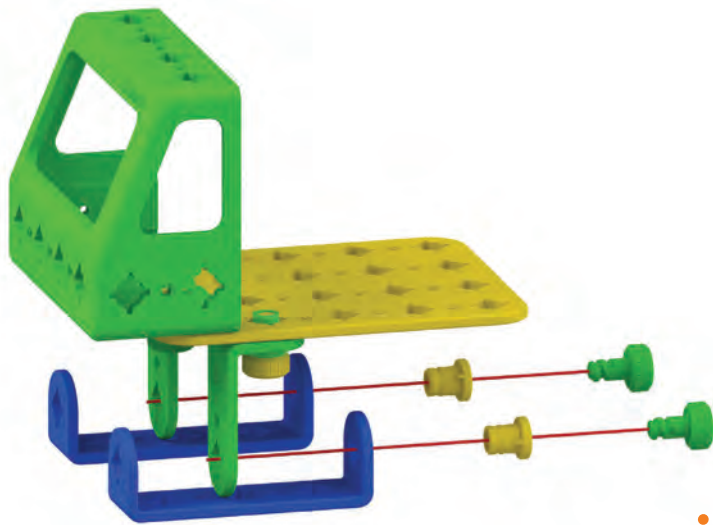
x2

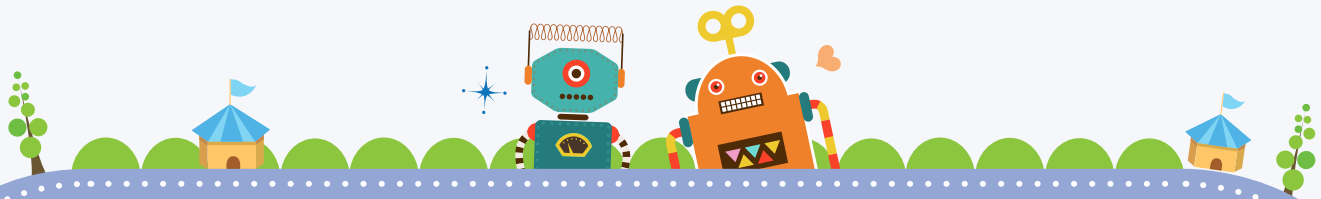


x2



x2





4

Onderdeel



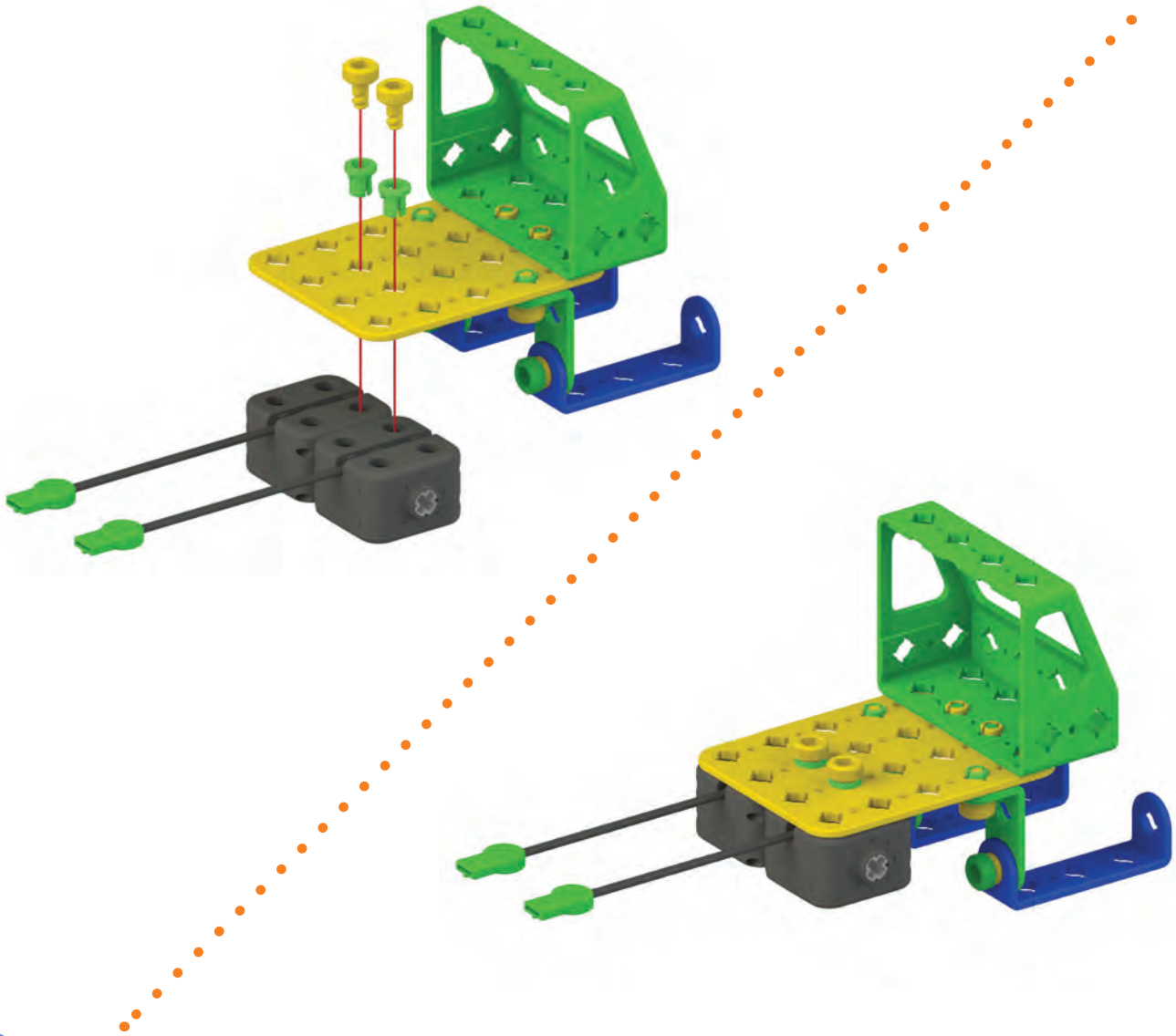
x2

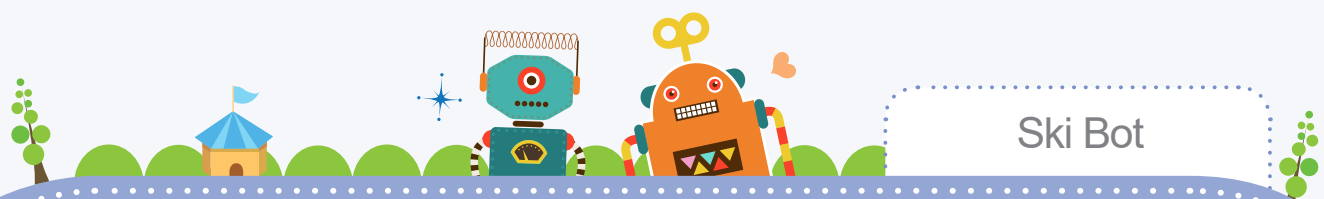


x2



x2





5 Onderdeel



x1



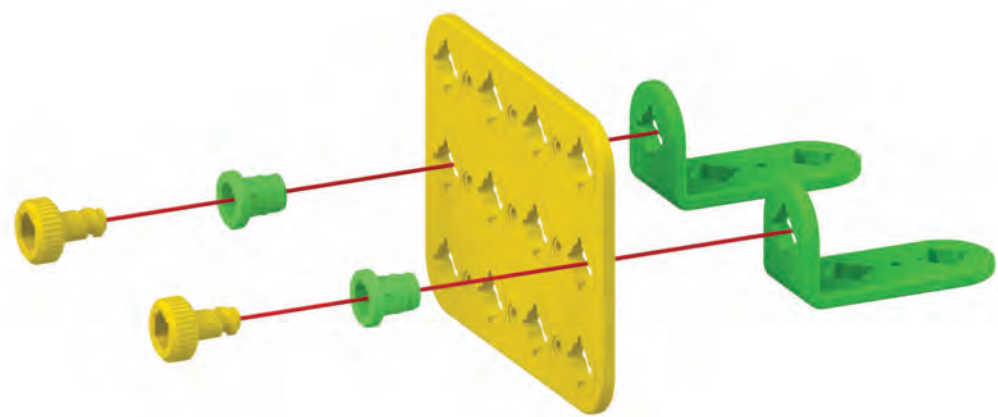
x2

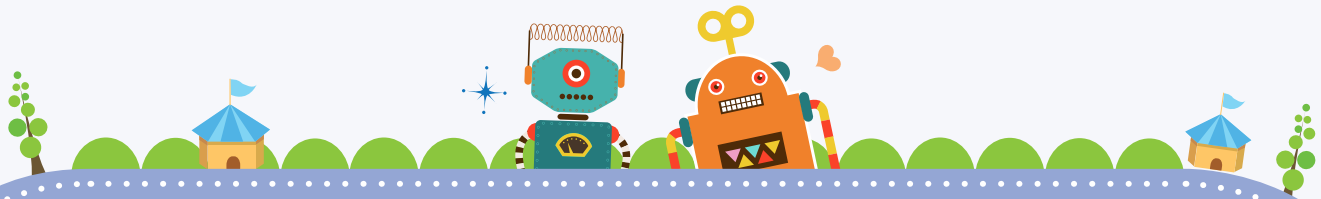


x2



x2





**6** Onderdeel



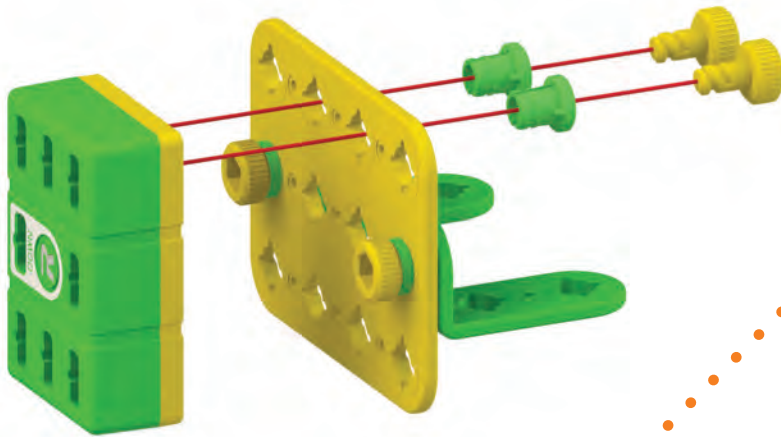
x1

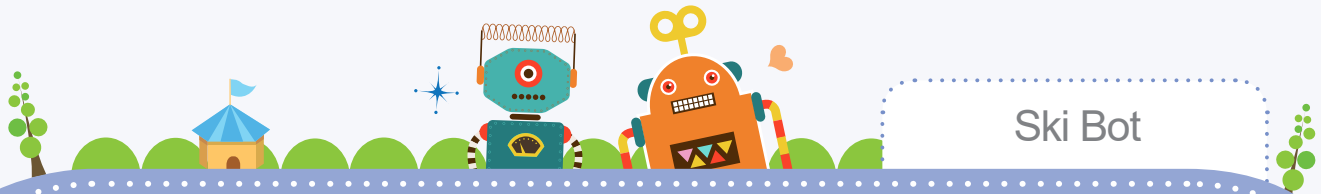


x2



x2





Ski Bot



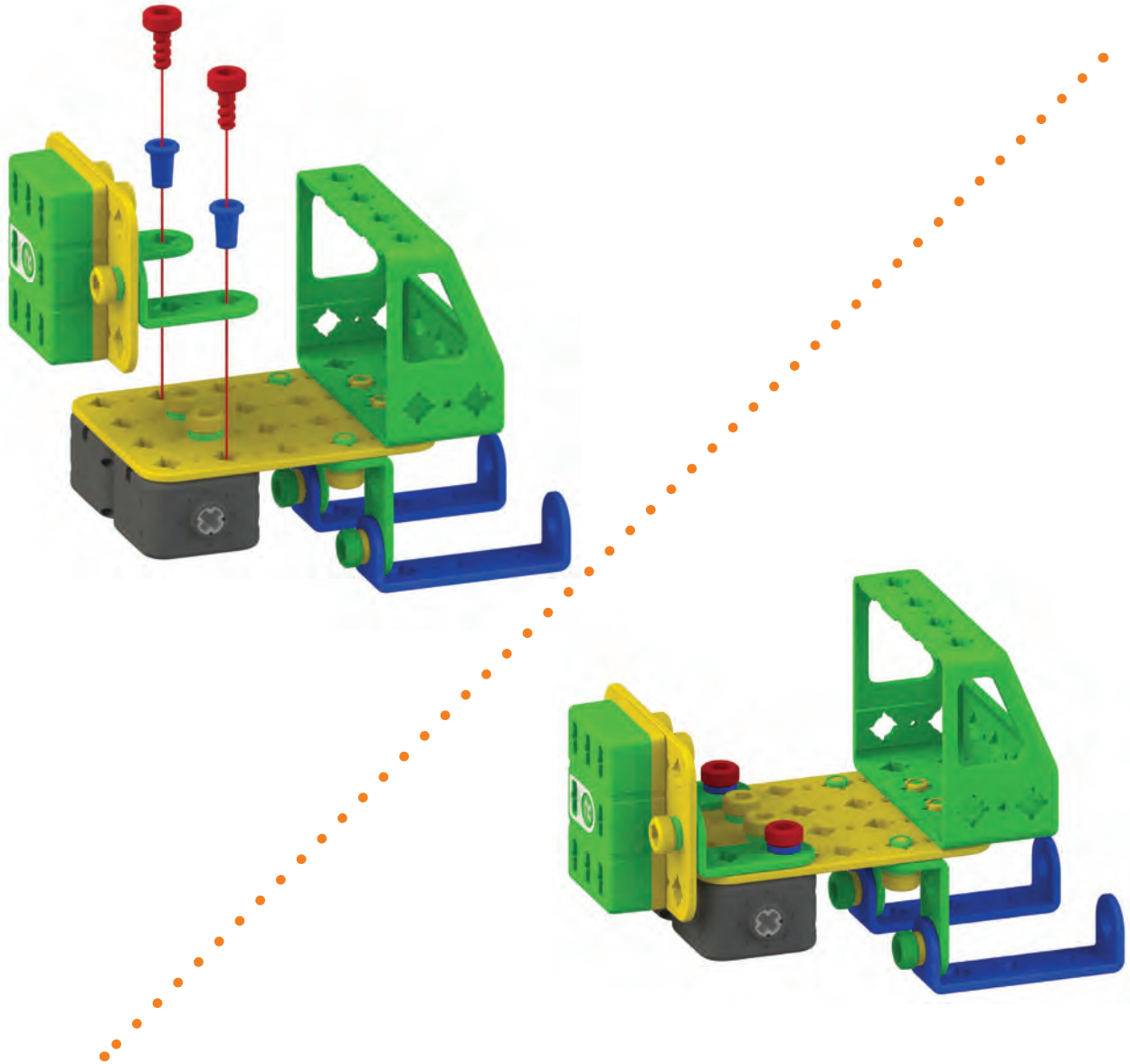
Onderdeel

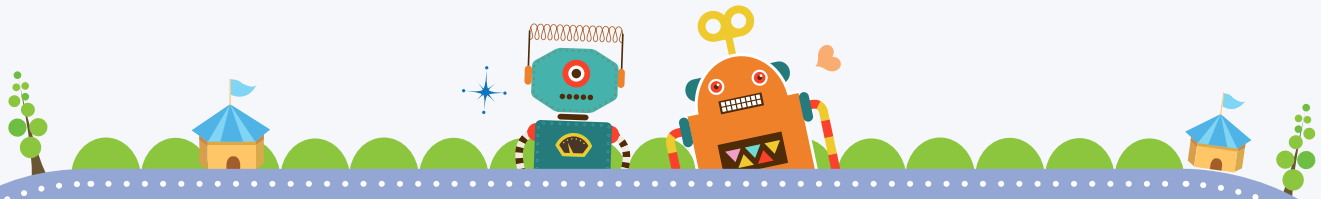


x2



x2





8 Onderdeel



x1



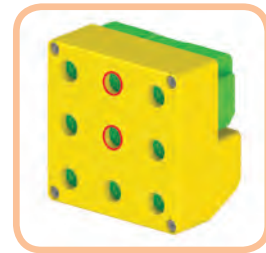
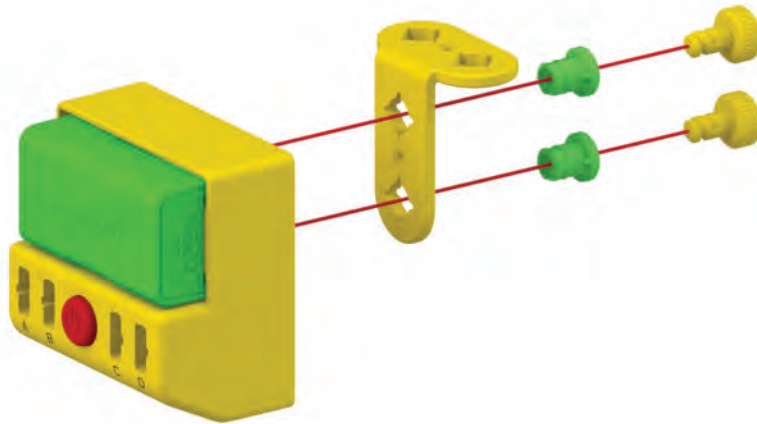
x1



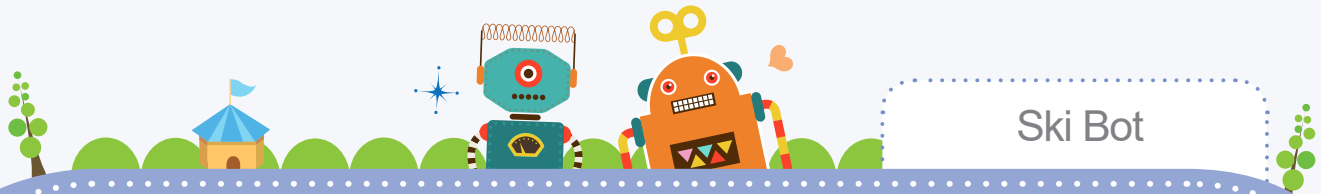
x2



x2







9 Onderdeel

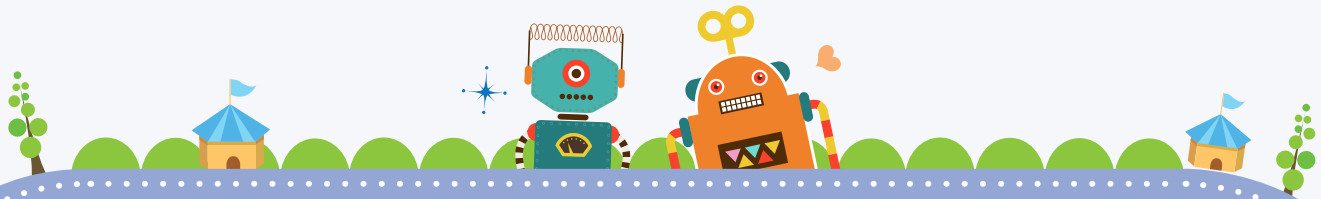


x2



x2

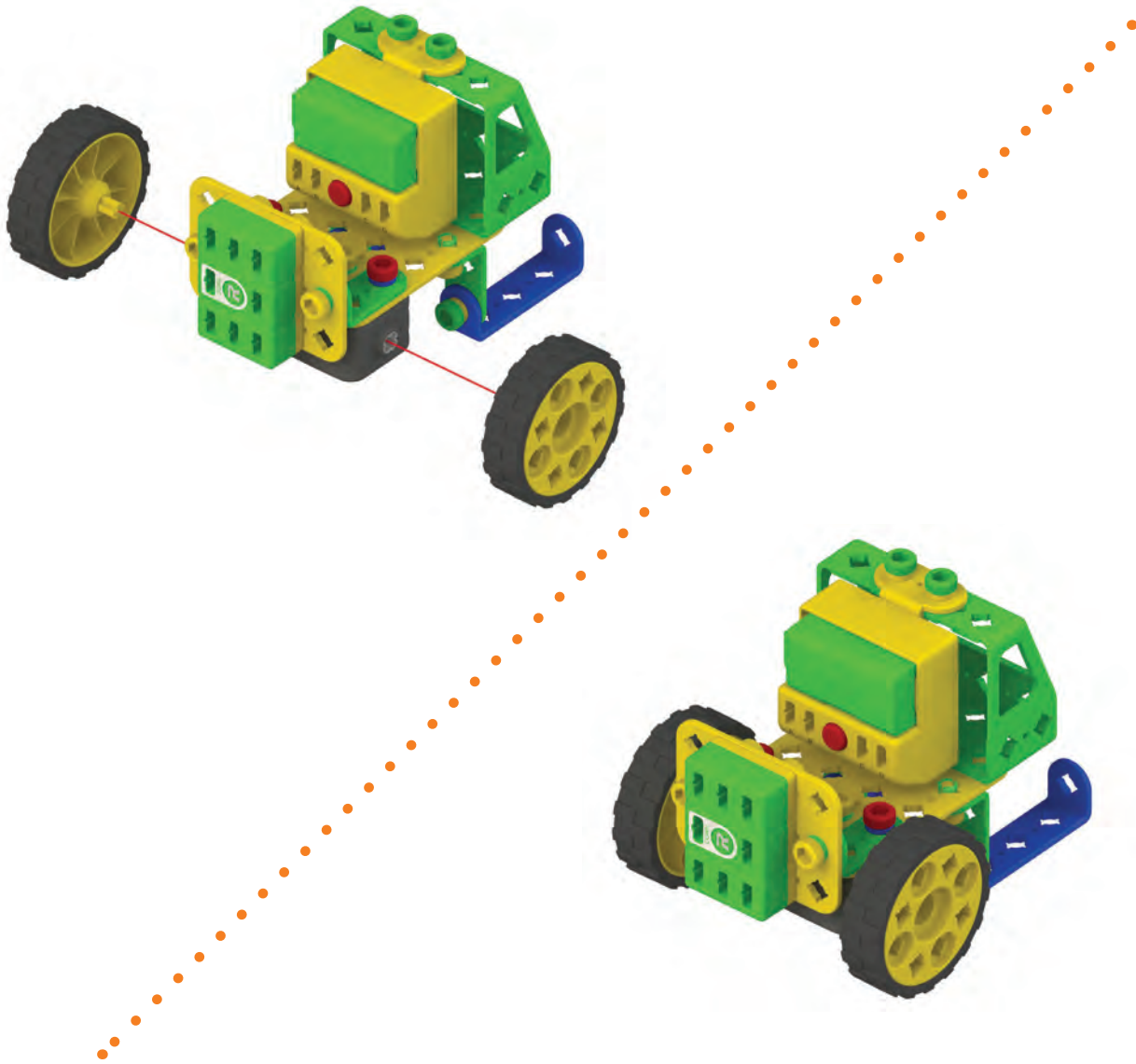


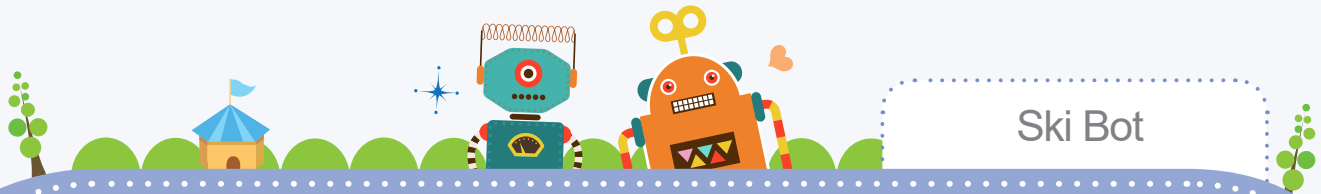


10 Onderdeel



x2





11 Onderdeel



x2



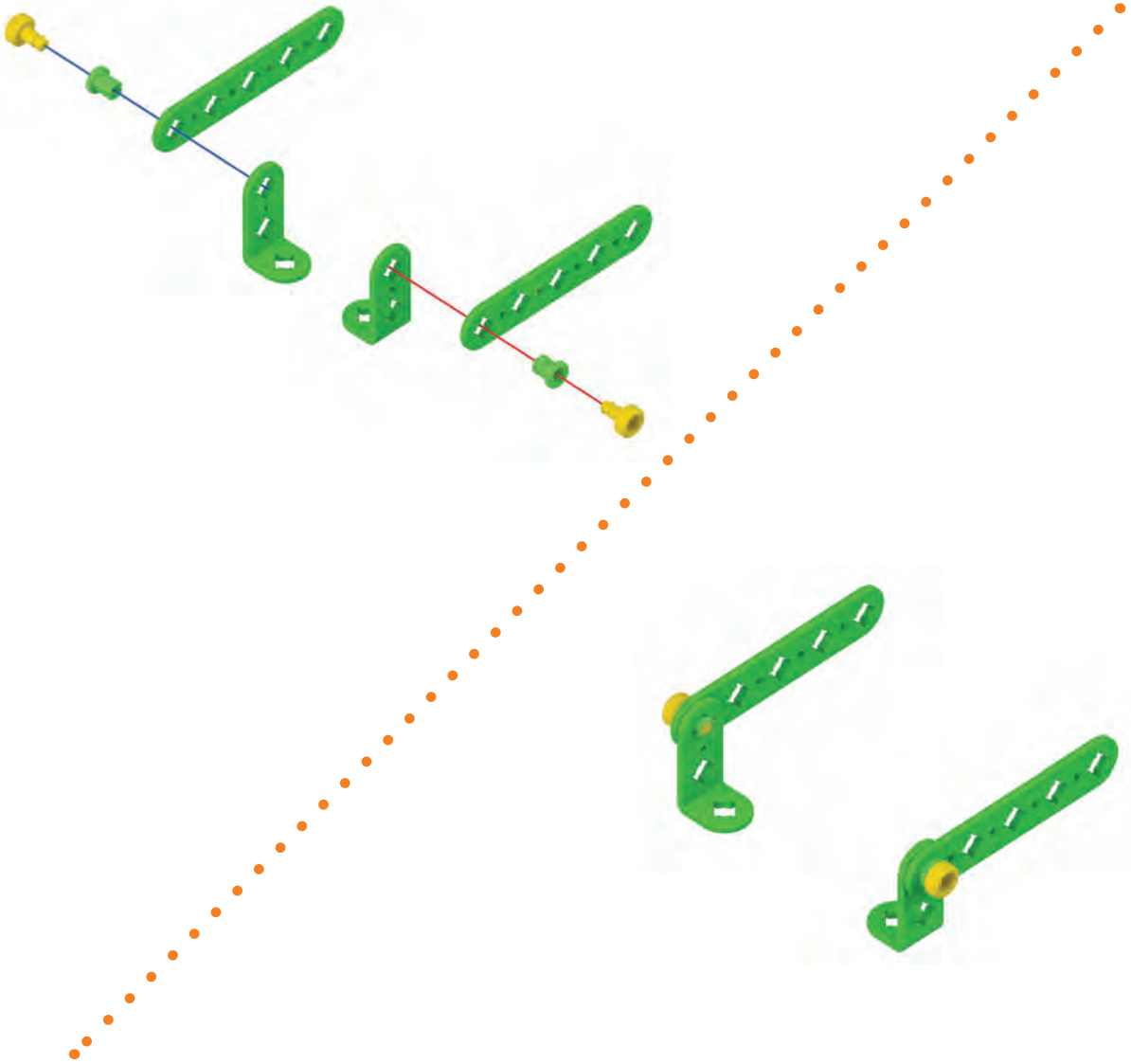
x2

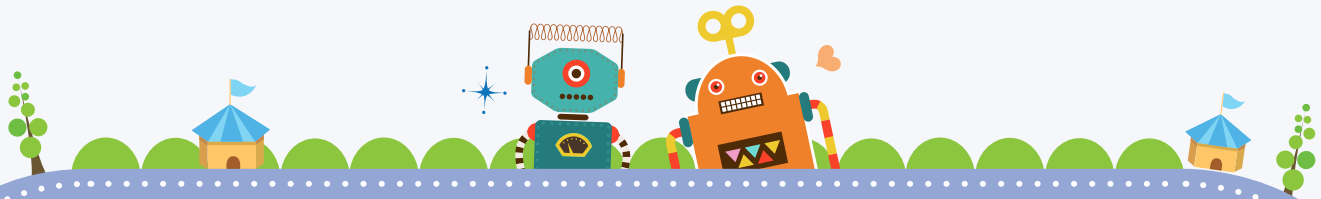


x2



x2





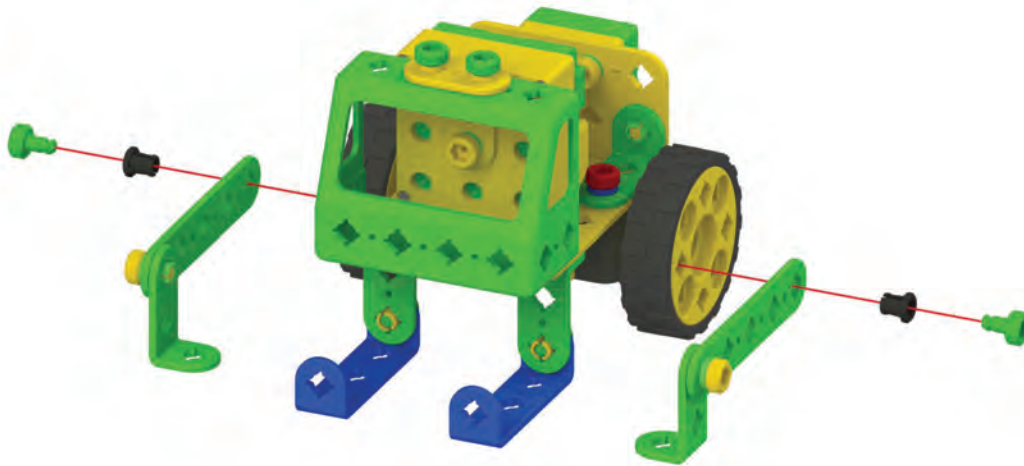
12 Onderdeel

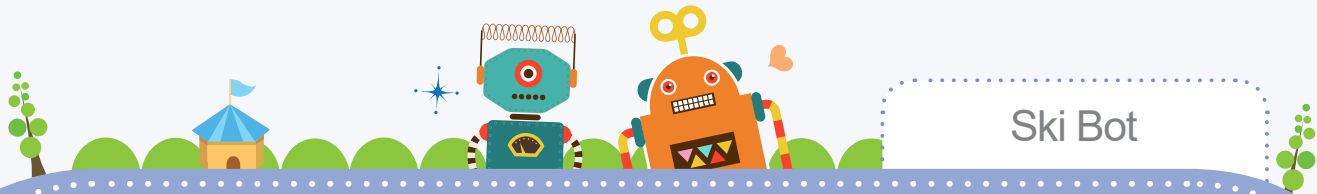


x2



x2





13 Onderdeel



x1



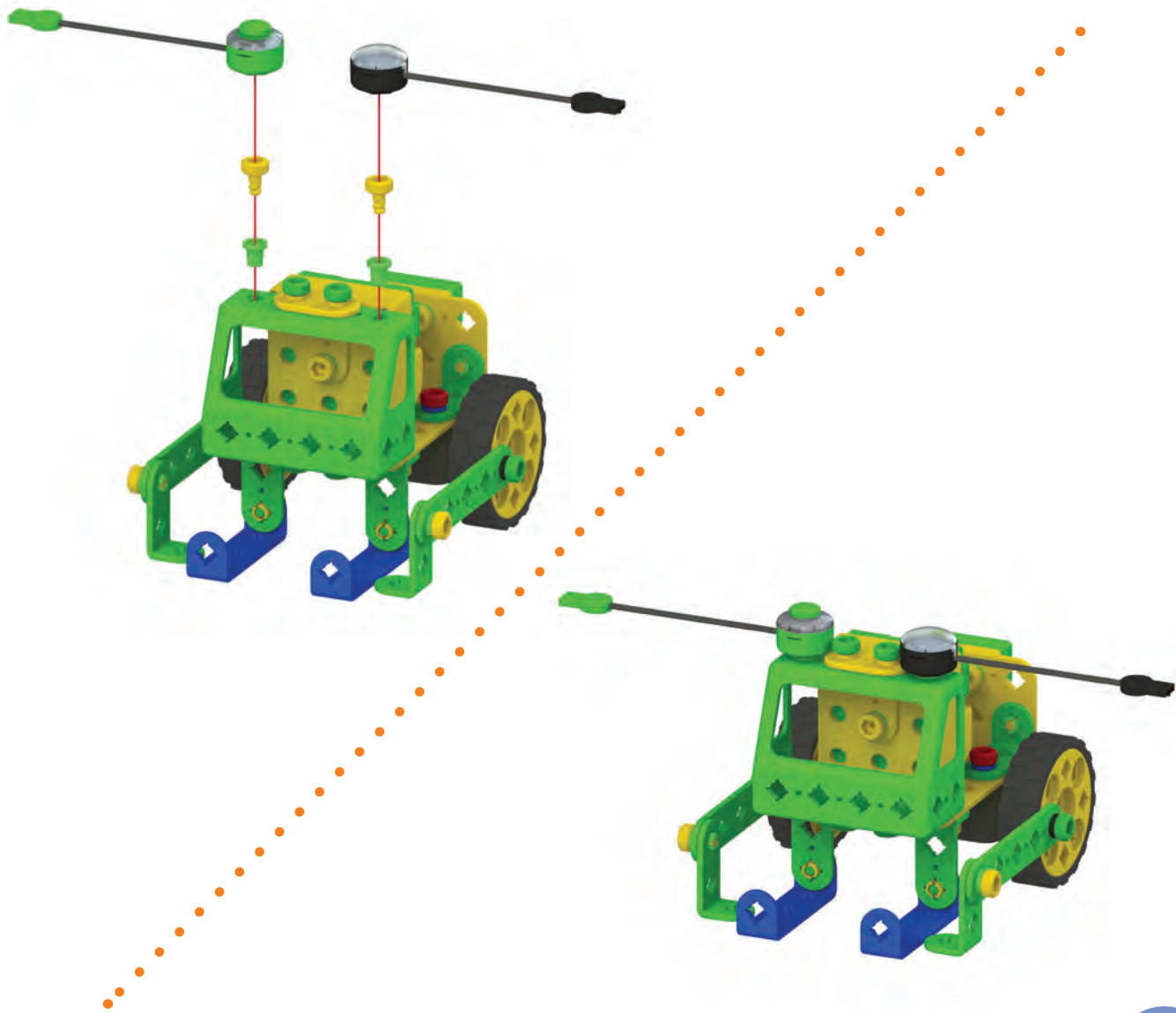
x1

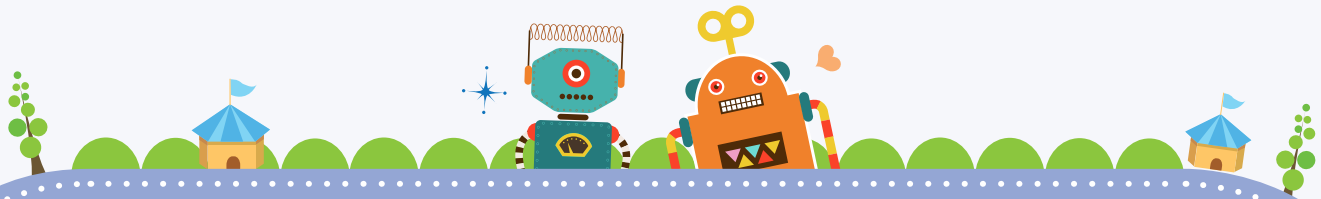


x2



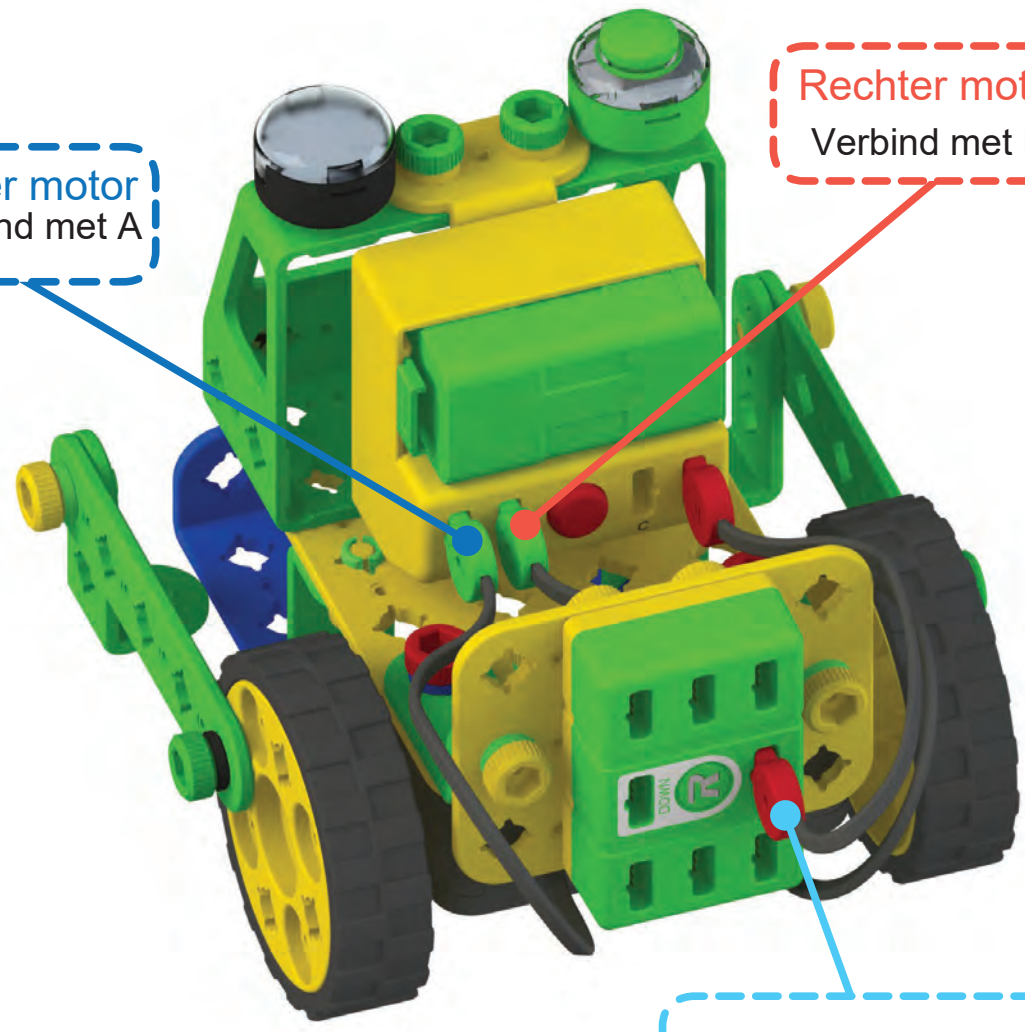
x2



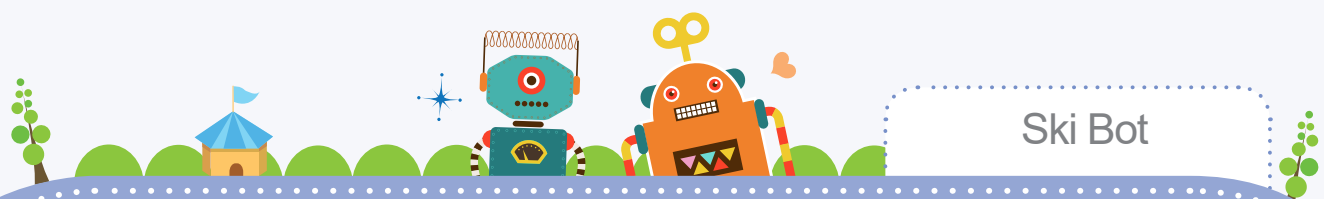


Linker motor  
Verbind met A

Rechter motor  
Verbind met B



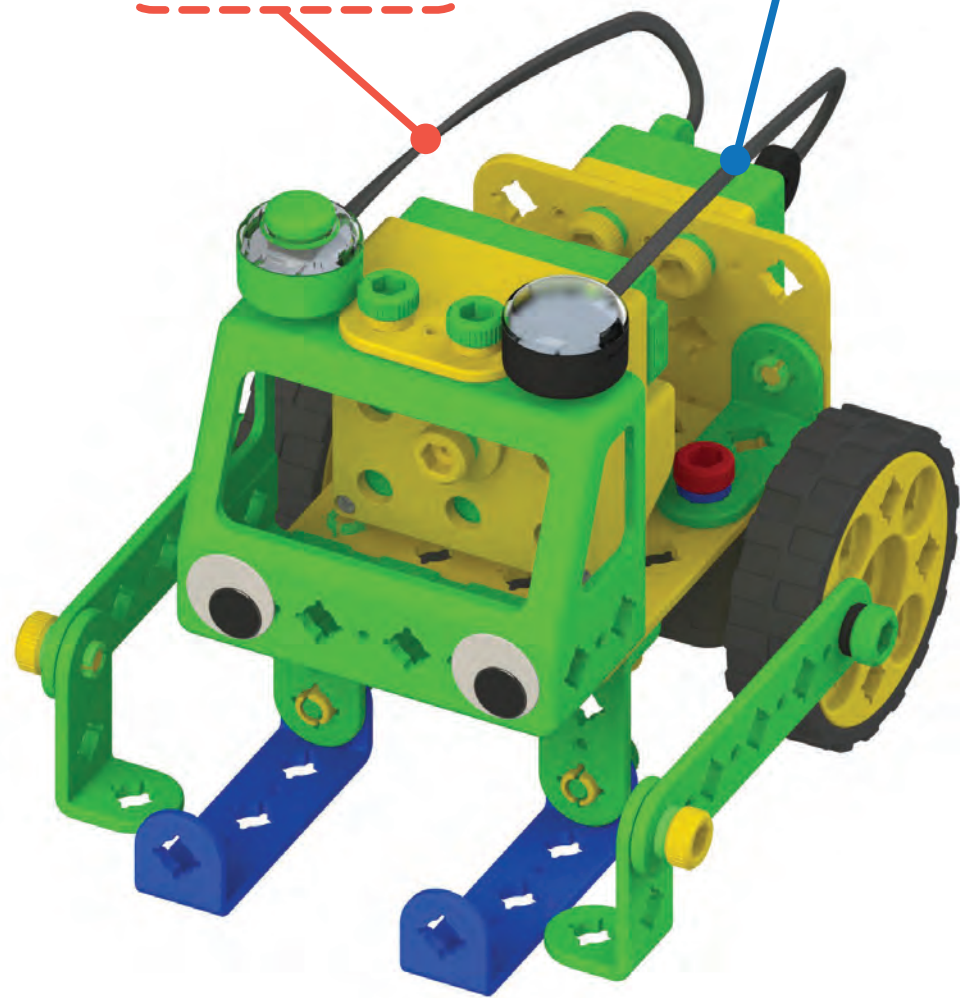
Dubbelzijdige kabel  
Verbind met D en CPU

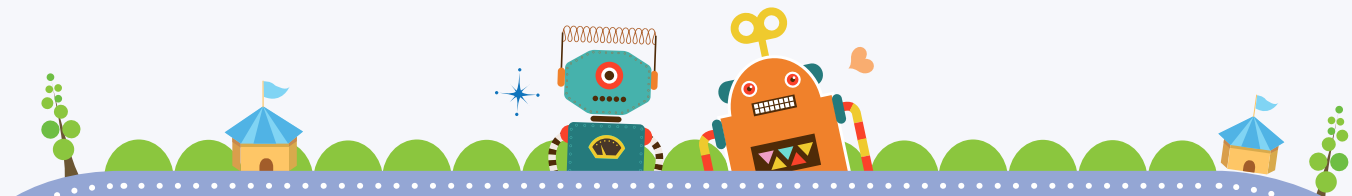


# Ski Bot

Druksensor(G)  
Verbind met CPU

Remote ontvanger  
Verbind met CPU





We gaan coderen

Codeer de beweging van de Ski Bot op het coding bord.



Bestuur de Ski Bot met de remote controller.

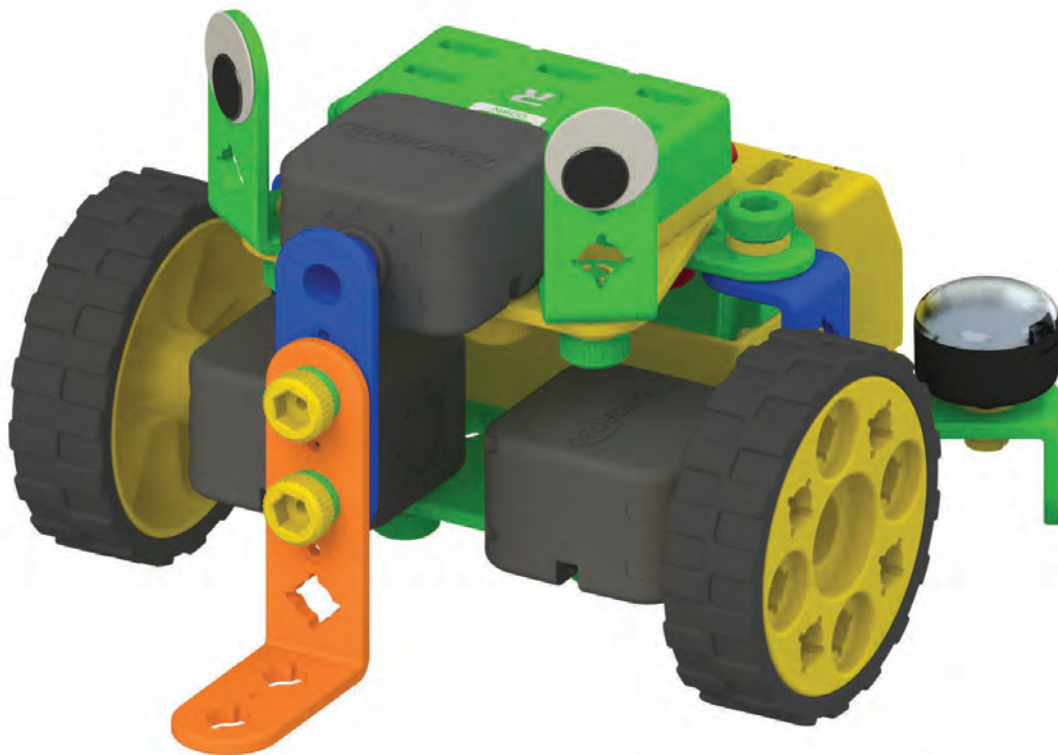


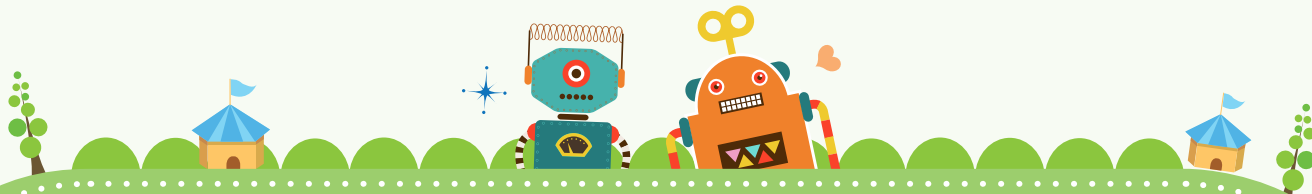
Hockey Bot

2



Spelen met de Hockey Bot!





Onderdeel



x2



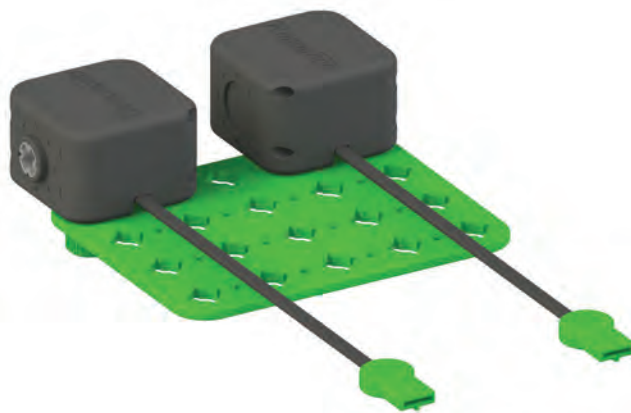
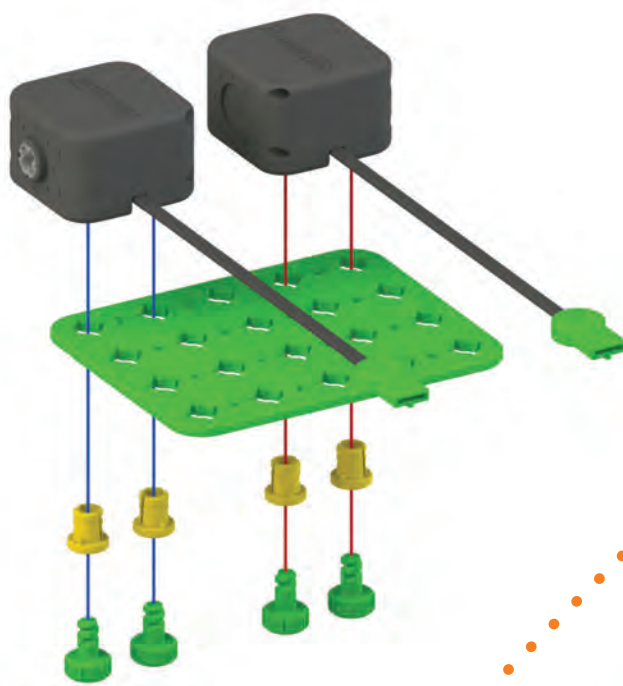
x1

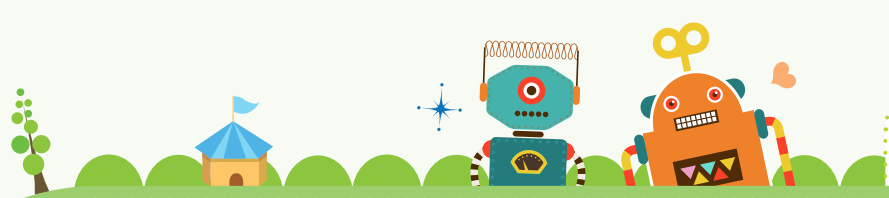


x4

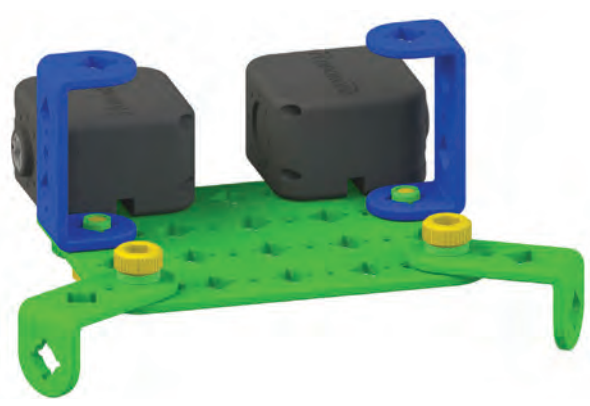
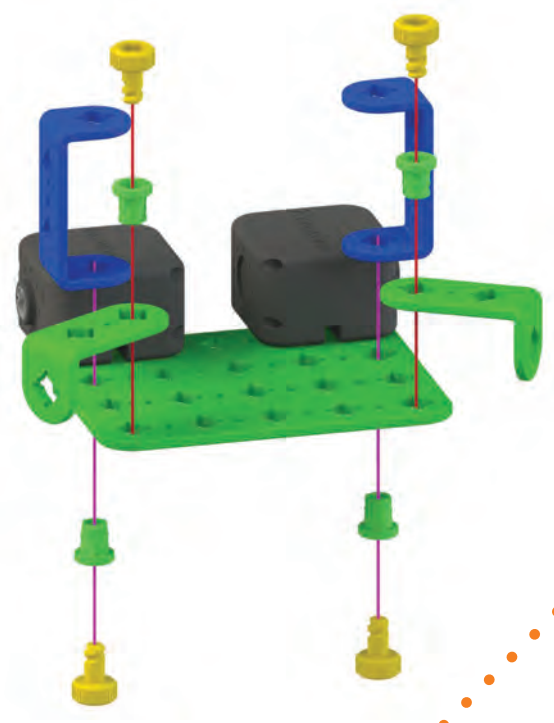


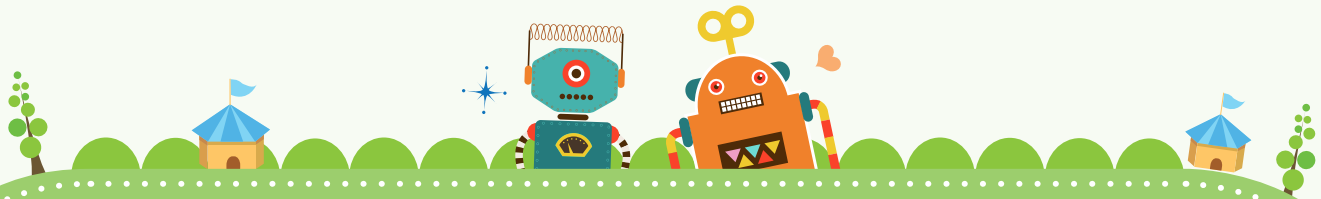
x4





2 Onderdeel





**3** Onderdeel



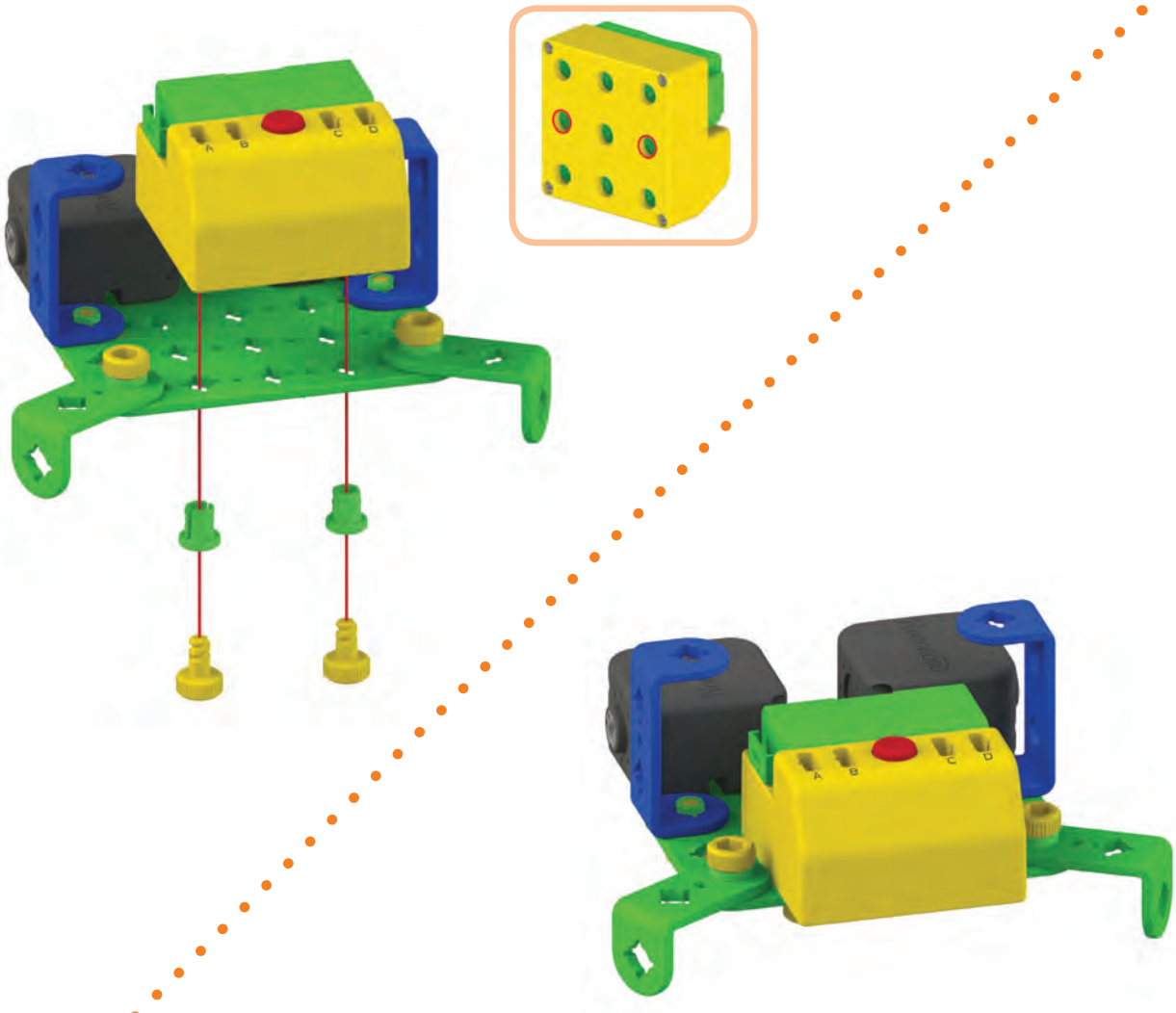
x1

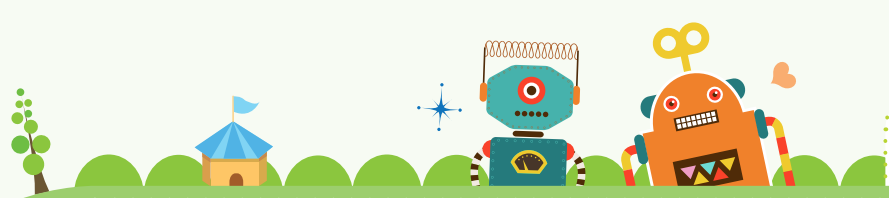


x2



x2





# Hockey Bot

## 4 Onderdeel



x1



x1



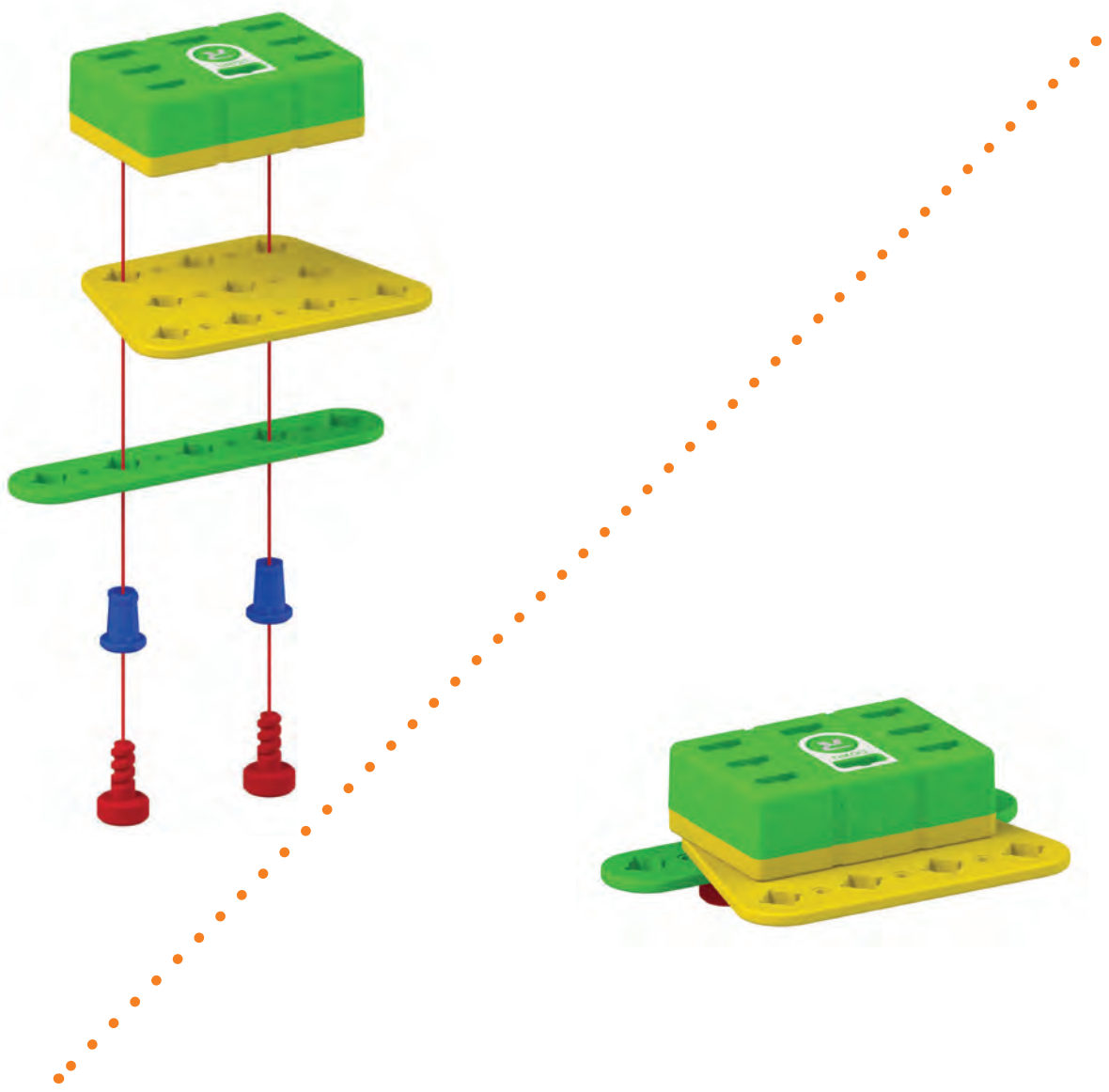
x1

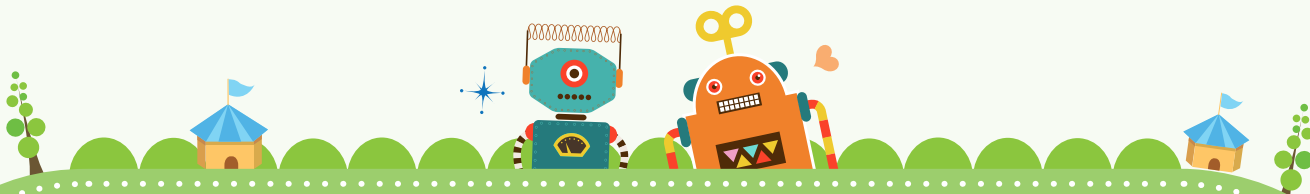


x2



x2





5

Onderdeel



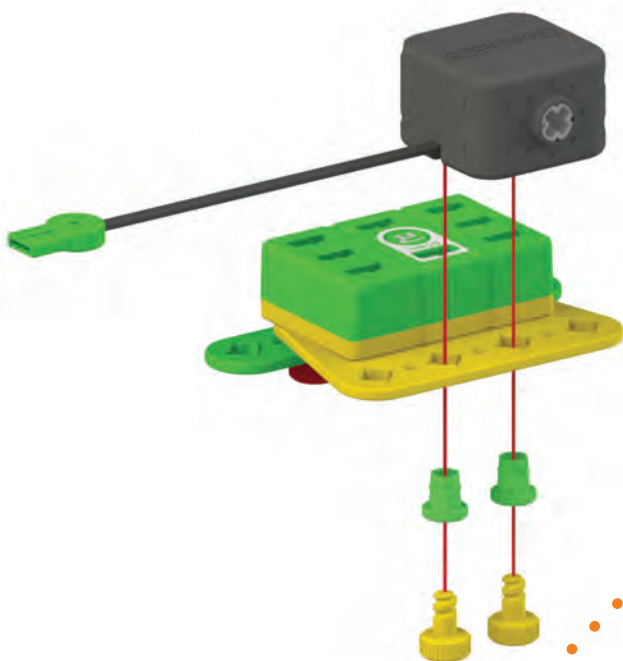
x1

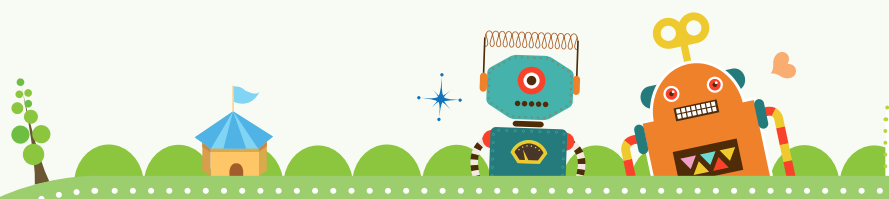


x2



x2





# Hockey Bot

## 6 Onderdeel



x2

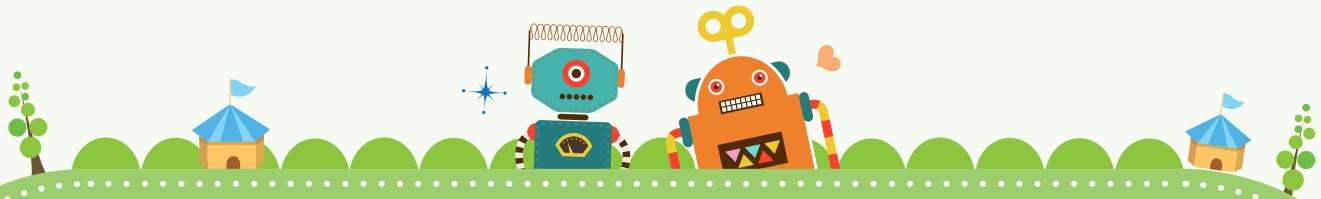


x2



x2





Onderdeel



x1



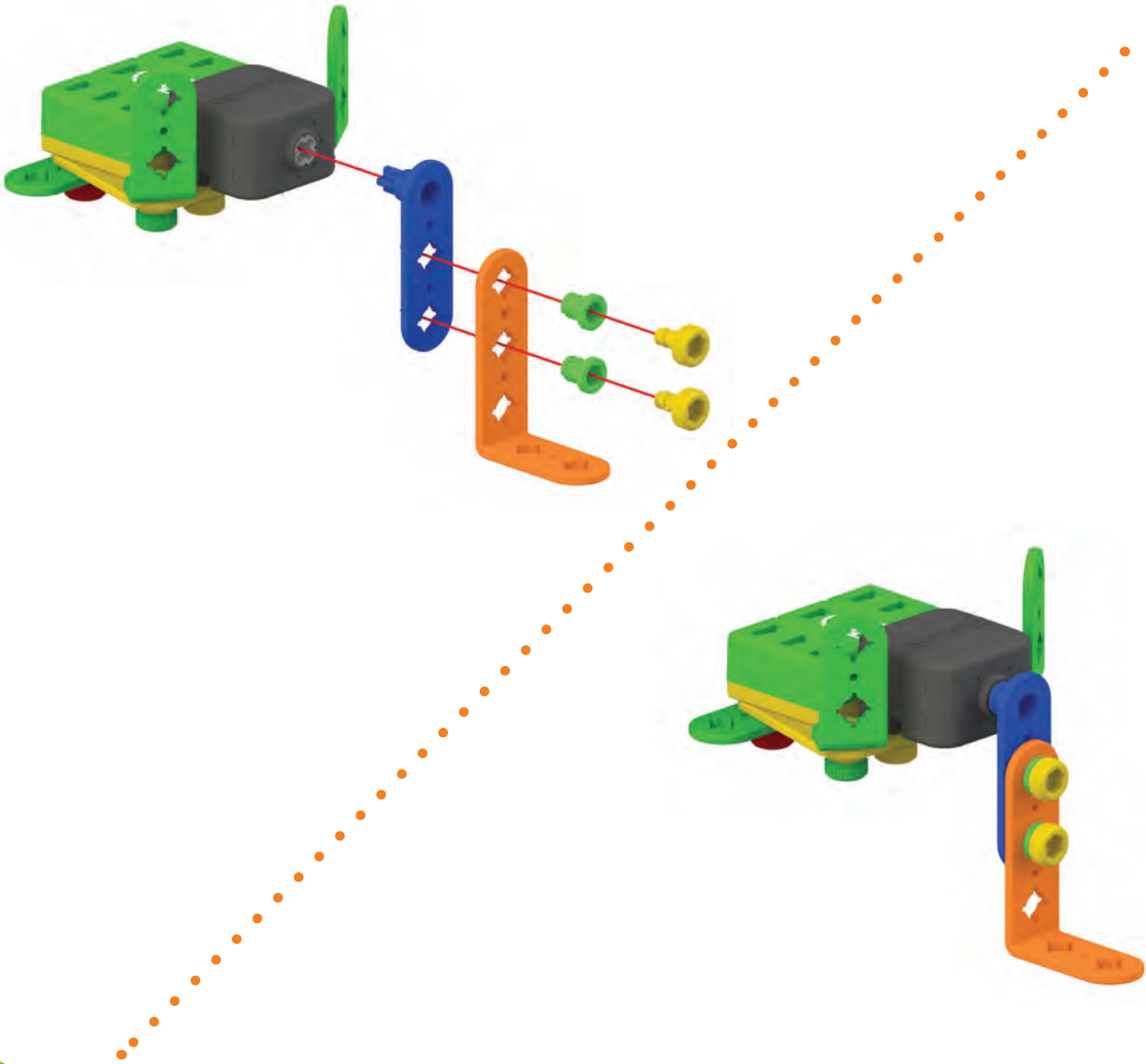
x1



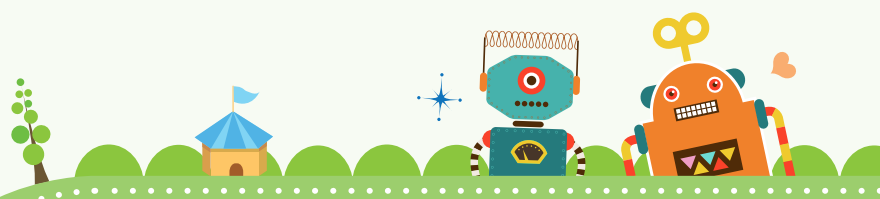
x2



x2







# Hockey Bot

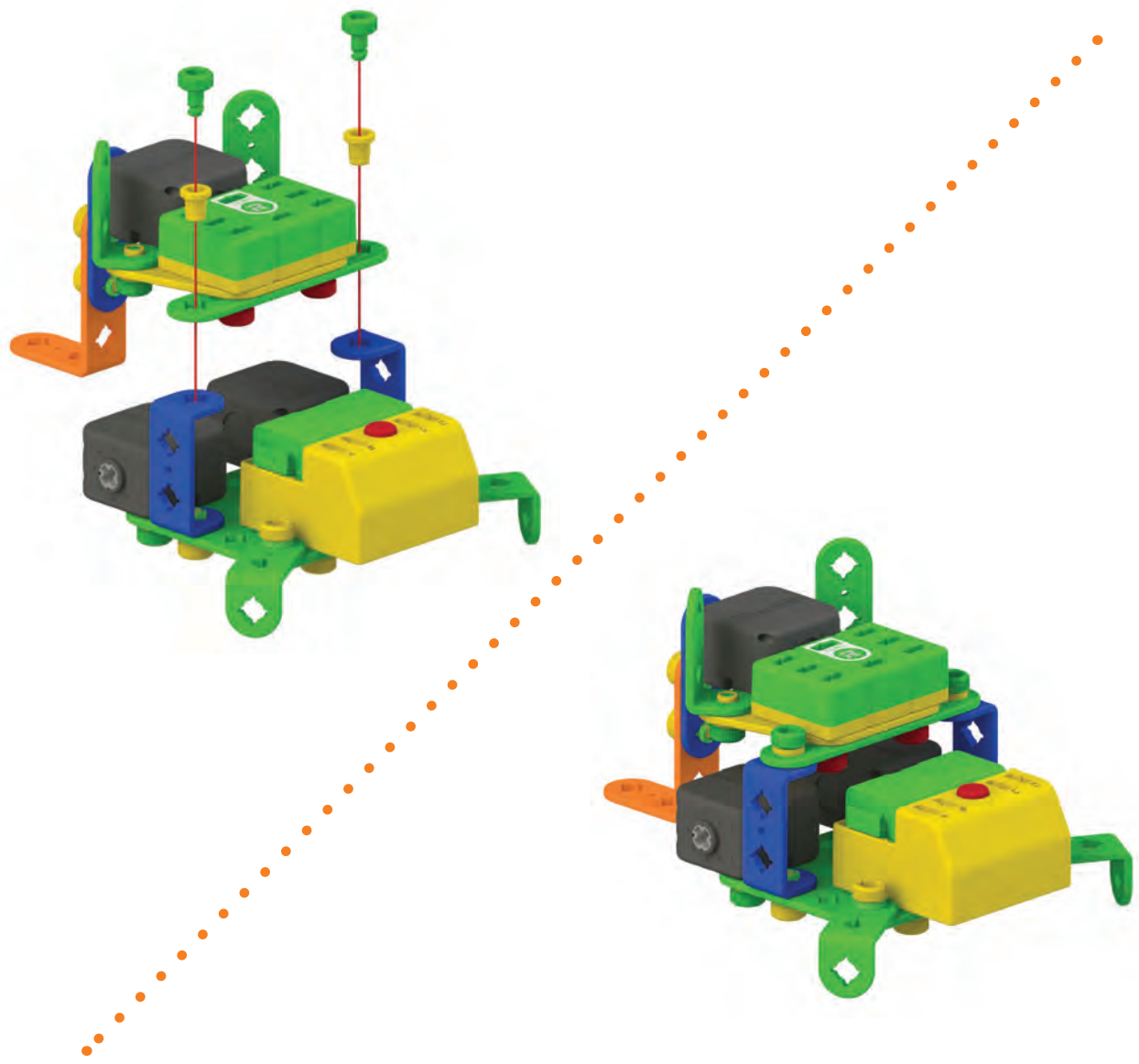
## 8 Onderdeel

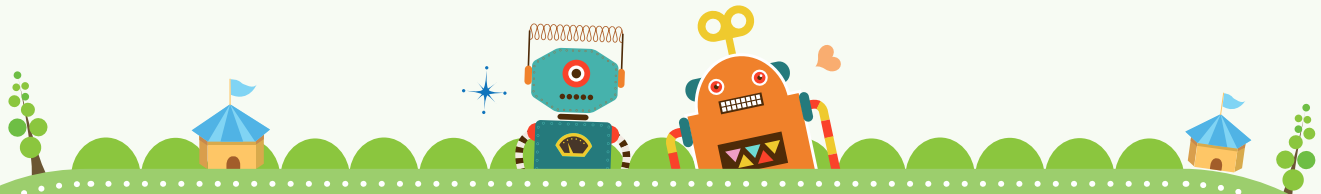


x2



x2

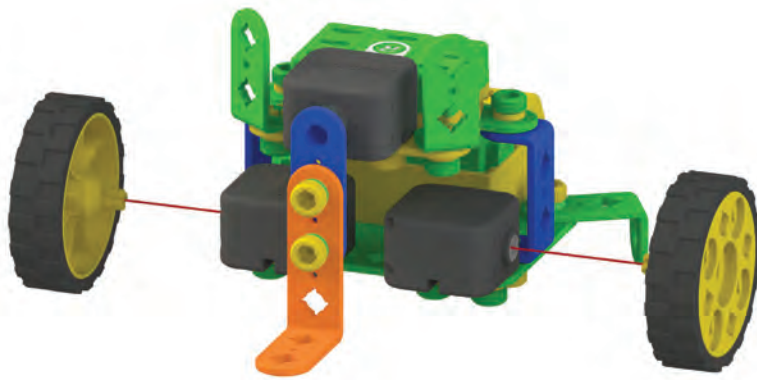


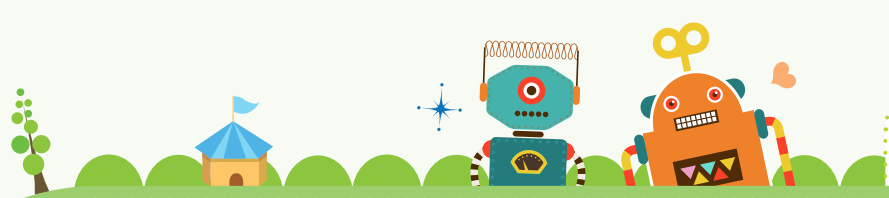


9 Onderdeel



x2





# Hockey Bot

## 10 Onderdeel



x1



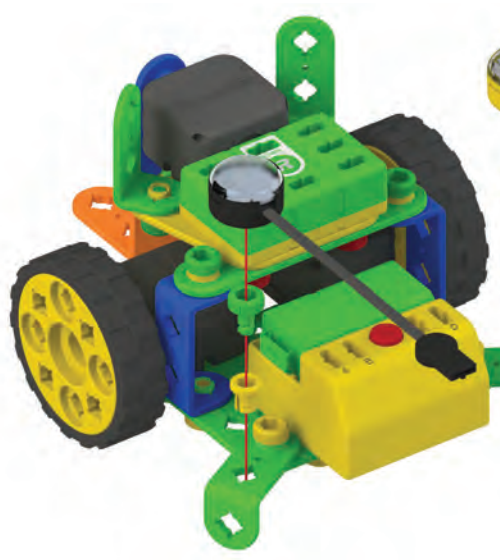
x1

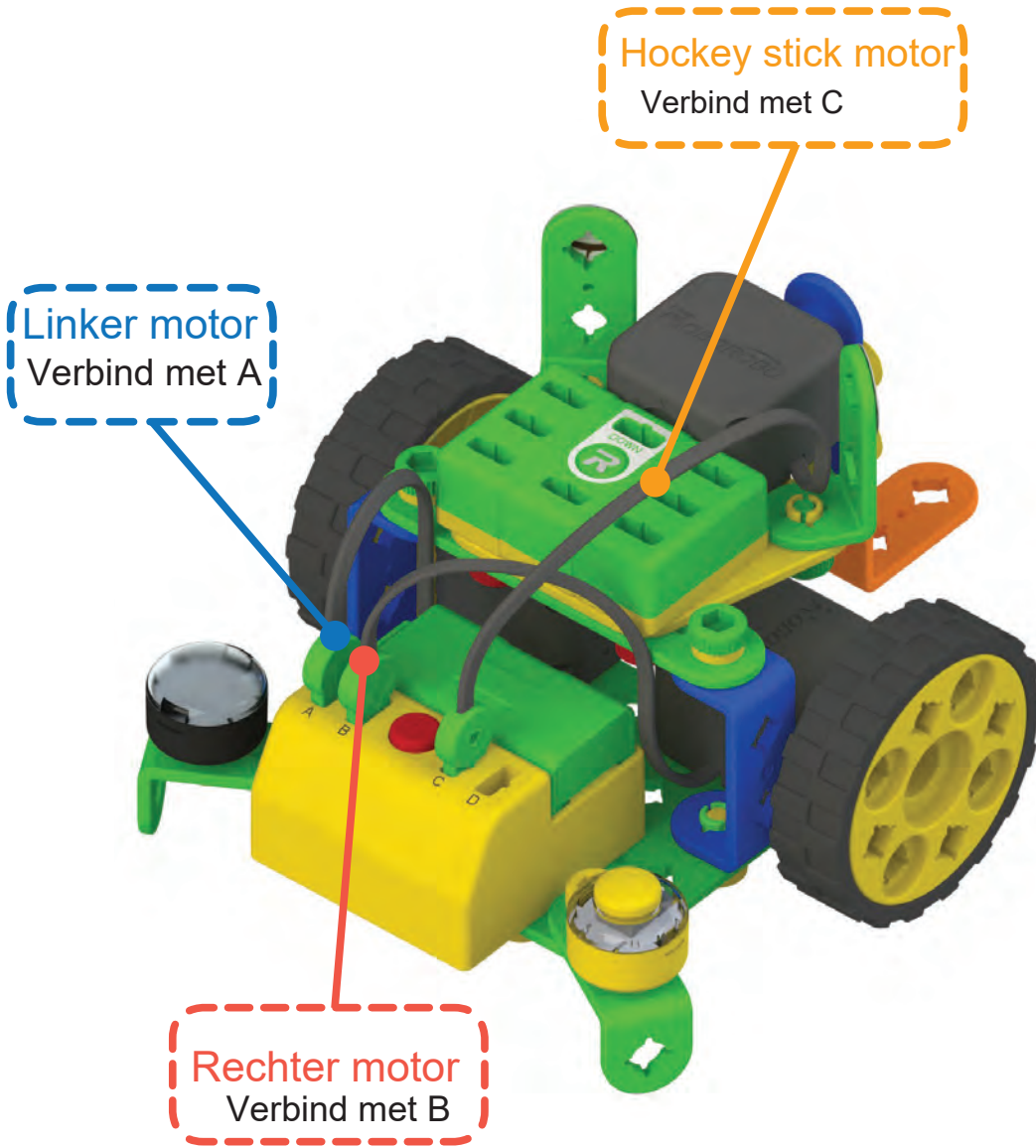
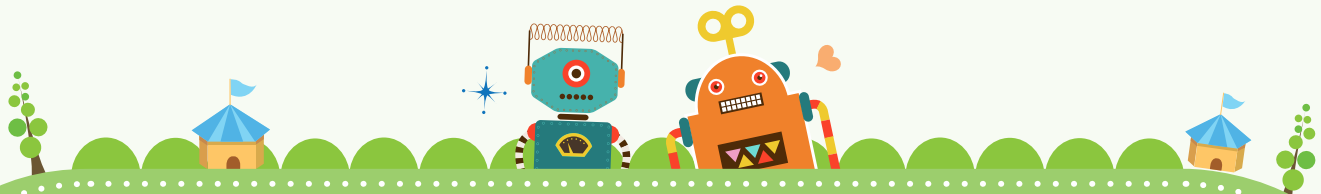


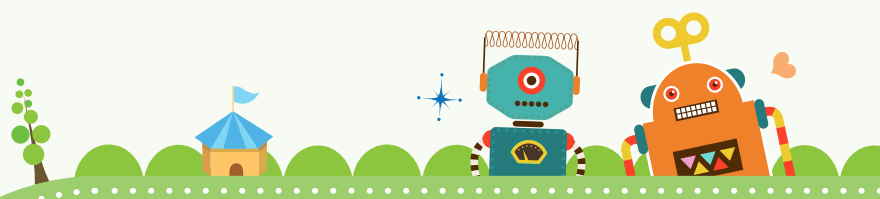
x2



x2

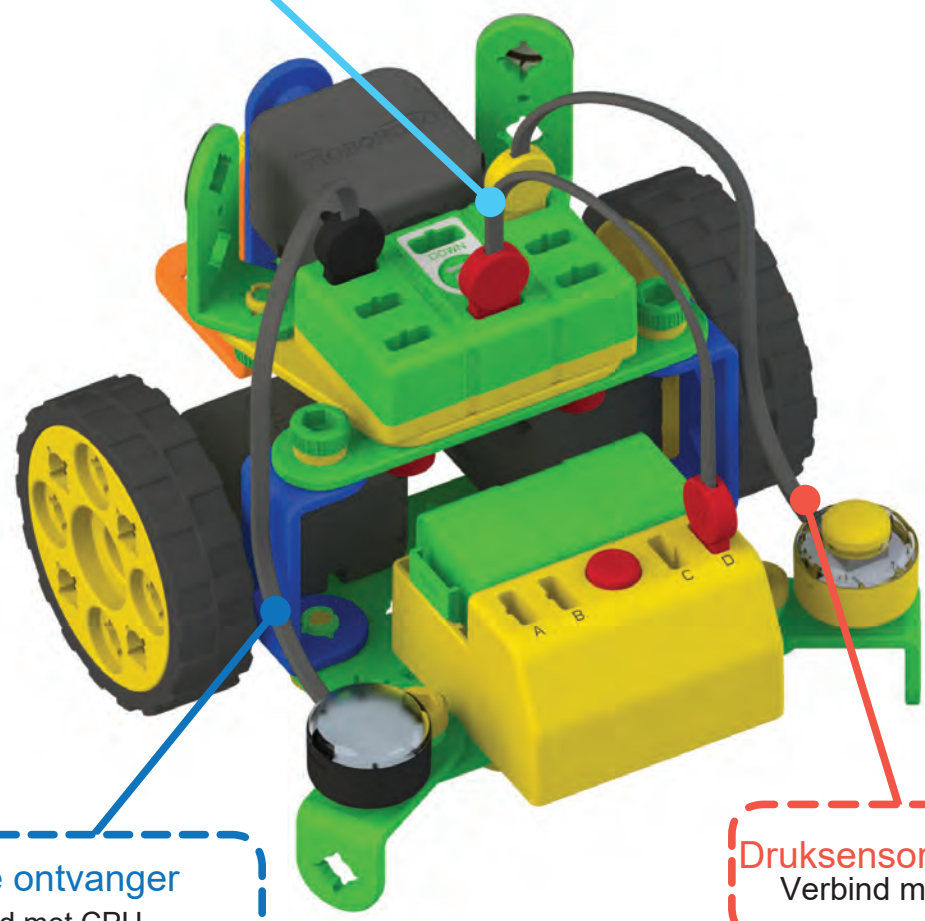






# Hockey Bot

Dubbelzijdige kabel  
Verbind met D en CPU



Remote ontvanger  
Verbind met CPU

Druksensor(Y)  
Verbind met CPU

We gaan  
coderen

Codeer de bewegingen van de Hockey Bot op het coding bord.



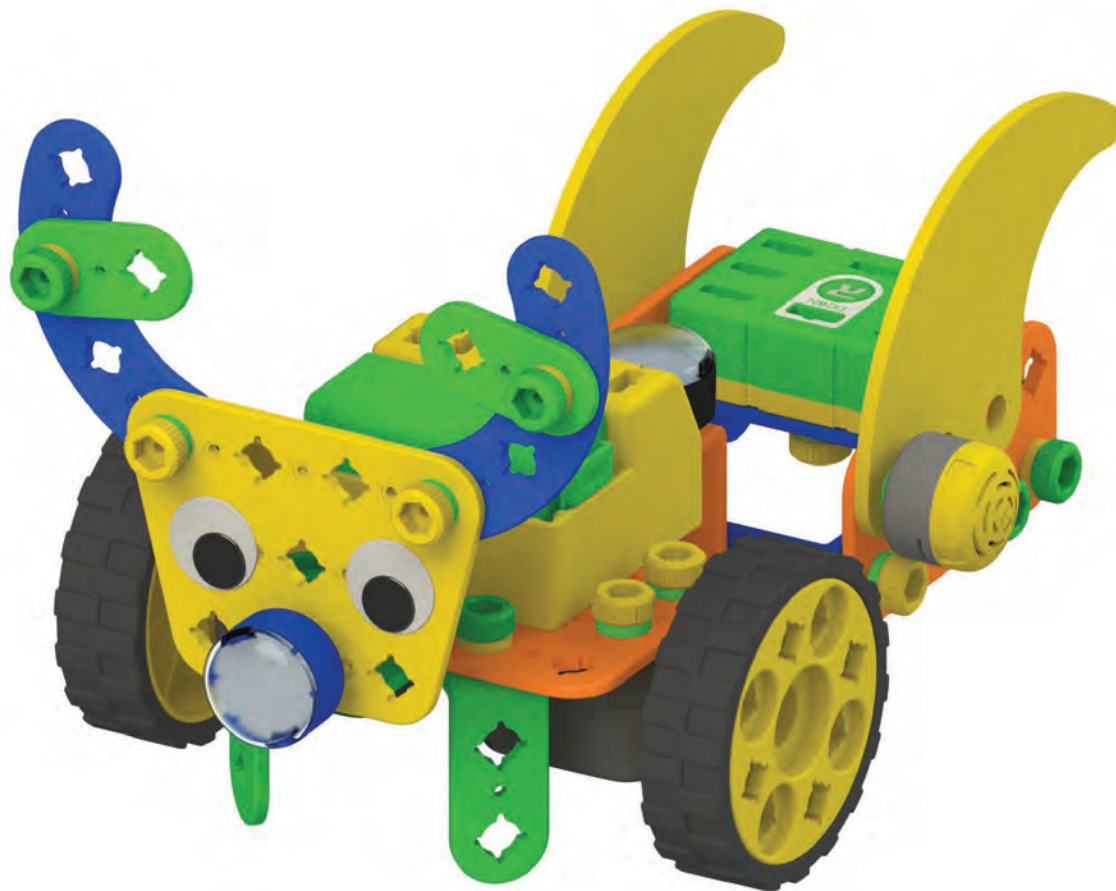
Bestuur de hockey bot met de remote controller.

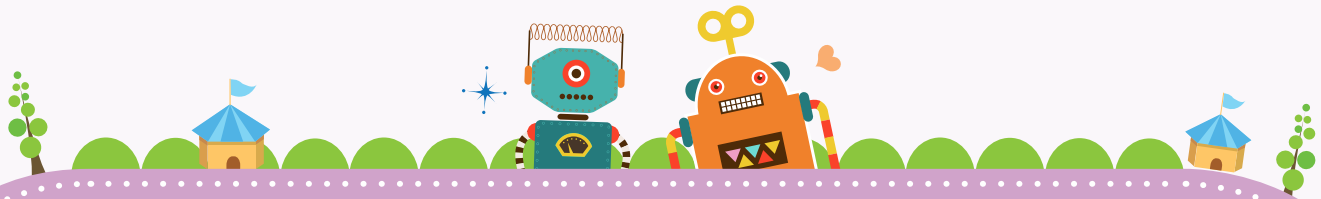
Rudolph

3



We gaan spelen met Rudolph





Onderdeel



x2



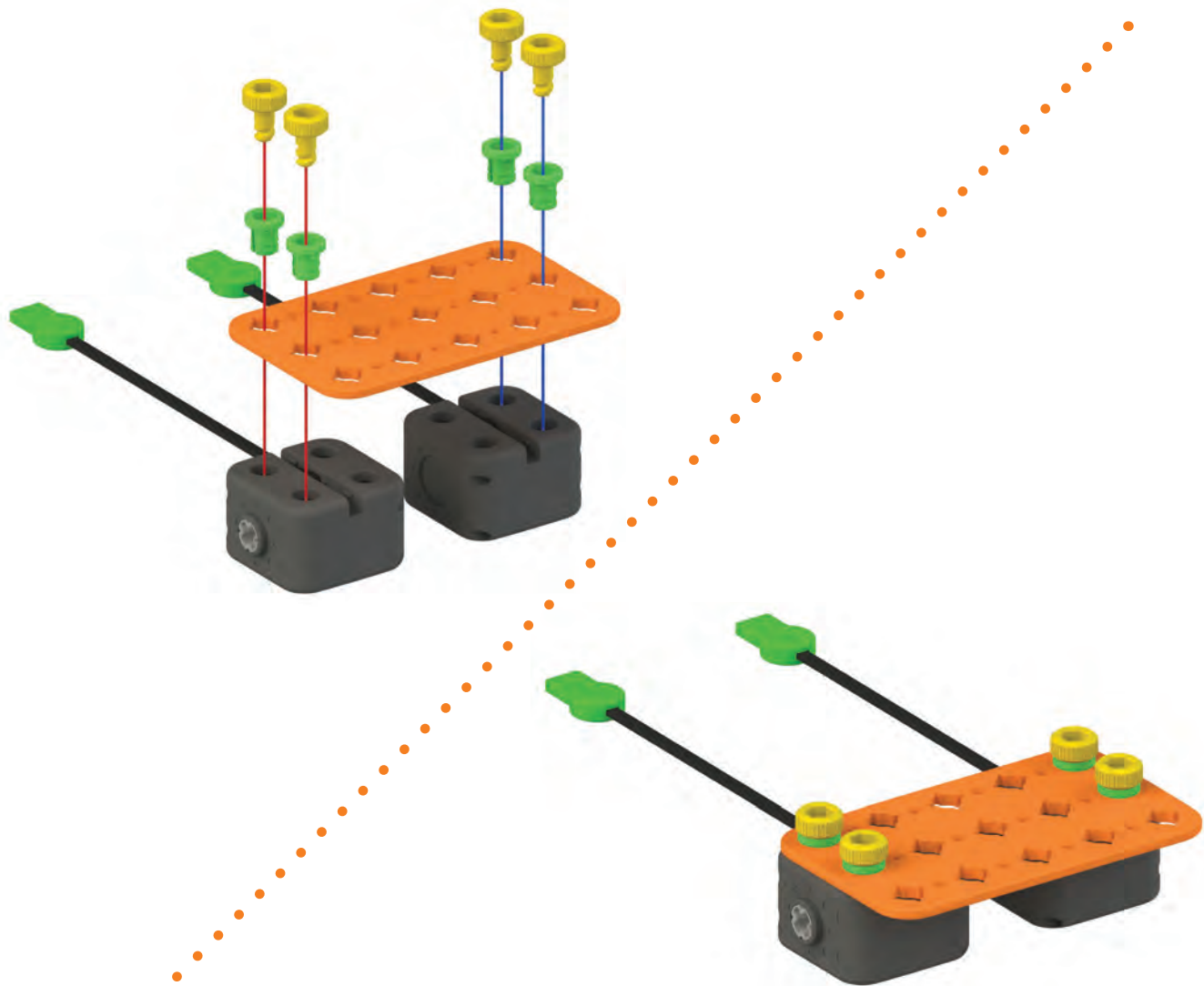
x1



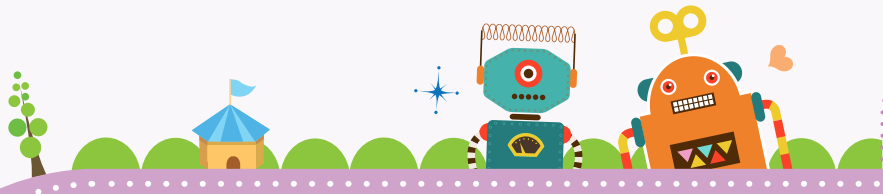
x4



x4







2 Onderdeel



x3



x2



x1

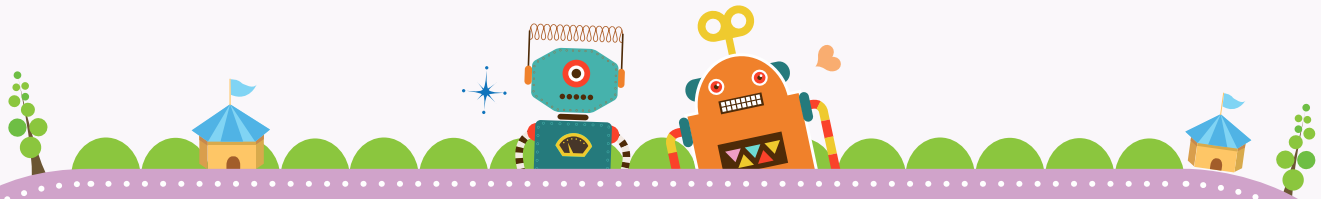


x1



x2

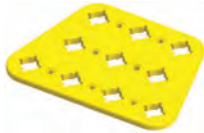




**3** Onderdeel



x2



x1



x2



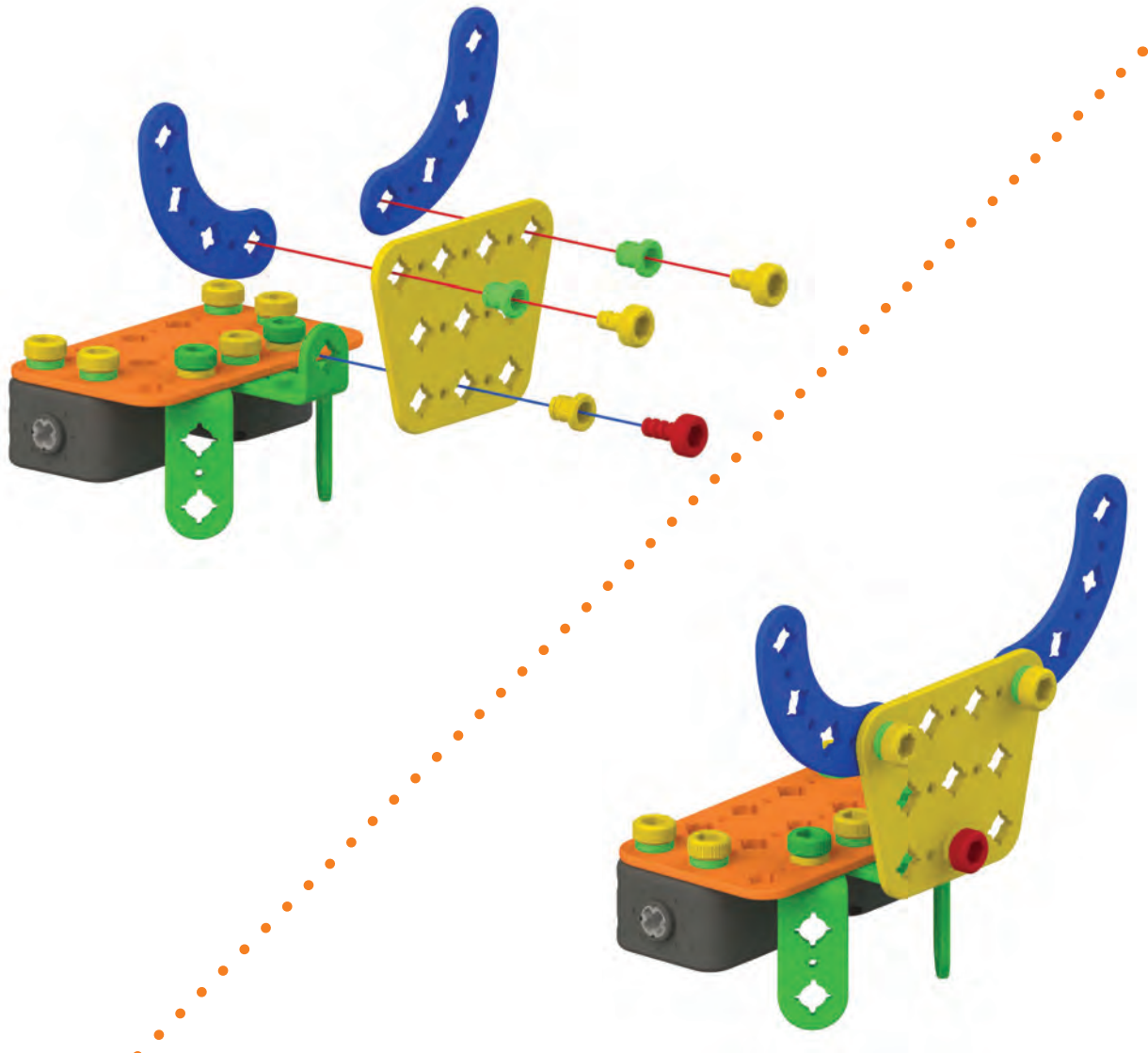
x1

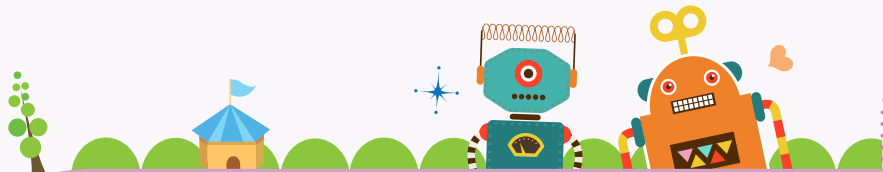


x2



x1





Onderdeel



x1



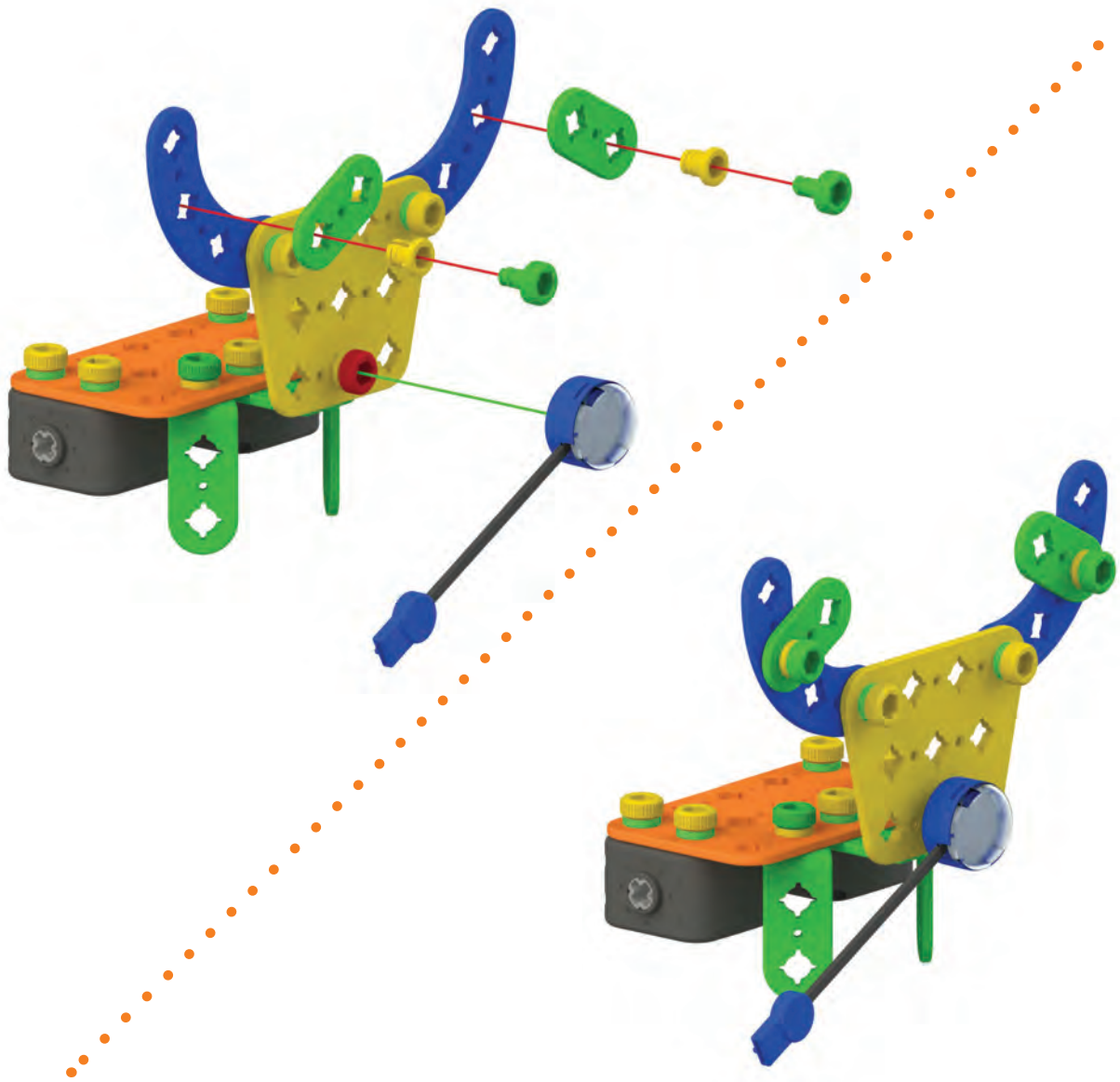
x2

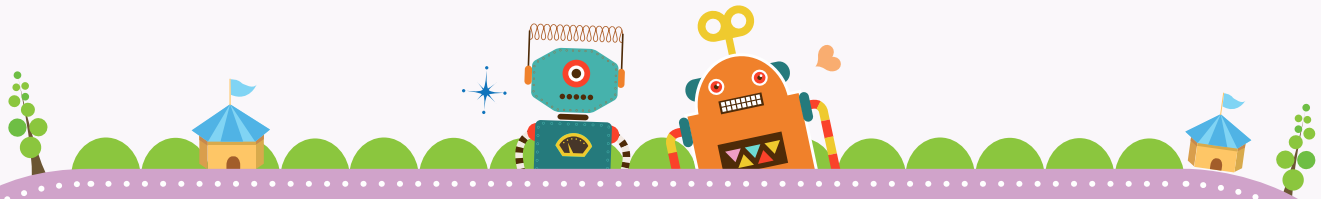


x2



x2





**5** Onderdeel



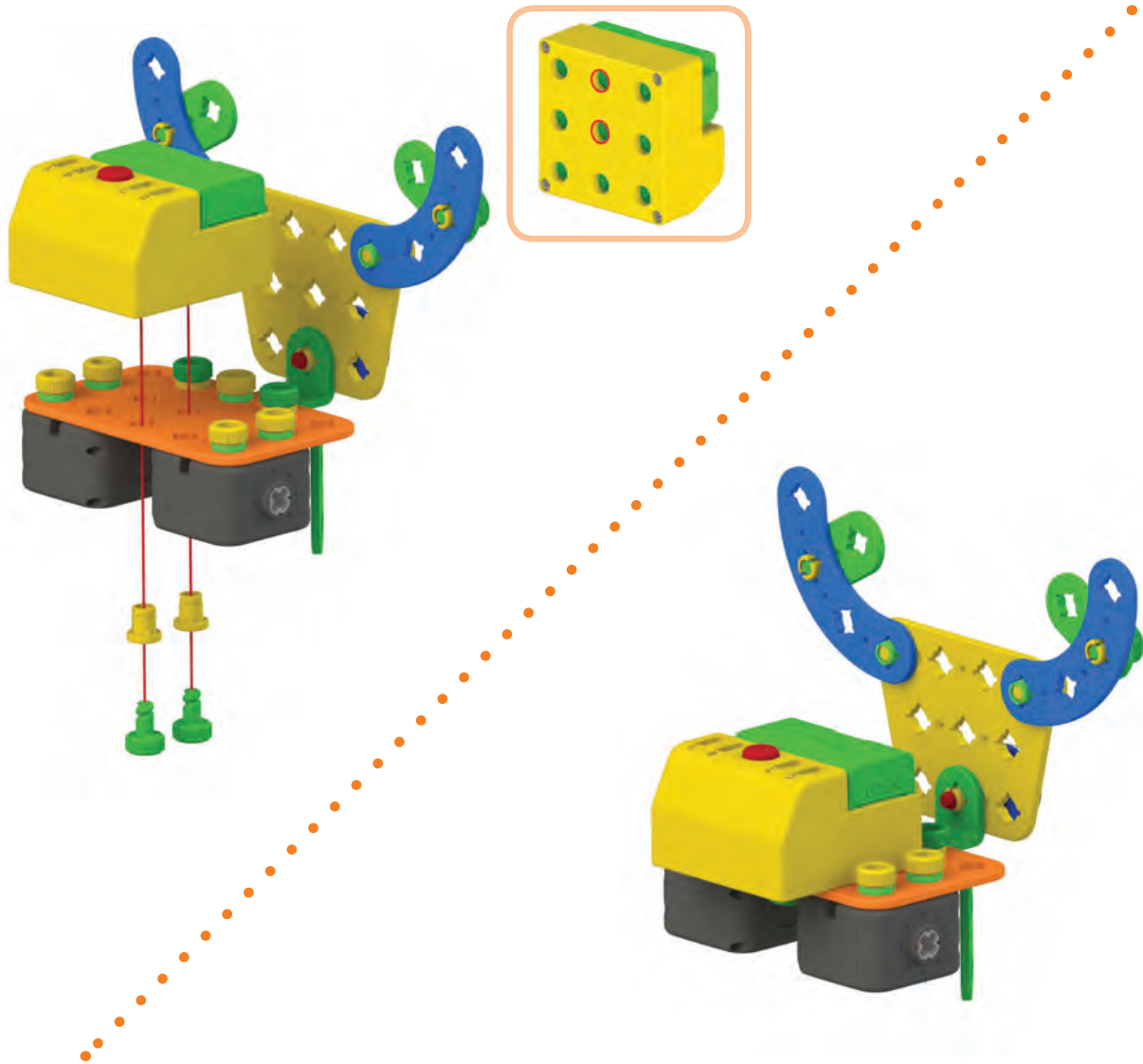
x1

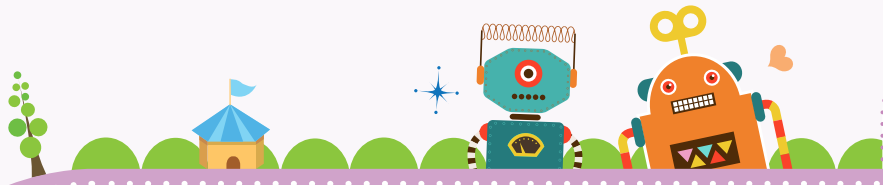


x2



x2





6 Onderdeel



x1



x3



x2



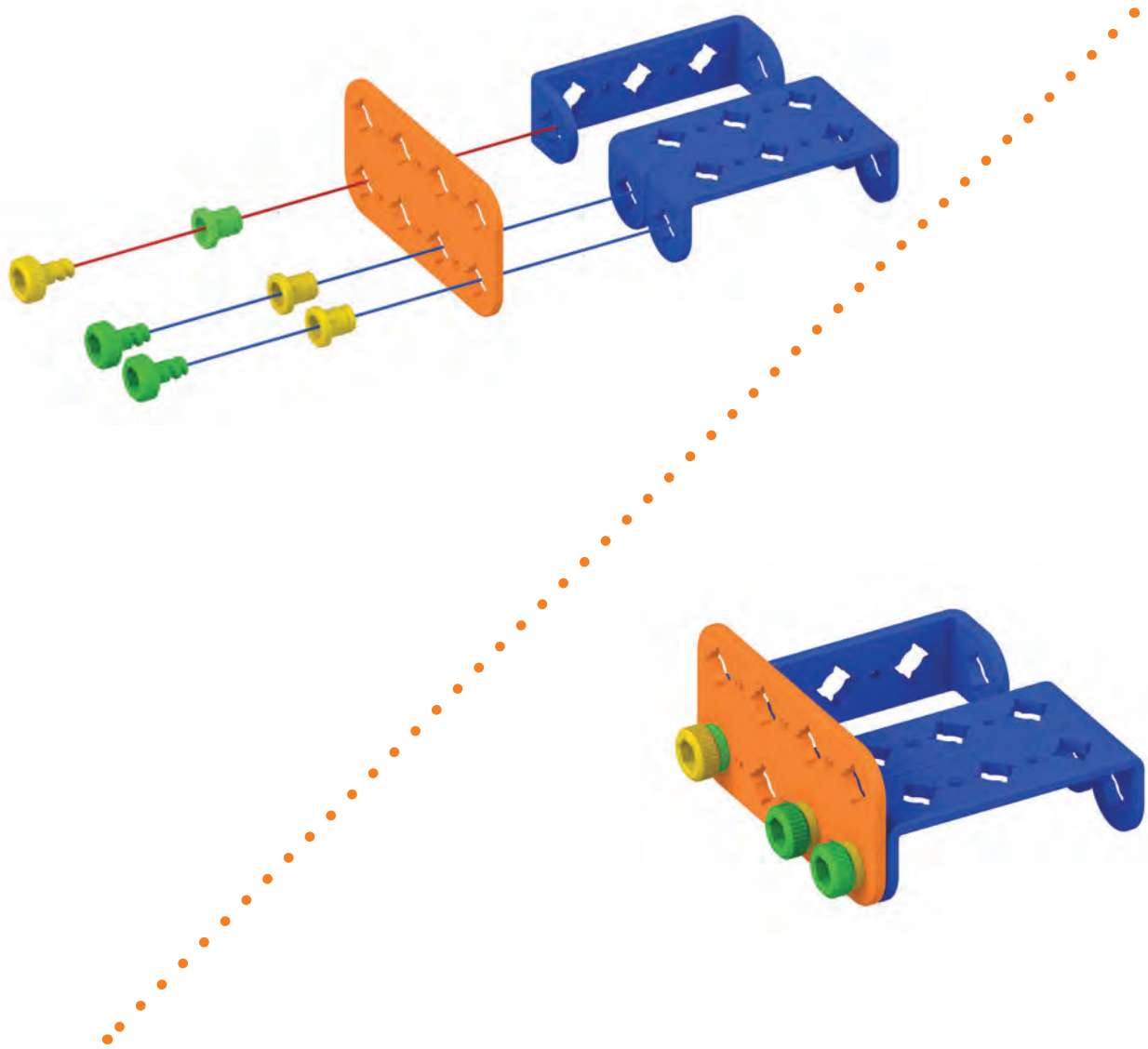
x1

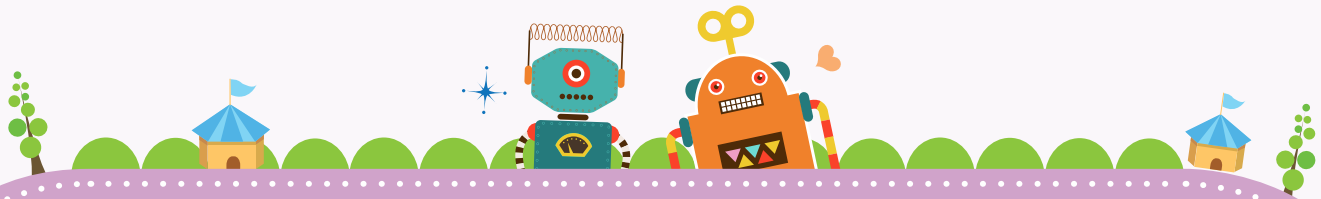


x1



x2





Onderdeel



x1



x2



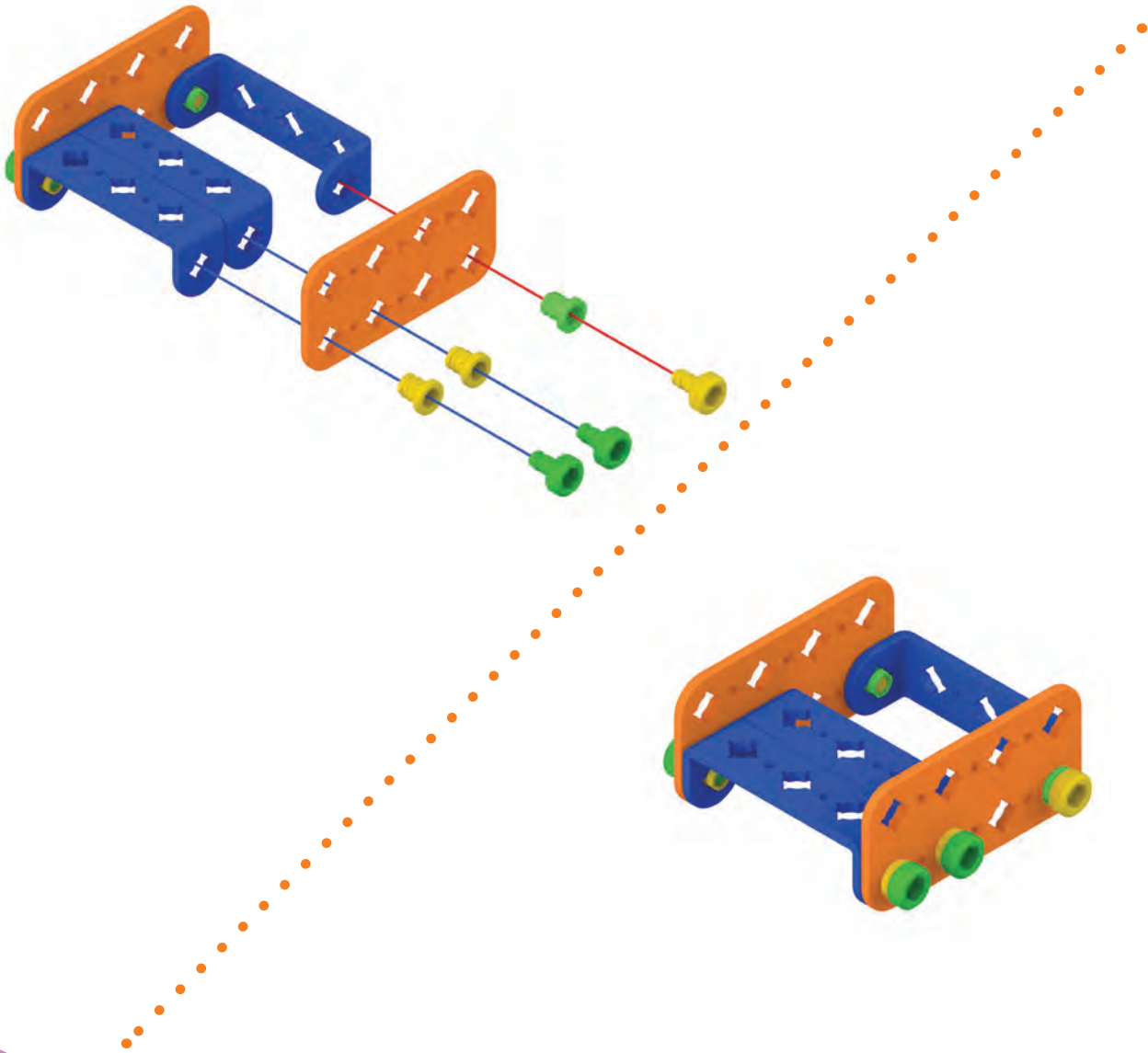
x1

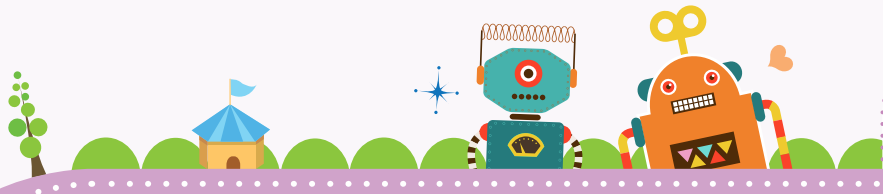


x1



x2





8 Onderdeel



x1



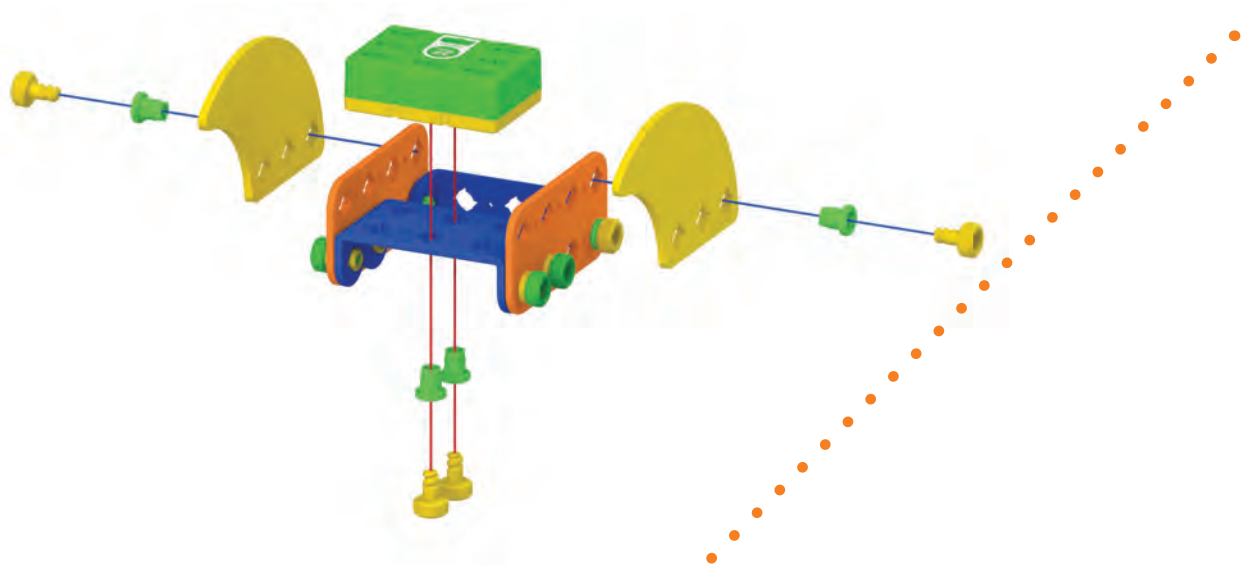
x2

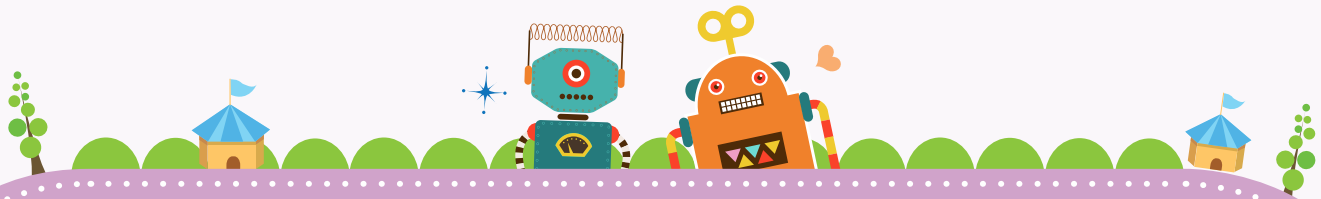


x4



x4





9

Onderdeel



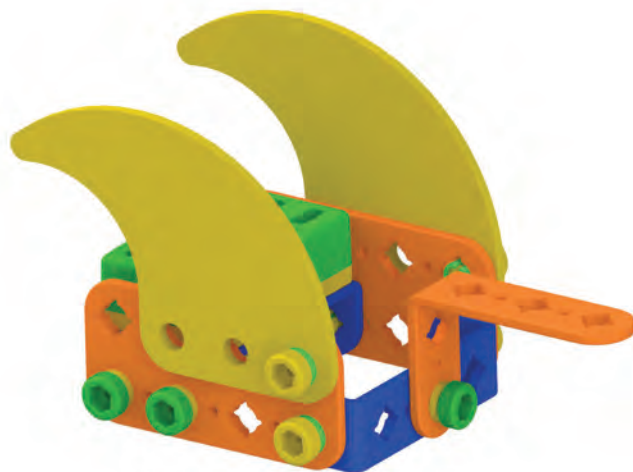
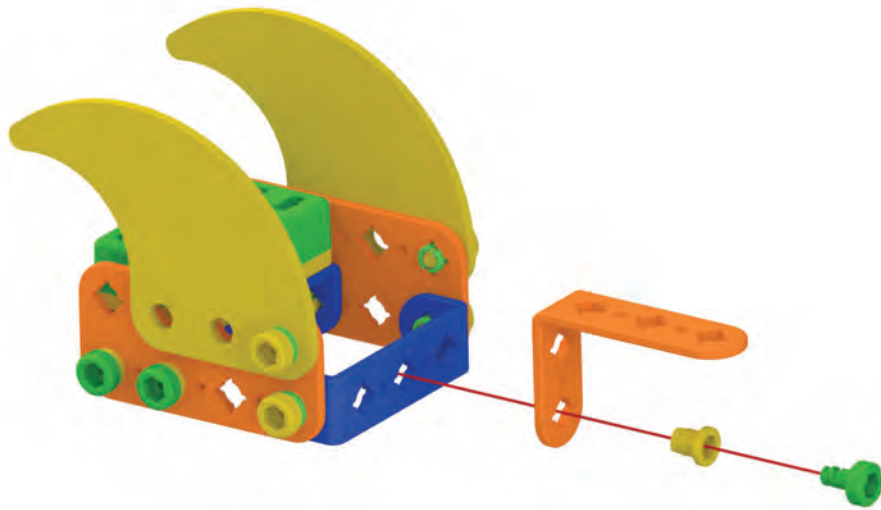
x1



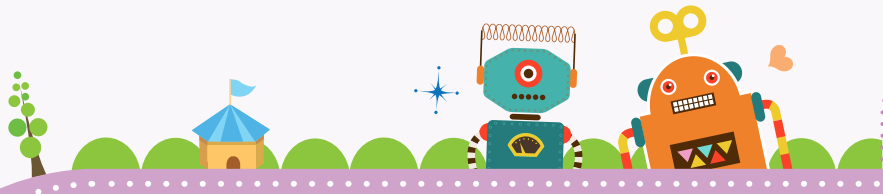
x1



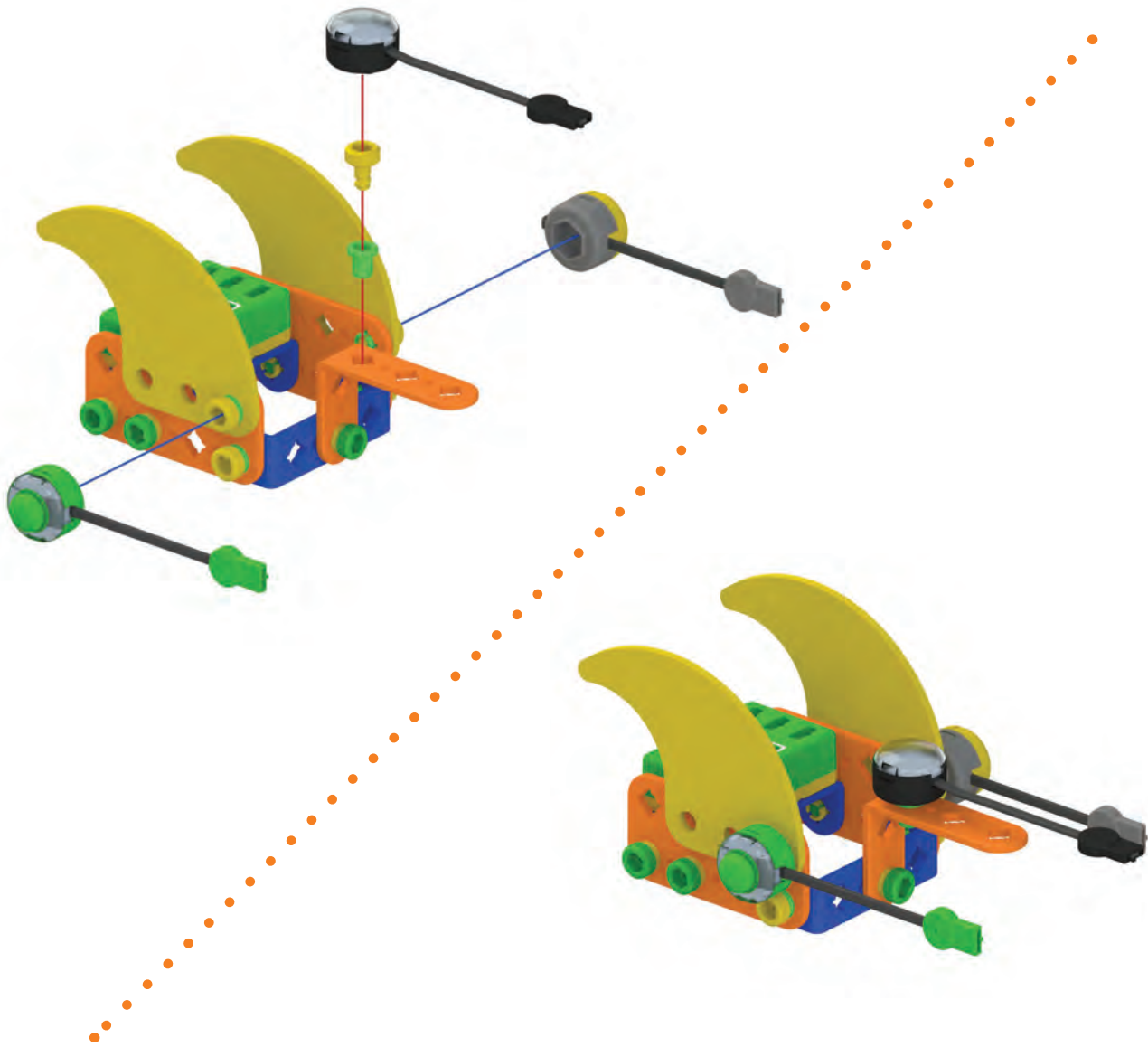
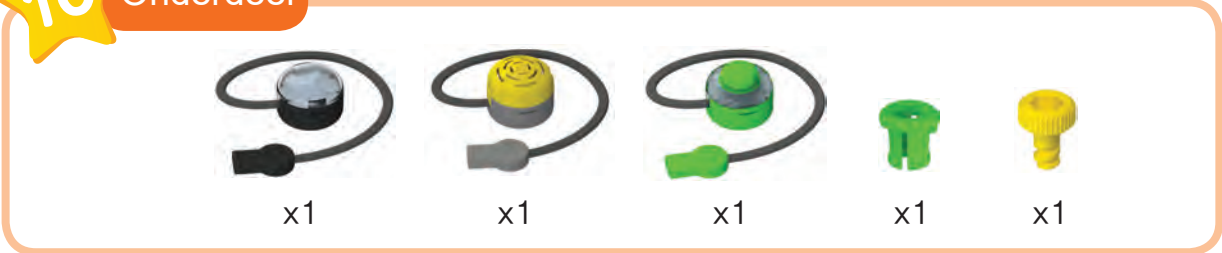
x1

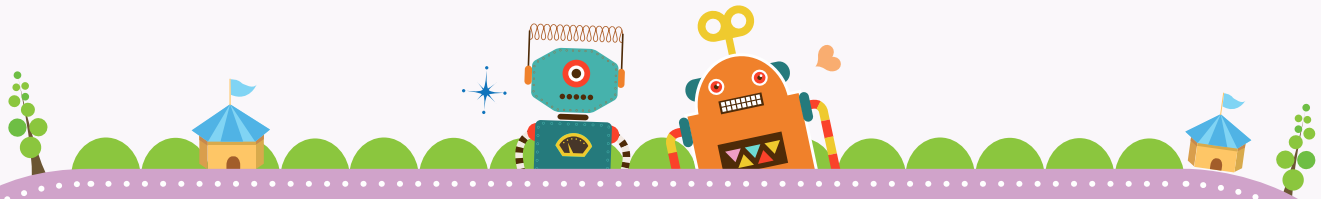






10 Onderdeel





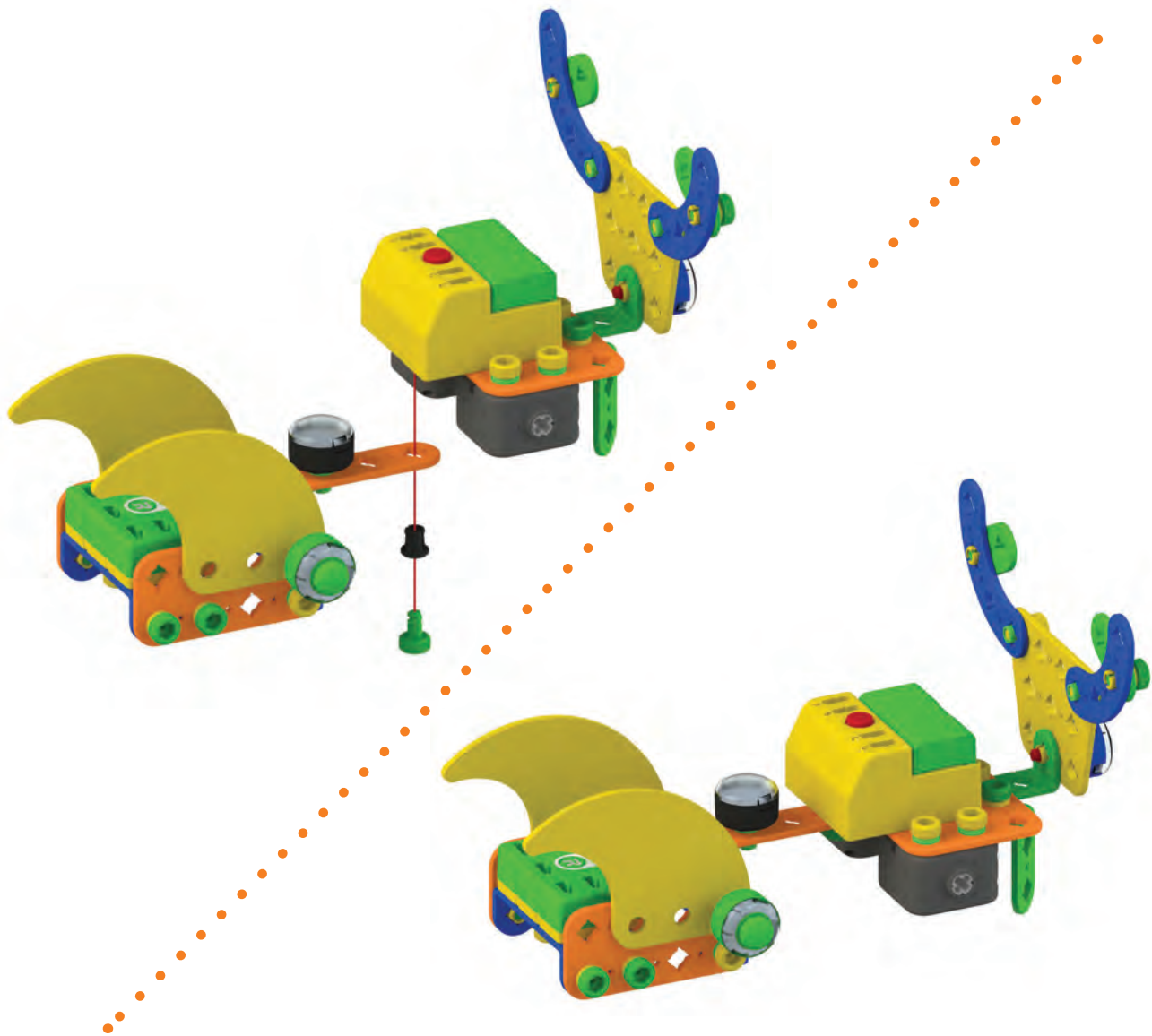
Onderdeel

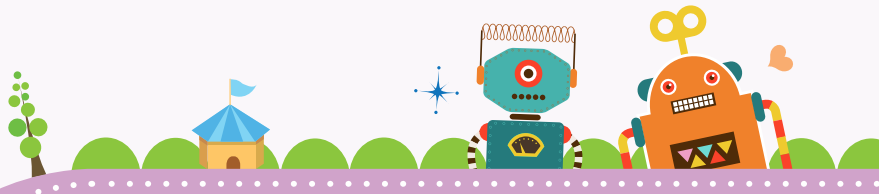


x1



x1

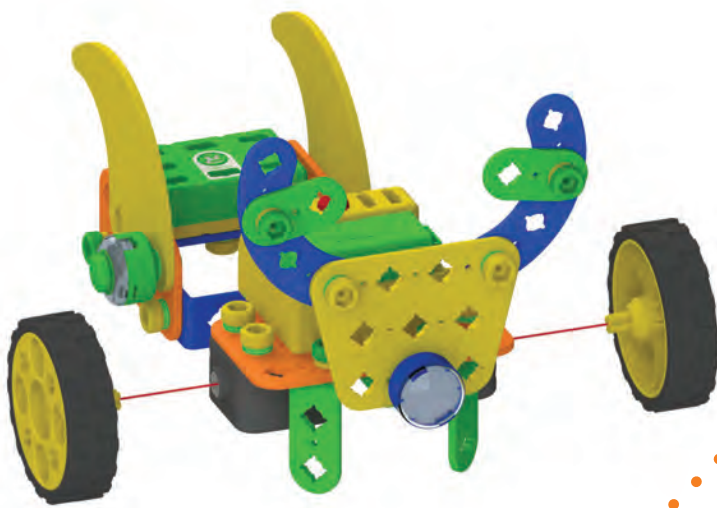


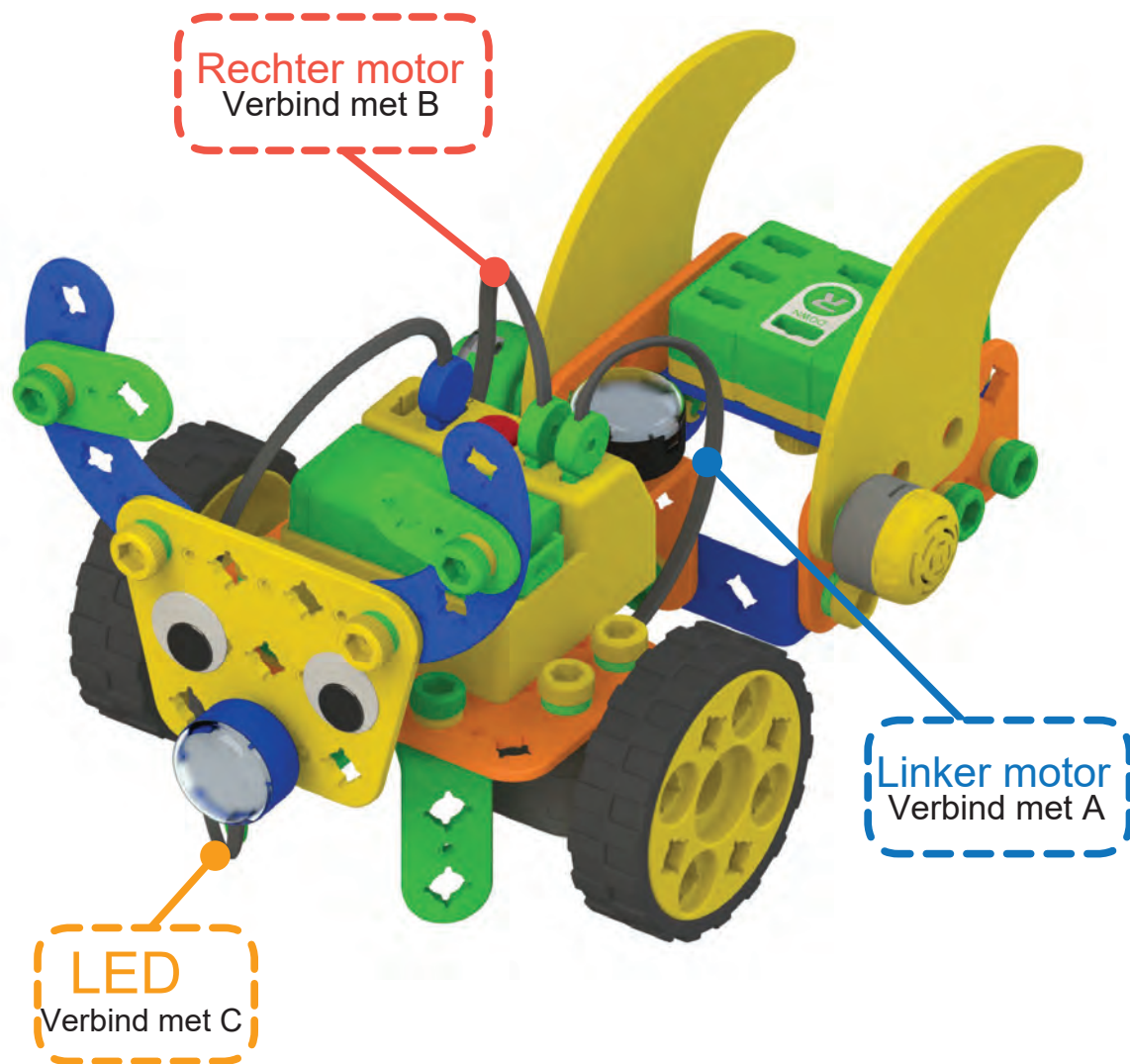
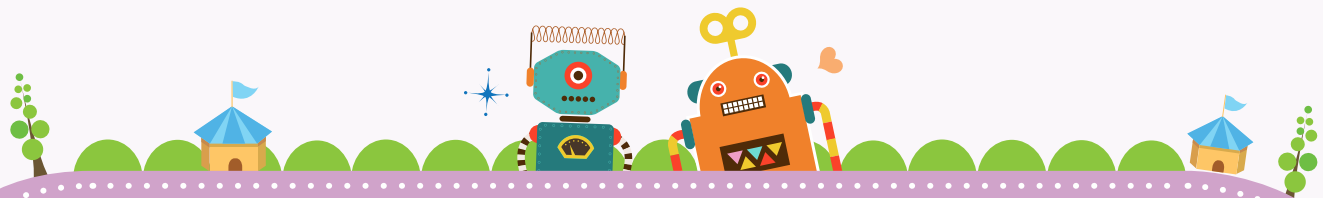


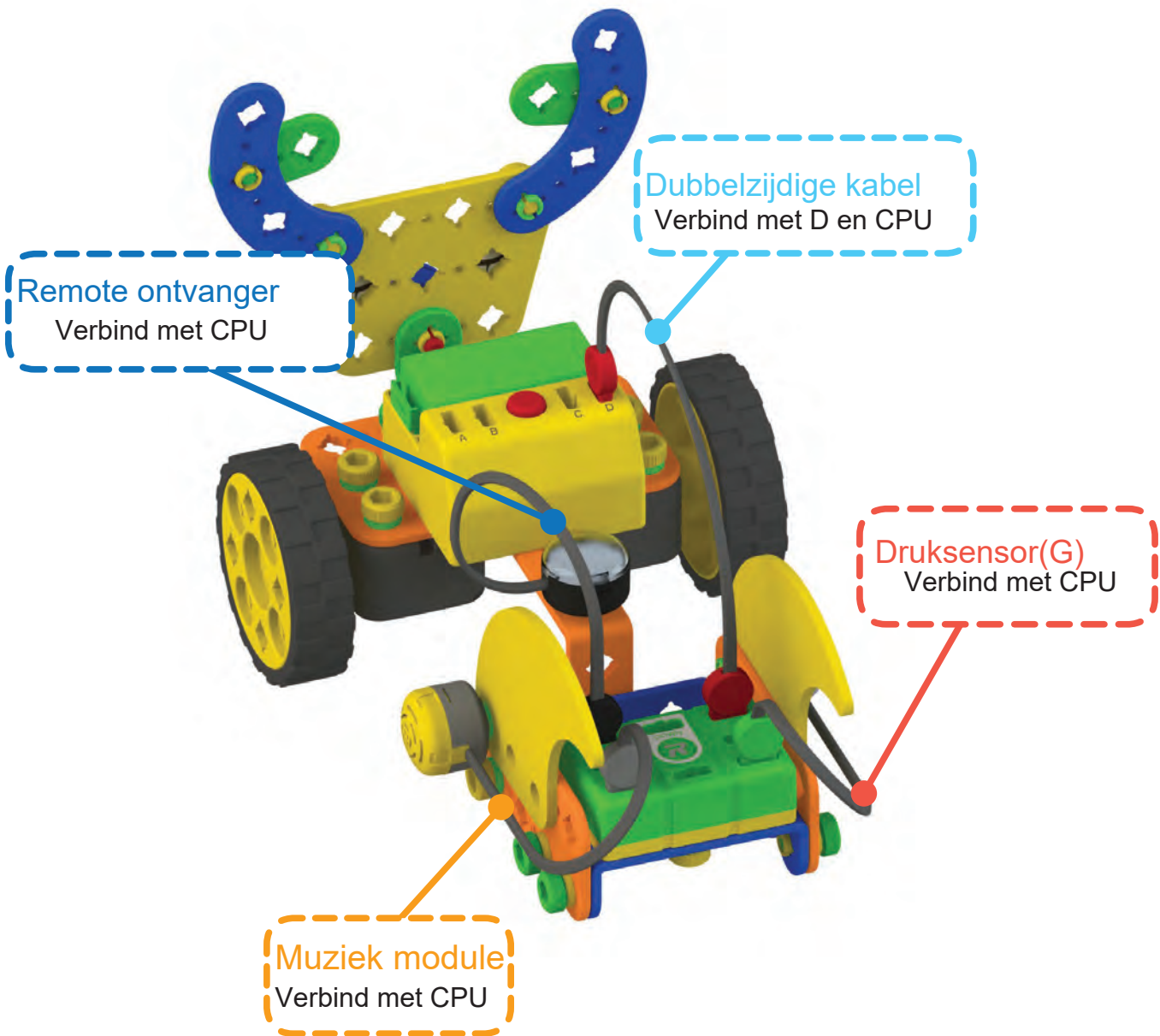
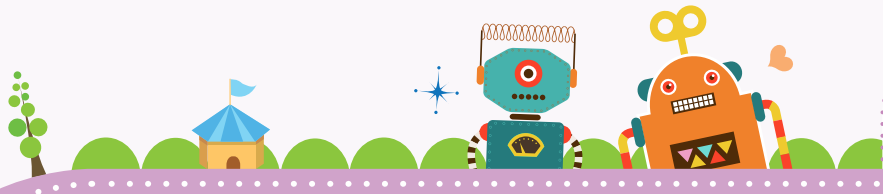
12 Onderdeel

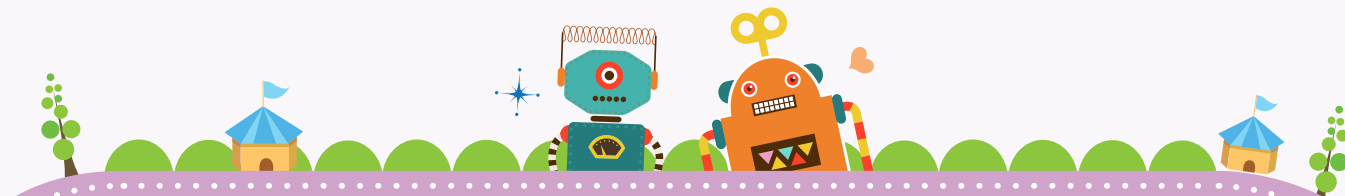


x2









We gaan  
coderen

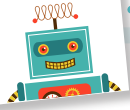
Codeer de bewegingen van Rudolph  
op het coding bord



Bestuur Rudolph met de remote controller.

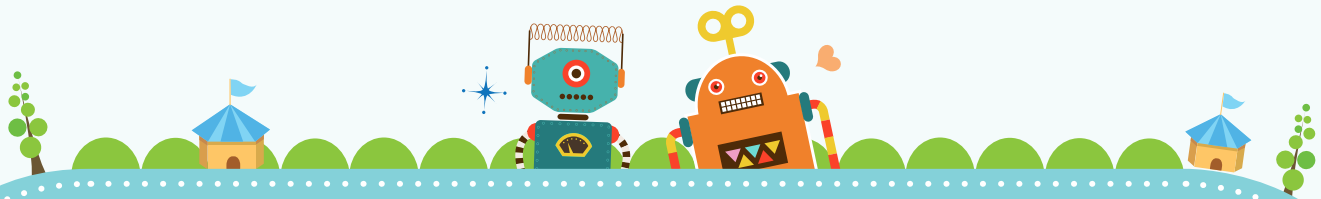
Sneeuwploug

4



Bouw een Sneeuwploug!





Onderdeel



x2



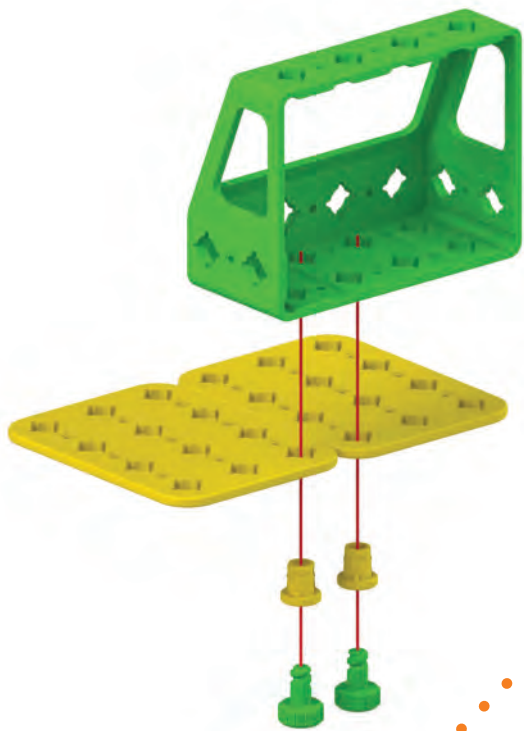
x1



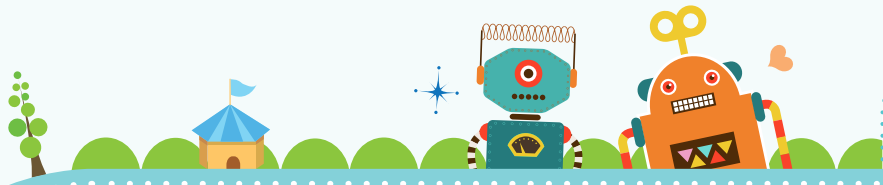
x2



x2







2 Onderdeel



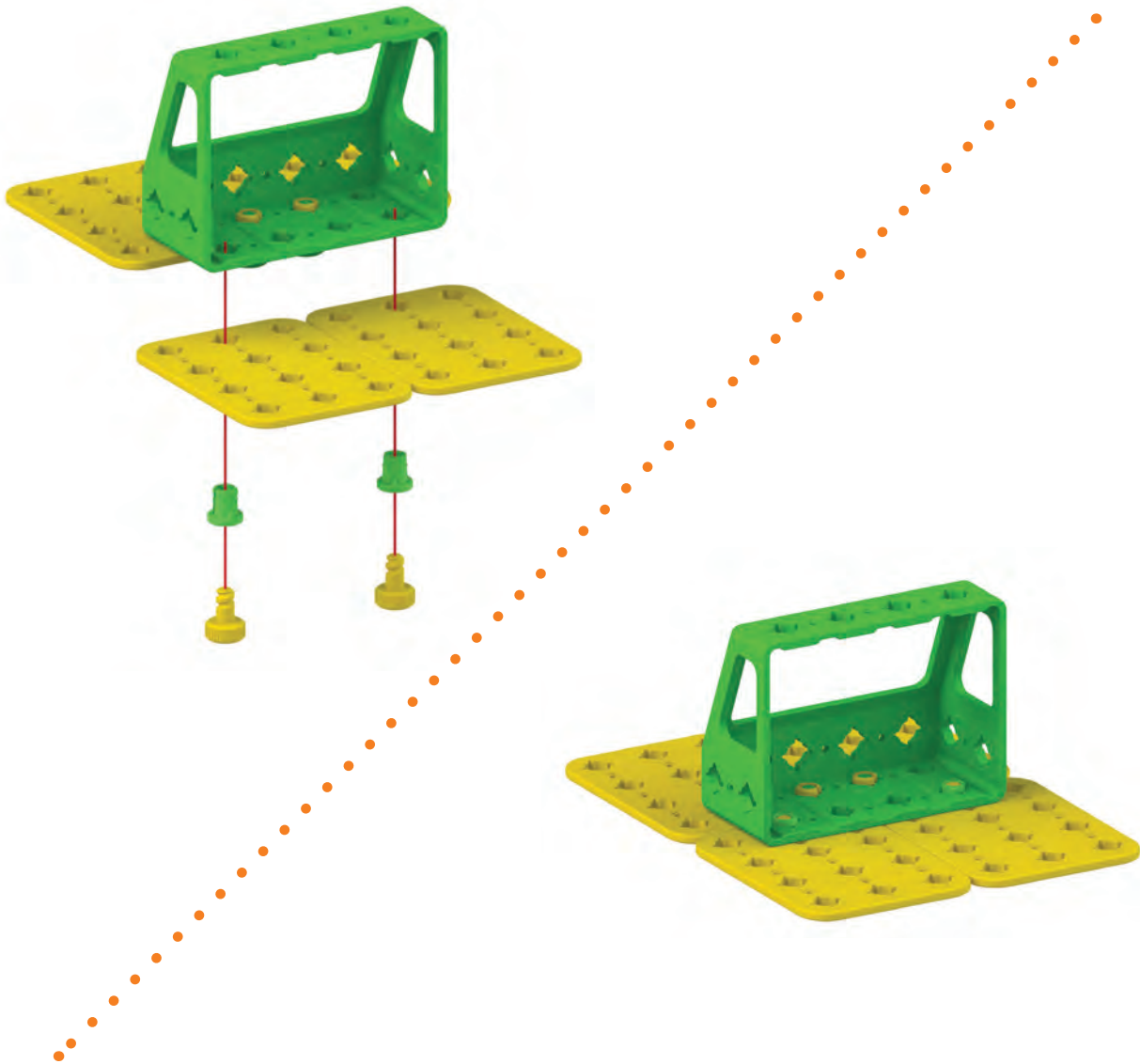
x2

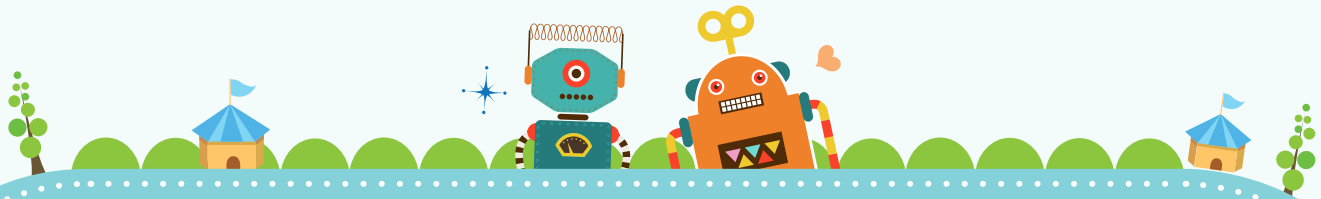


x2



x2





3 Onderdeel



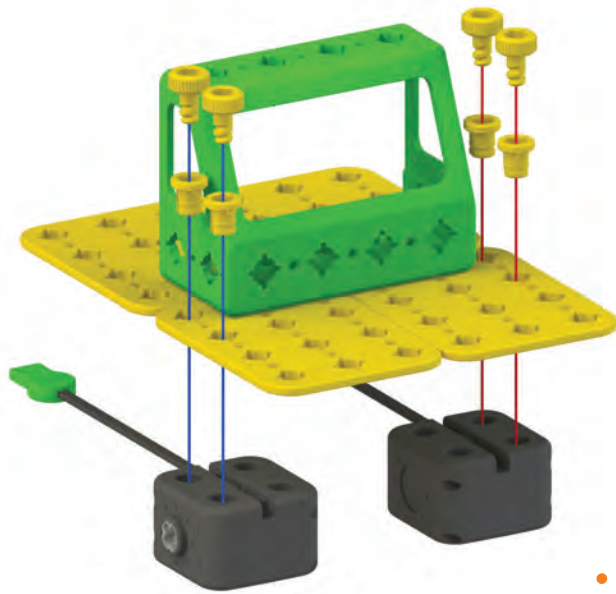
x2

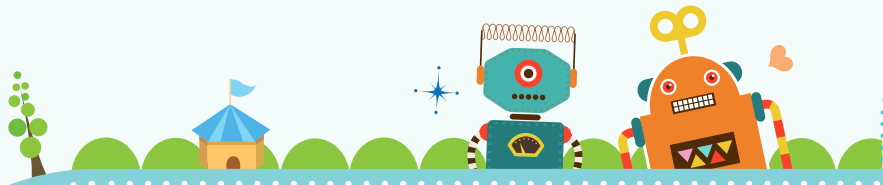


x4



x4





Onderdeel



x2

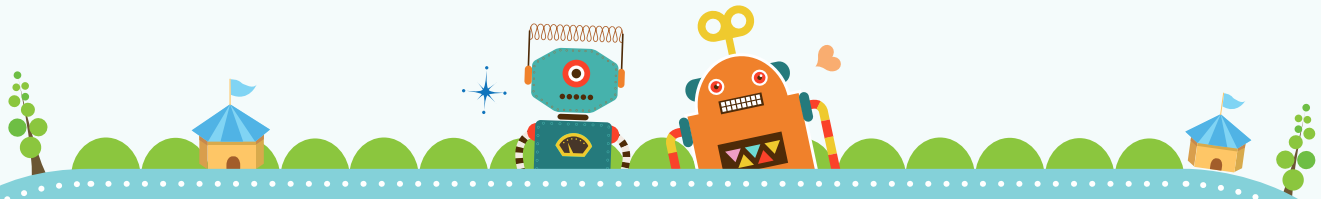


x2

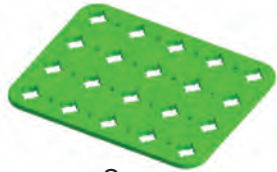


x2





**5** Onderdeel



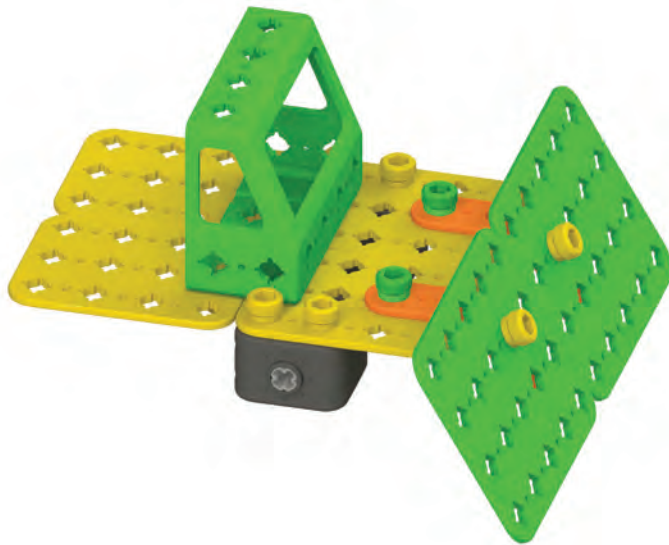
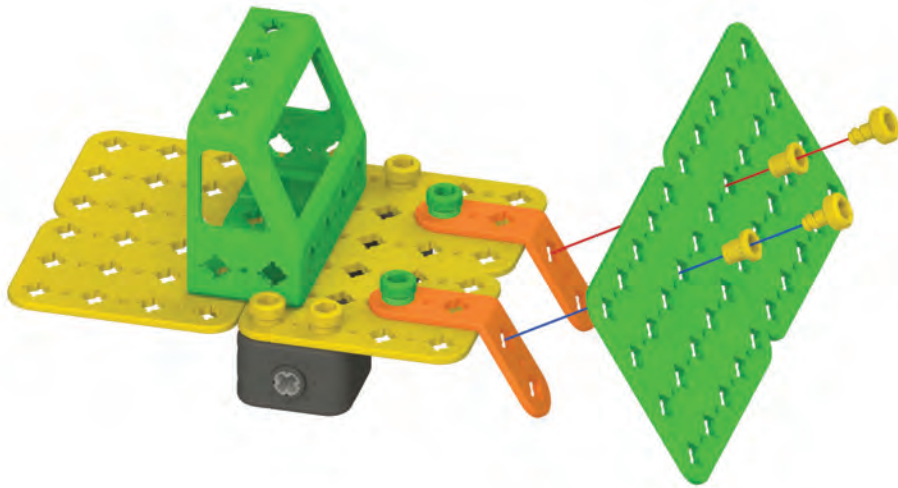
x2

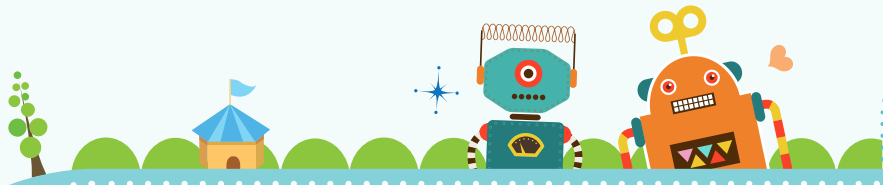


x2



x2





6 Onderdeel



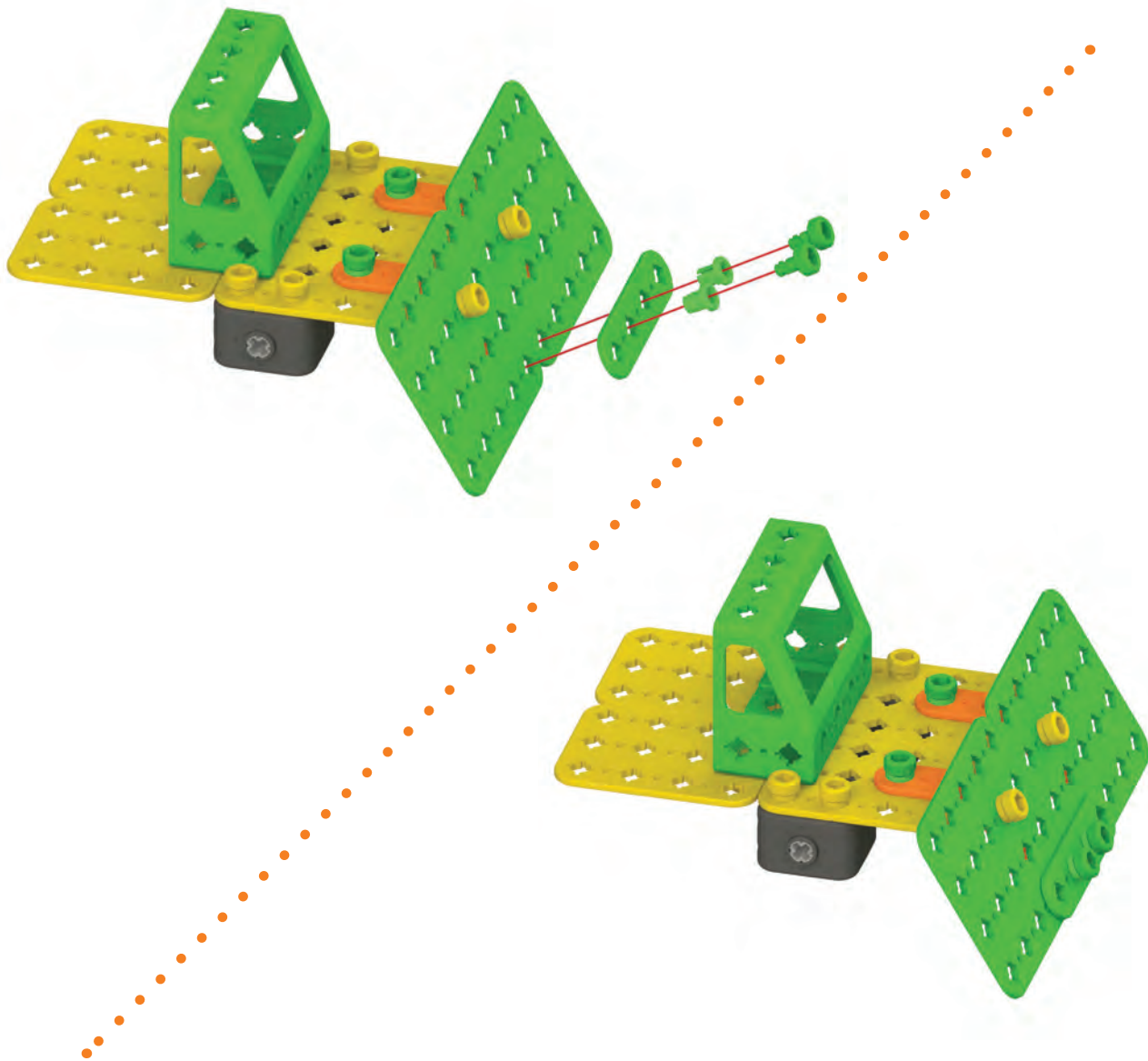
x1

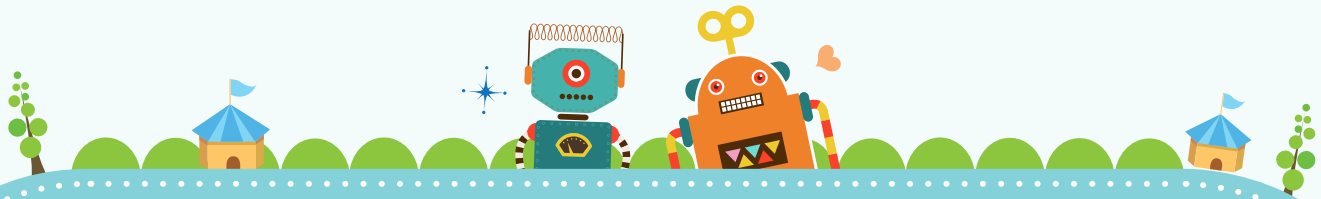


x2



x2





Onderdeel



x2



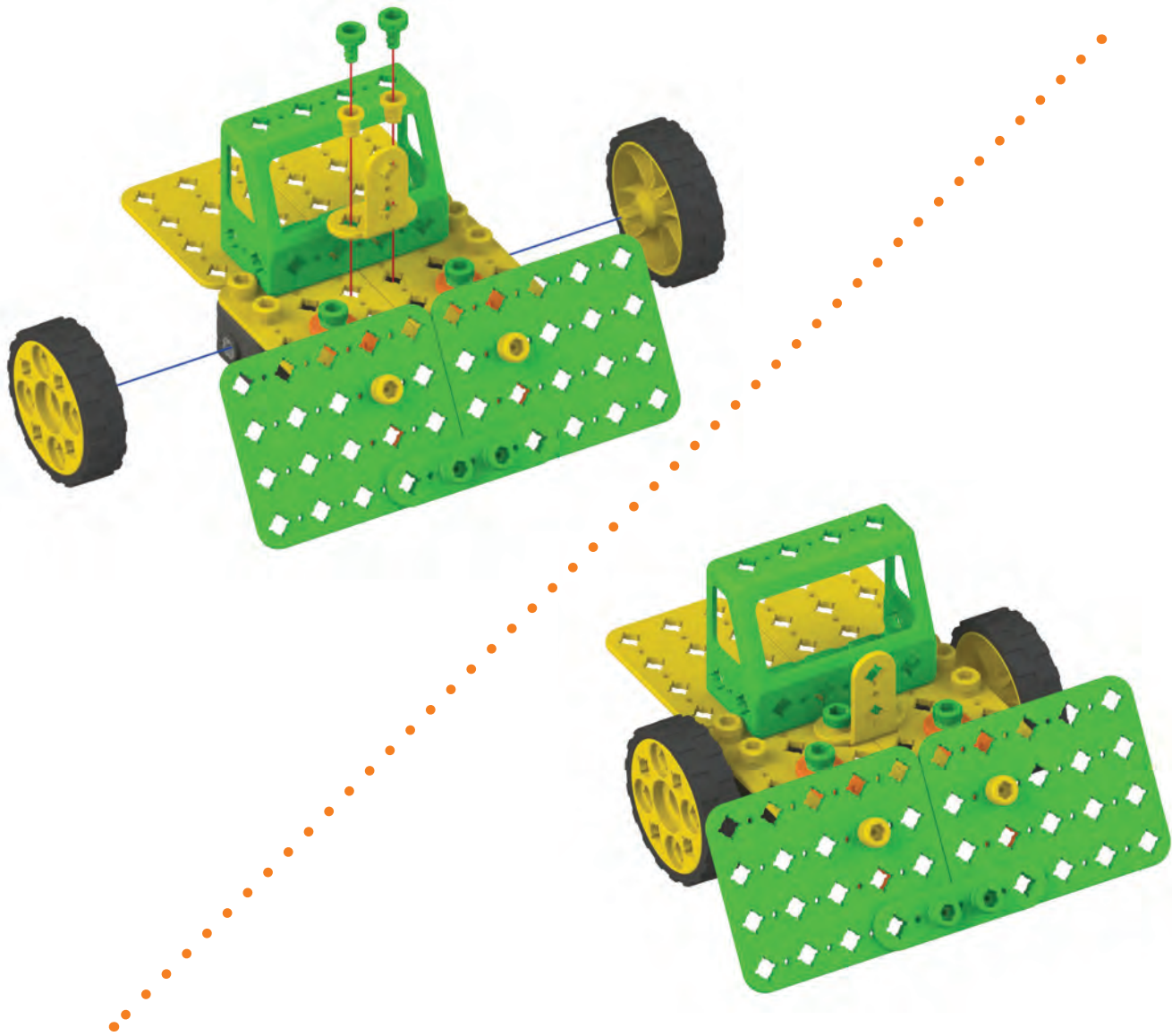
x1

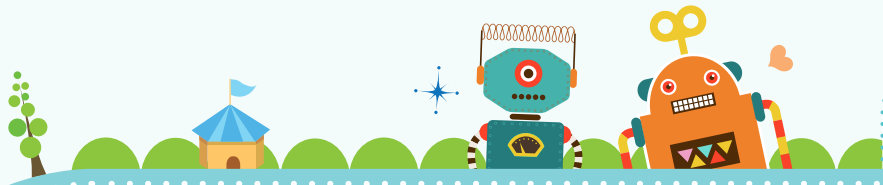


x2



x2





8 Onderdeel



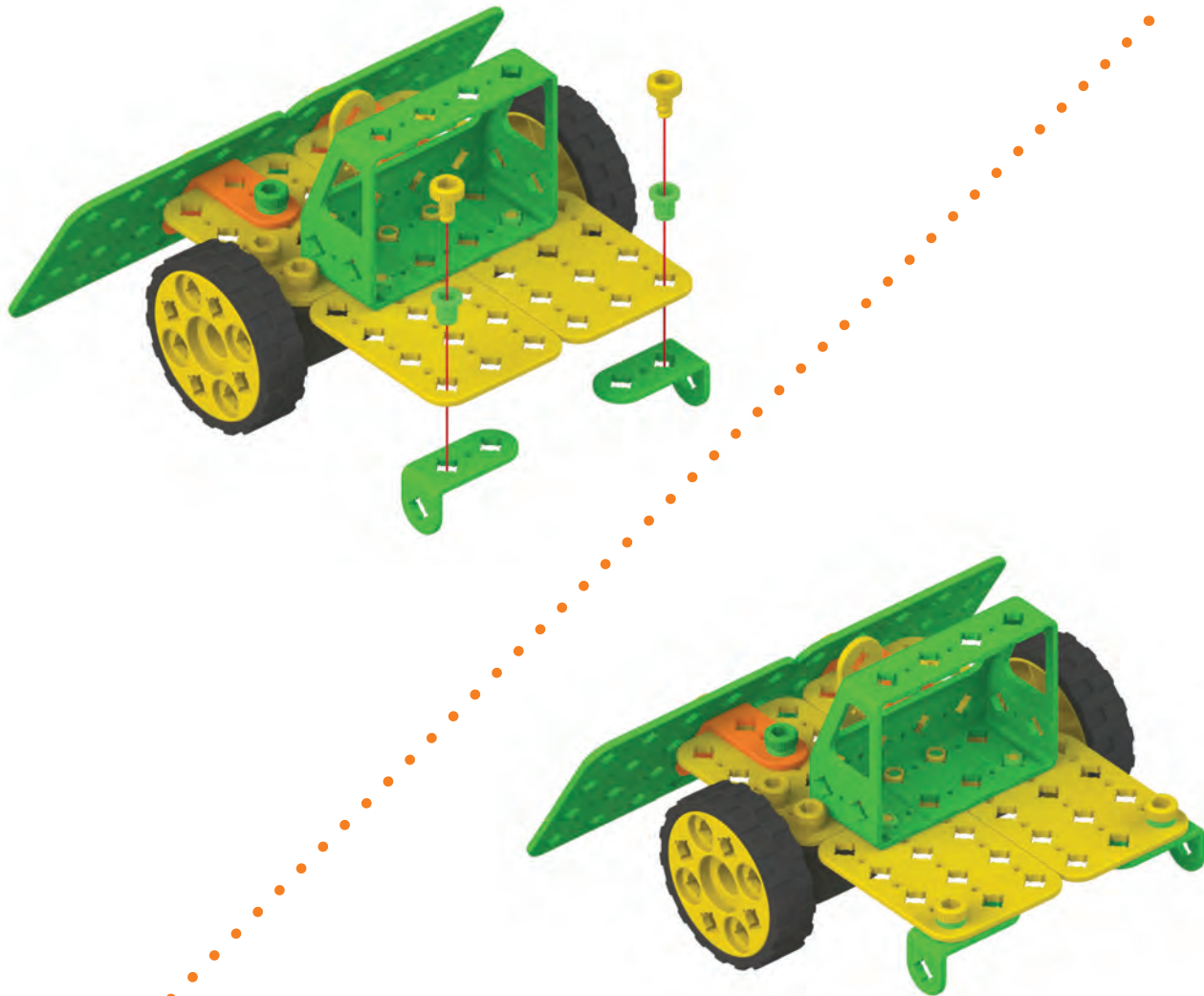
x2

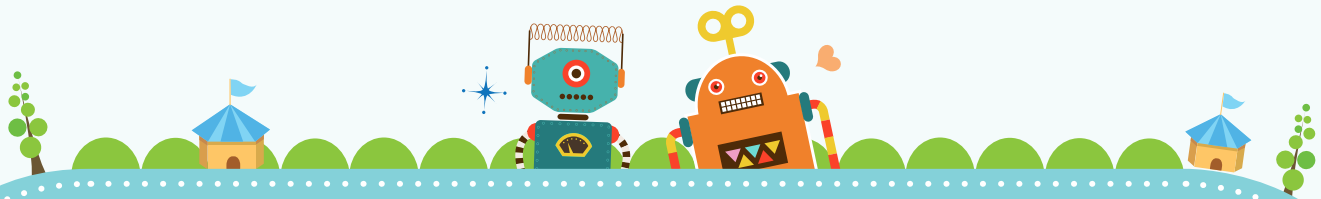


x2



x2





9 Onderdeel



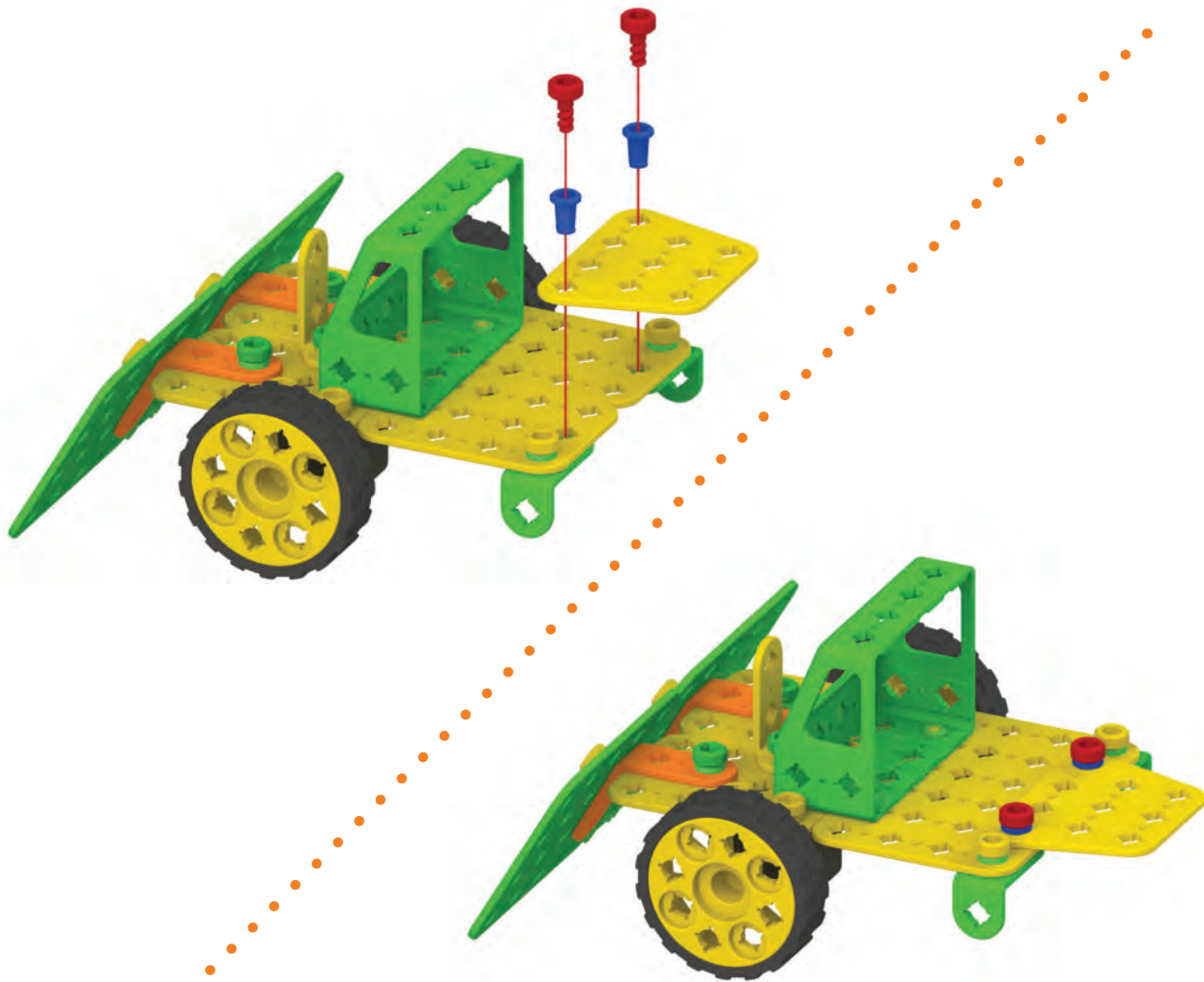
x1



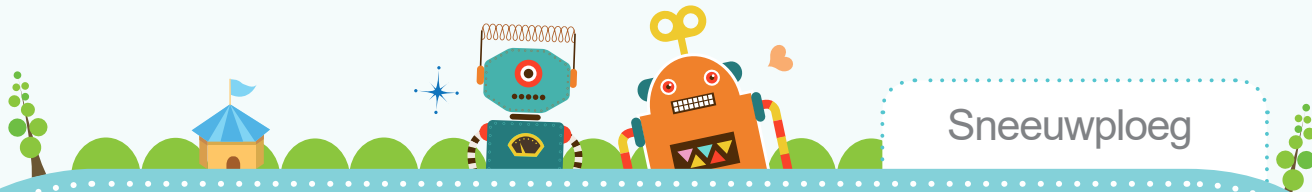
x2



x2







10 Onderdeel



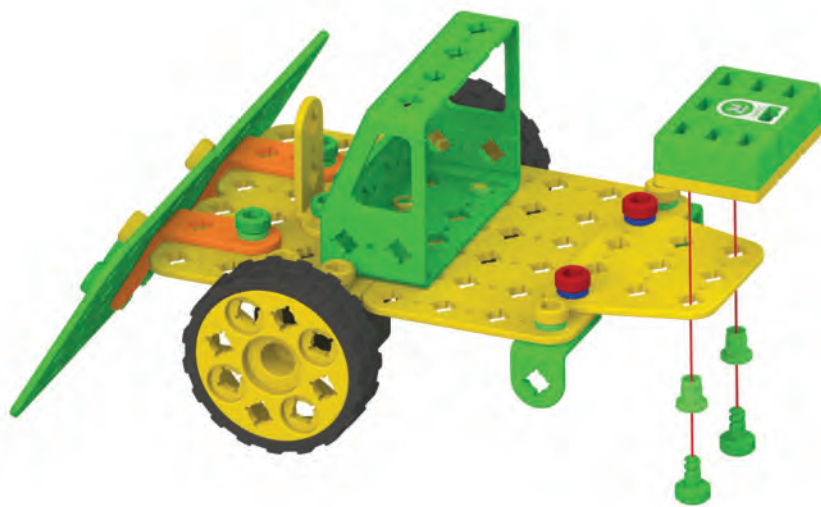
x1

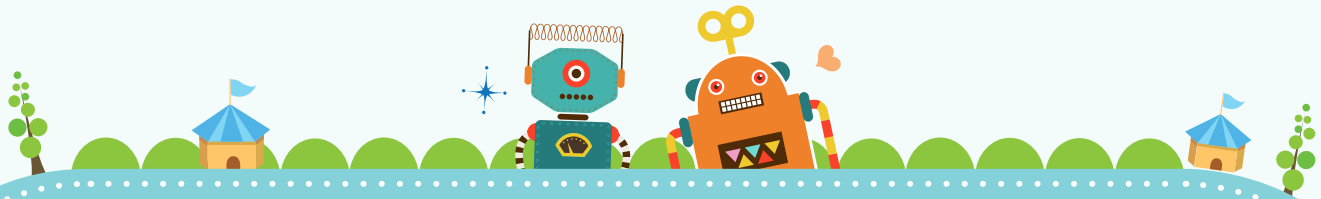


x2



x2





Onderdeel



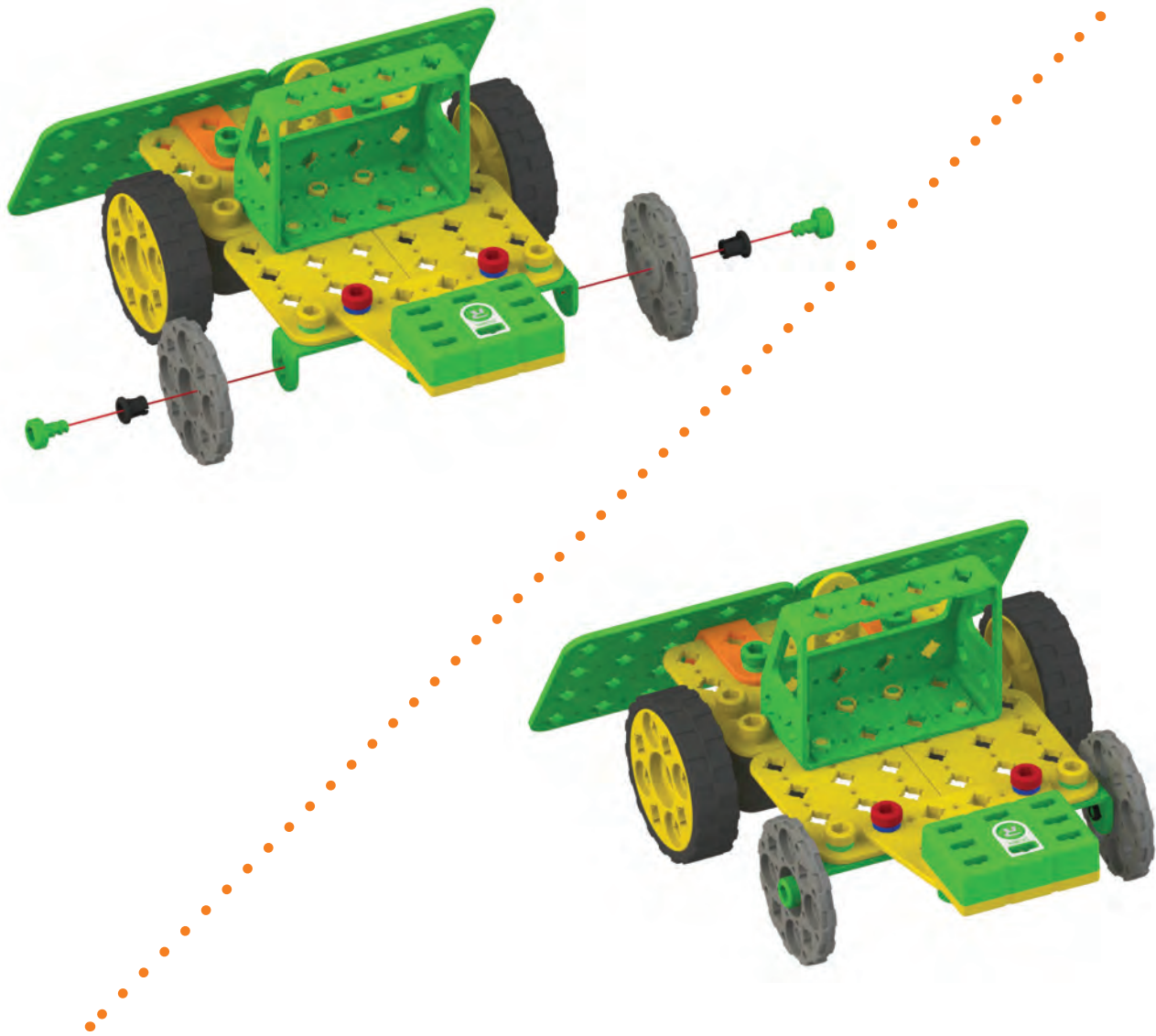
x2

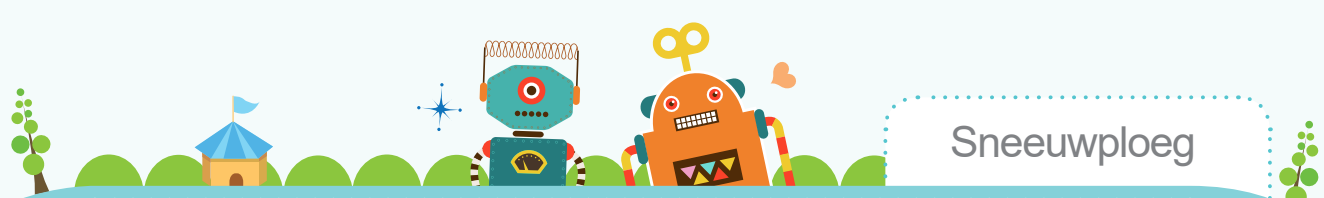


x2



x2





12 Onderdeel



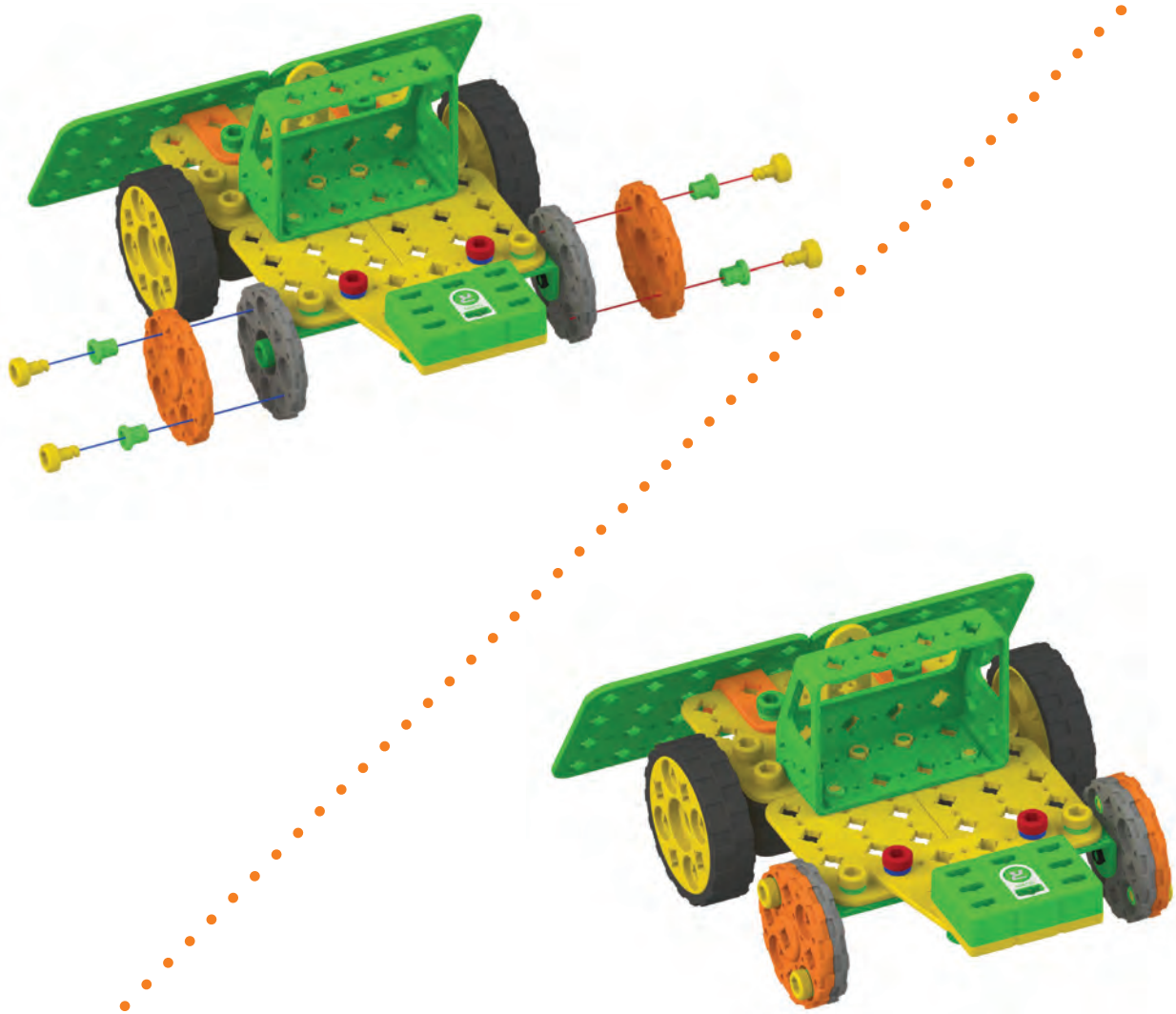
x2

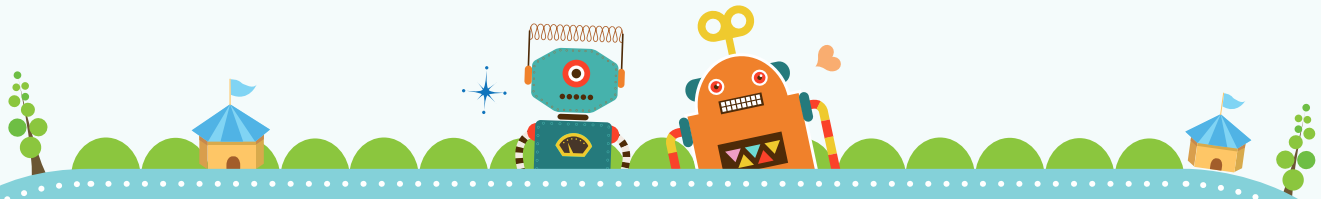


x4



x4





13 Onderdeel



x1



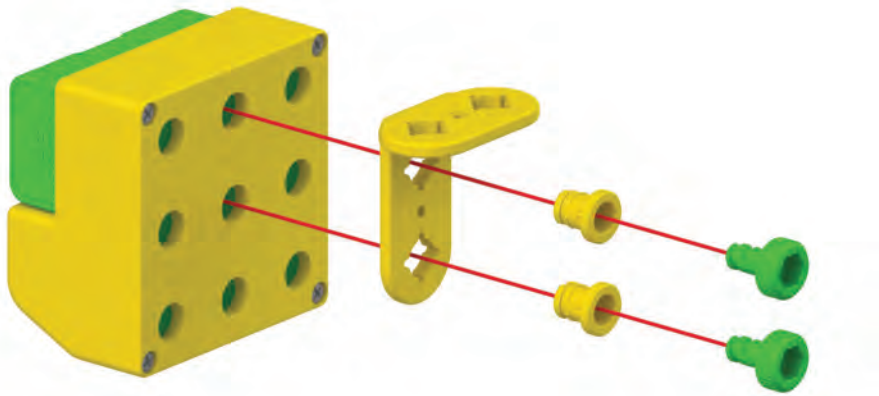
x1

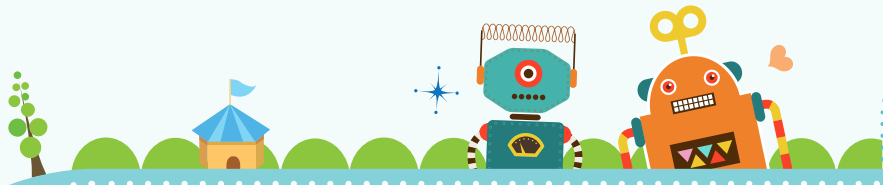


x2



x2





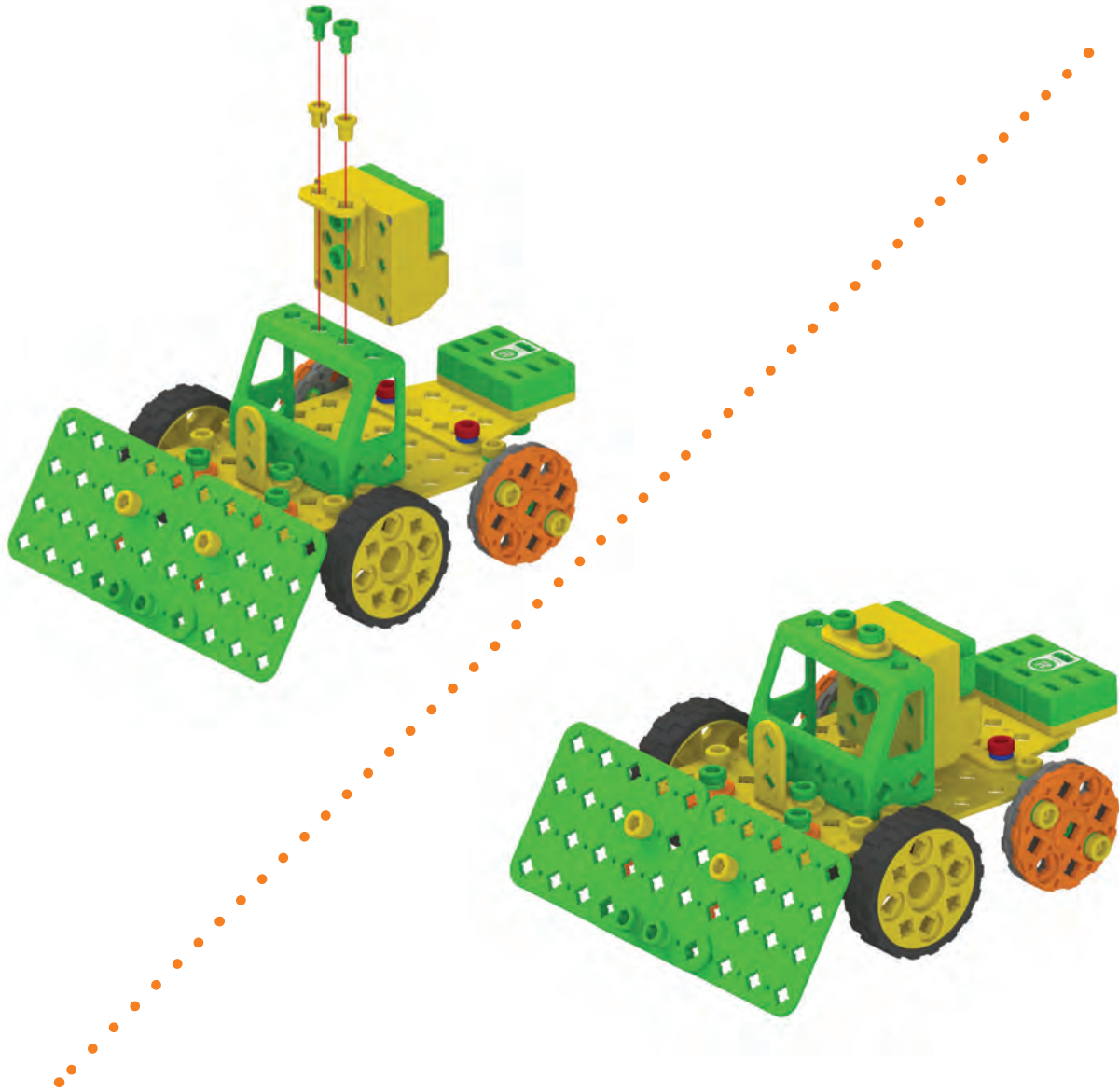
14 Onderdeel

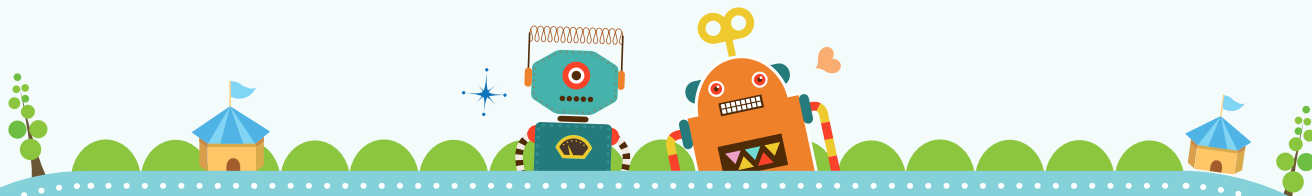


x2



x2





15 Onderdeel



x1



x1



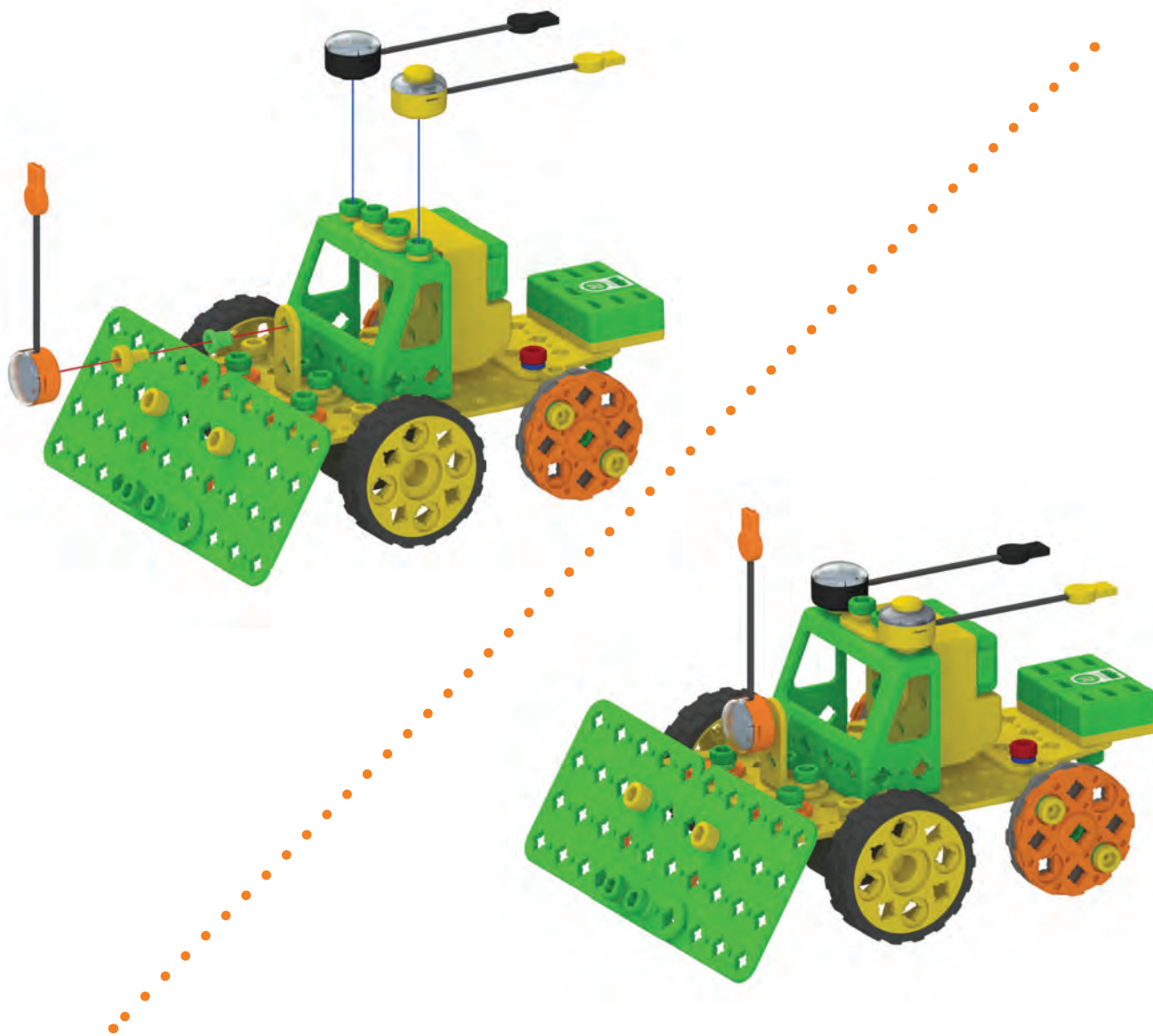
x1

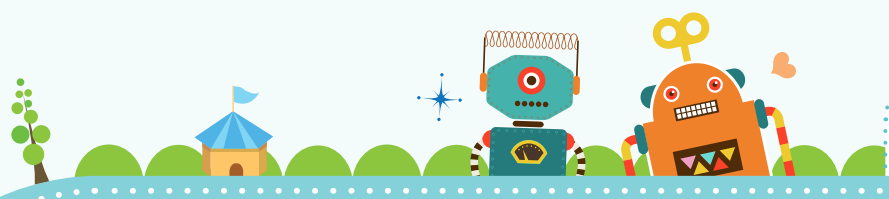


x1

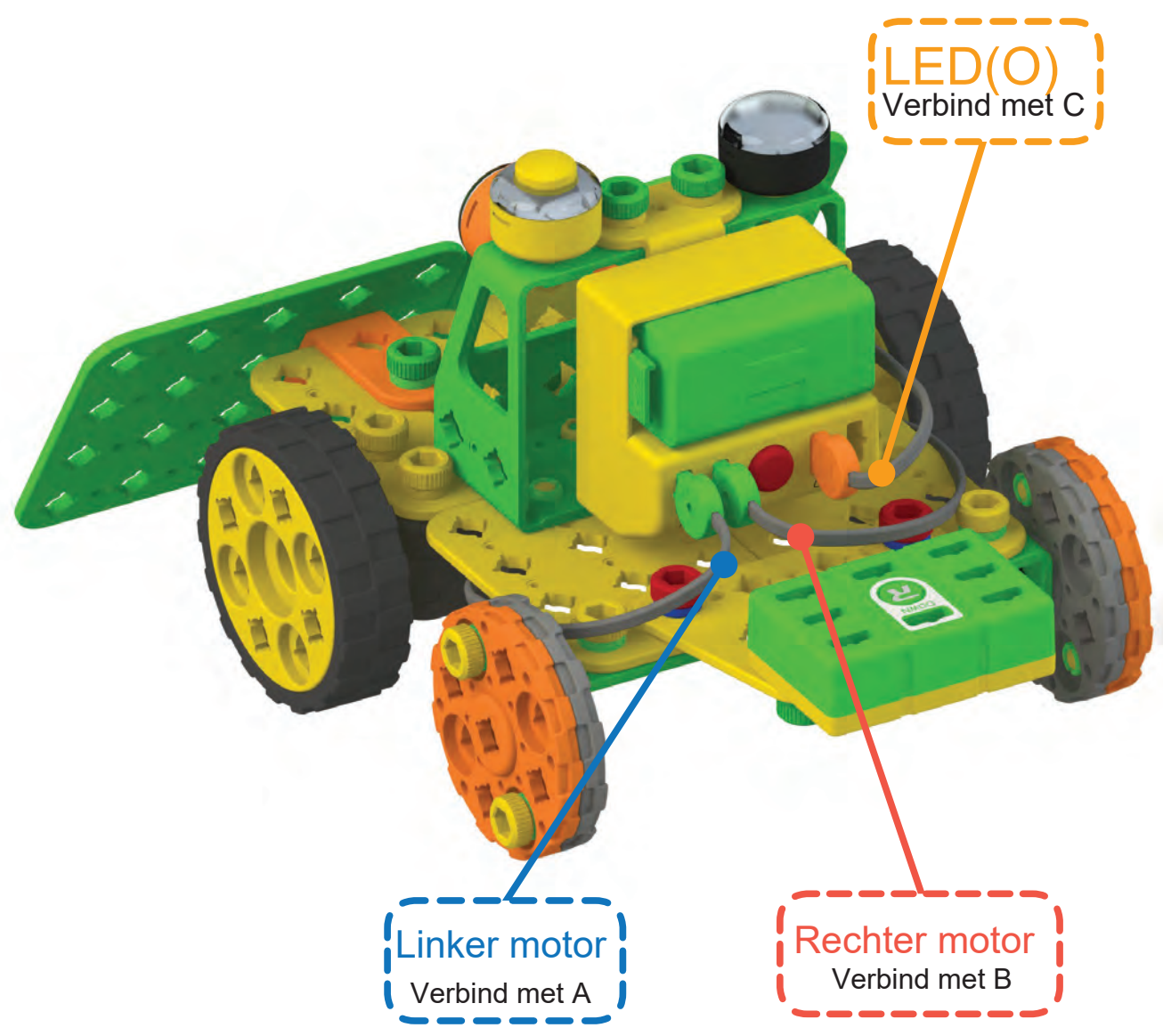


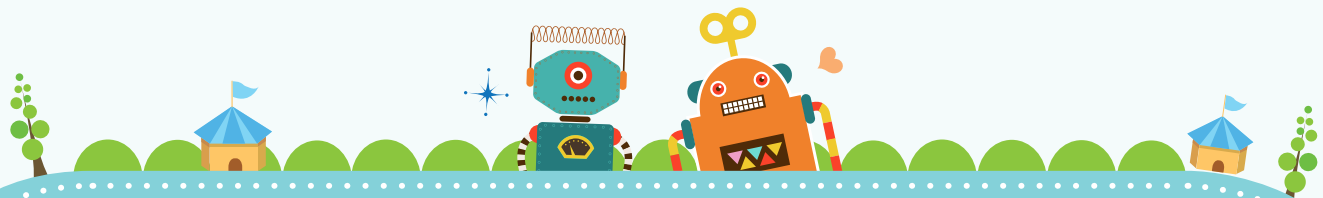
x1





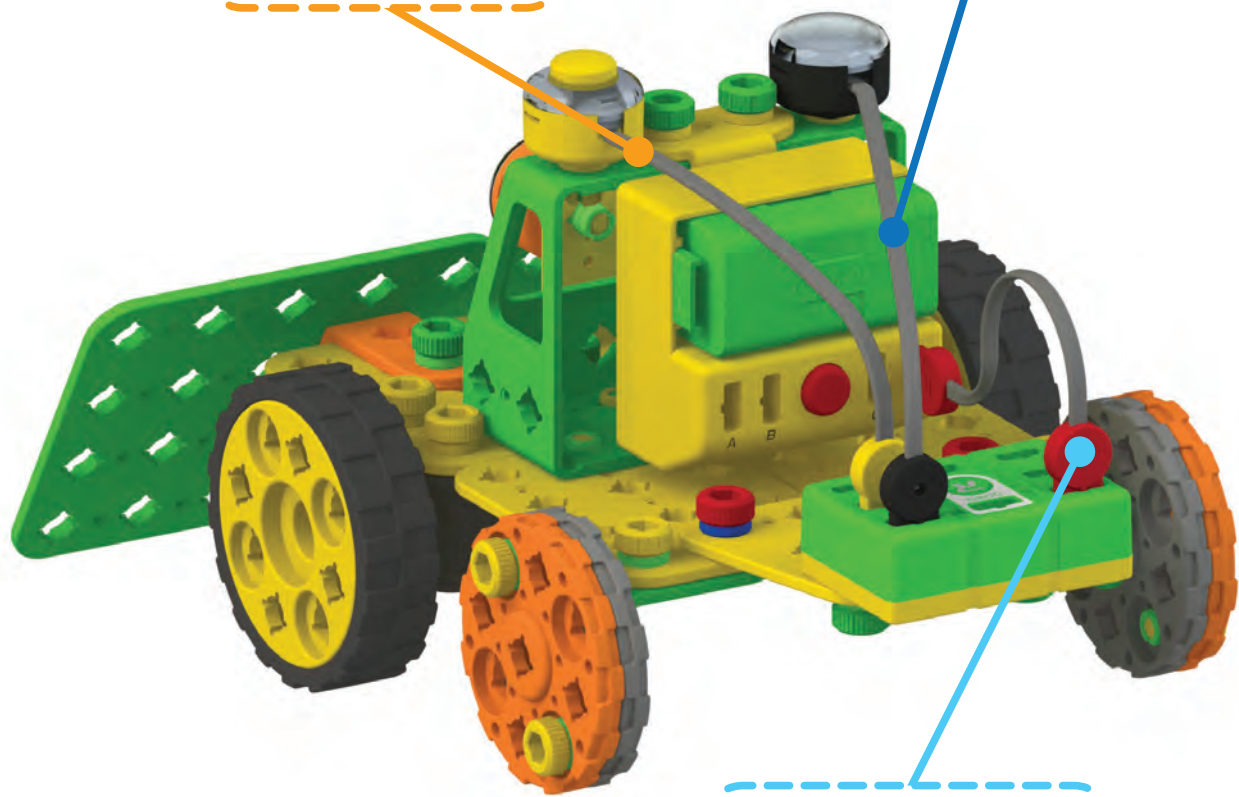
# Sneeuwploeg





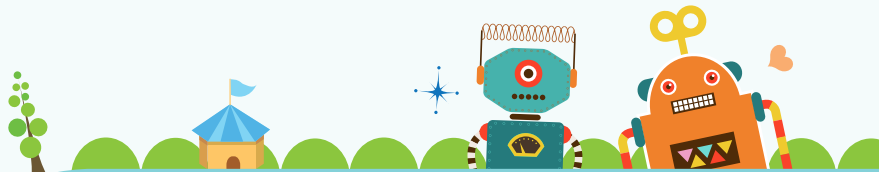
Druksensor(Y)  
Verbind met CPU

Remote ontvanger  
Verbind met CPU



Dubbelzijdige kabel  
Verbind met D en CPU

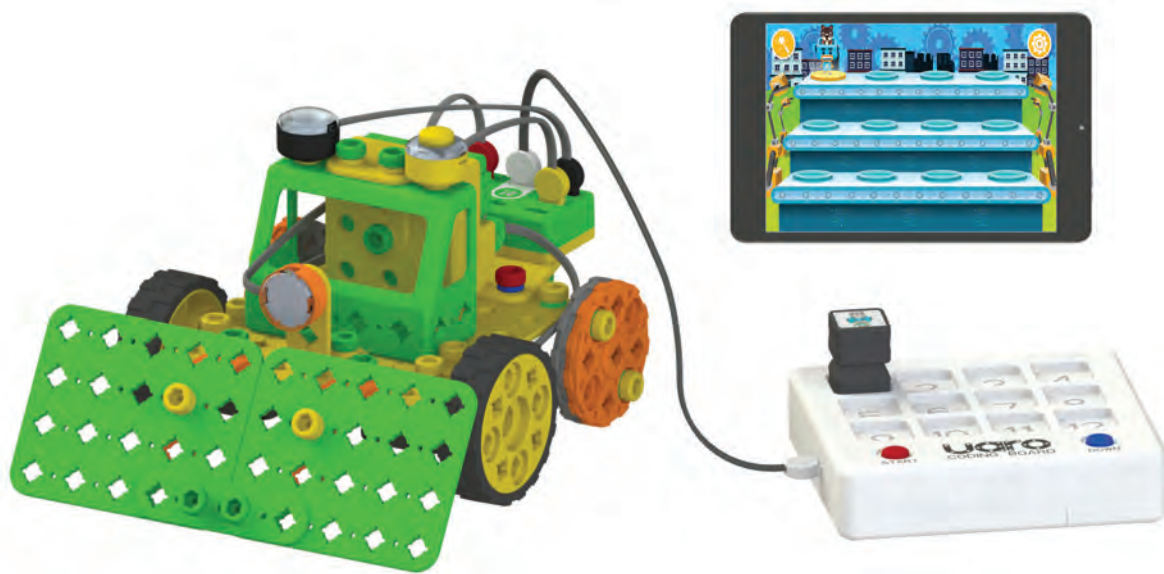




## Sneeuwploeg



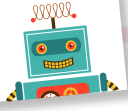
Codeer de beweging van de Sneeuwploeg op het coding bord.



Bestuur de sneeuwploeg met de remote controller.

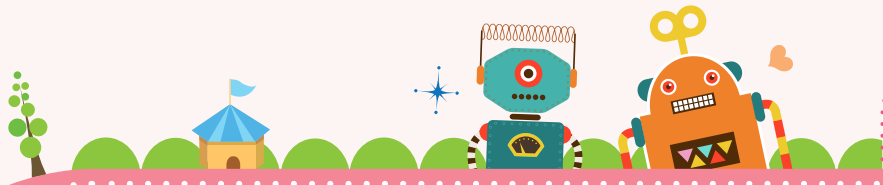
Vuurvlieg

5



We spelen met de Vuurvlieg!

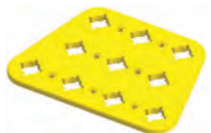




1 Onderdeel



x1



x1



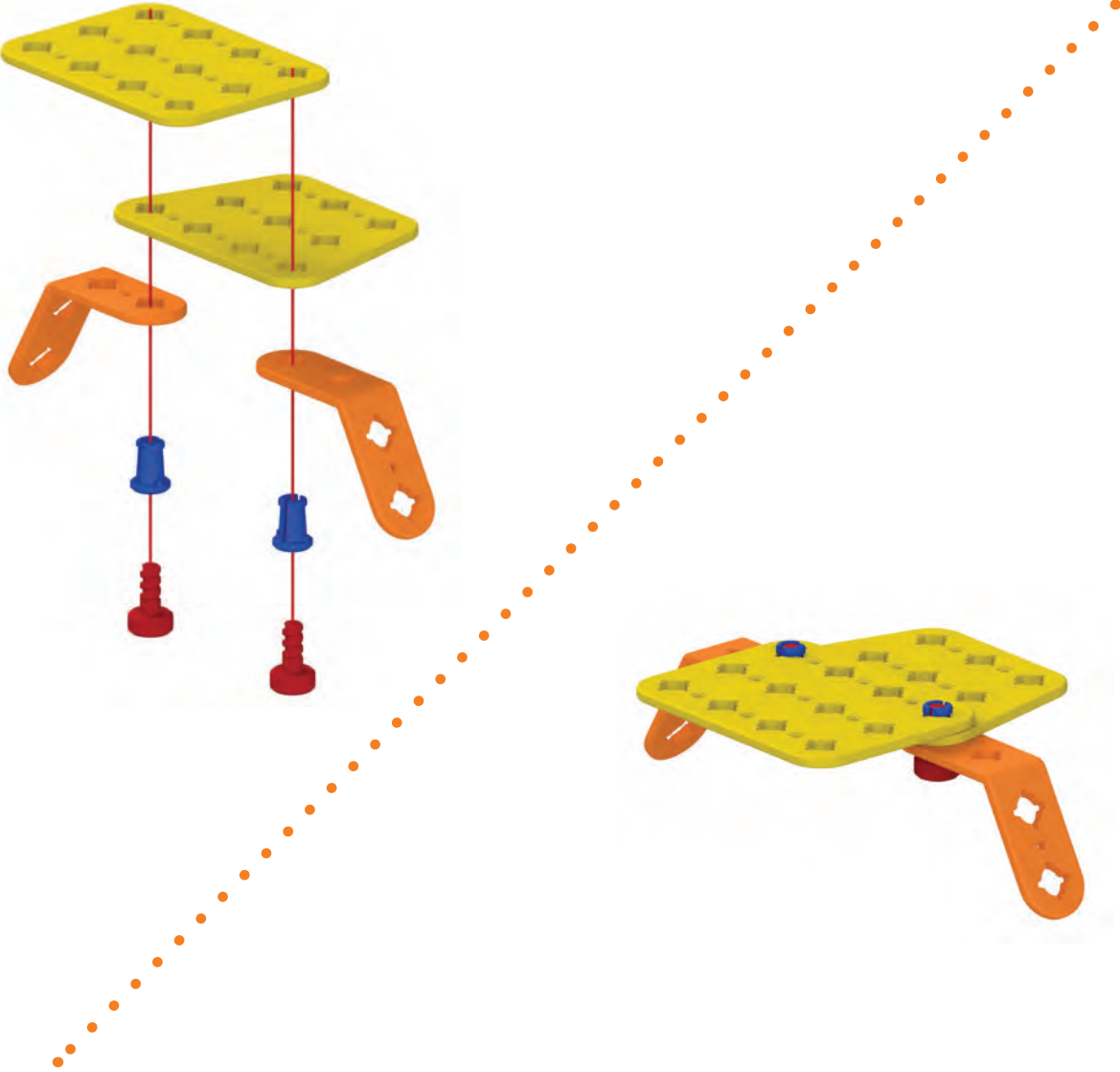
x2

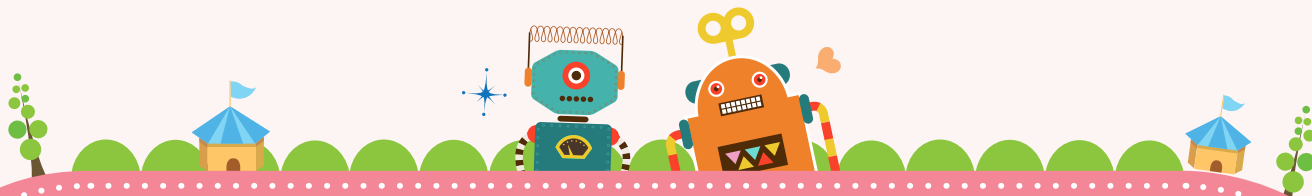


x2



x2





2 Onderdeel



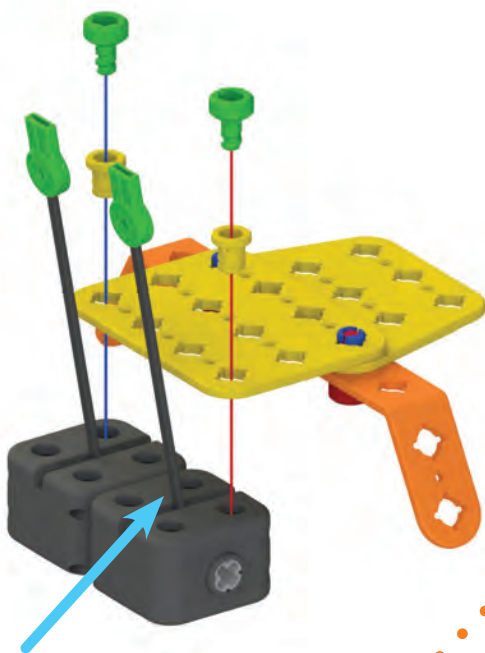
x2



x2

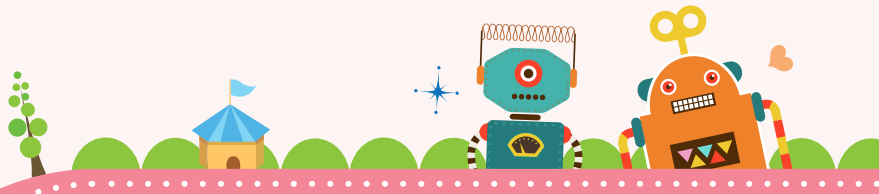


x2



Klem de motor kabels niet vast!





3 Onderdeel



x2



x1



x2



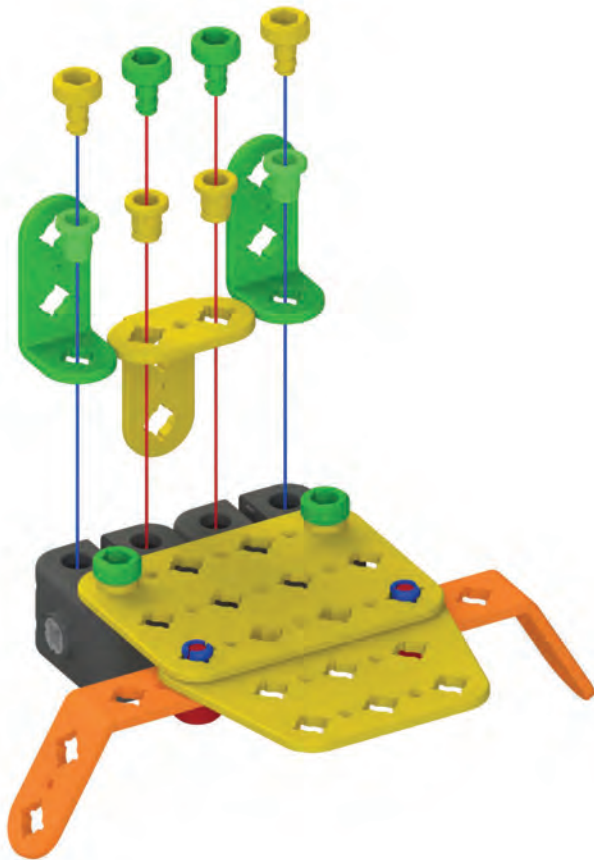
x2

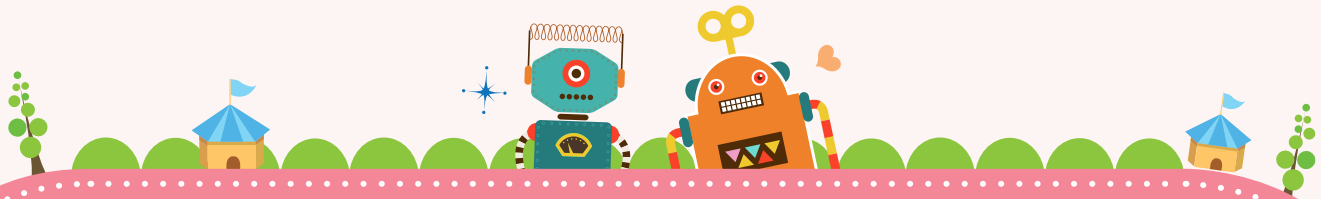


x2



x2





4 Onderdeel



x1



x2



x2



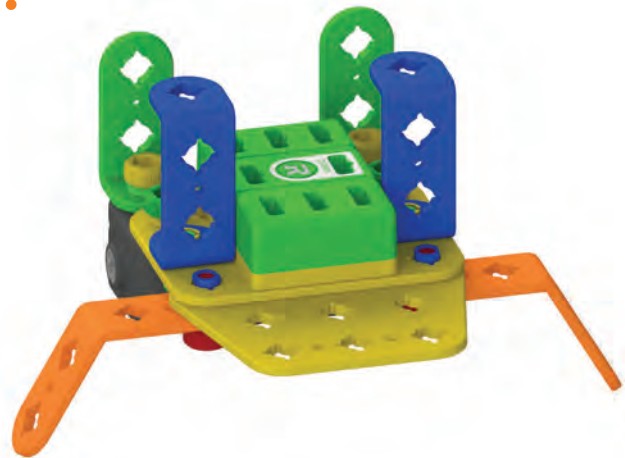
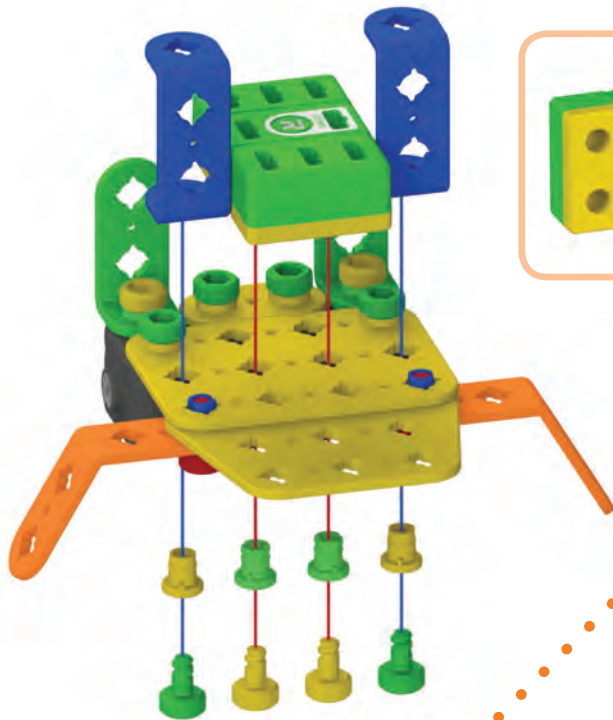
x2

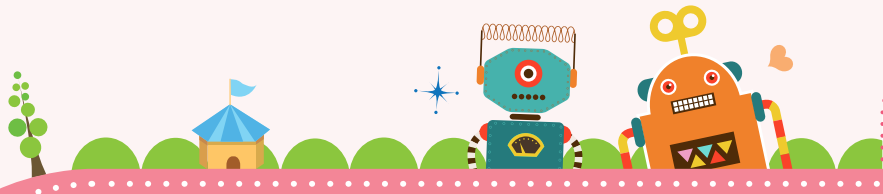


x2



x2





5 Onderdeel



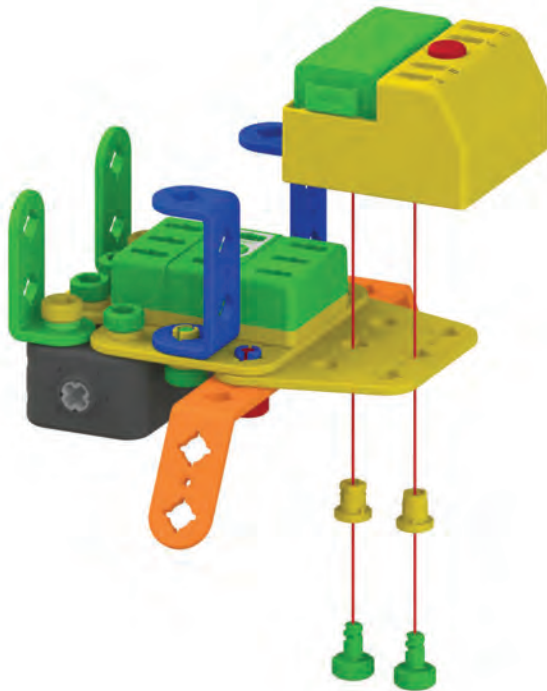
x1

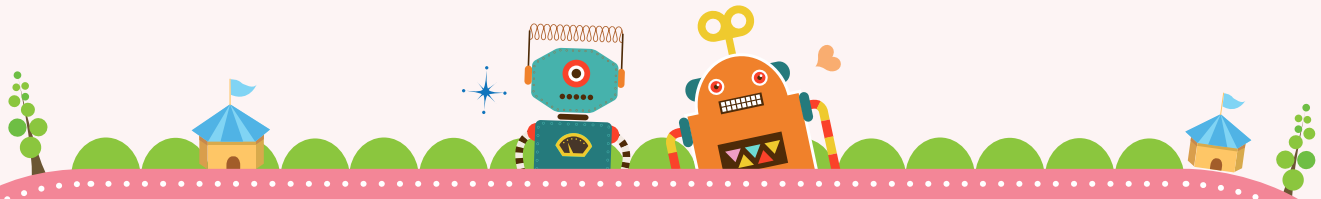


x2



x2





**6** Onderdeel



x2



x1



x1



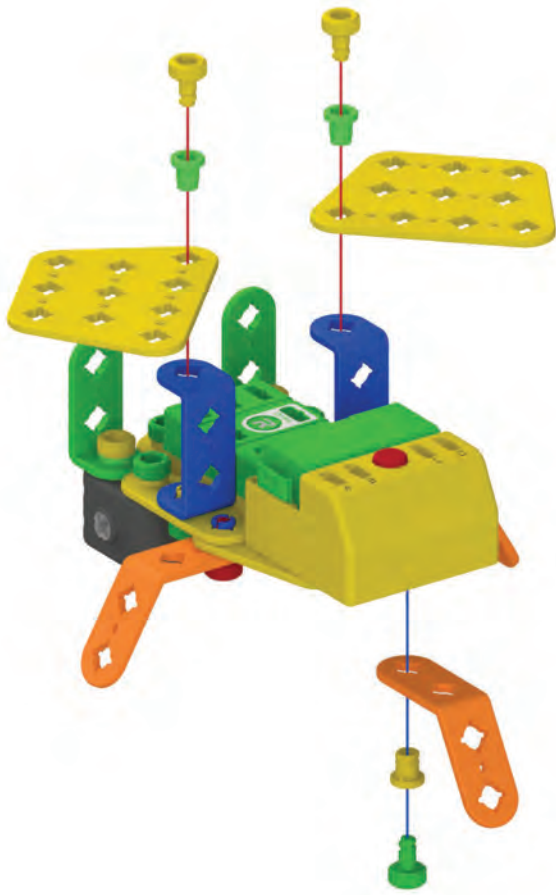
x2



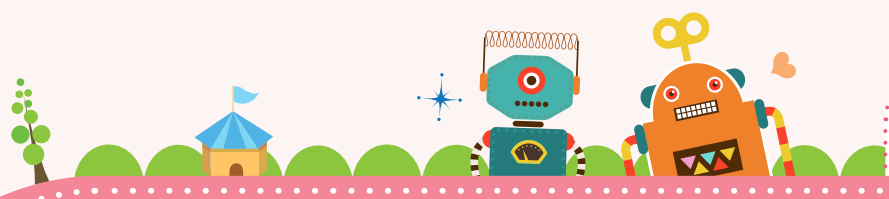
x2



x1







Onderdeel



x1



x1



x1

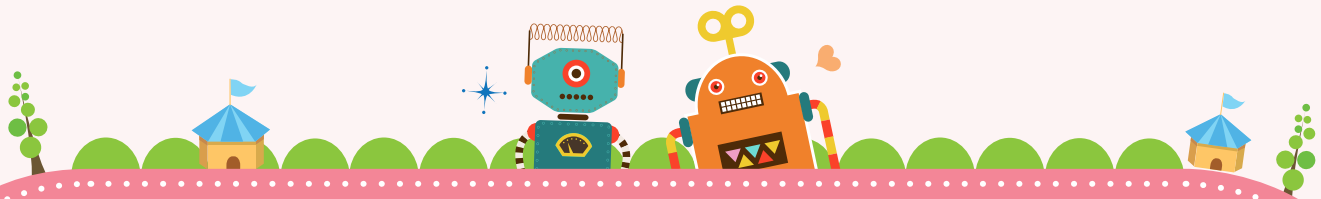


x1



x1



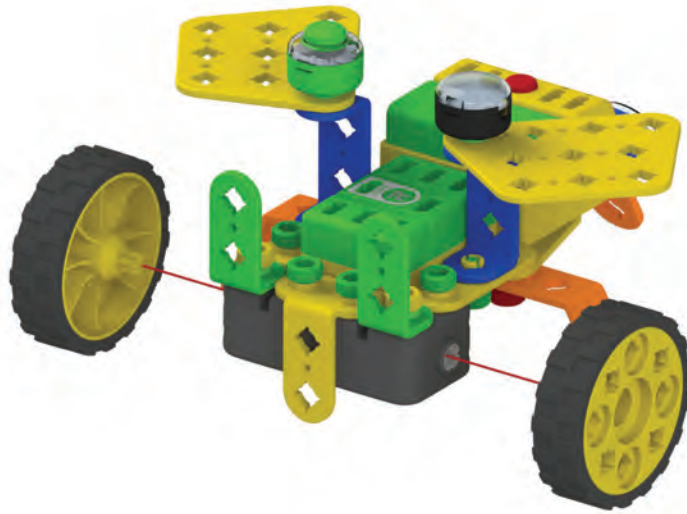


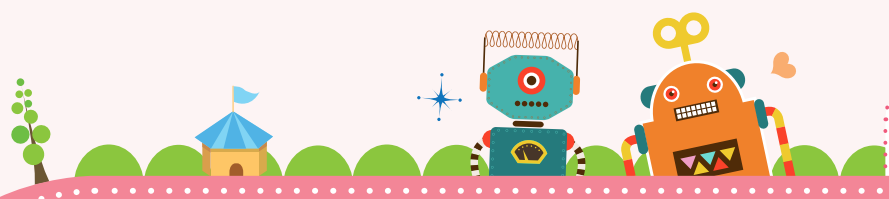
8

Onderdeel

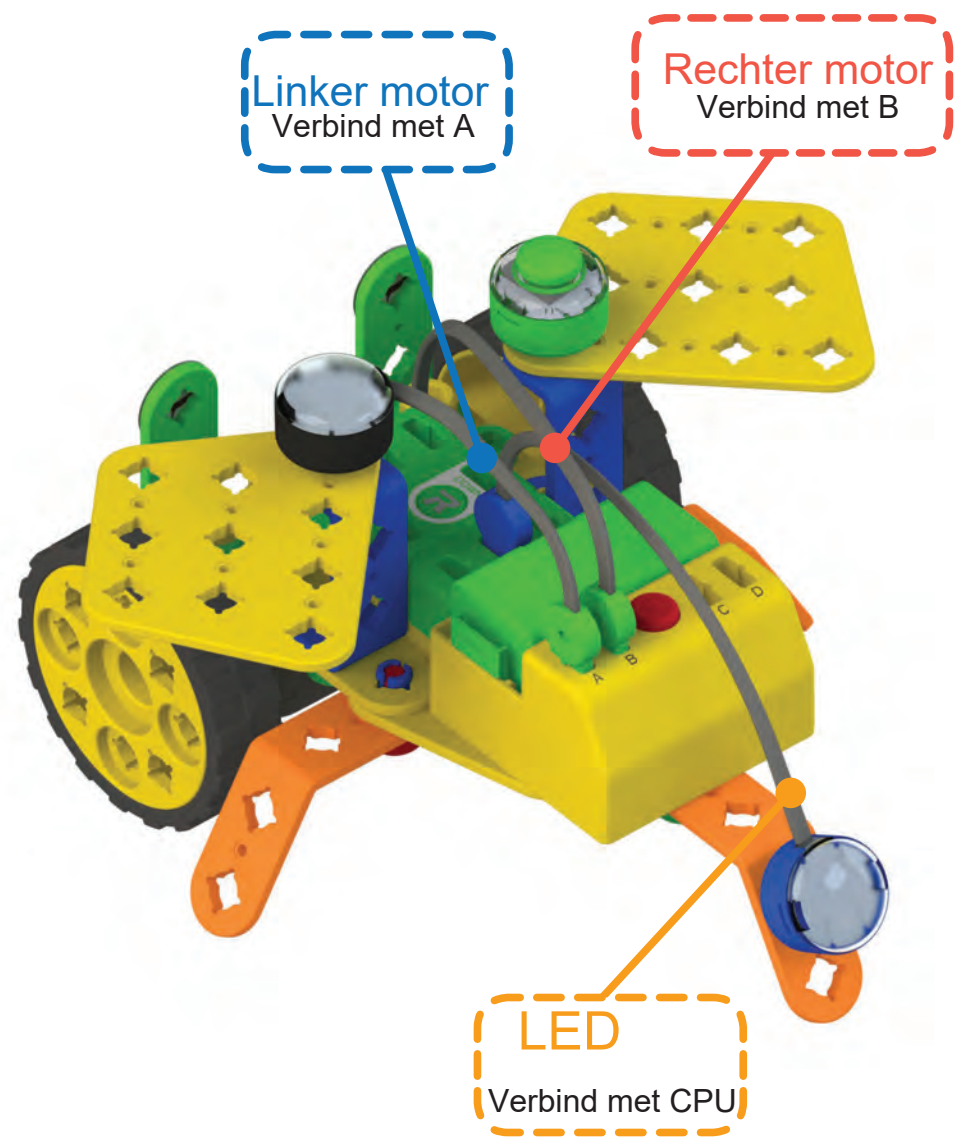


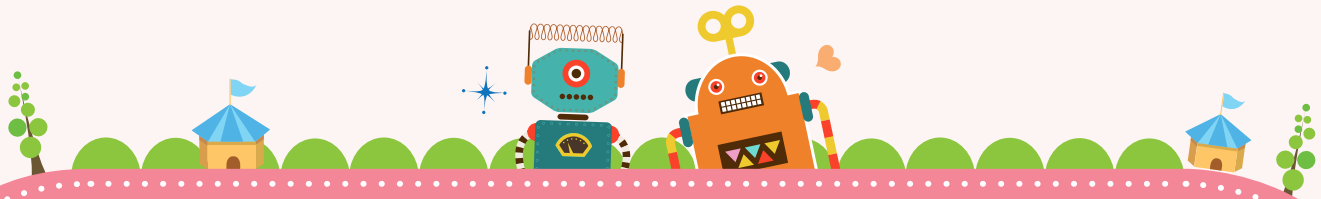
x2





Vuurvlieg

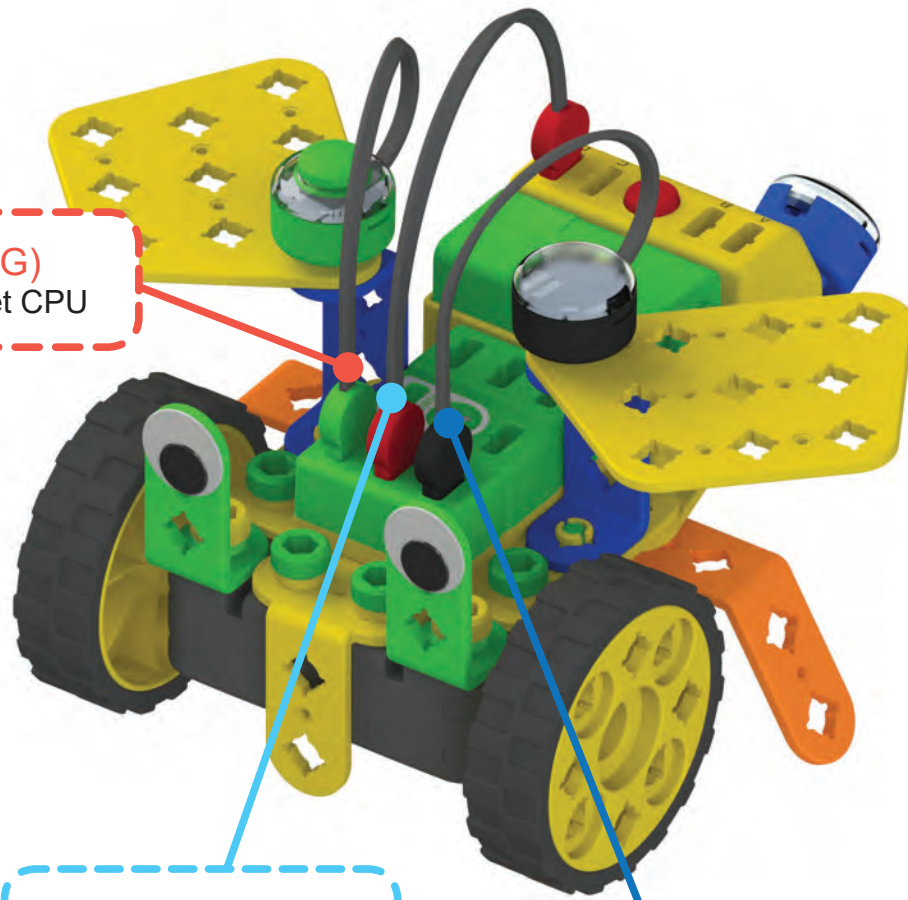


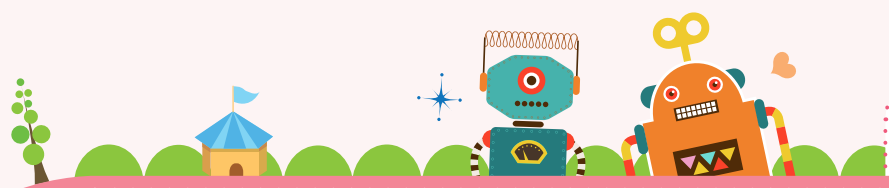


Druksensor(G)  
Verbind met CPU

Dubbelzijdige kabel  
Verbind met D en CPU

Remote ontvanger  
Verbind met CPU





# Vuurvlieg

We gaan coderen

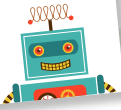
Codeer de bewegingen van de Vuurvlieg op het coding bord.



Bestuur de vuurvlieg met de remote controller.

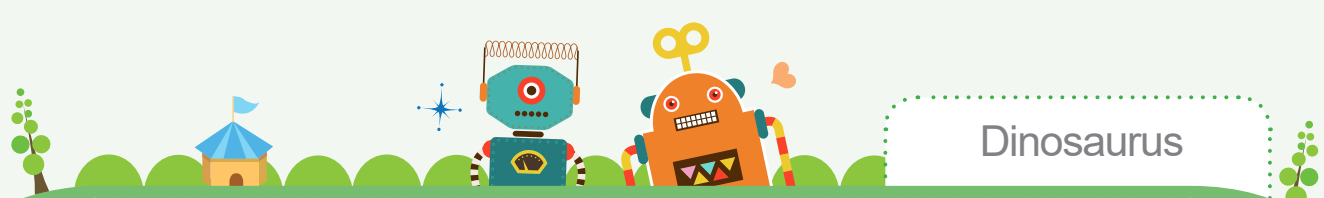
Dinosaurus

6



Spelen met de Dinosaurus!





# Dinosaurus

## 1 Onderdeel



x1



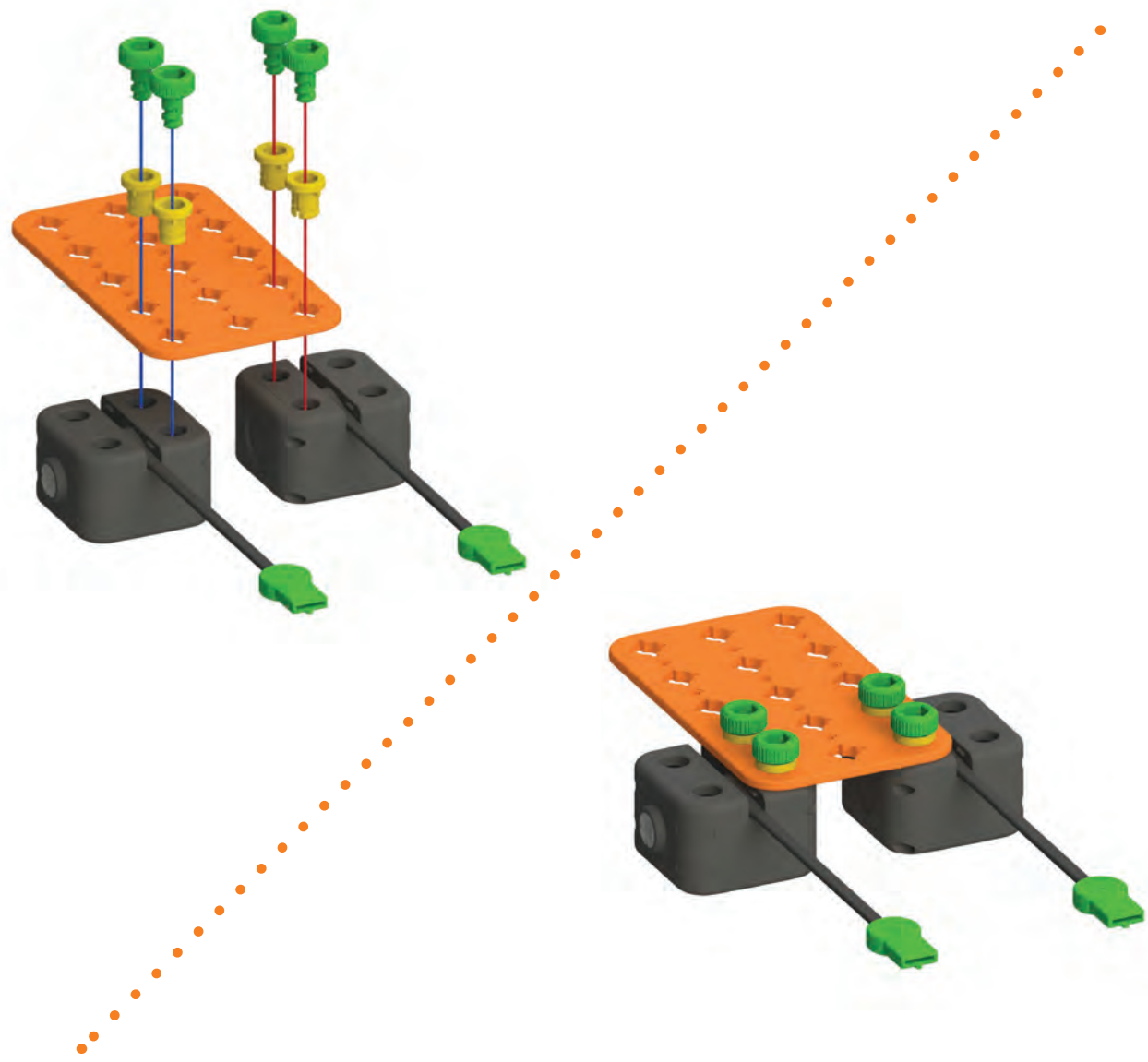
x2

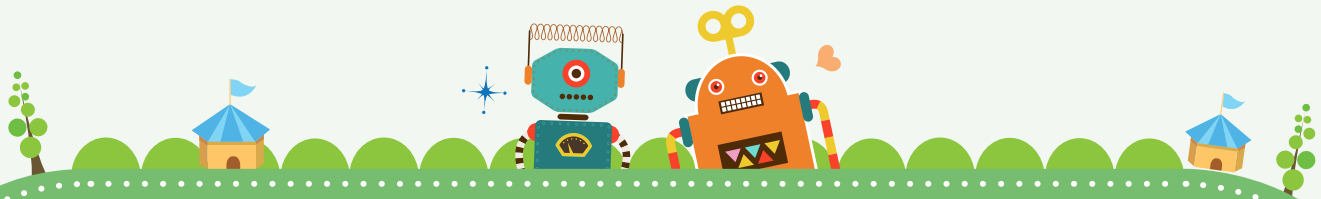


x4



x4





2 Onderdeel



x1



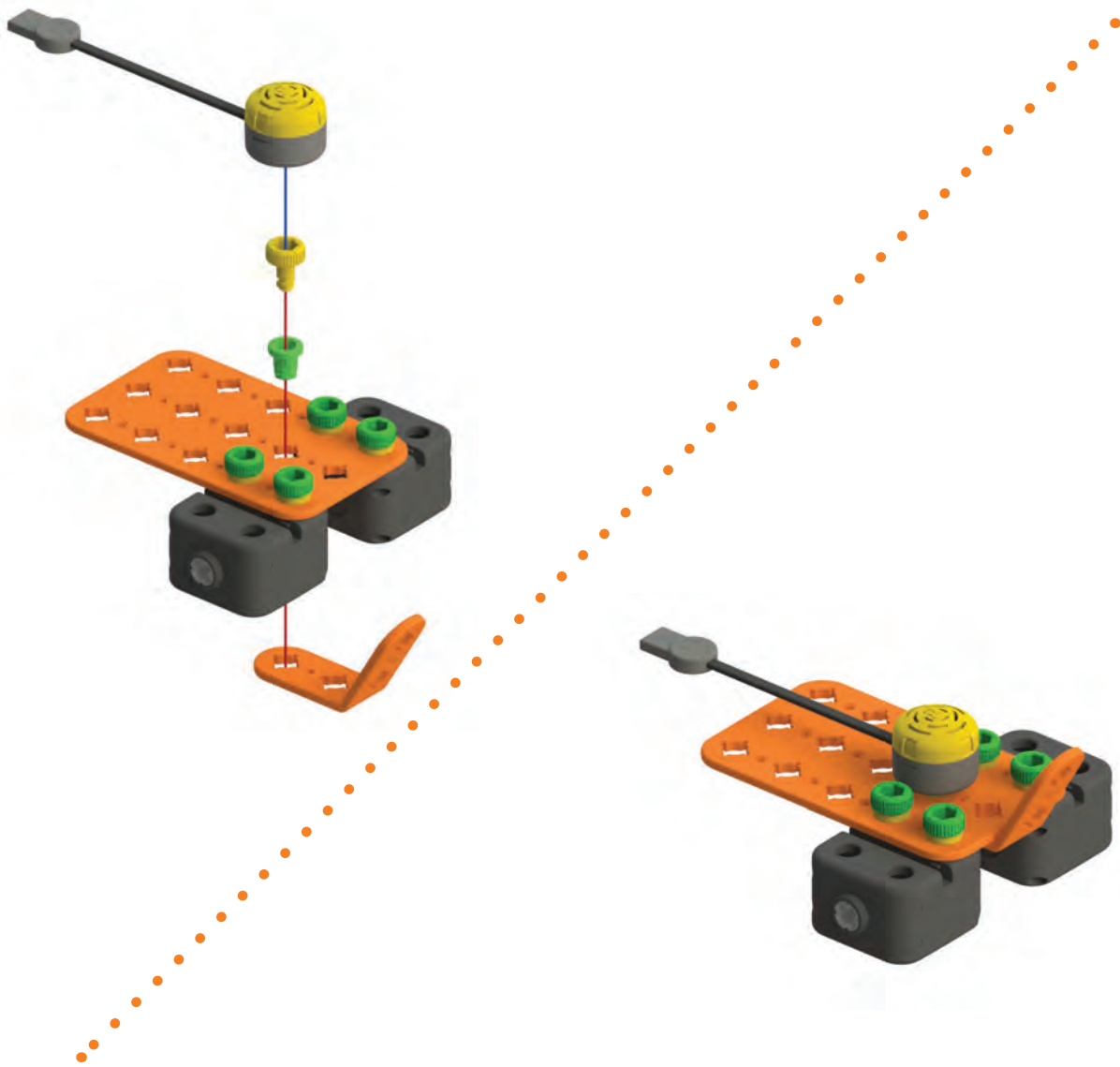
x1



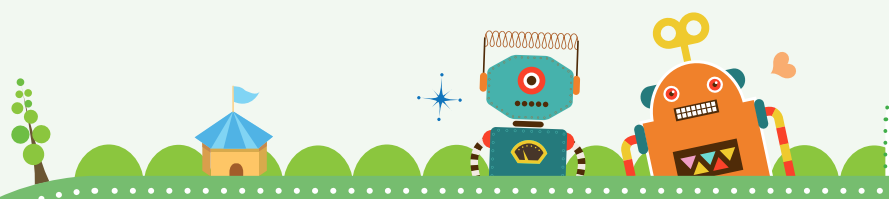
x1



x1







3 Onderdeel



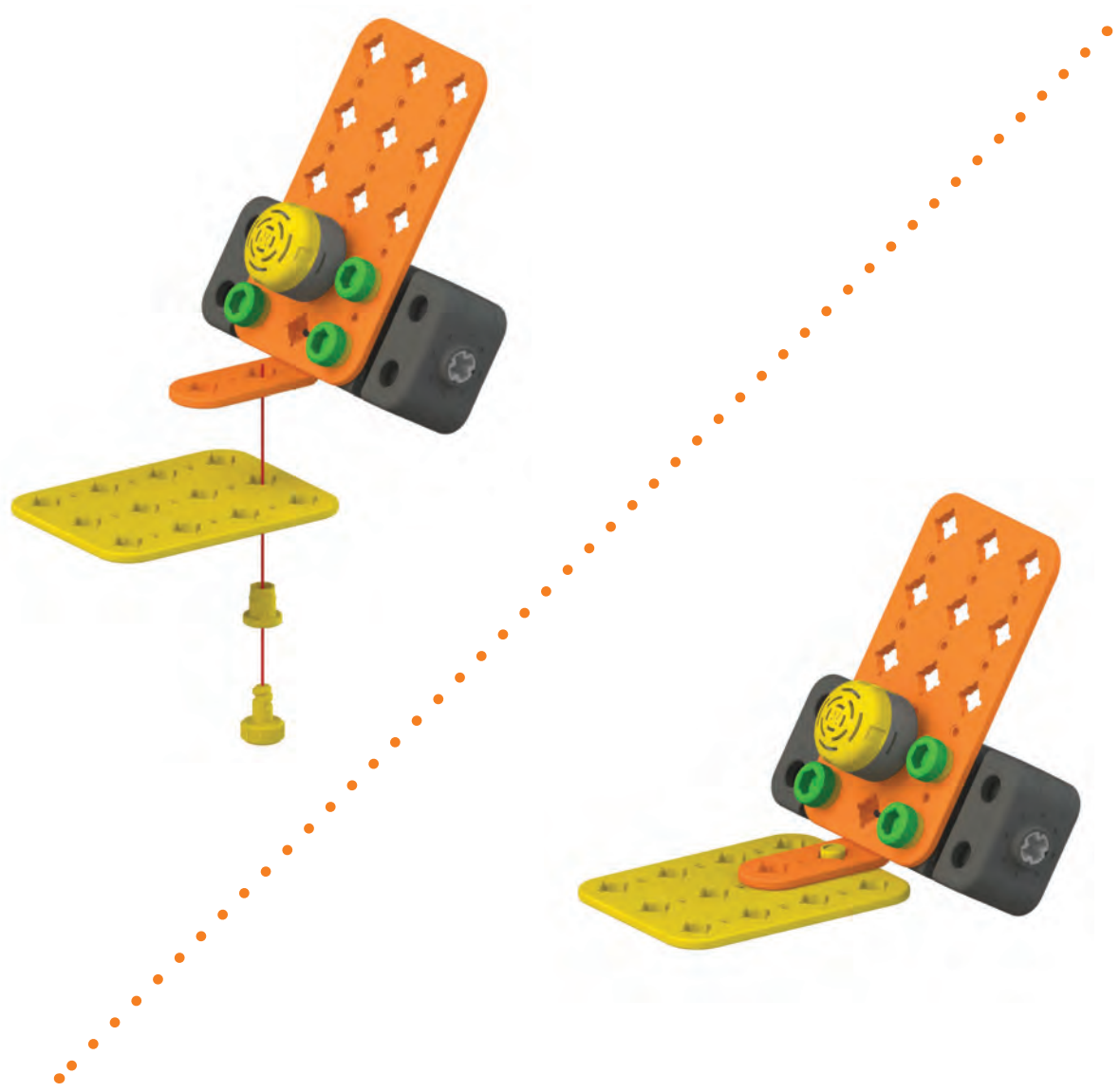
x1

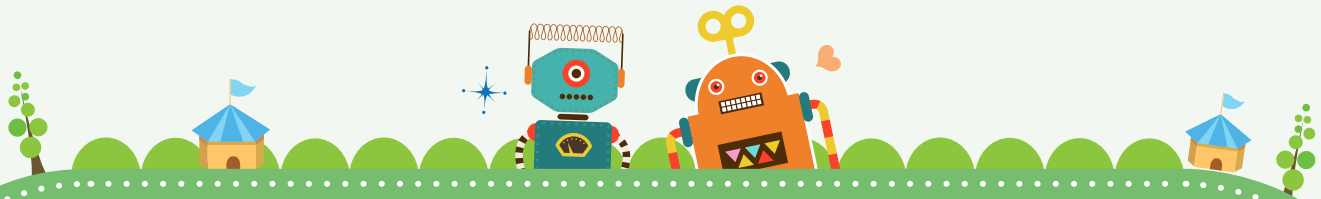


x1



x1





4 Onderdeel



x1



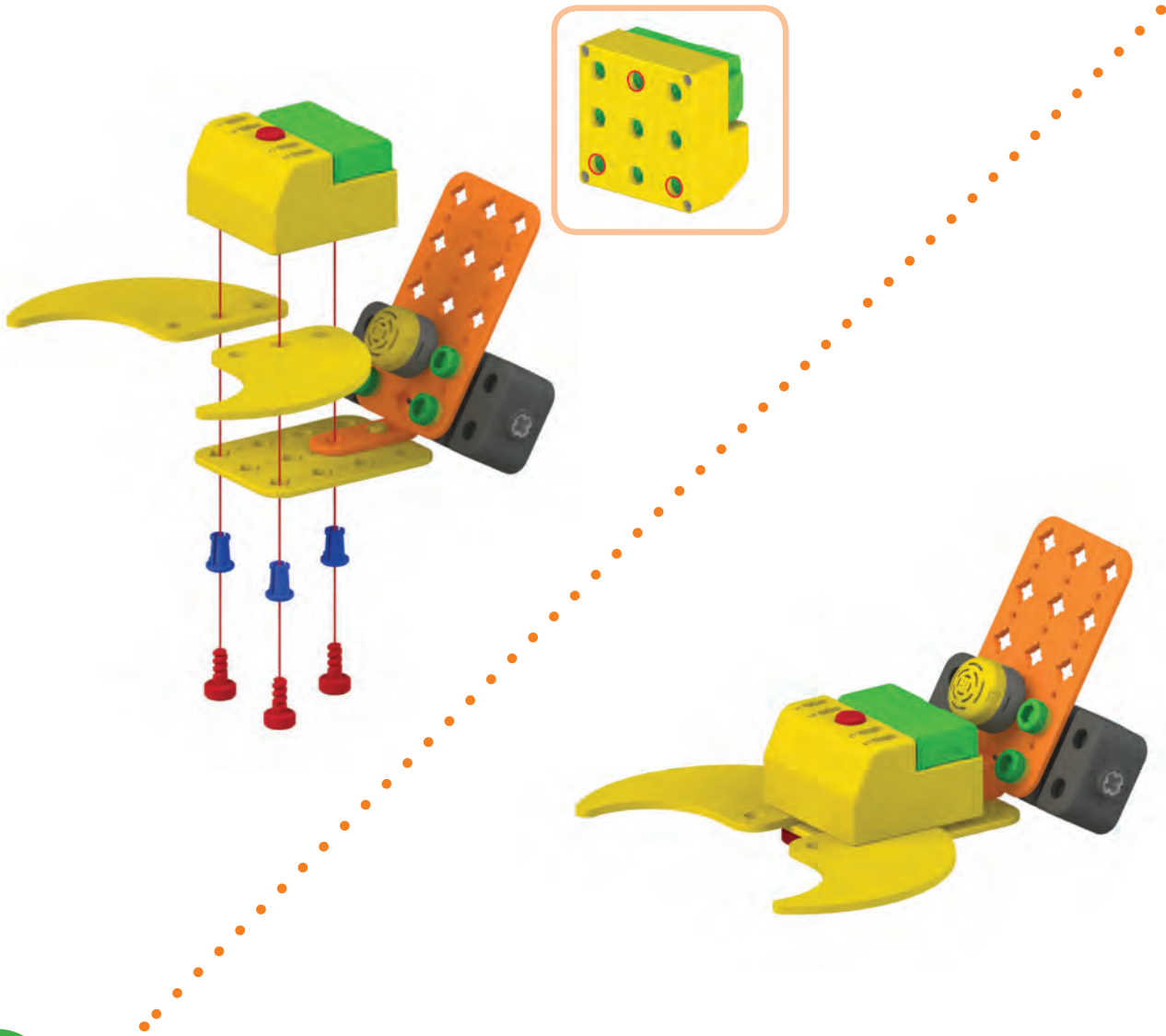
x2



x3



x3



5 Onderdeel



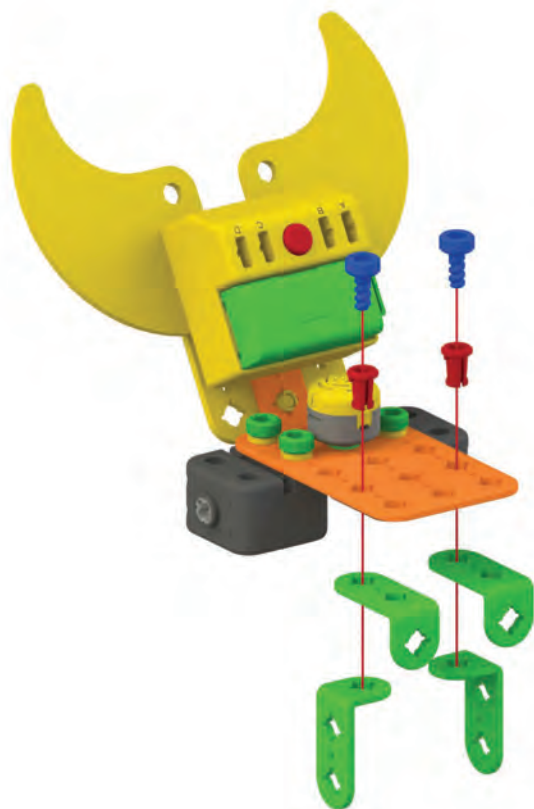
x4

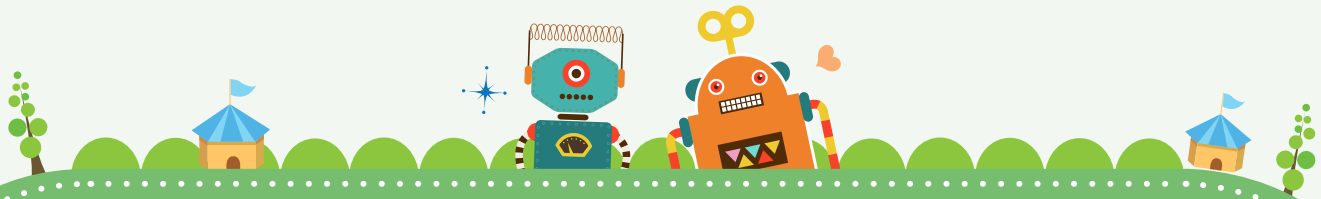


x2



x2





6 Onderdeel



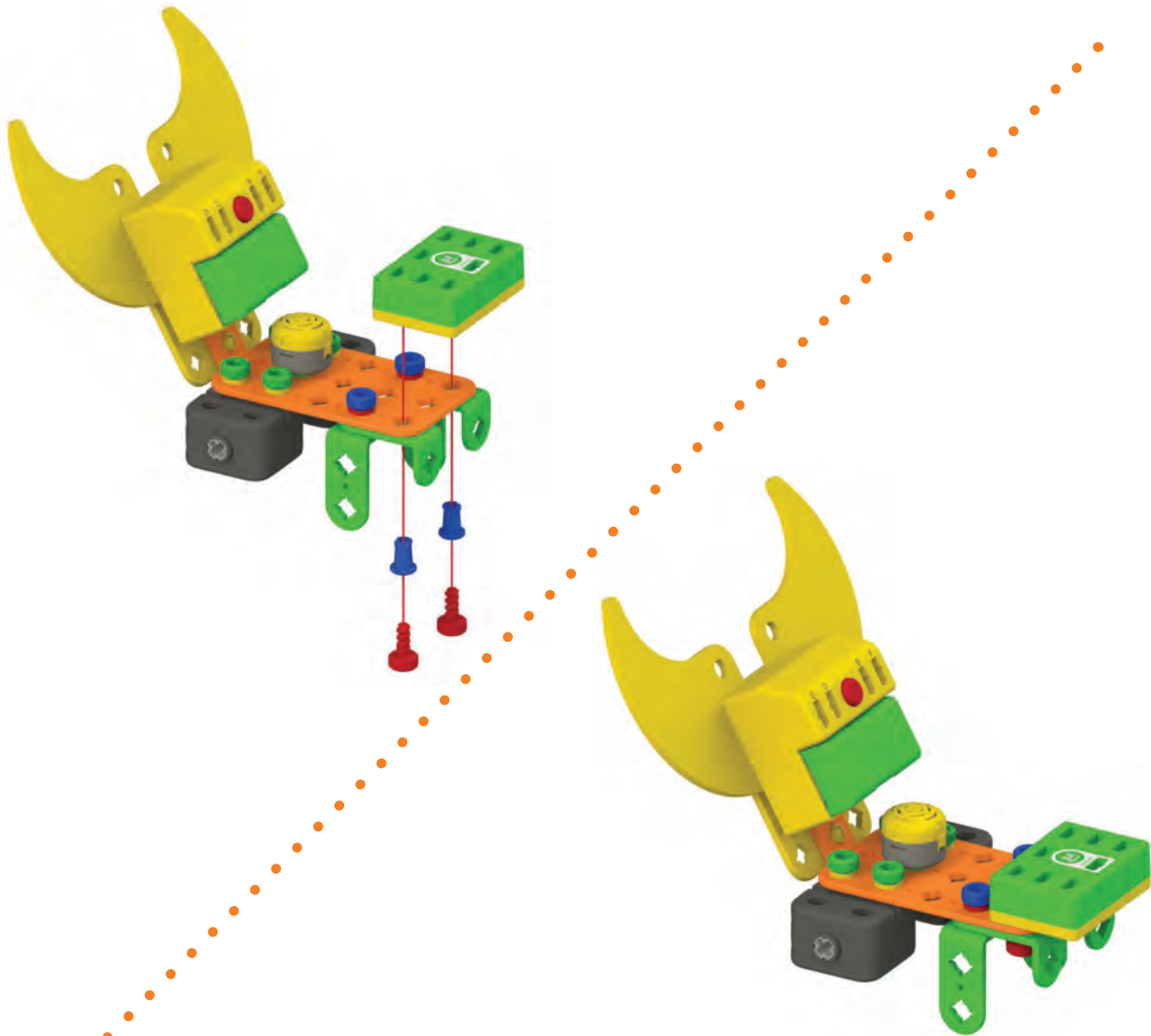
x1



x2



x2





Onderdeel



x1



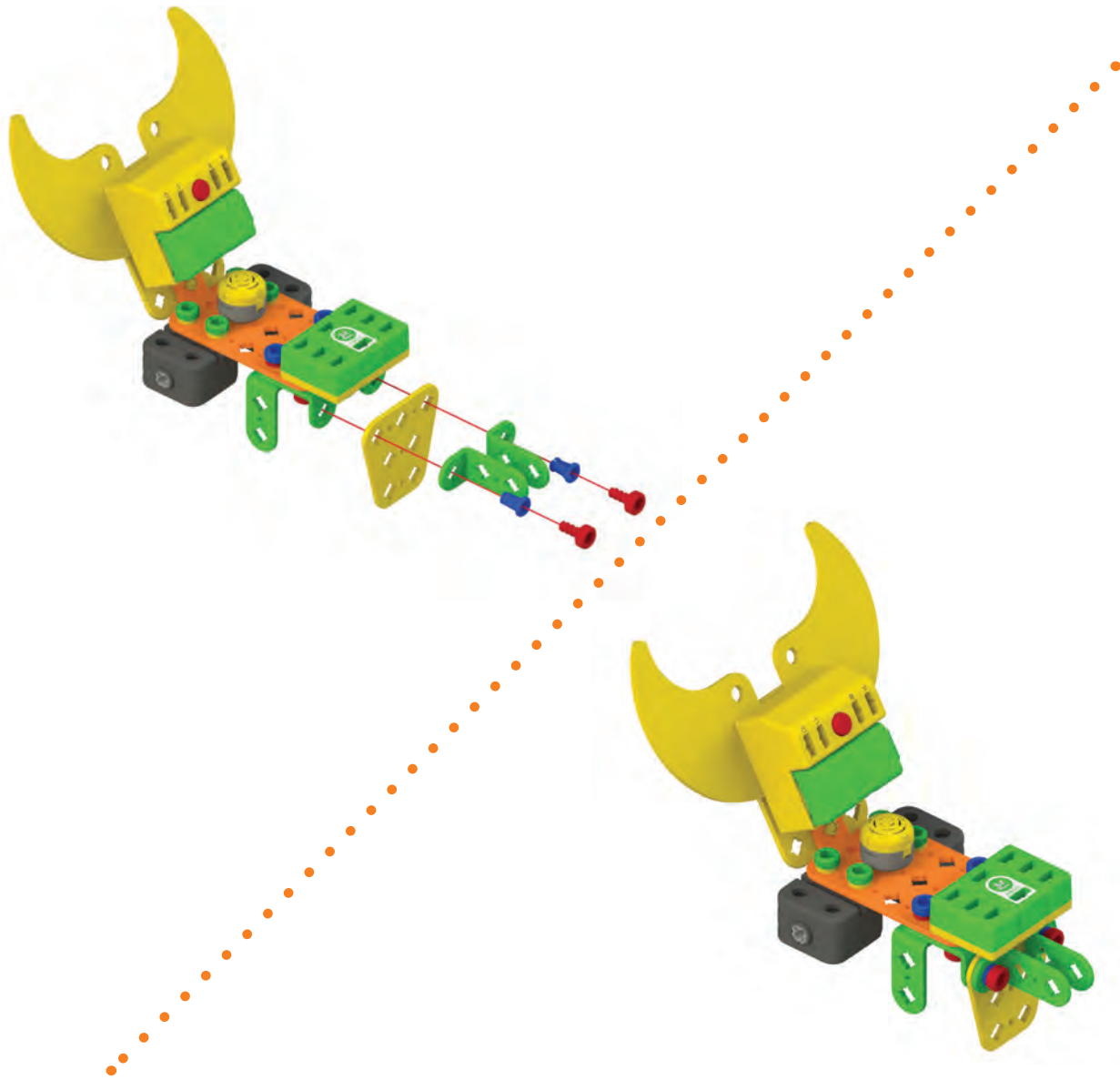
x2

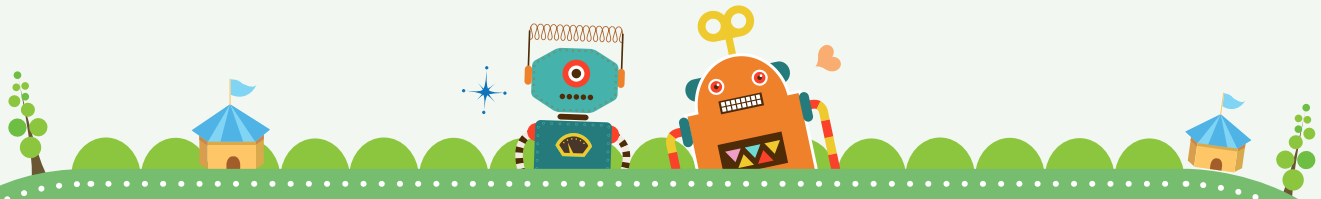


x2



x2





8 Onderdeel



x2



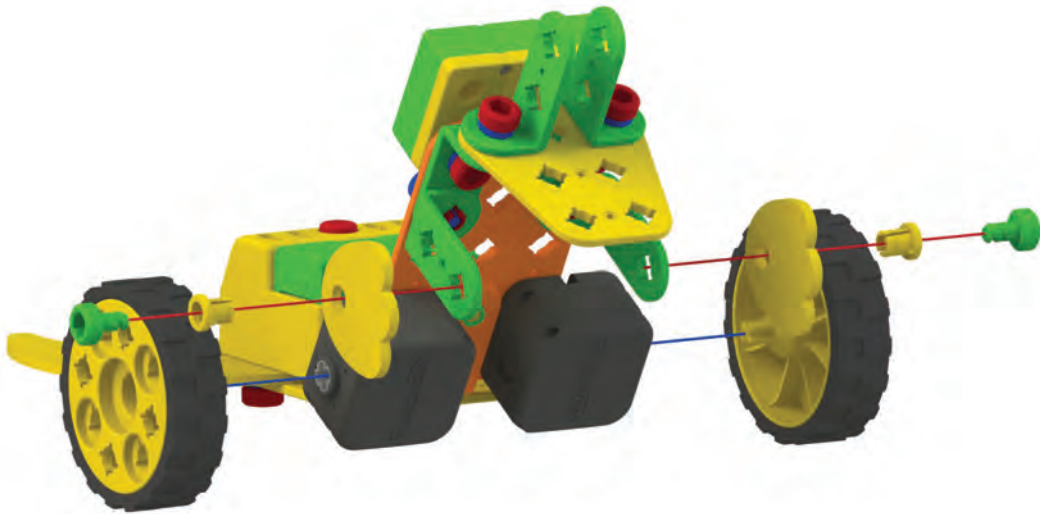
x2



x2



x2



9 Onderdeel



x2



x1



x2



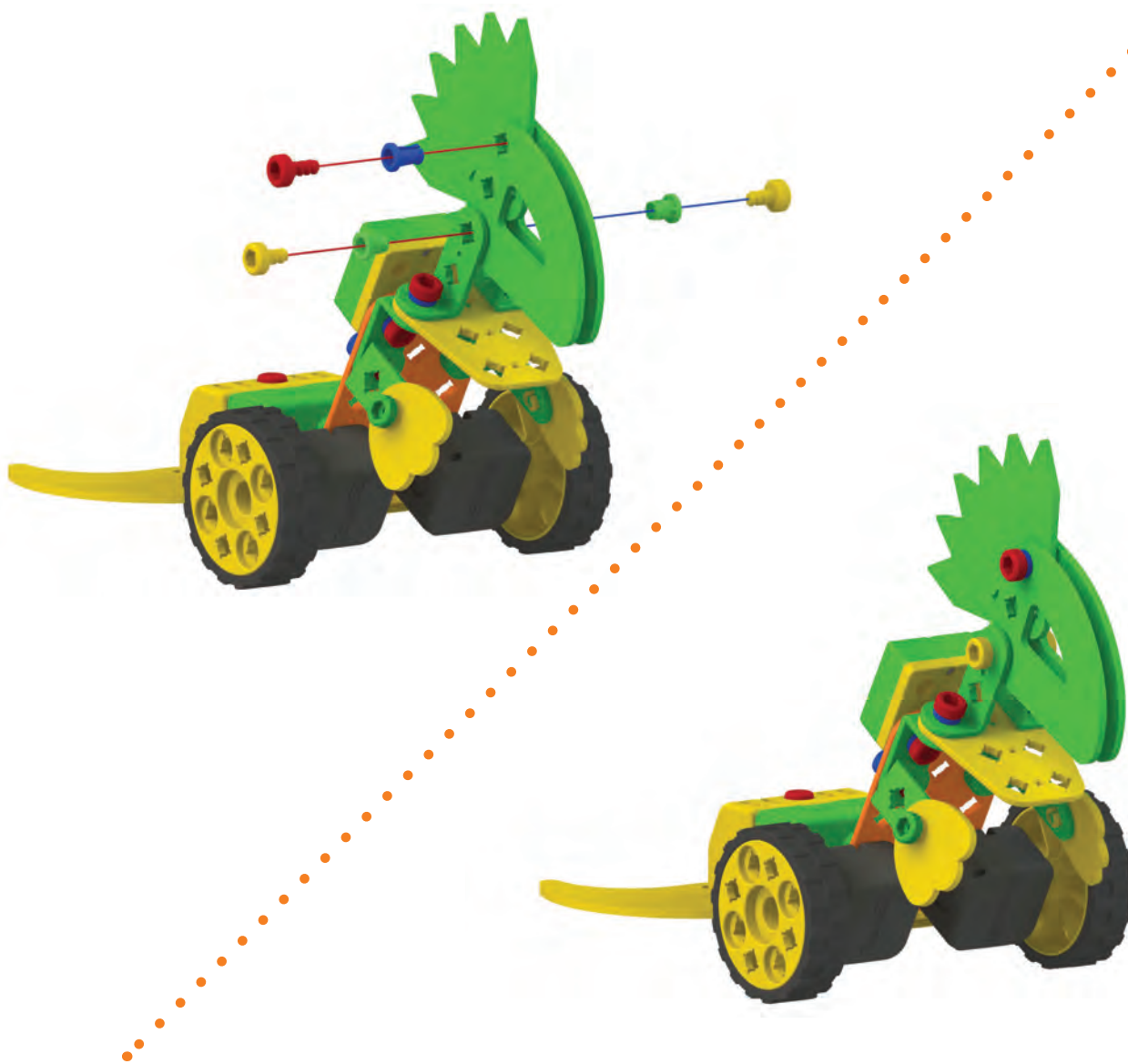
x2

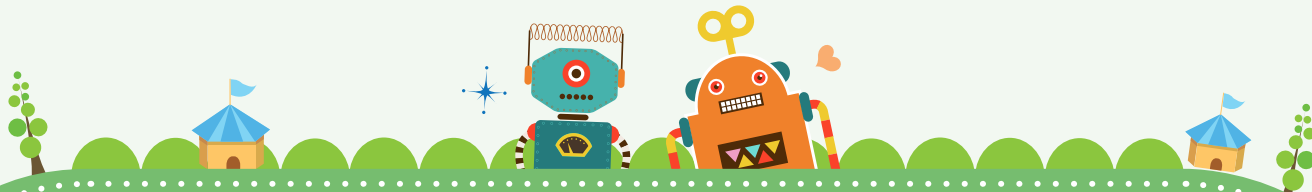


x1



x1





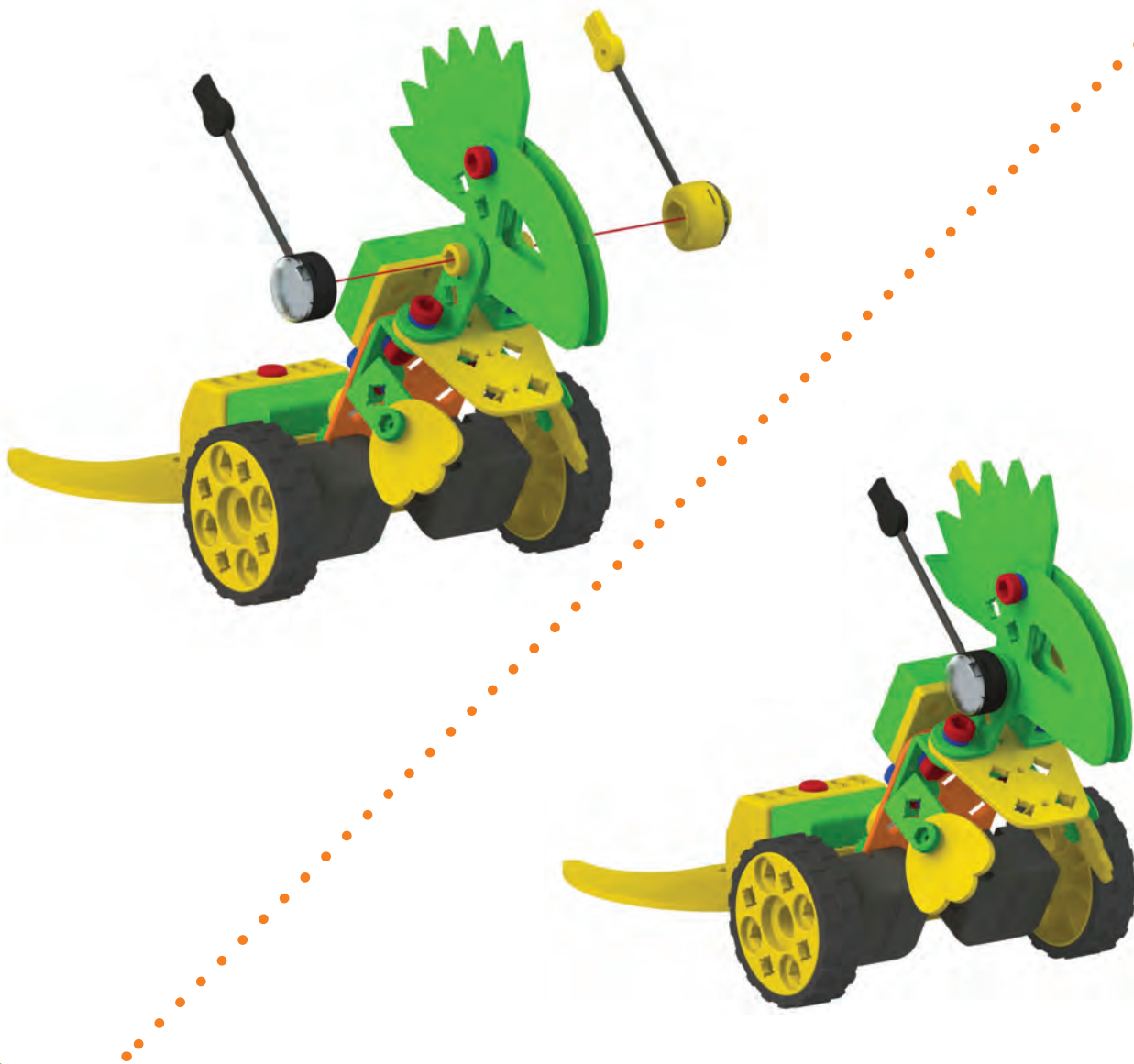
10 Onderdeel



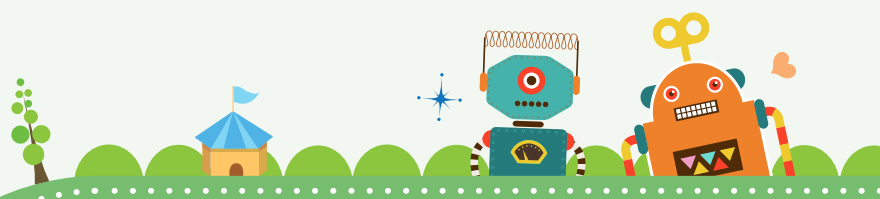
x1



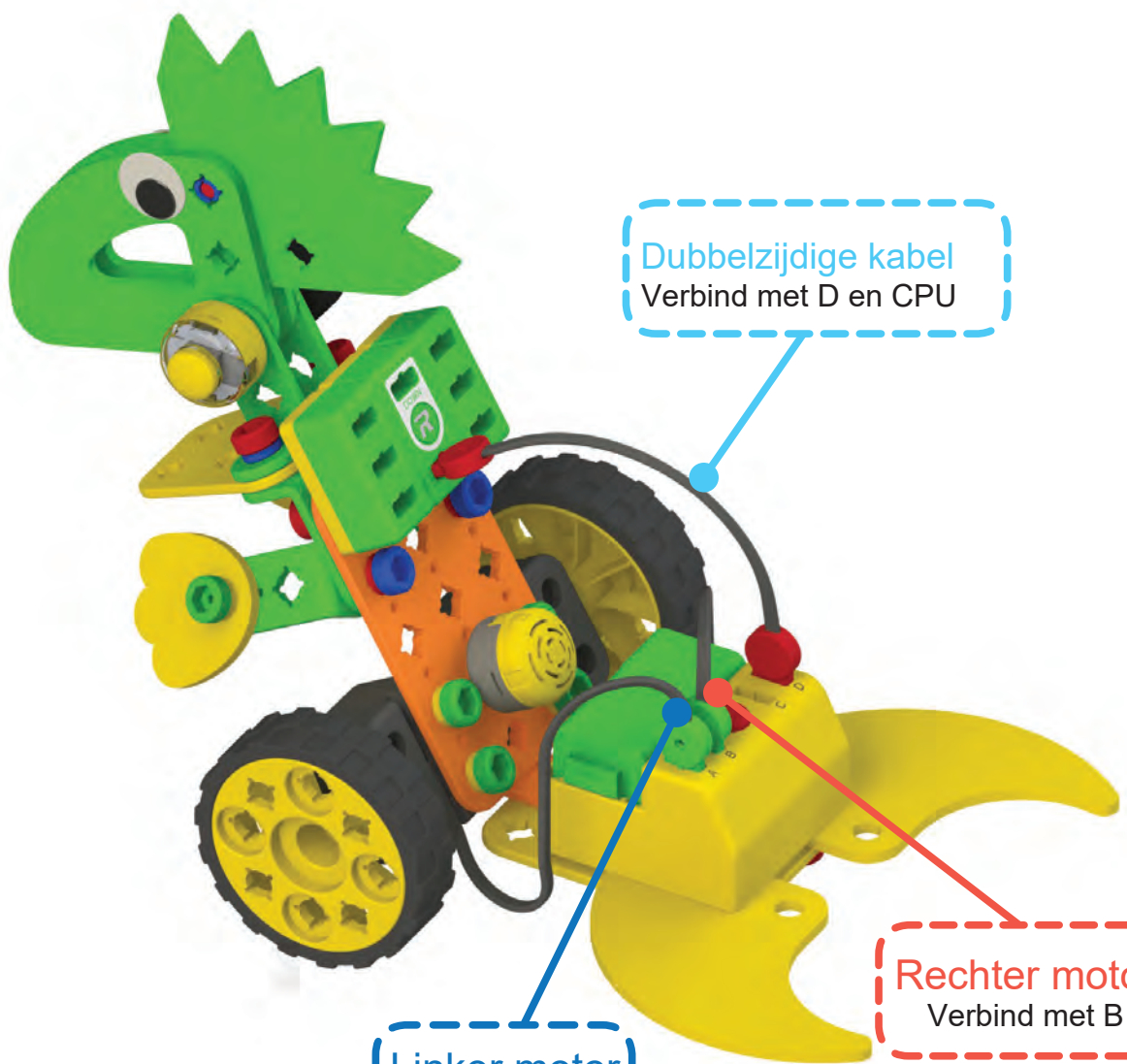
x1







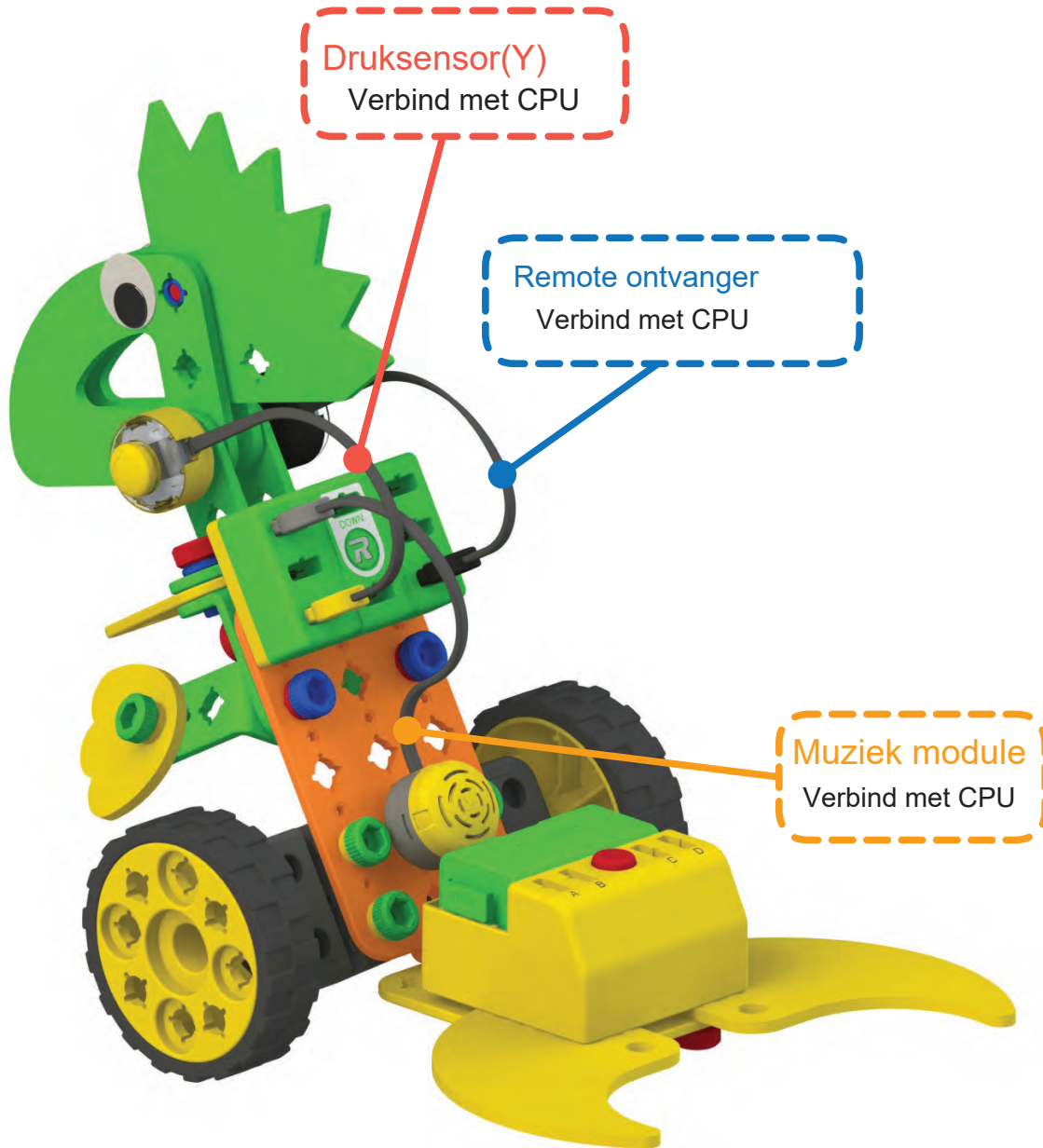
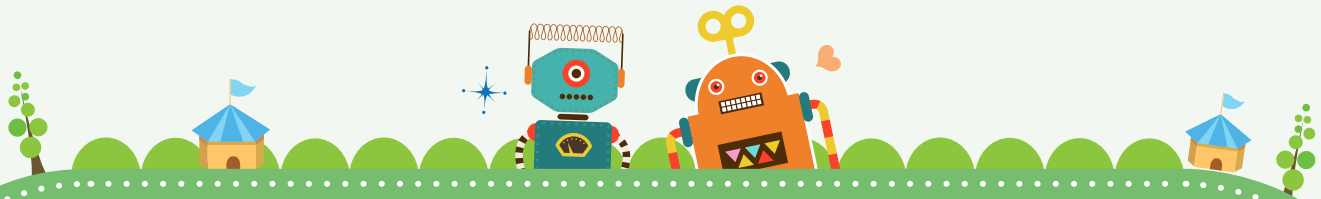
Dinosaurus



Dubbelzijdige kabel  
Verbind met D en CPU

Linker motor  
Verbind met A

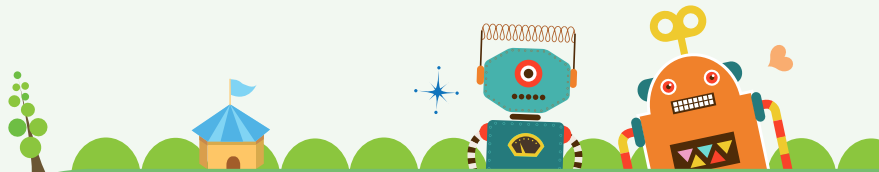
Rechter motor  
Verbind met B



Druksensor(Y)  
Verbind met CPU

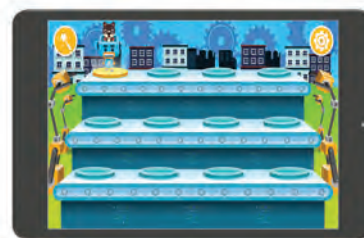
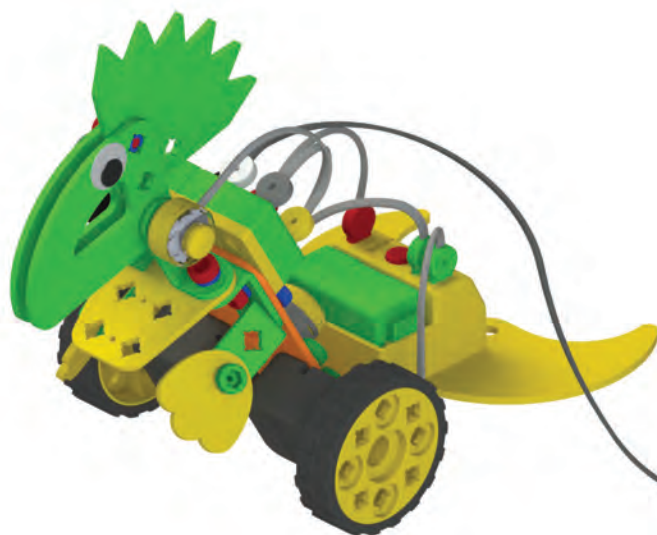
Remote ontvanger  
Verbind met CPU

Muziek module  
Verbind met CPU



We gaan  
coderen

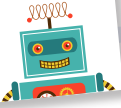
Codeer de bewegingen van de  
Dinosaurus op het coding bord.



Bestuur de dinosaurus met de remote controller.

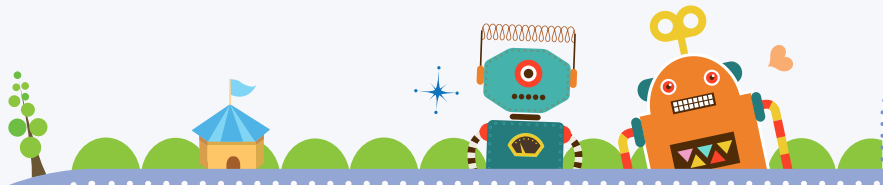
Neushoorn

7

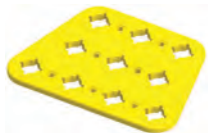


# Spelen met de Neushoorn!





1 Onderdeel



x1



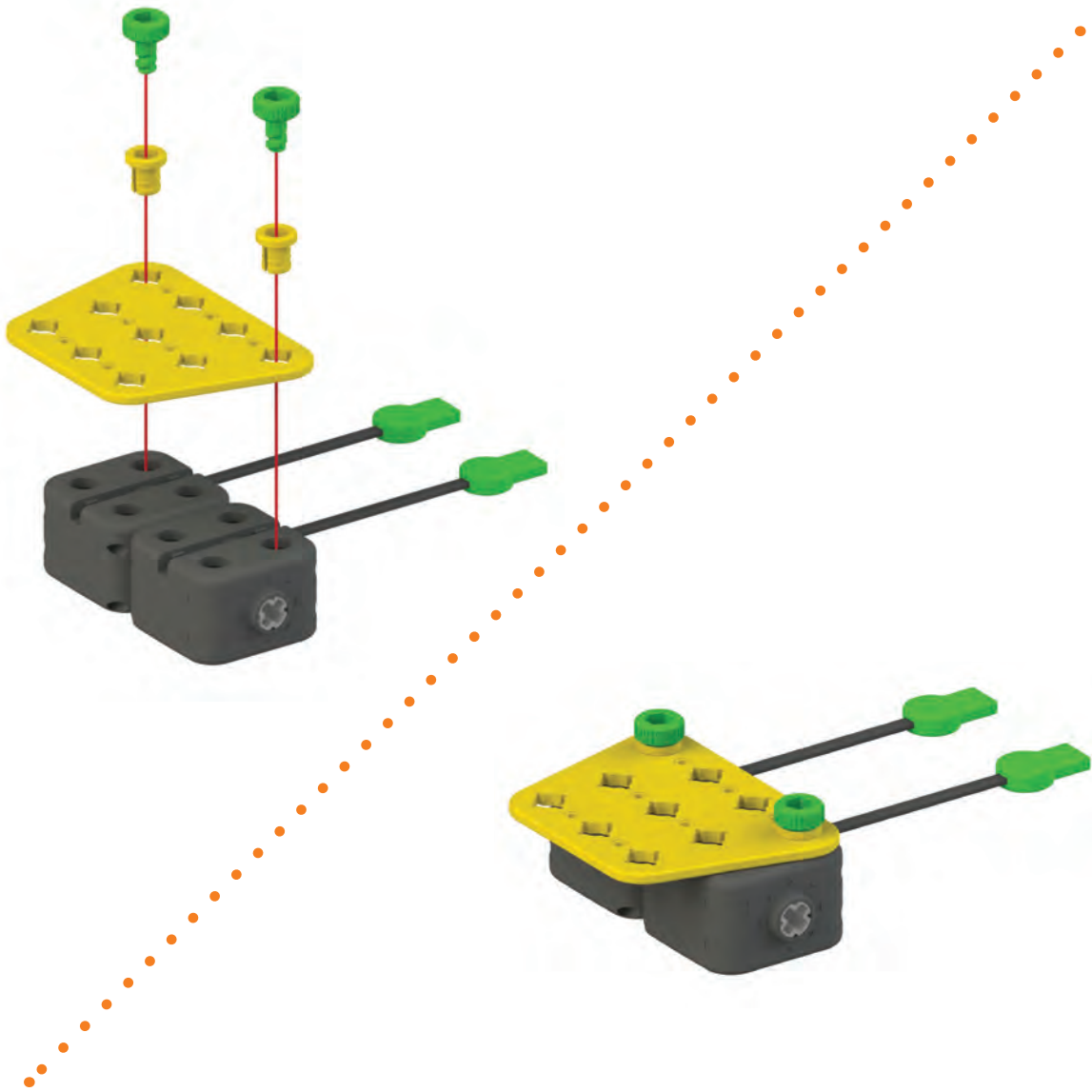
x2

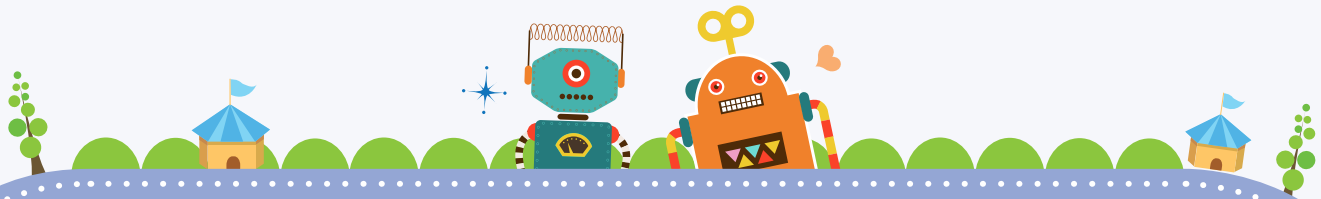


x2



x2





2 Onderdeel



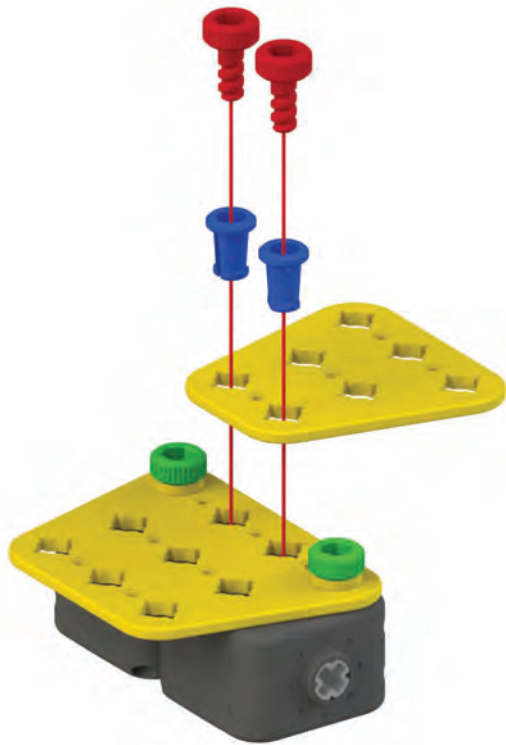
x1

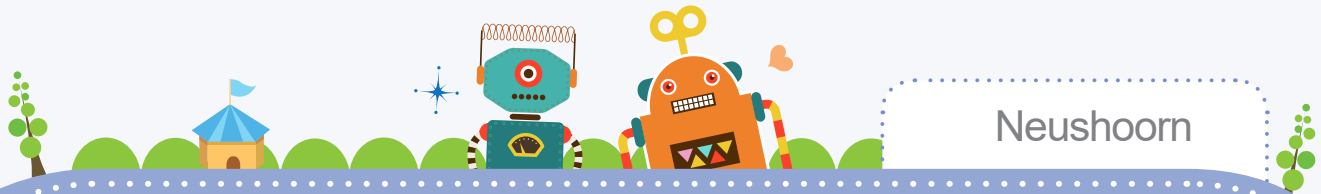


x2



x2





3 Onderdeel



x1



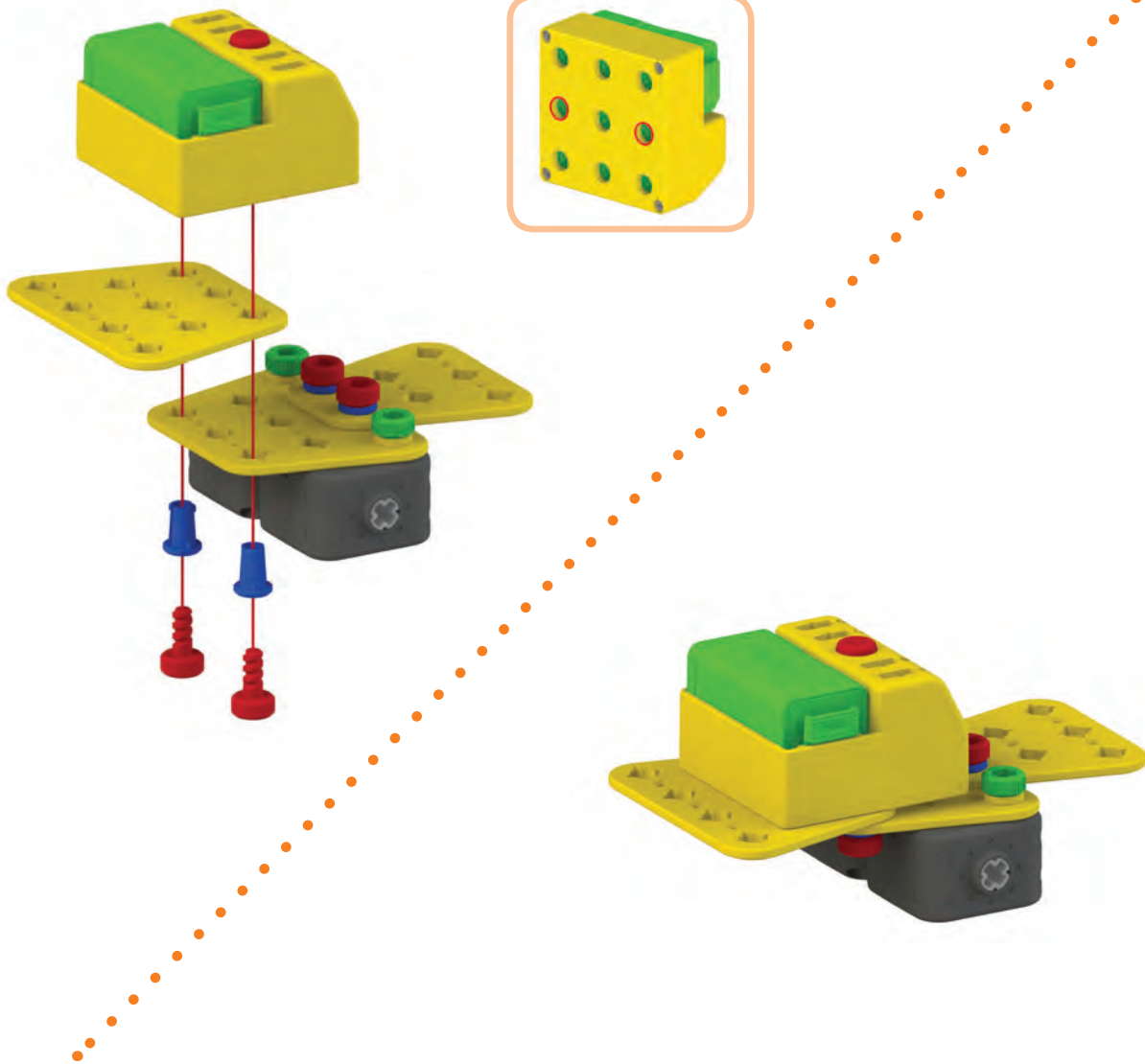
x1

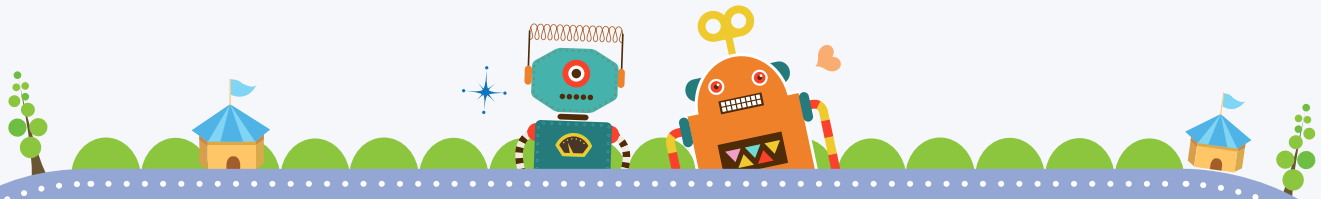


x2



x2





4 Onderdeel



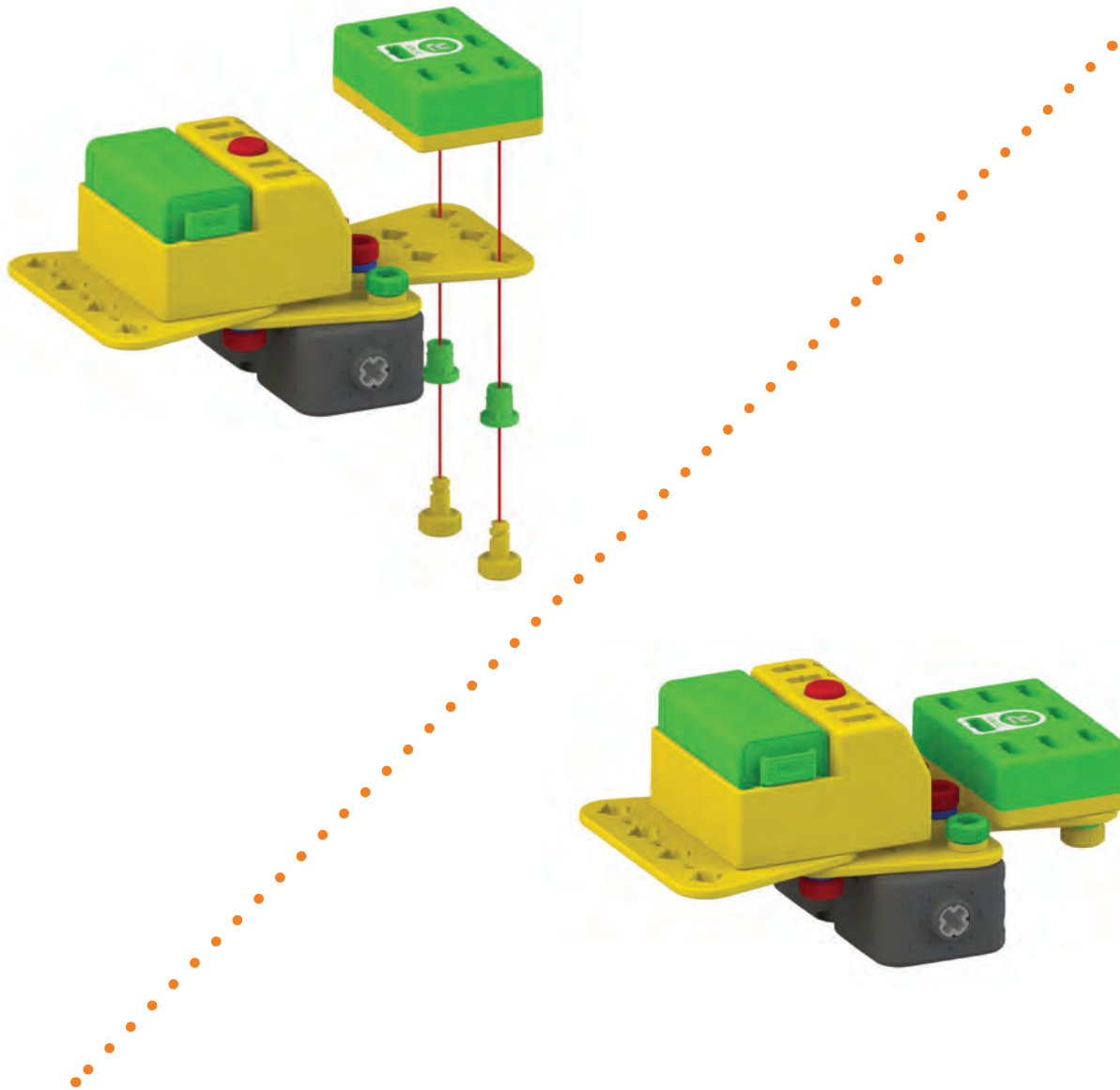
x1



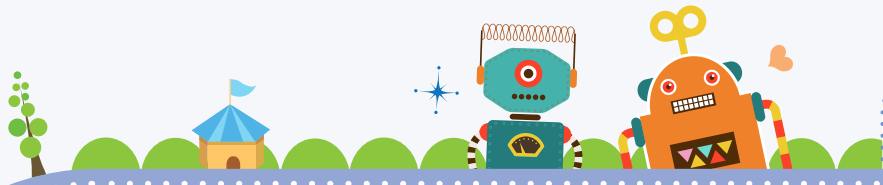
x2



x2







5 Onderdeel



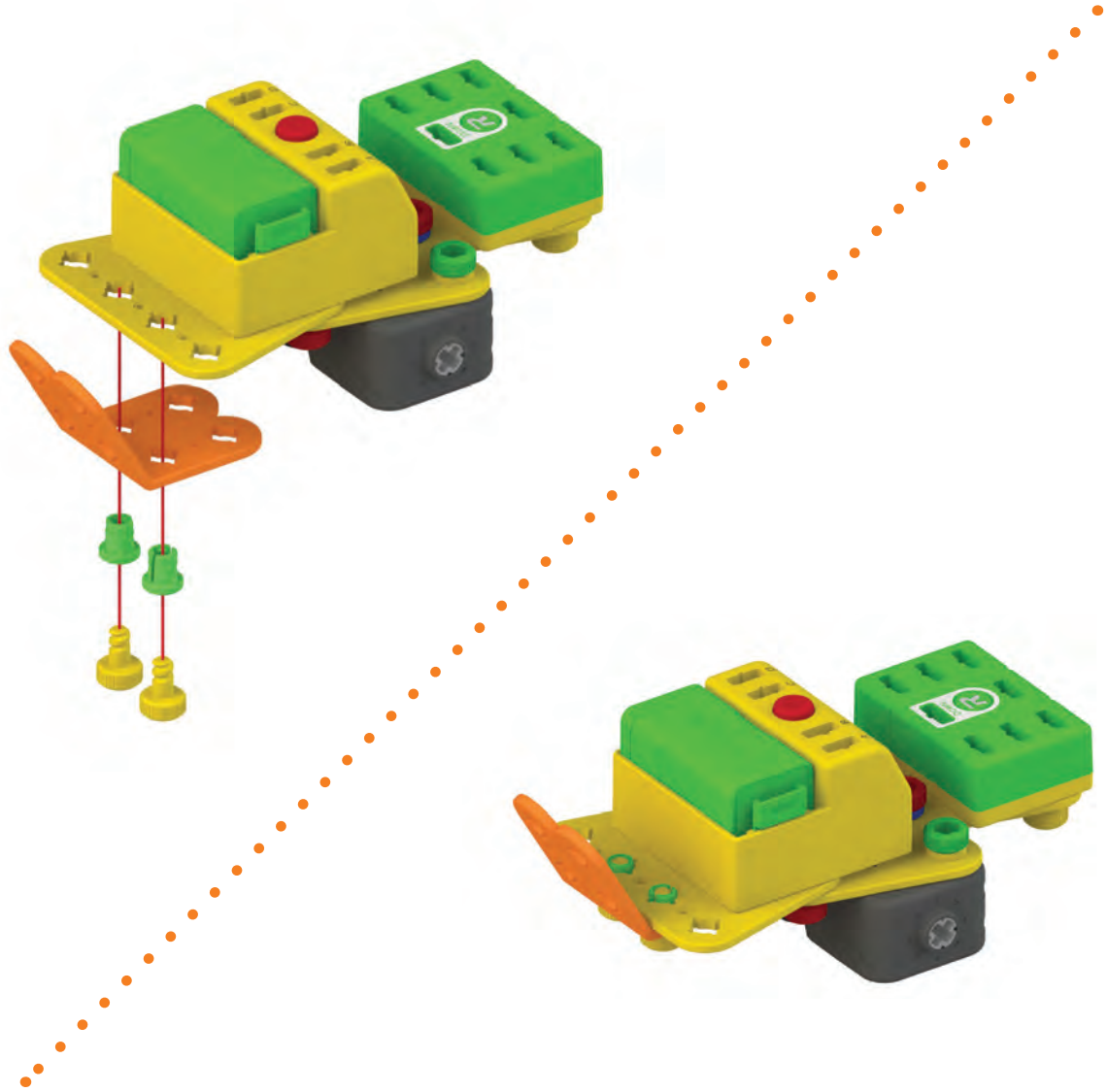
x2

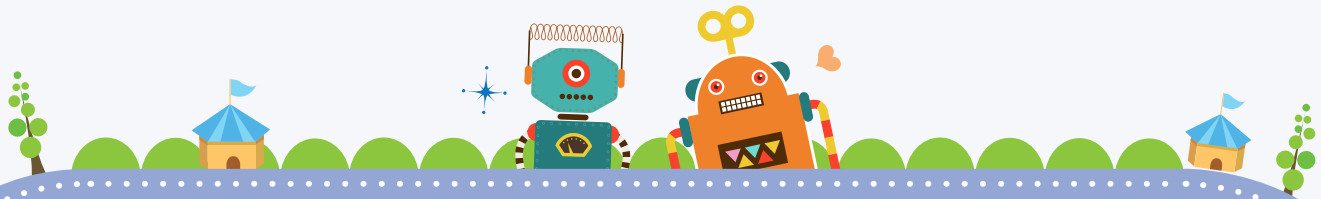


x2



x2





**6** Onderdeel



x1



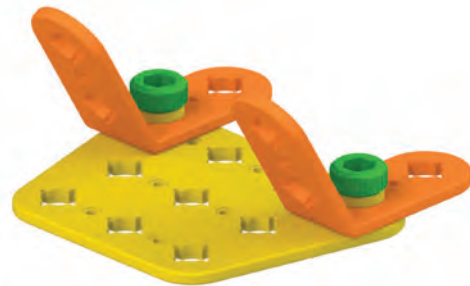
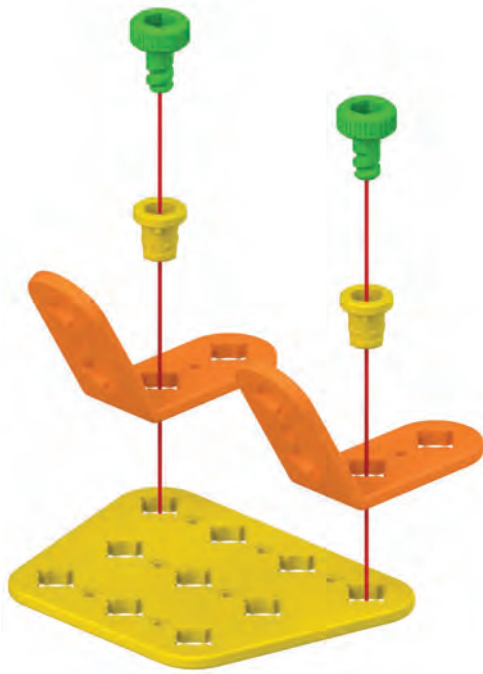
x2

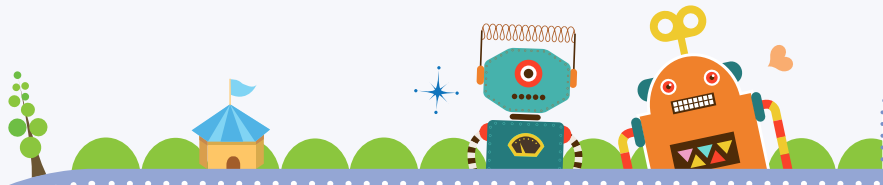


x2



x2





Onderdeel



x1



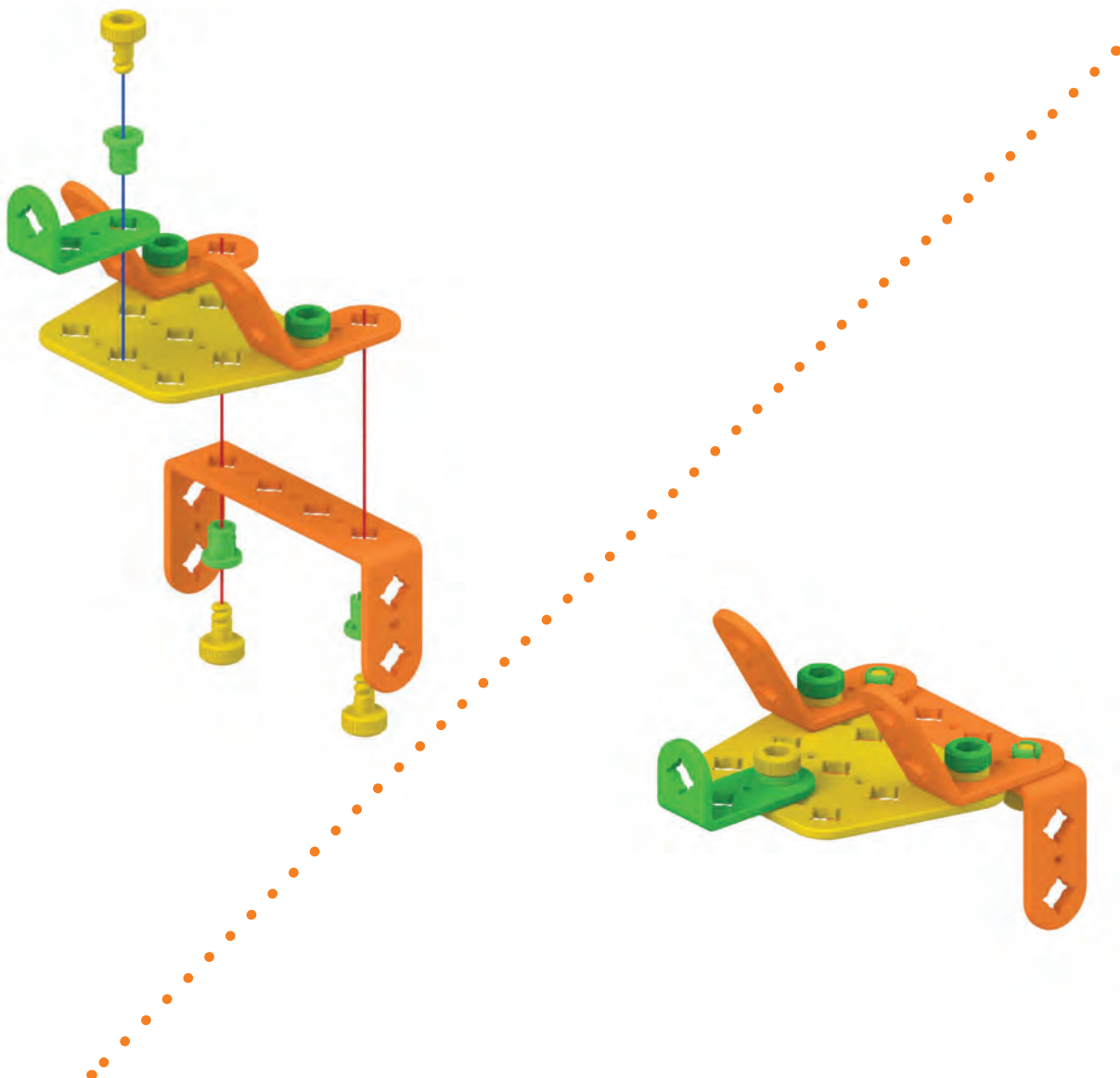
x1

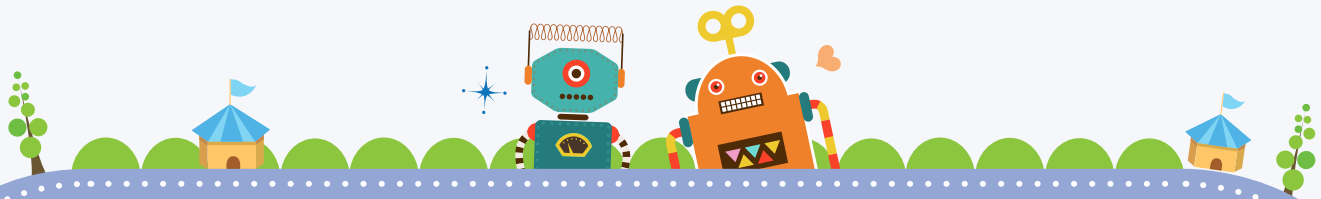


x3



x3





8 Onderdeel



x1



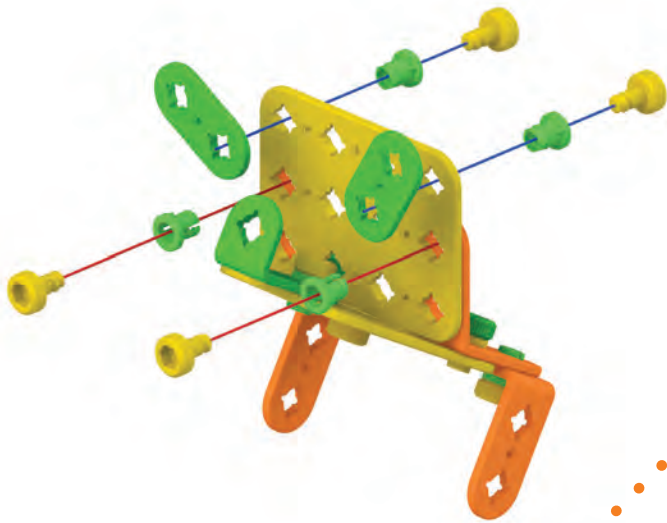
x2

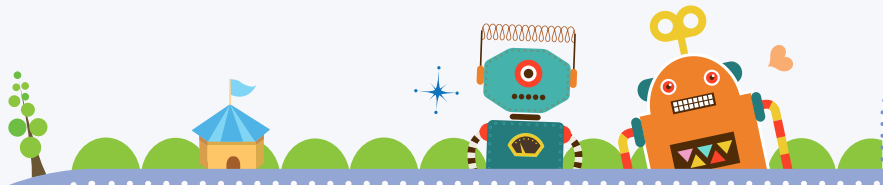


x4



x4





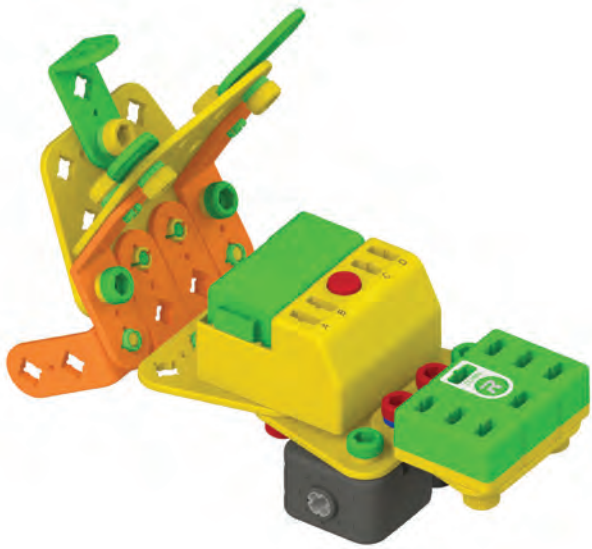
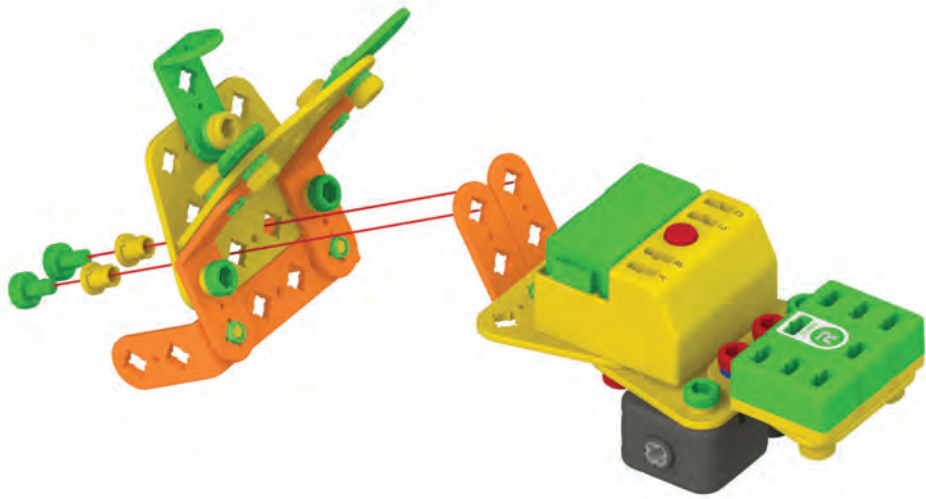
9 Onderdeel

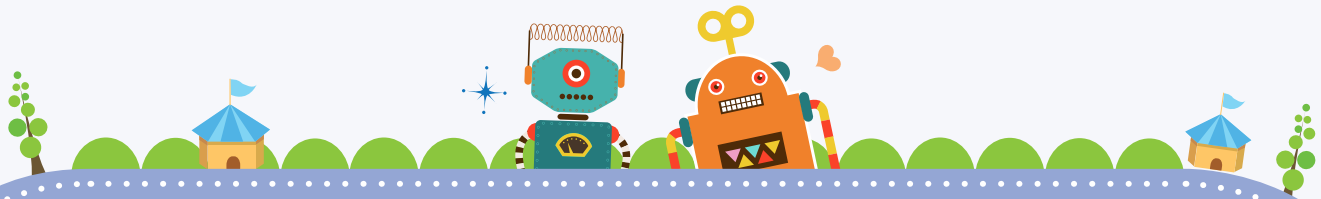


x2



x2





**10** Onderdeel



x2



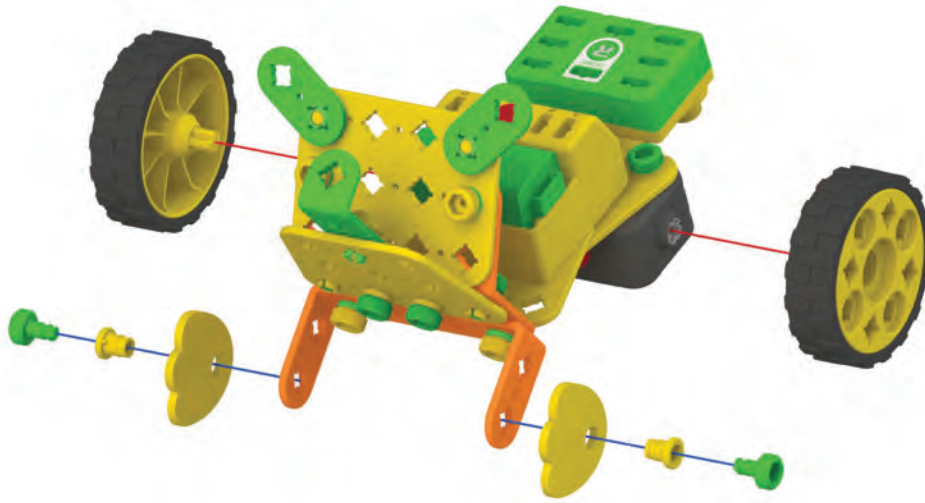
x2

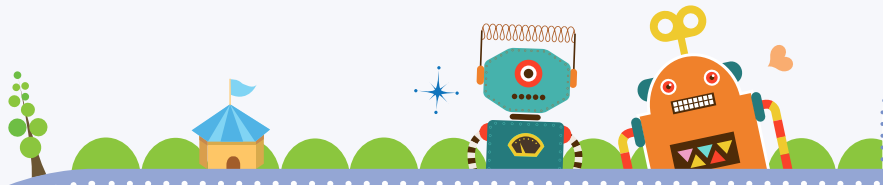


x2



x2





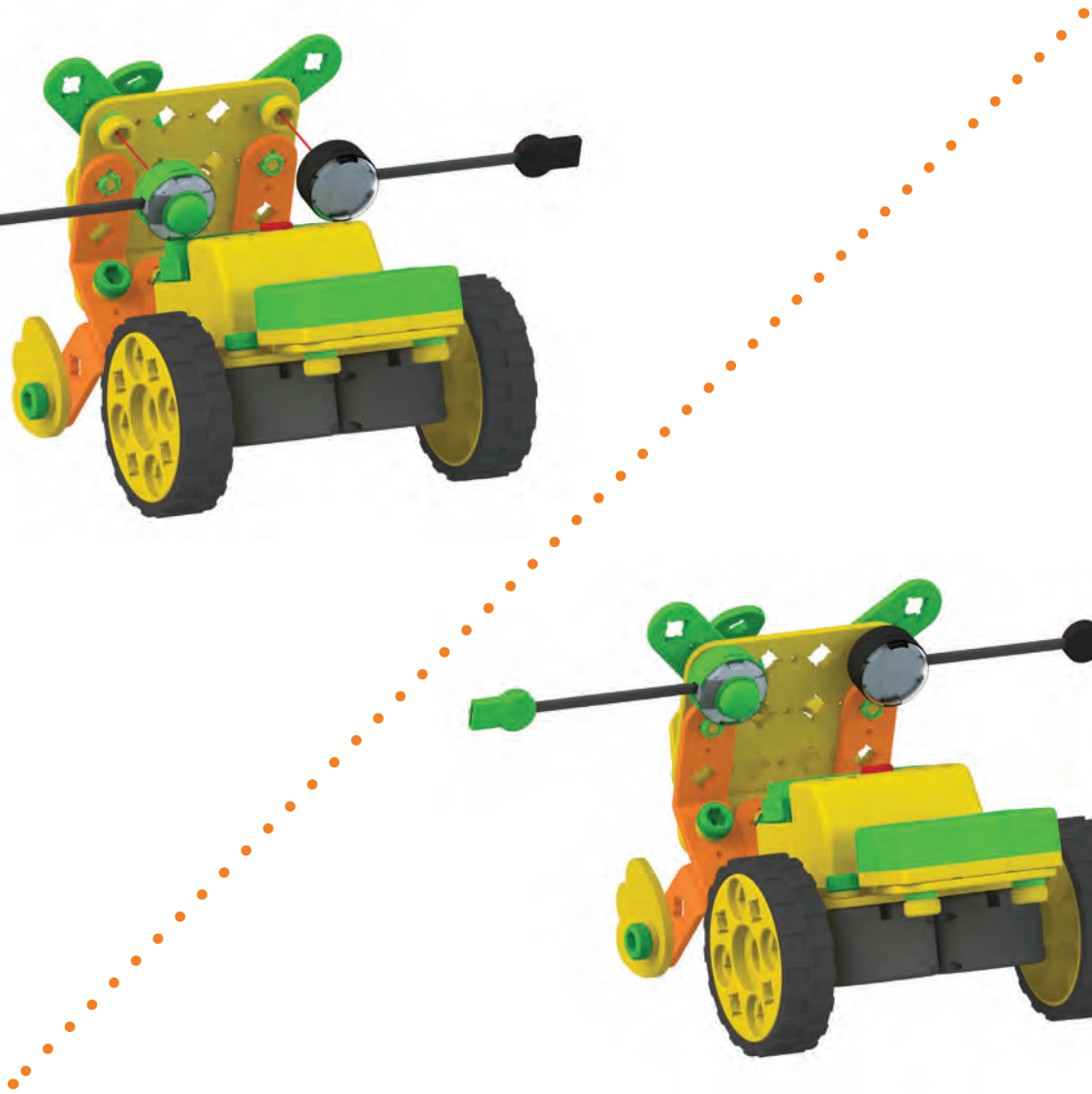
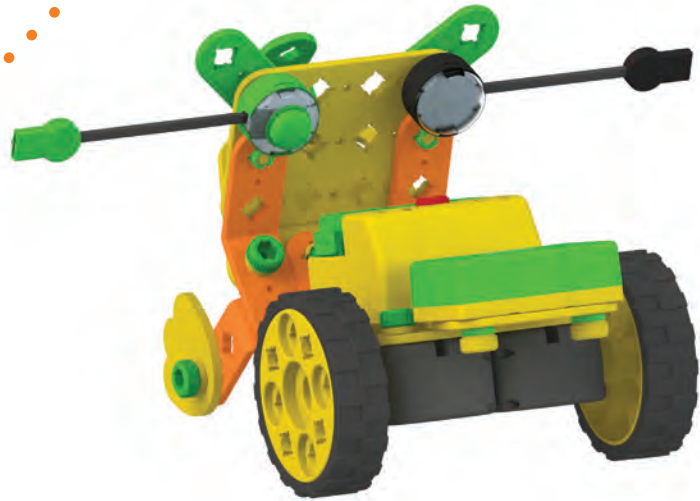
Onderdeel

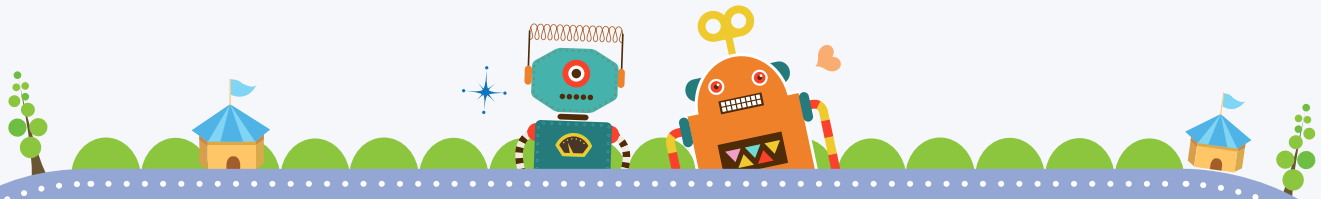


x1

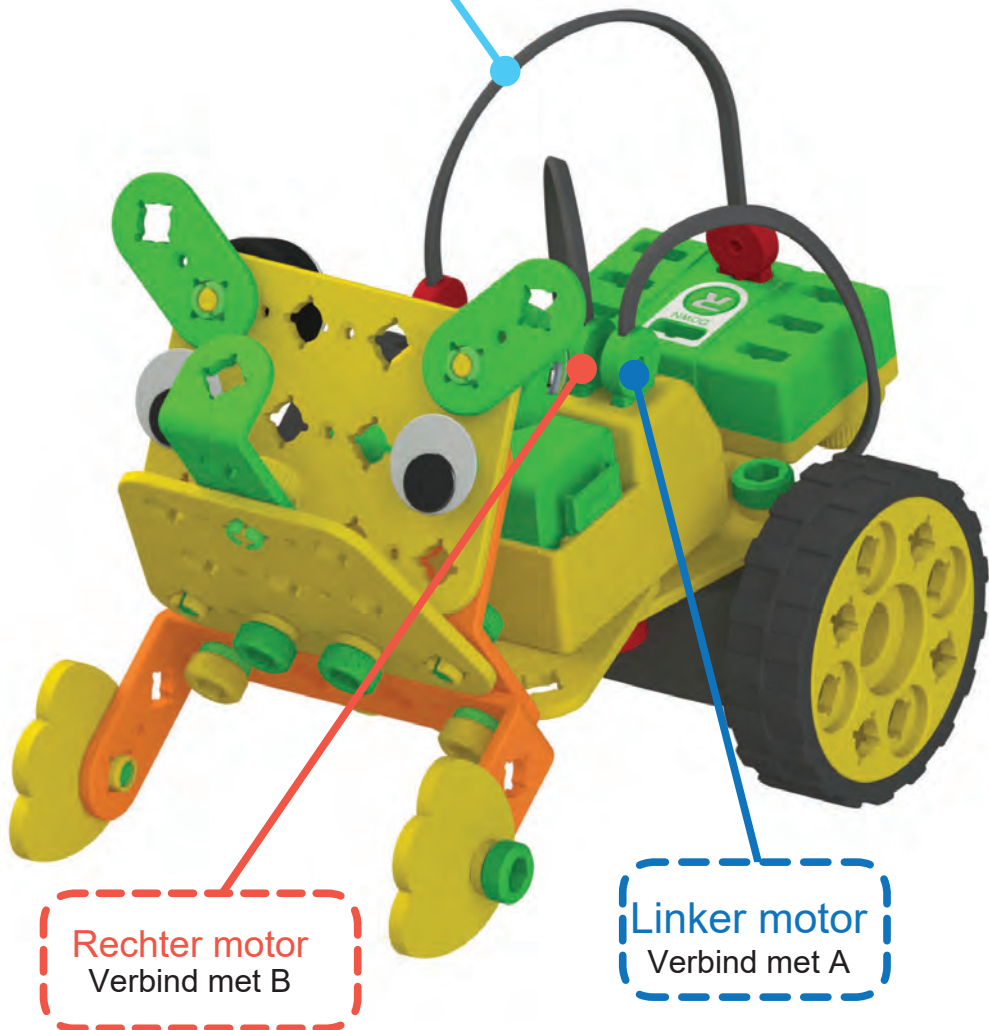


x1





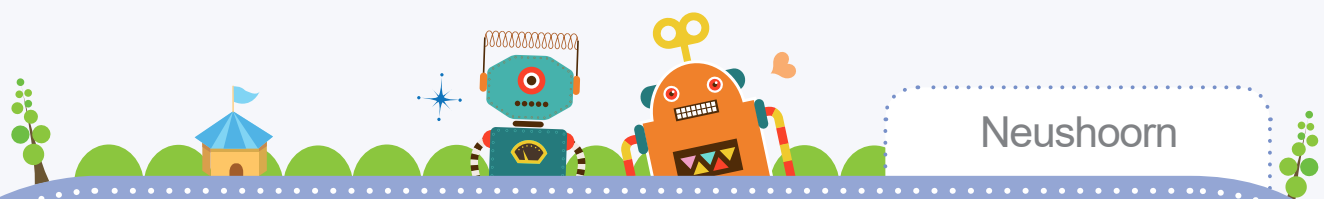
Dubbelzijdige kabel  
Verbind met D en CPU



Rechter motor  
Verbind met B

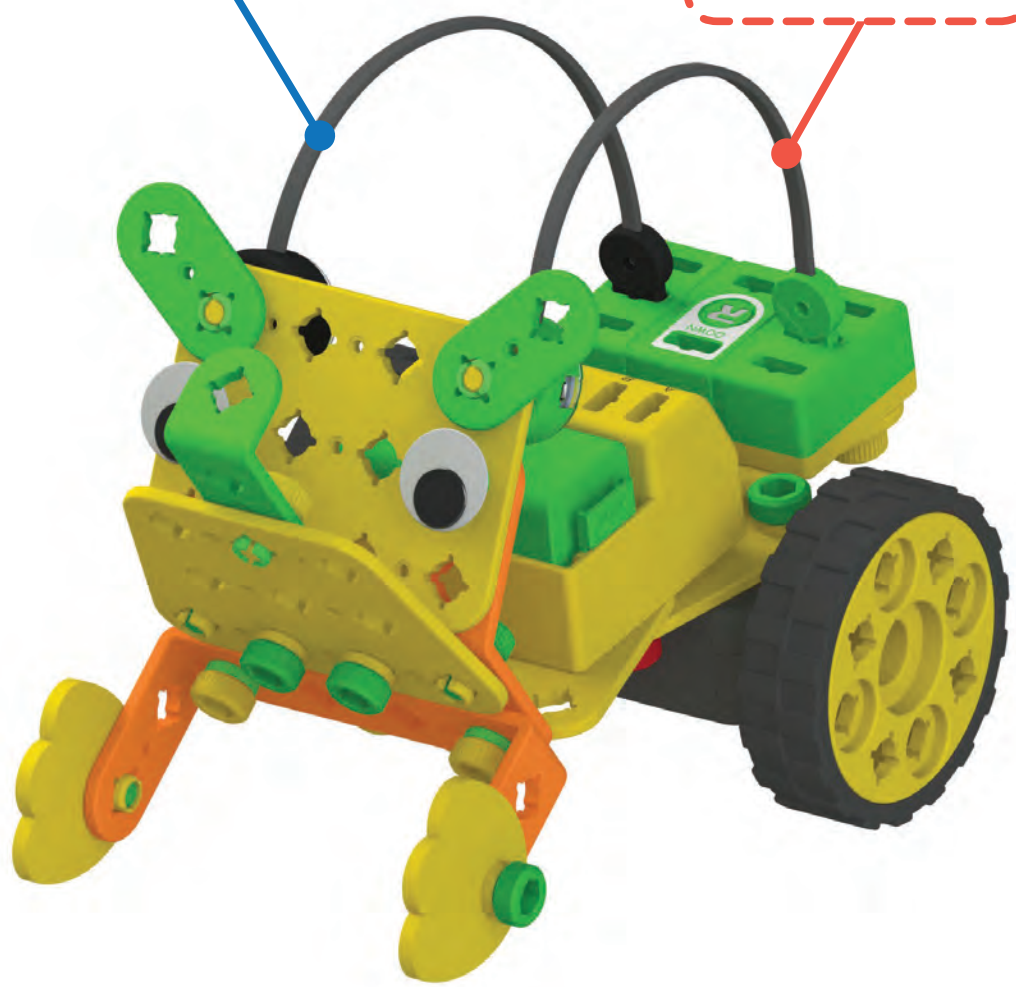
Linker motor  
Verbind met A





Remote ontvanger  
Verbind met CPU

Druksensor(G)  
Verbind met CPU





Codeer de bewegingen van de Neushoorn op het coding bord



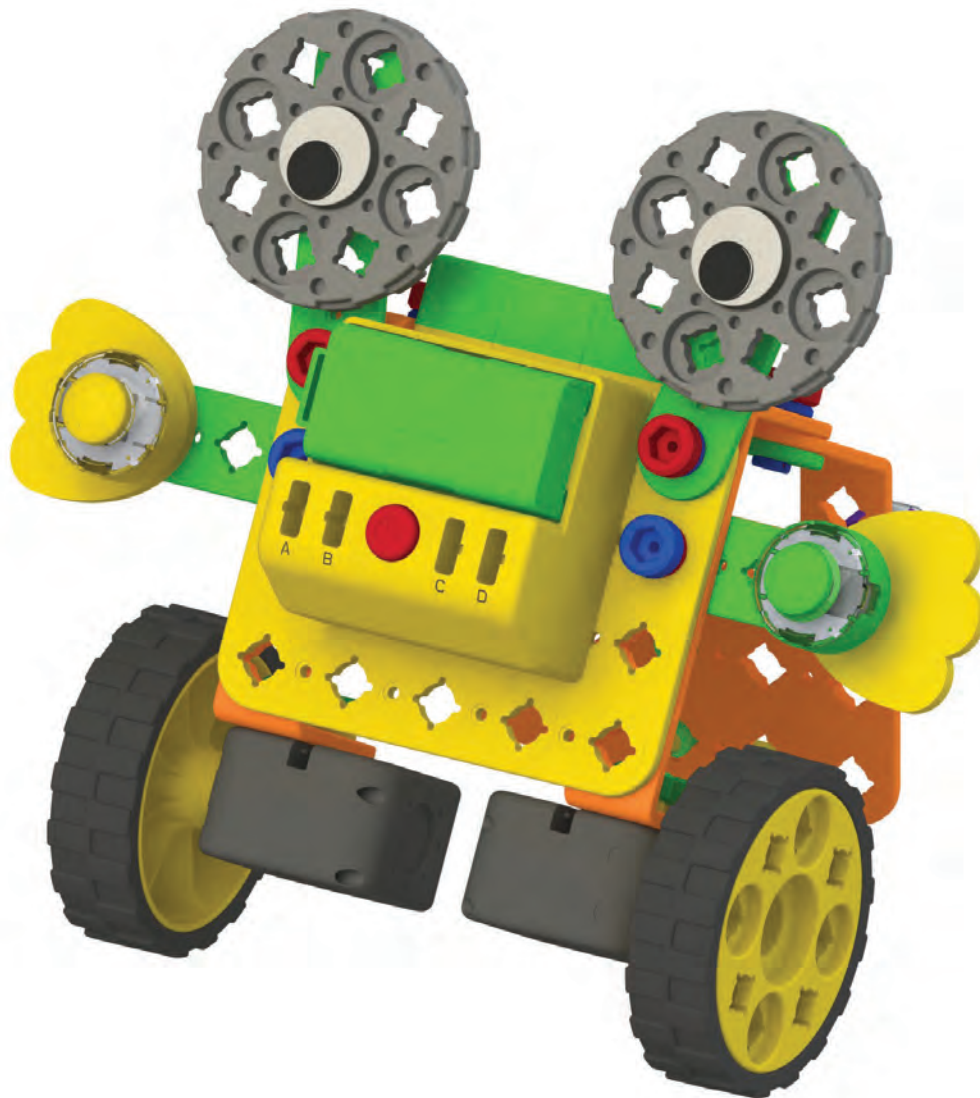
Bestuur de neushoorn met de remote controller.

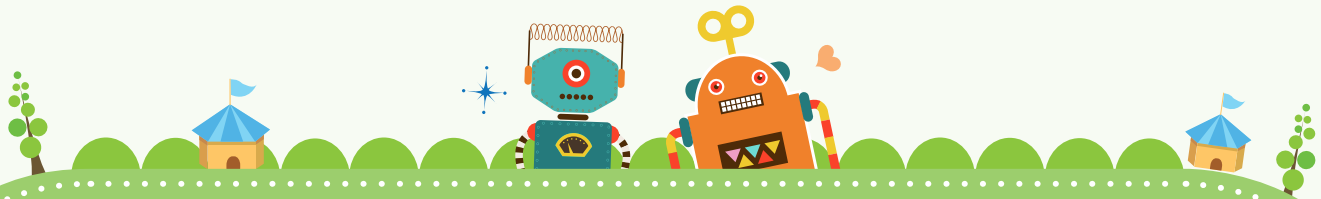
Muziek Bot

S



Speel met de Muziek Bot!





Onderdeel



x2



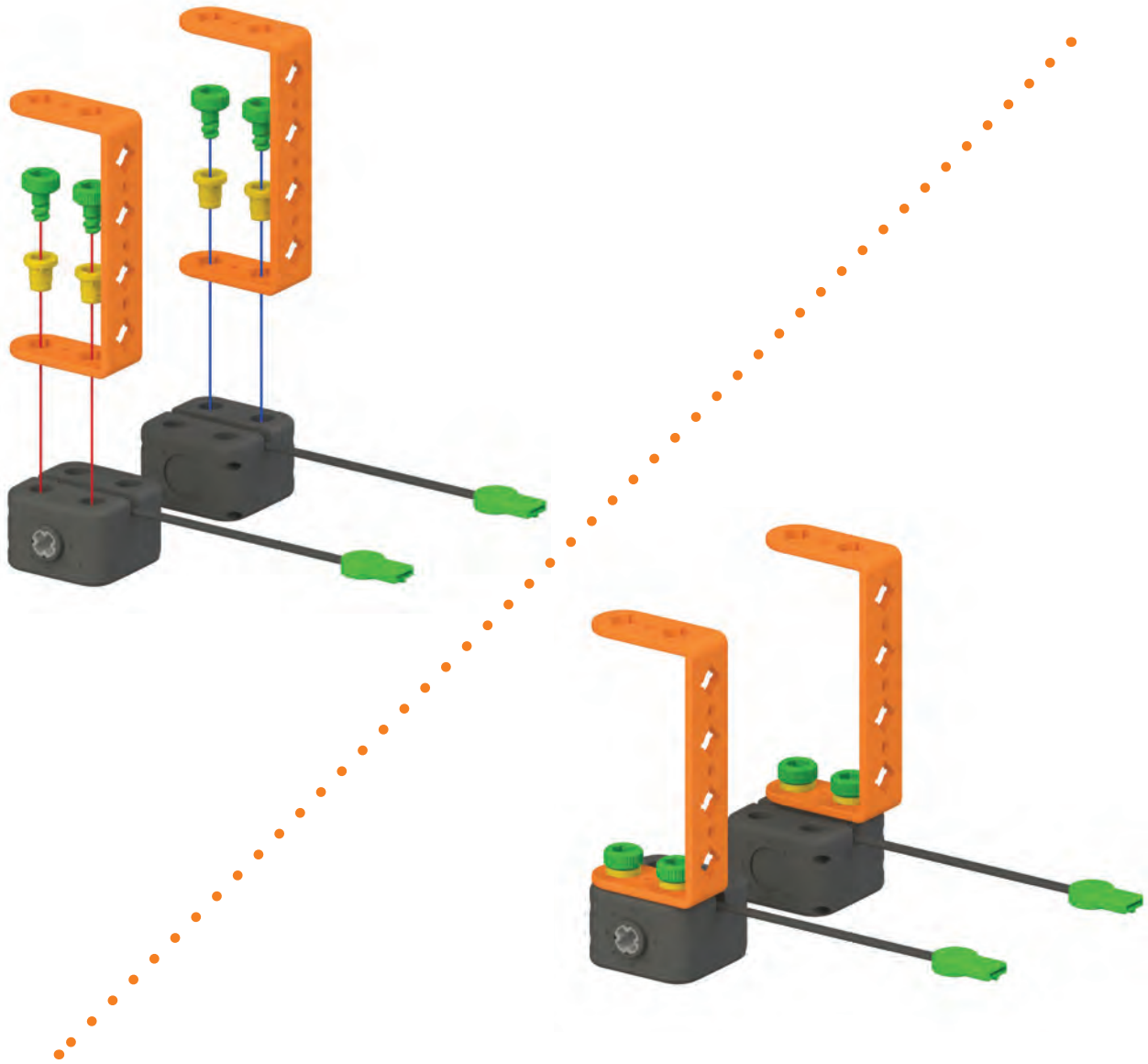
x2

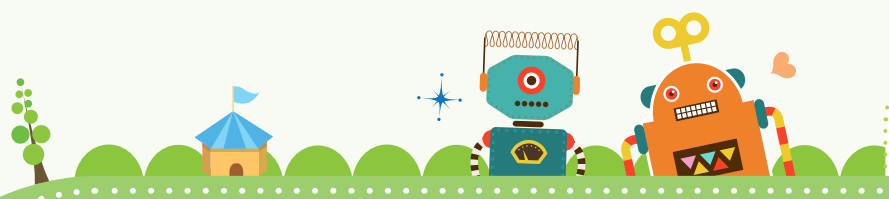


x4

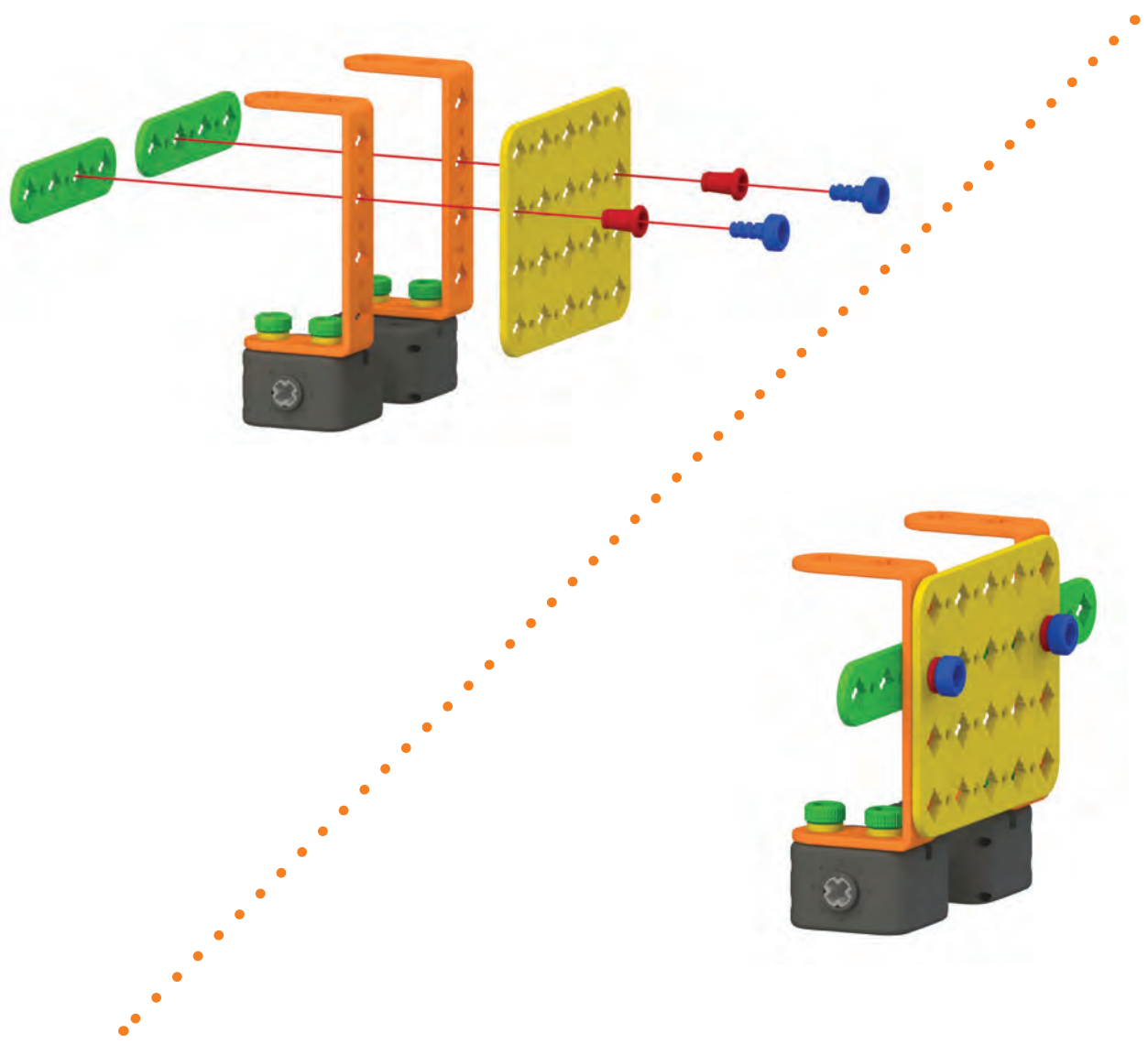
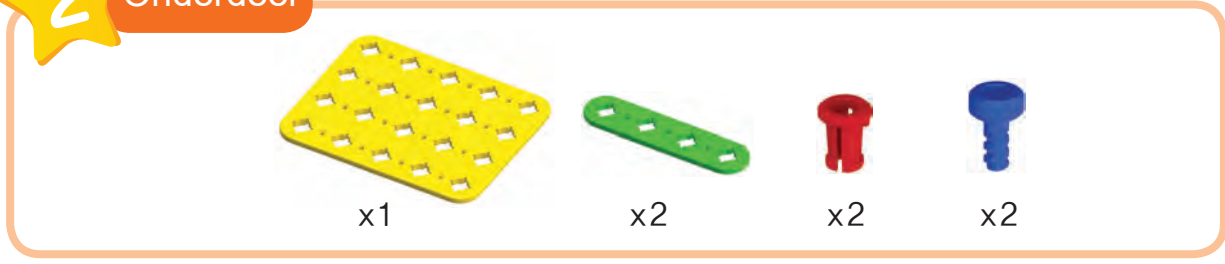


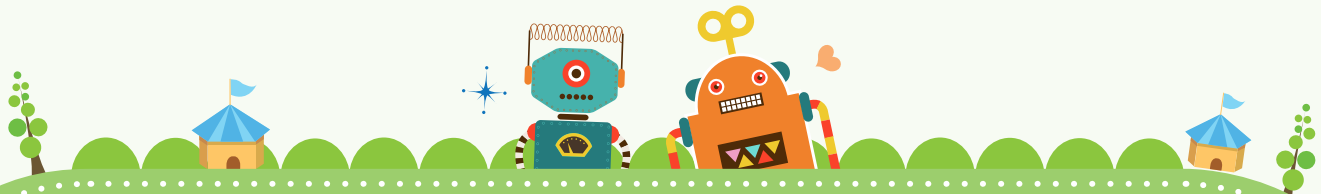
x4





2 Onderdeel





3 Onderdeel



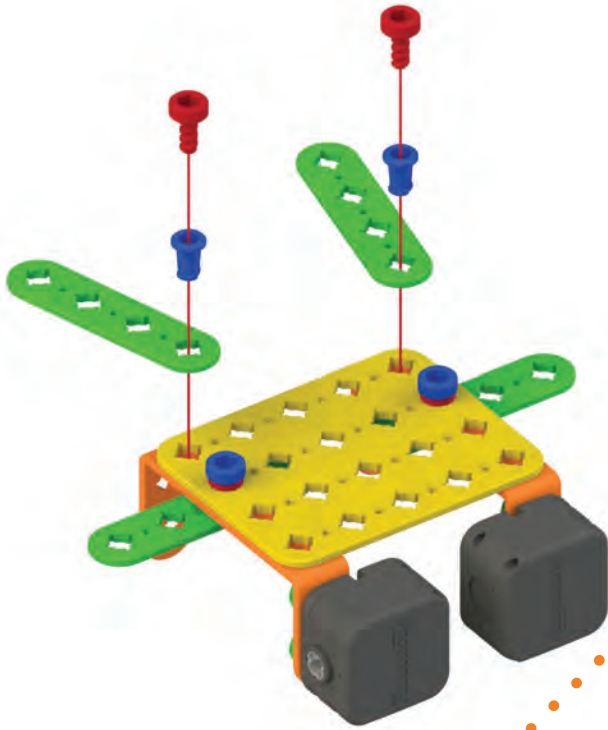
x2

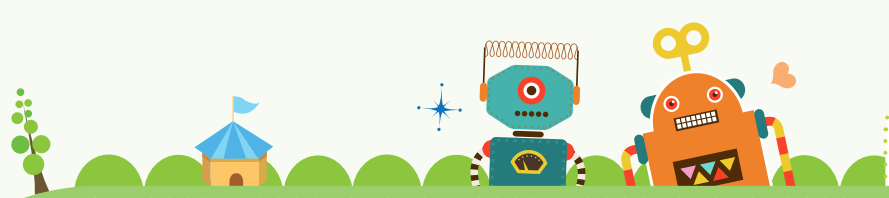


x2



x2





4 Onderdeel



x2



x2



x2



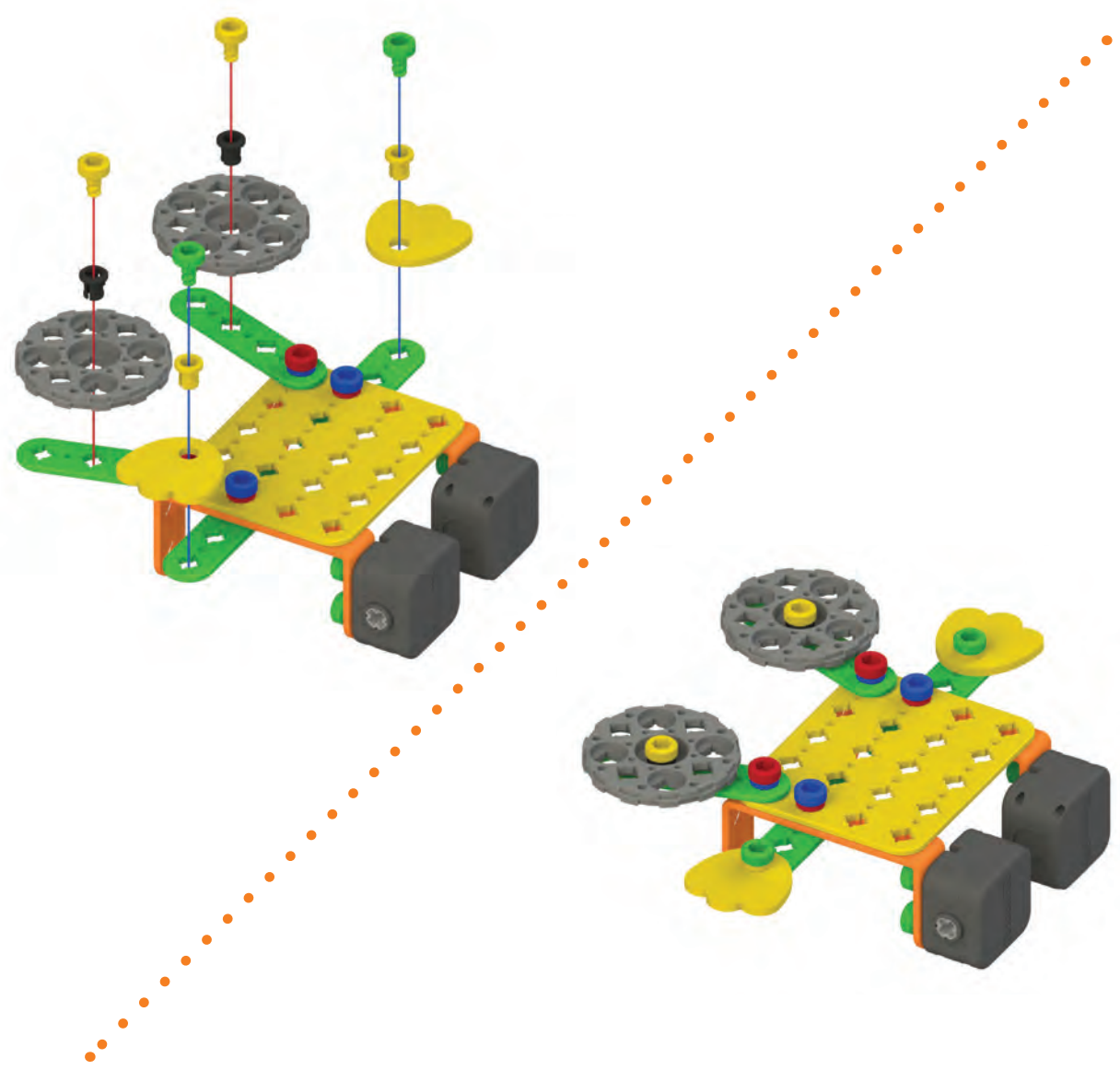
x2

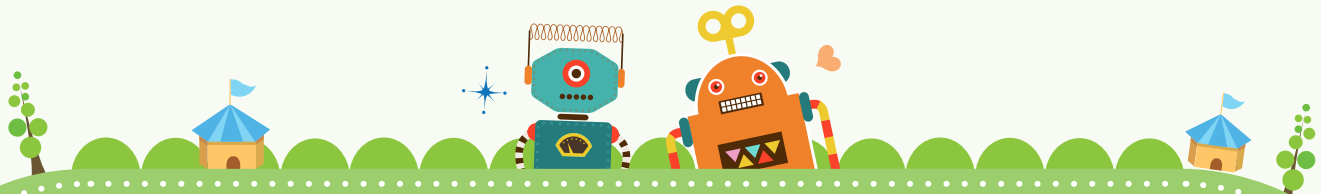


x2



x2





5 Onderdeel



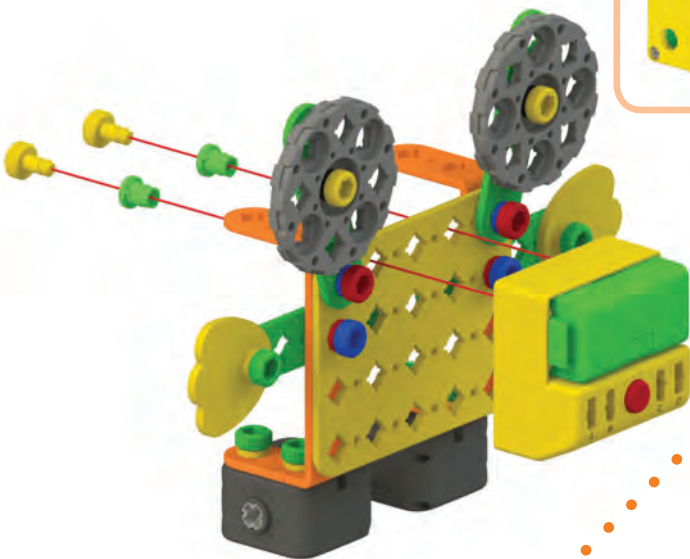
x1



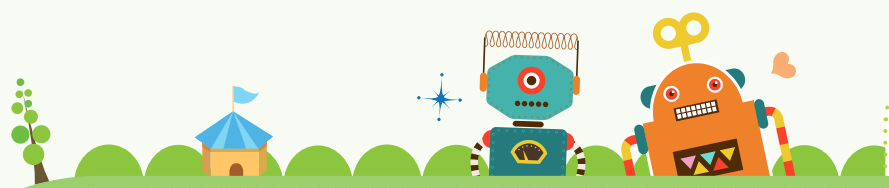
x2



x2







6 Onderdeel



x1



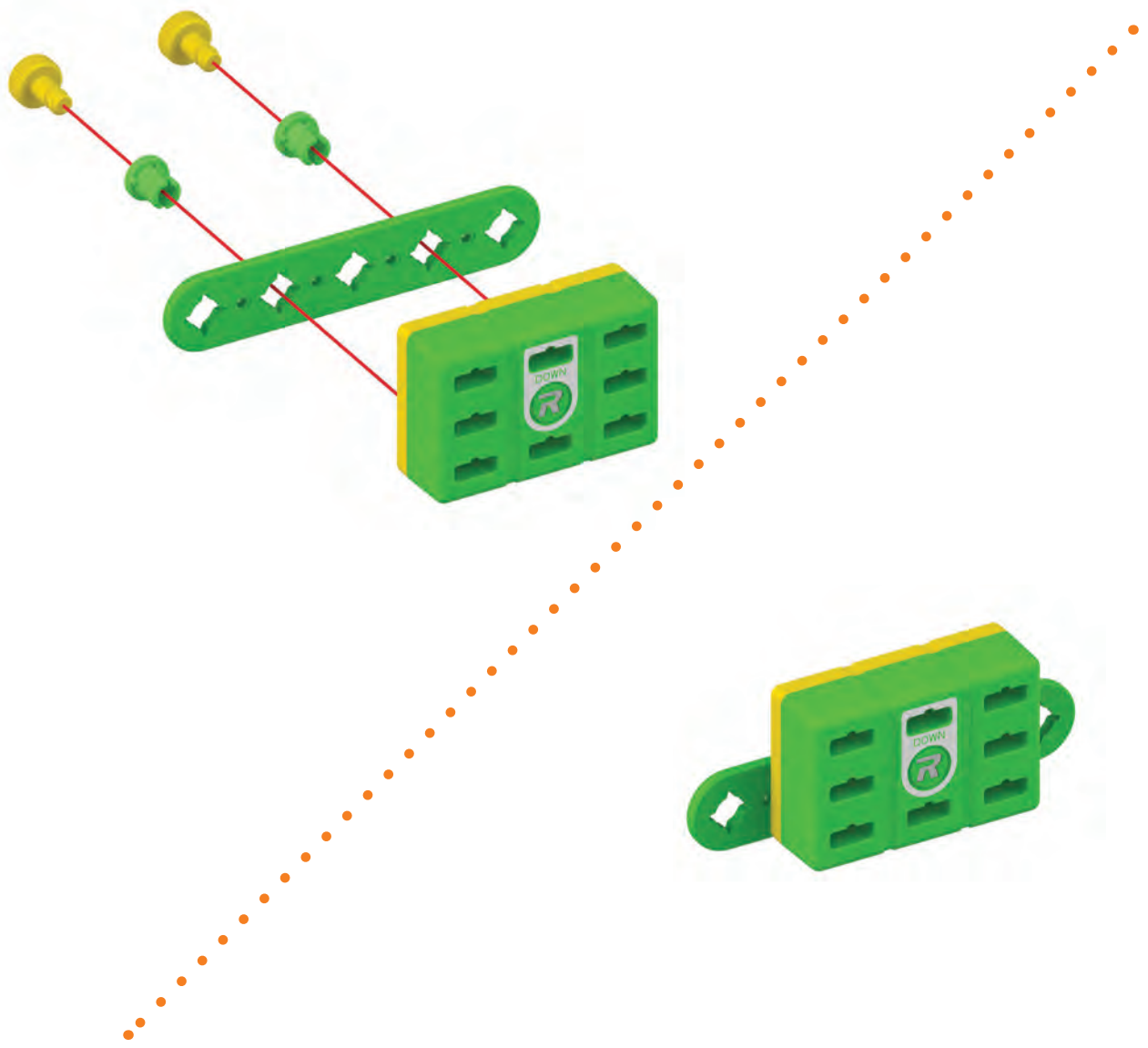
x1

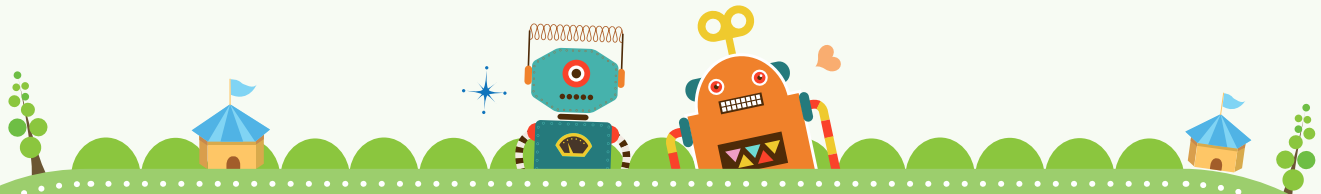


x2



x2





Onderdeel



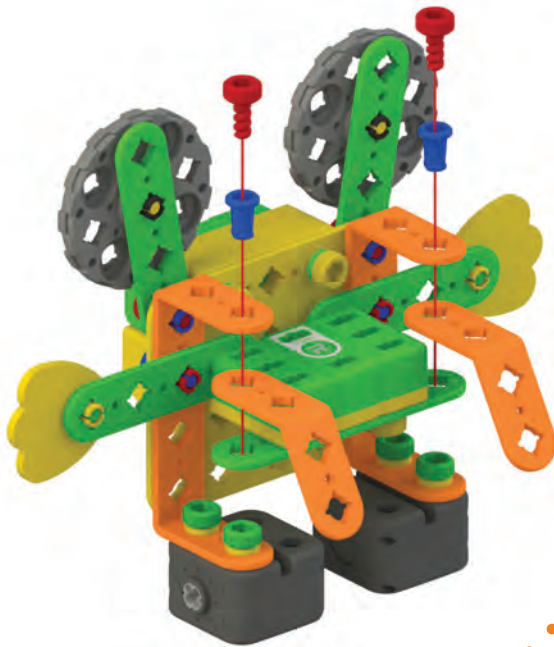
x2

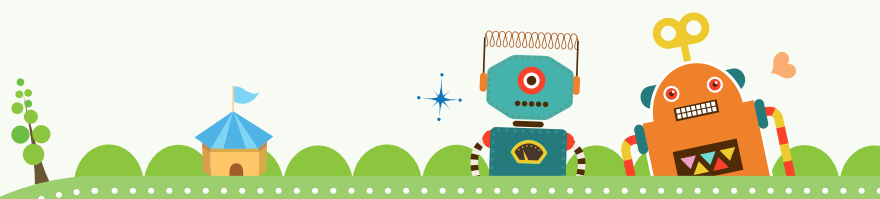


x2



x2





8 Onderdeel



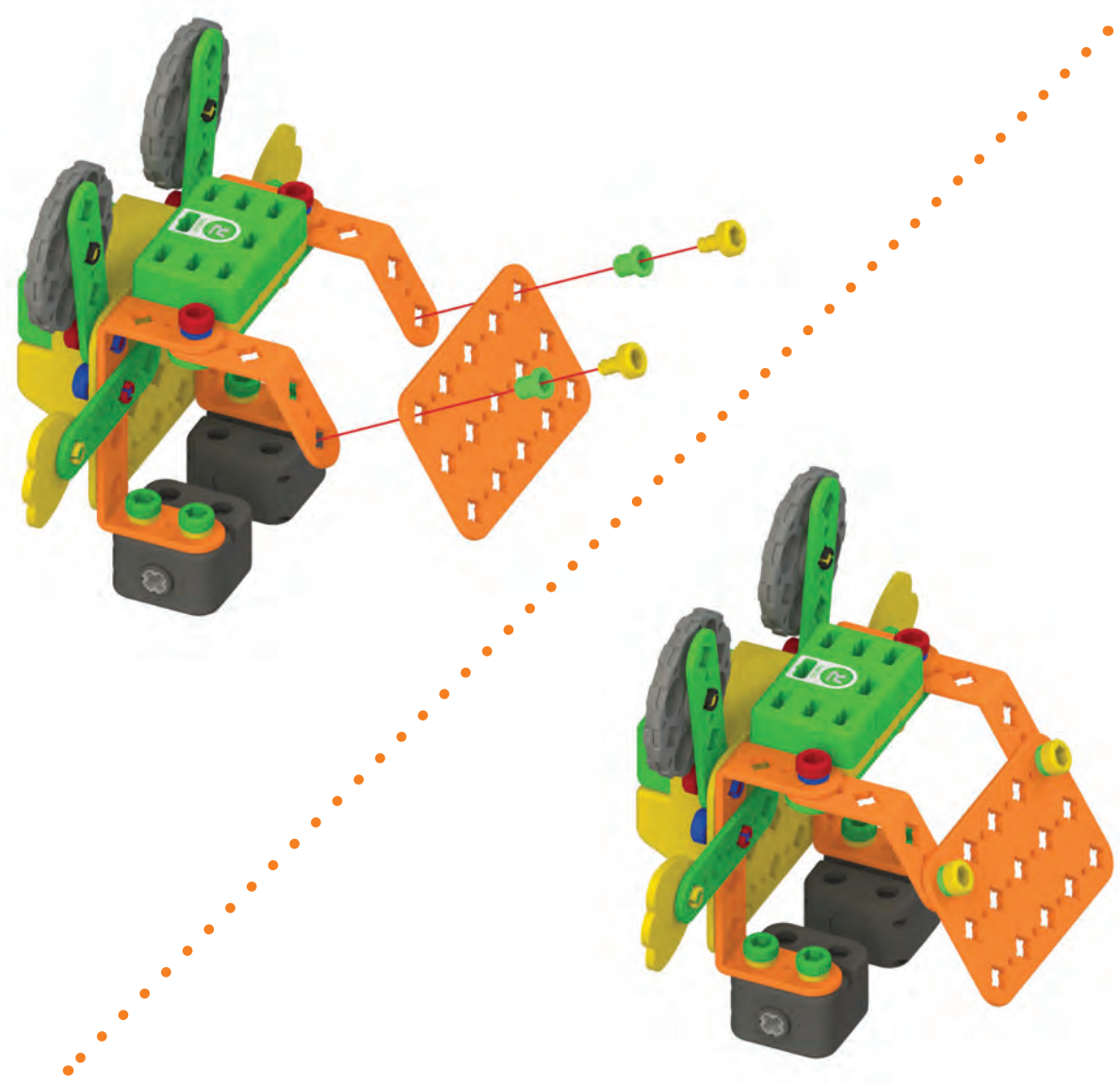
x1

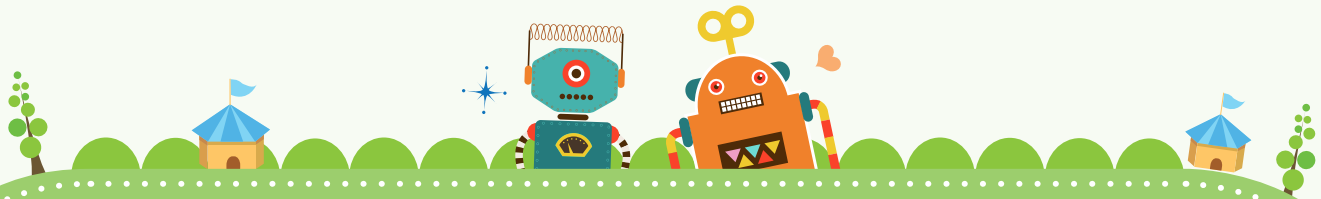


x2



x2





9 Onderdeel



x1



x1



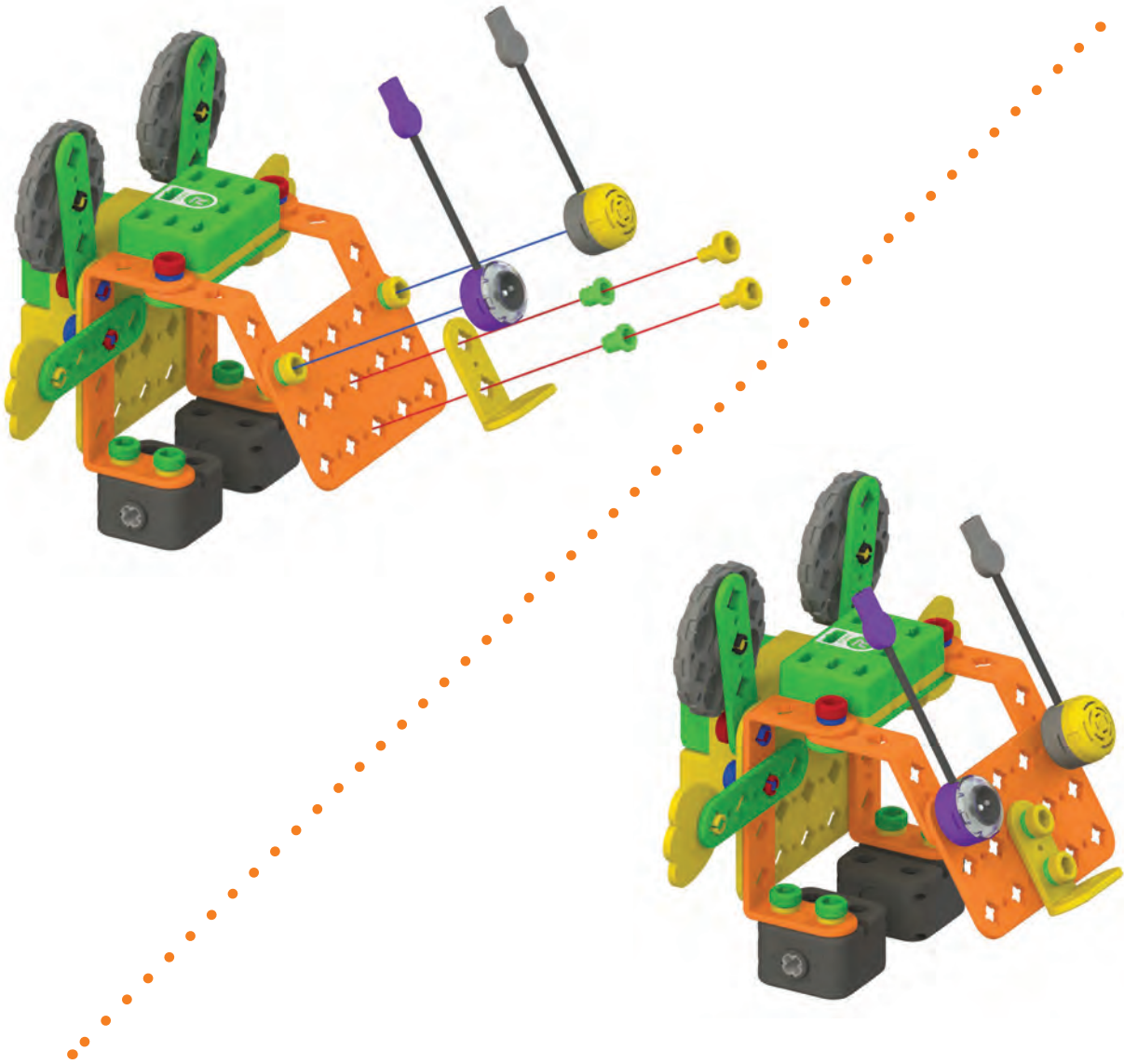
x1

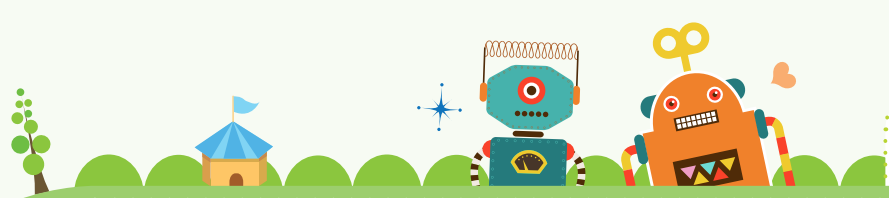


x2



x2





10 Onderdeel



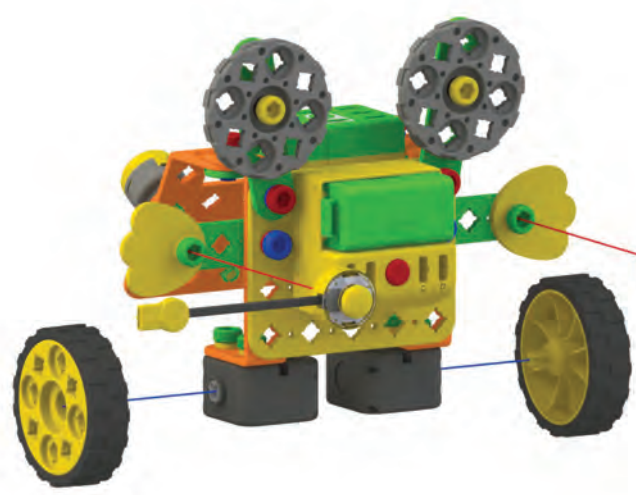
x2

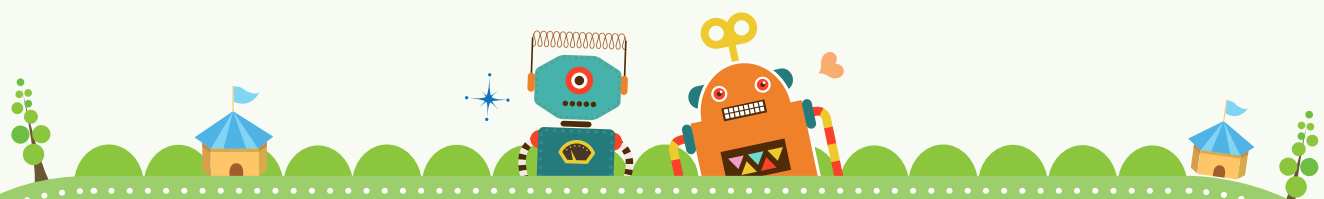


x1

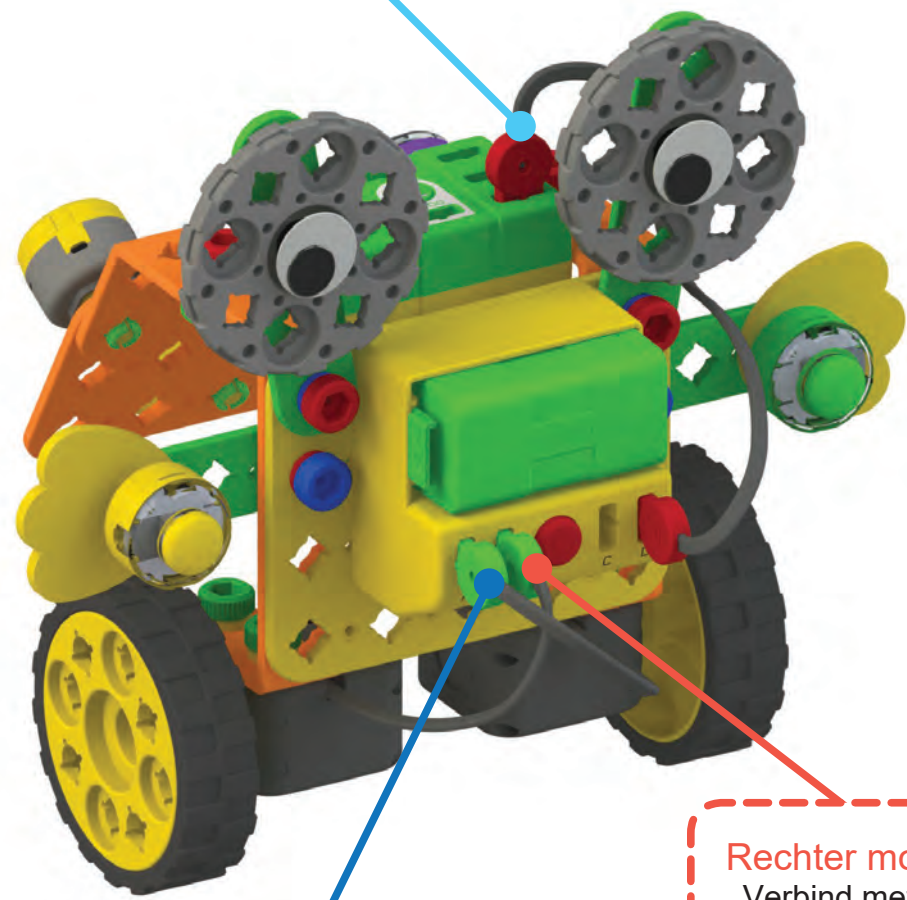


x1



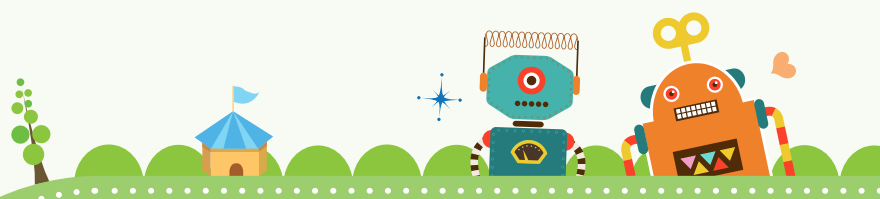


Dubbelzijdige kabel  
Verbind met D en CPU

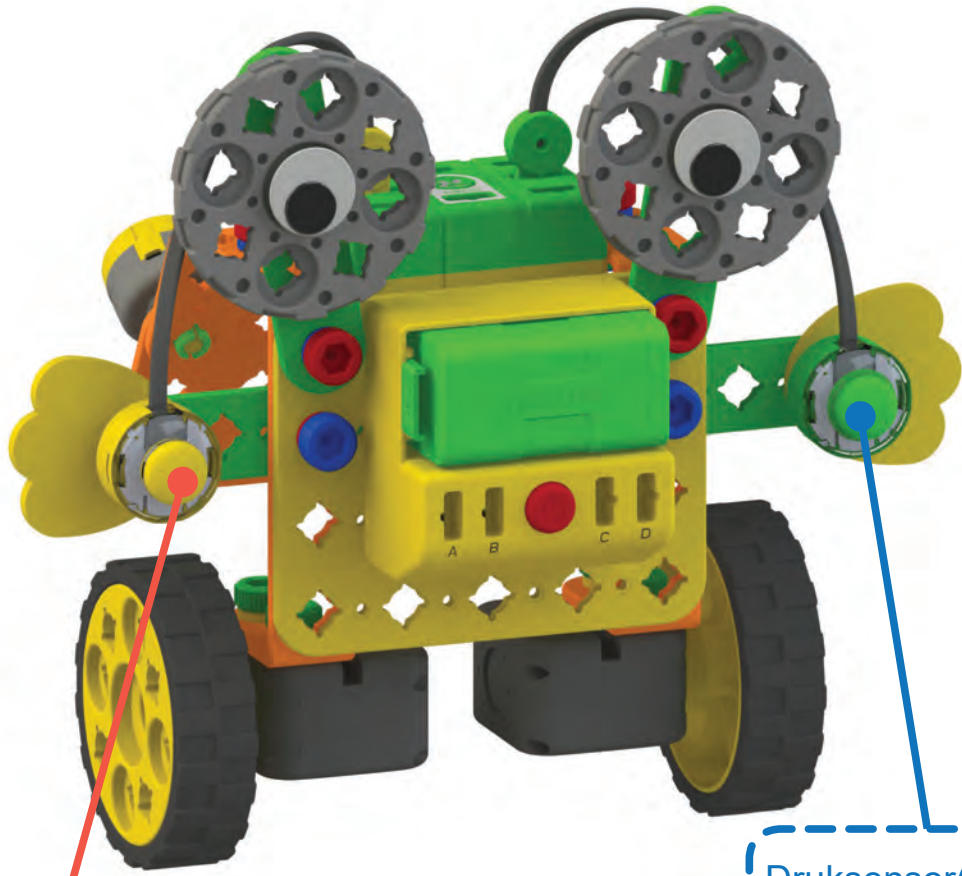


Linker motor  
Verbind met A

Rechter motor  
Verbind met B

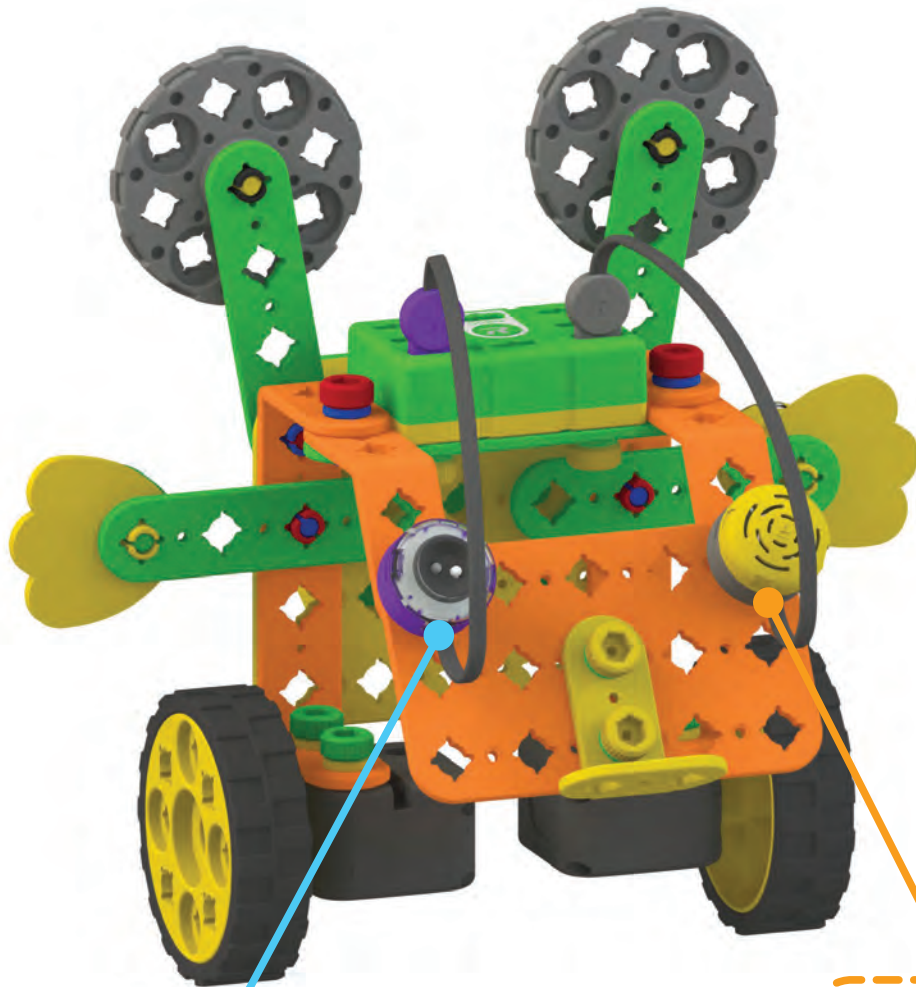
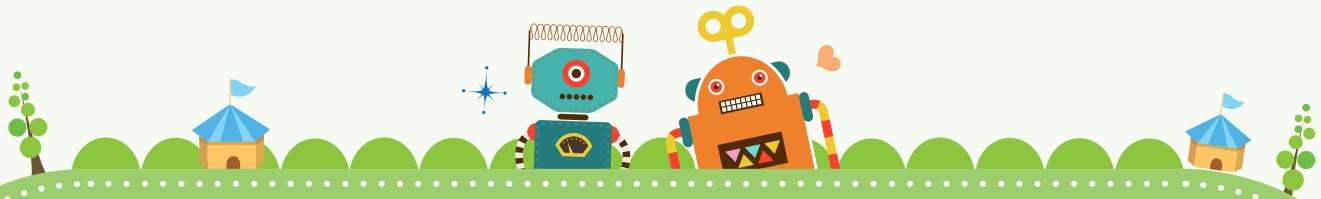


# Muziek Bot



Druksensor(Y)  
Verbind met CPU

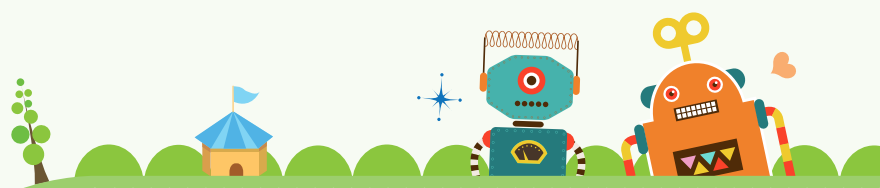
Druksensor(G)  
Verbind met CPU



IR Sensor  
Verbind met CPU

Muziek module  
Verbind met CPU



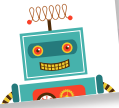


We gaan coderen

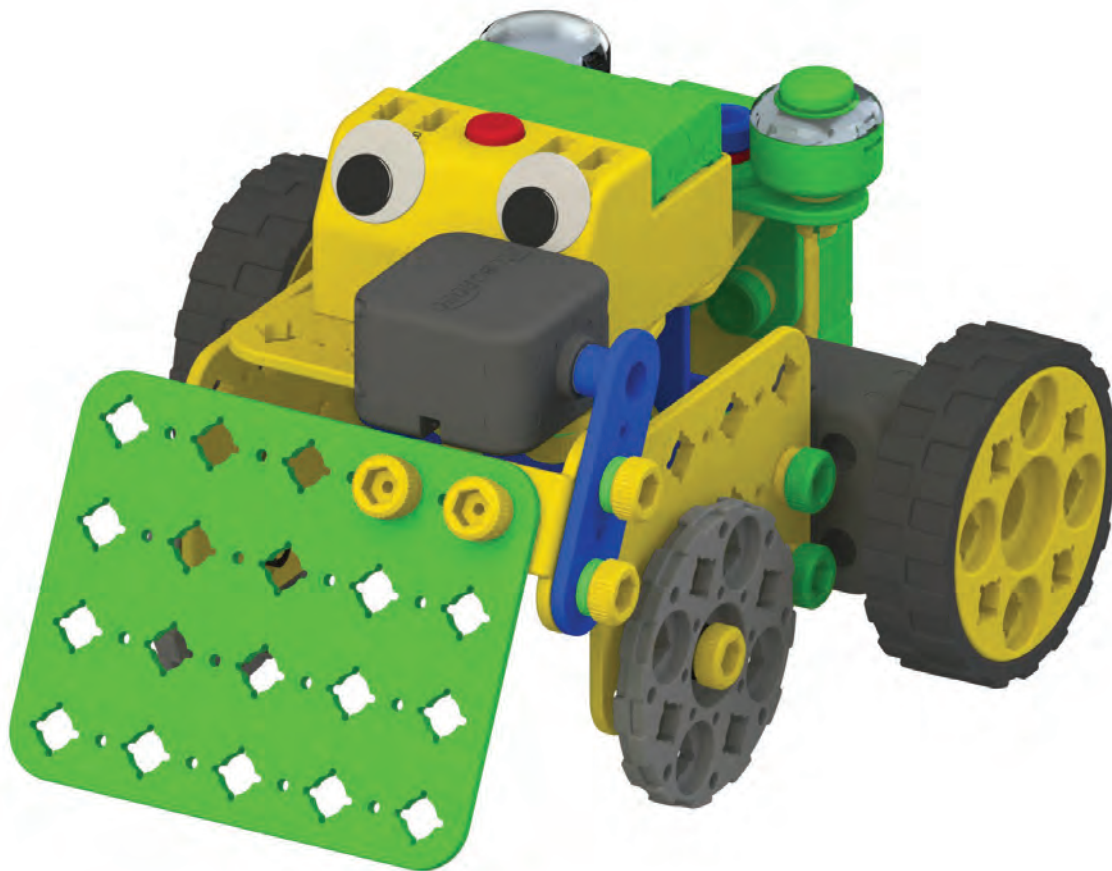
Codeer activiteiten van de Muziek Bot op het coding bord.

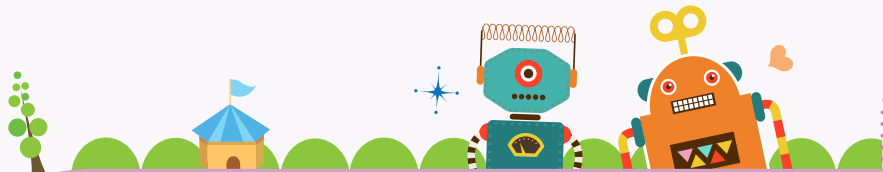


Bestuur de muziek bot met de IR sensor en druksensoren.



Werken met de Schoonmaak Bot!





Onderdeel



x2



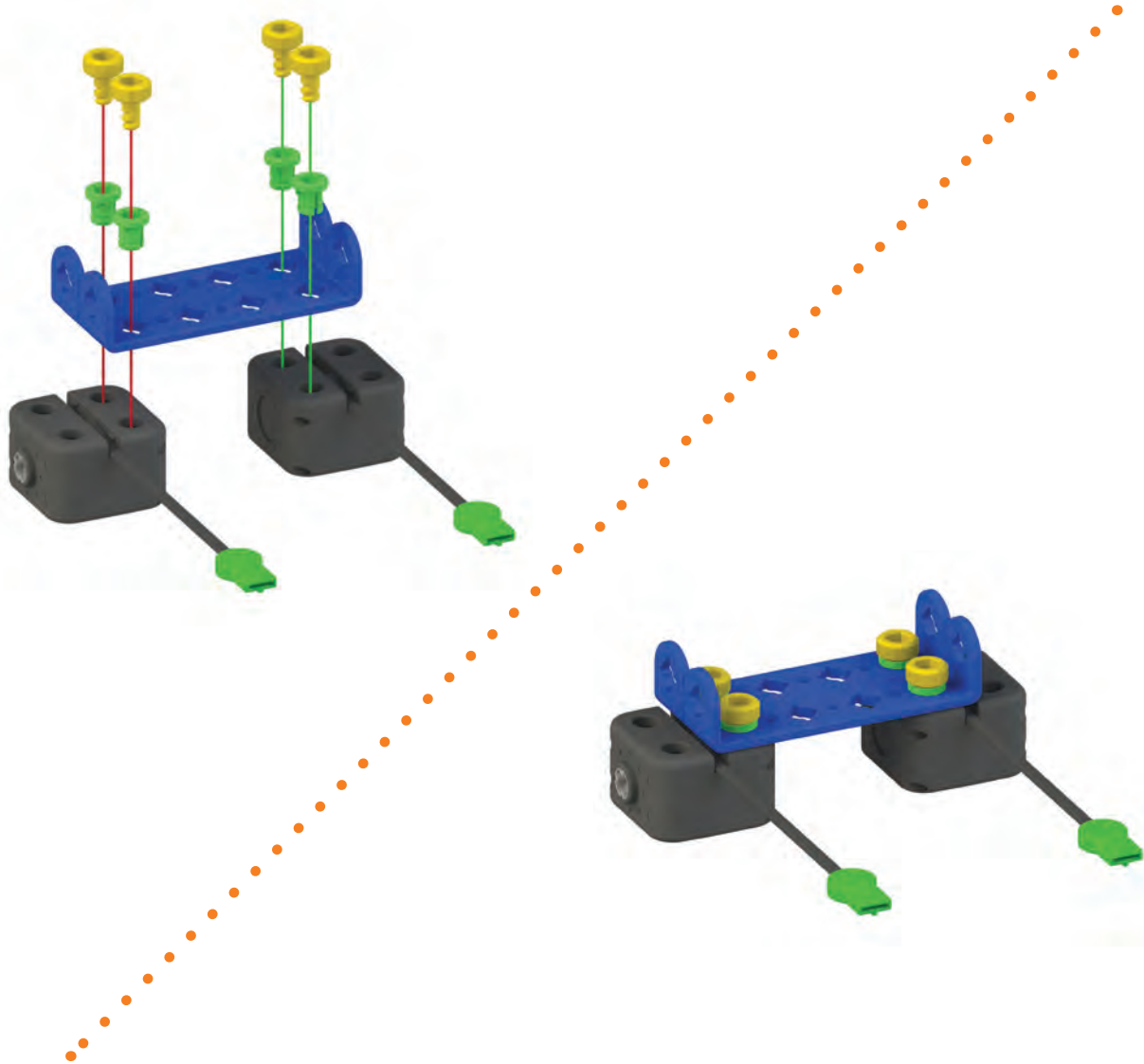
x2

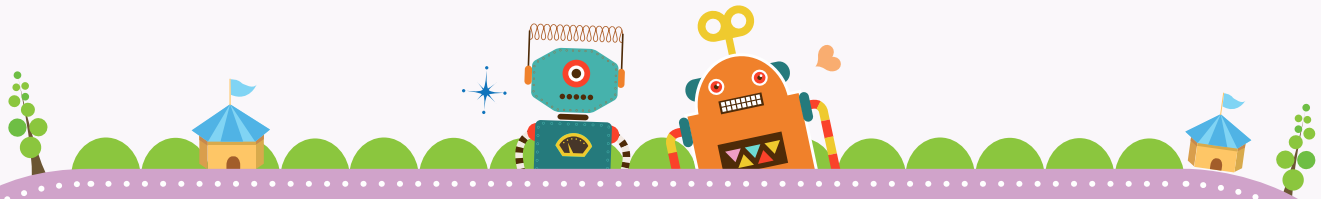


x4



x4





2 Onderdeel



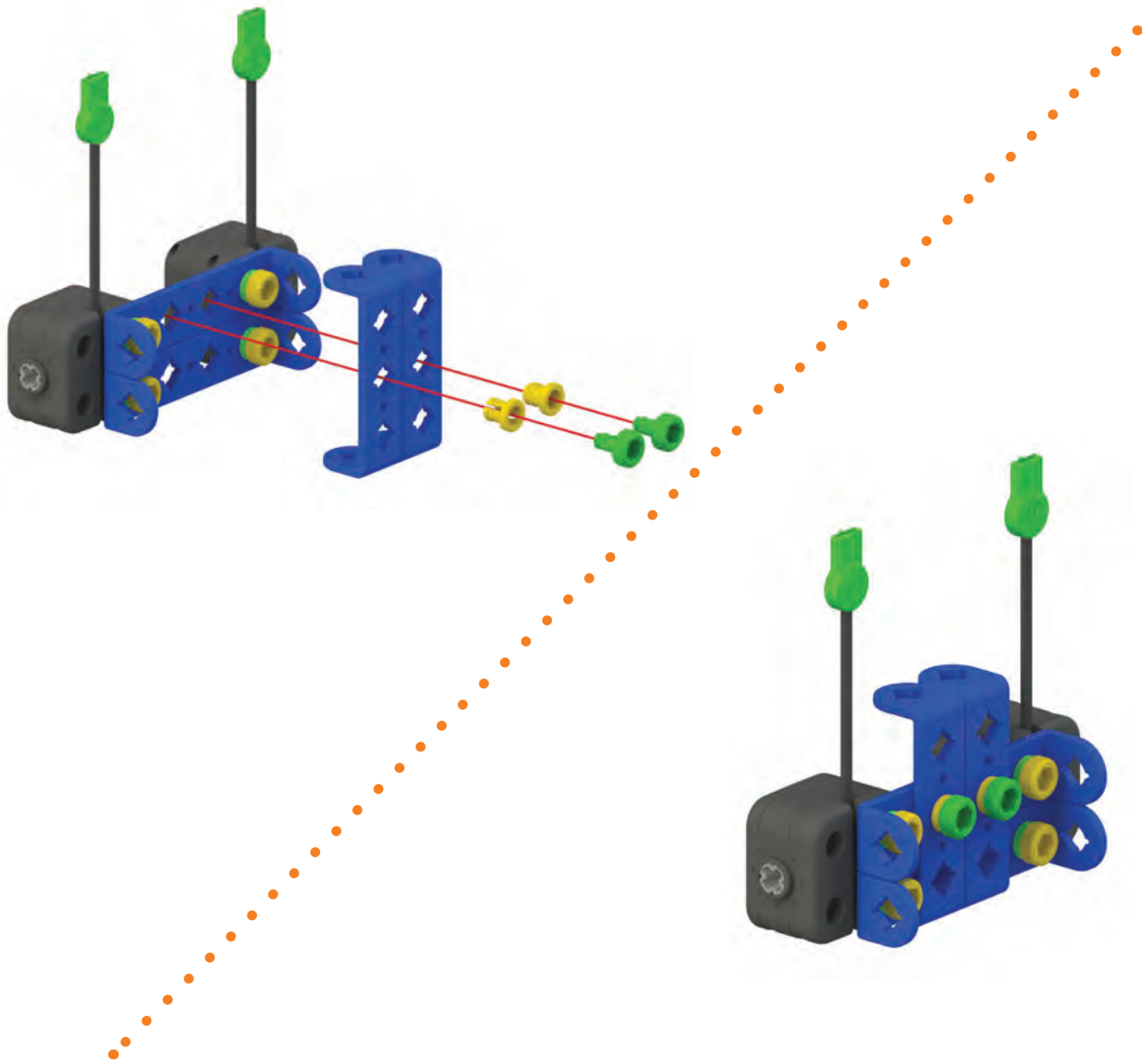
x2

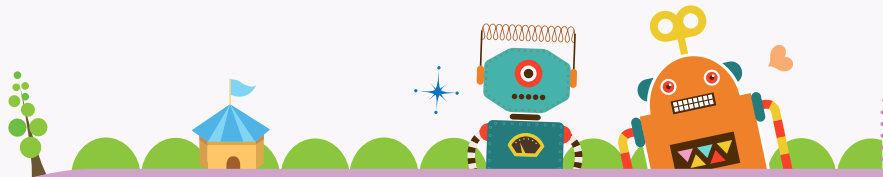


x2



x2





3 Onderdeel



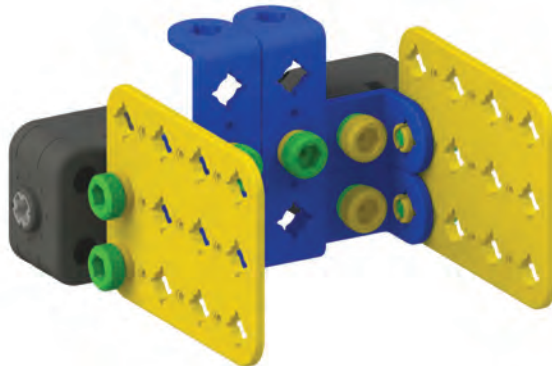
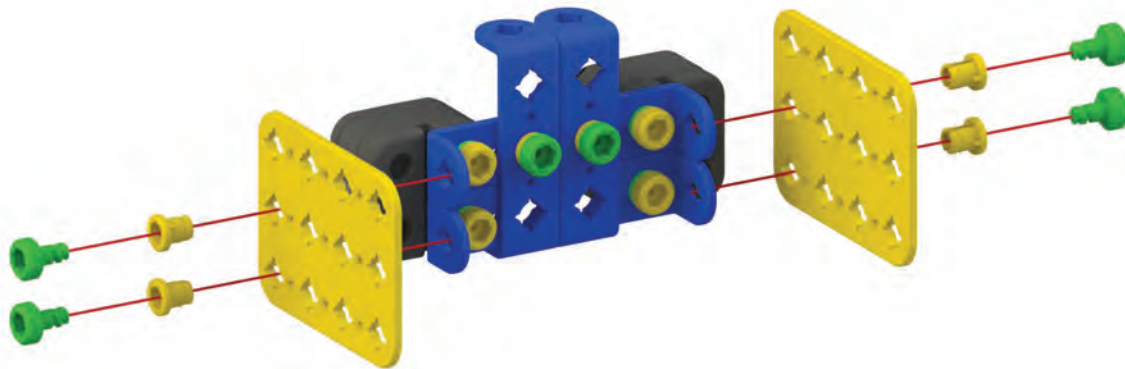
x2

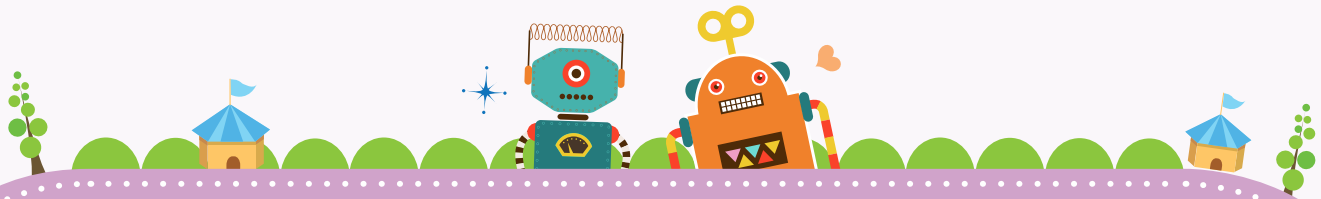


x4



x4





4 Onderdeel



x1



x1



x1



x2



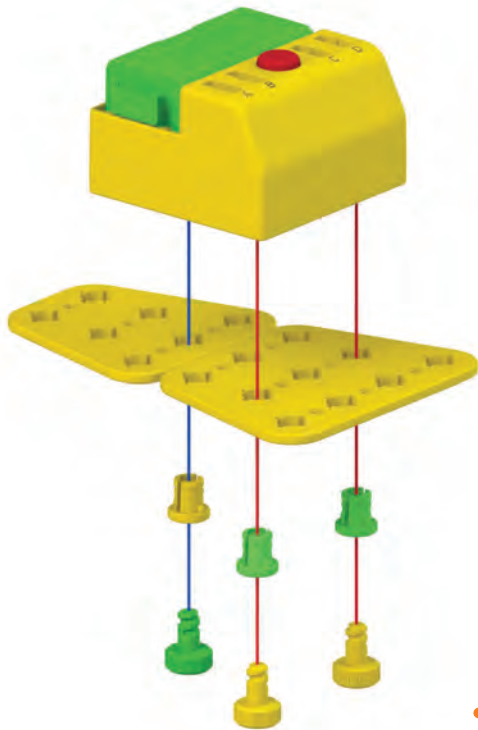
x1

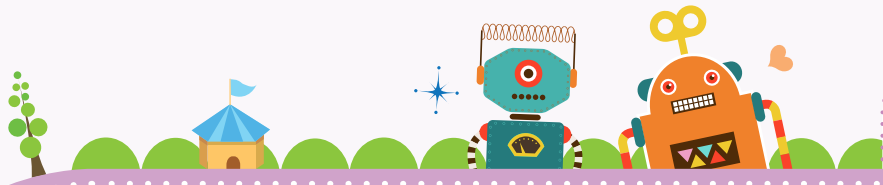


x1



x2





5 Onderdeel



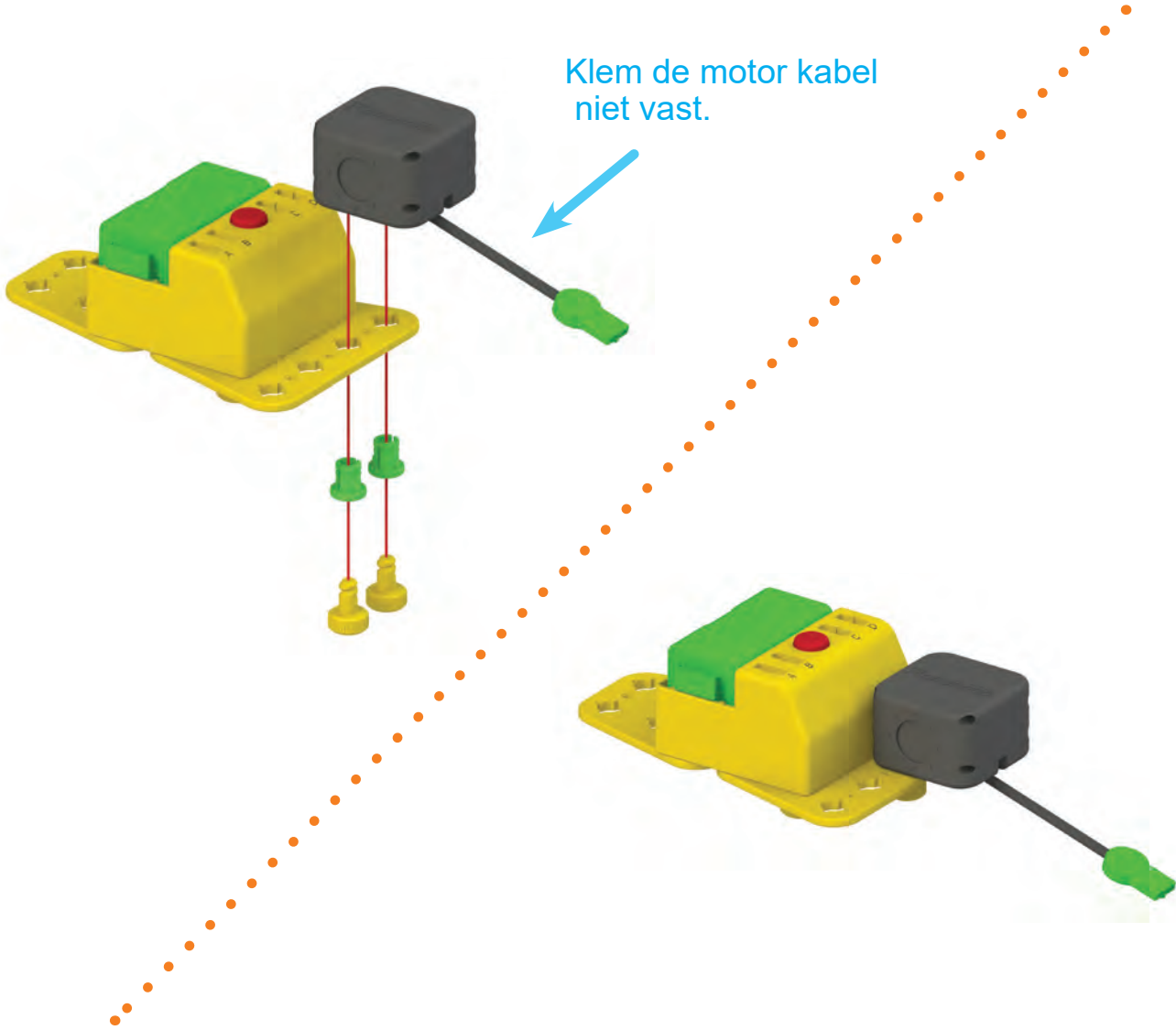
x1

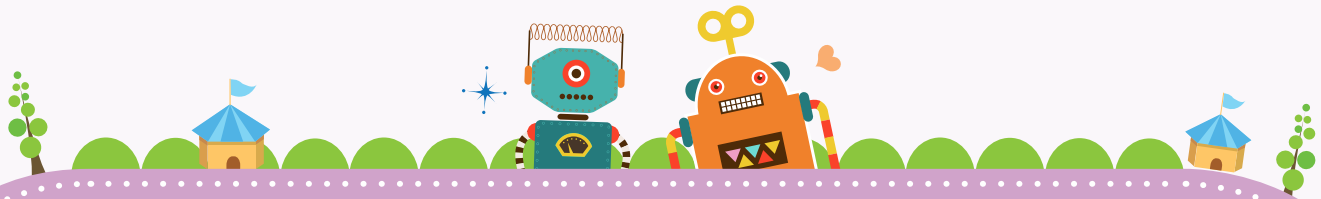


x2



x2





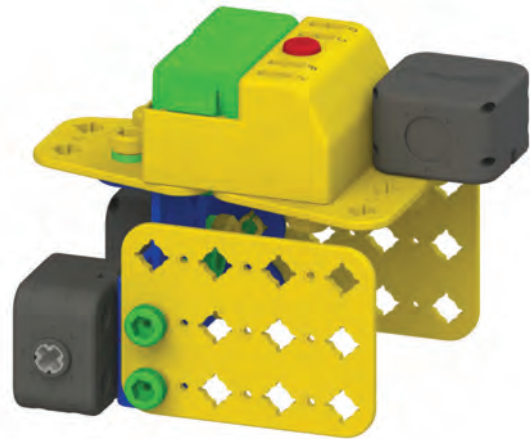
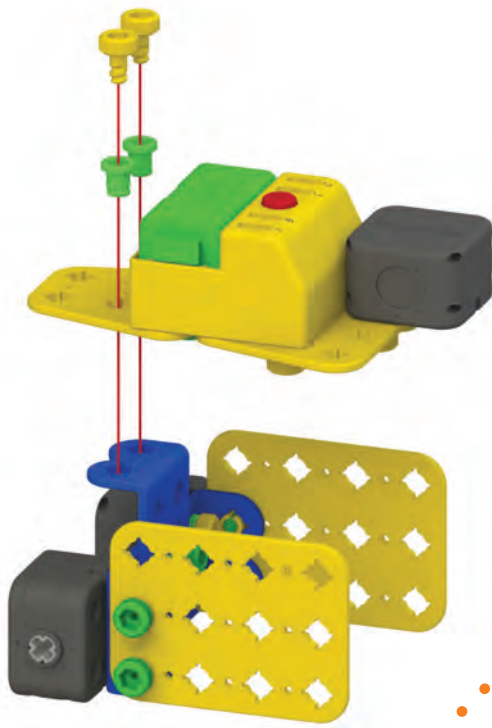
6 Onderdeel



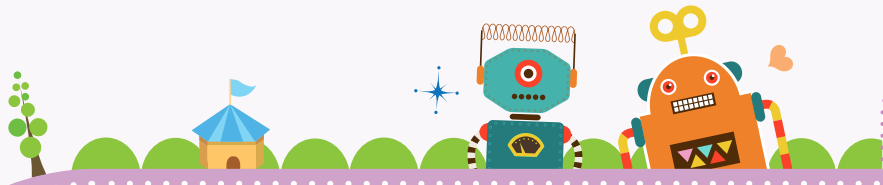
x2



x2







**7** Onderdeel



x1



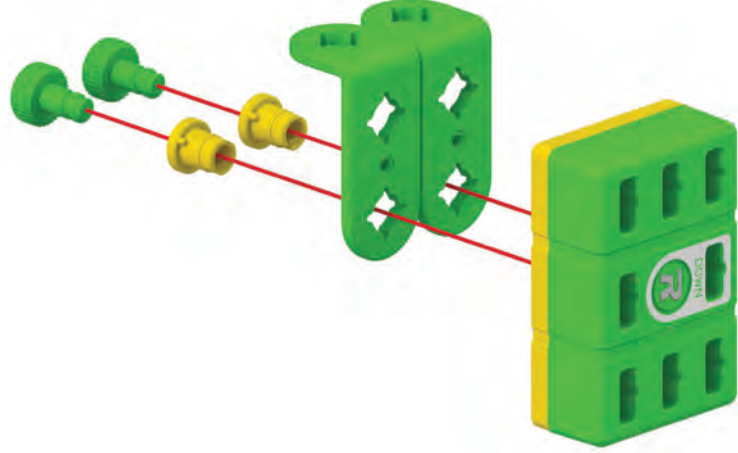
x2

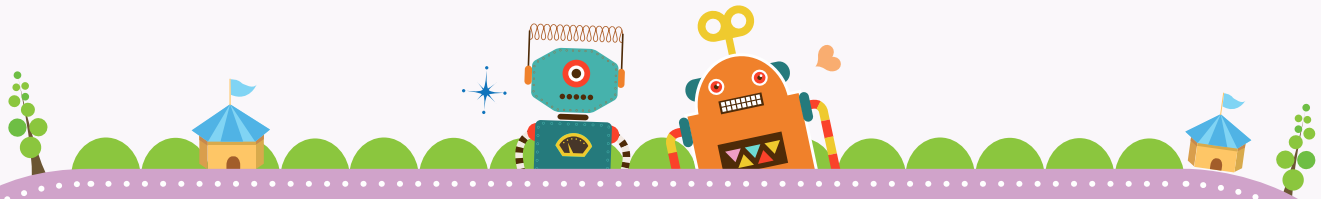


x2



x2





8 Onderdeel



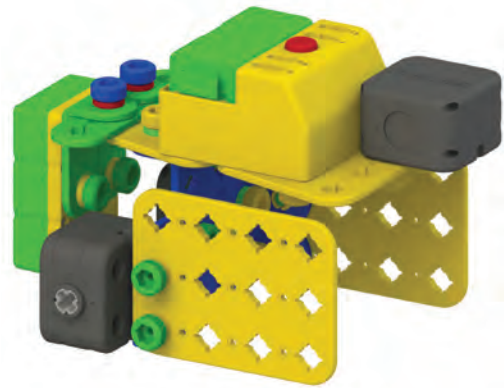
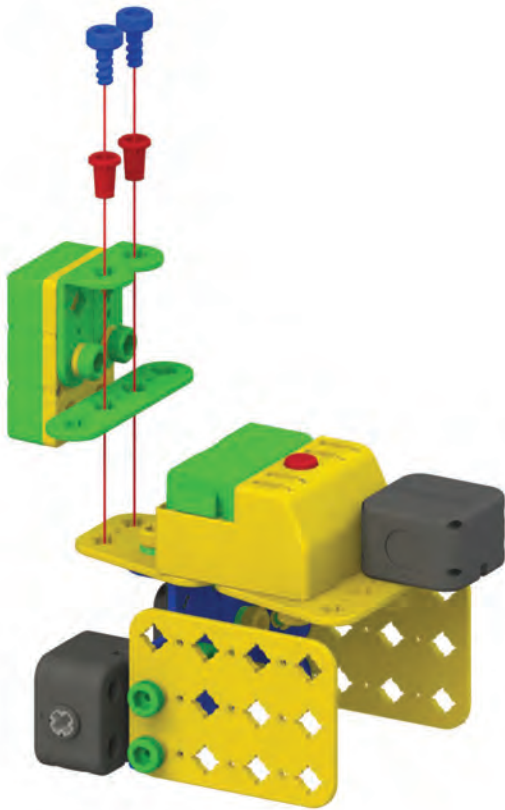
x1

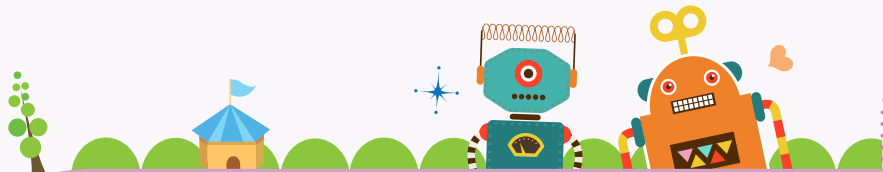


x2



x2





9 Onderdeel



x2



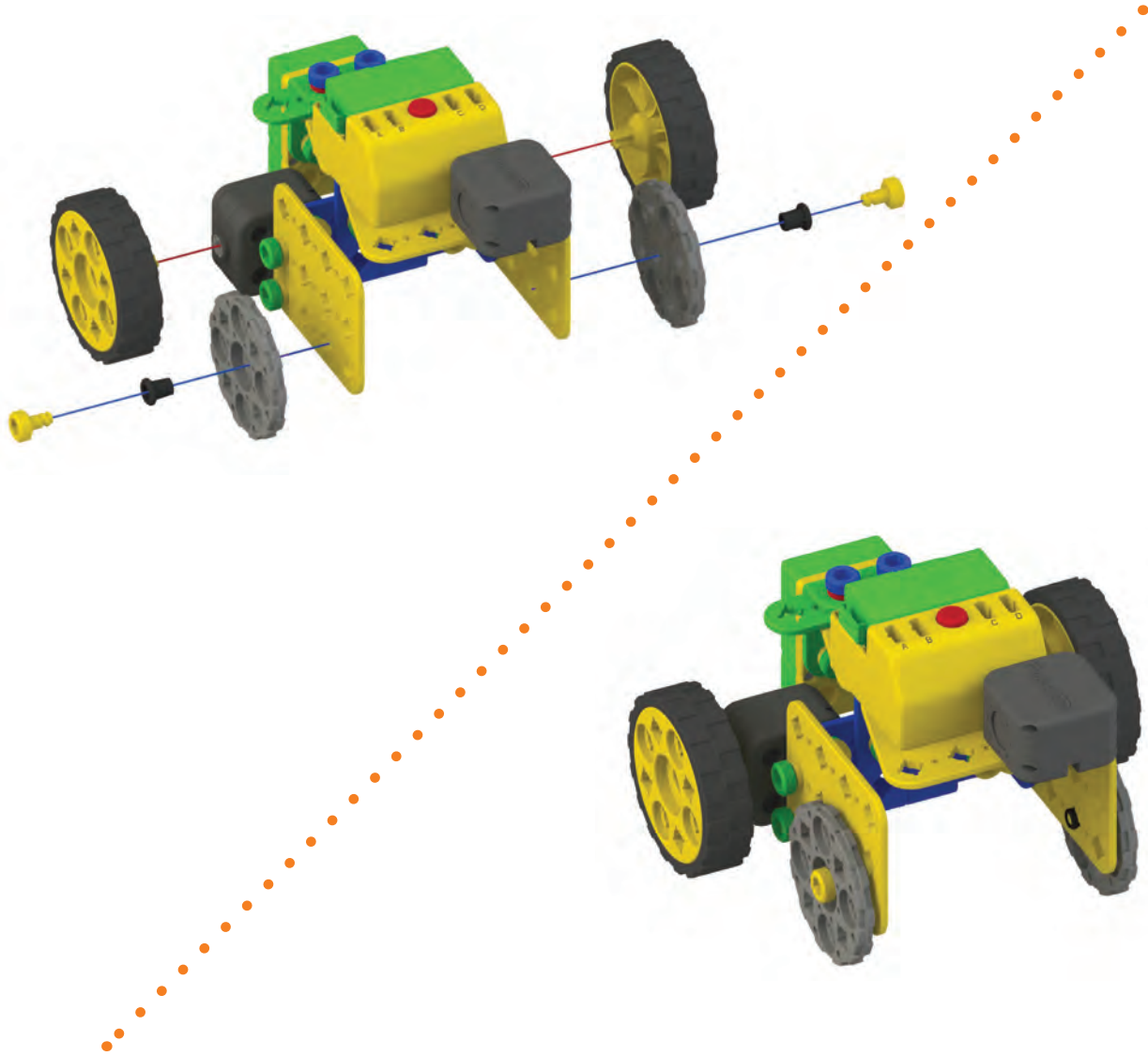
x2

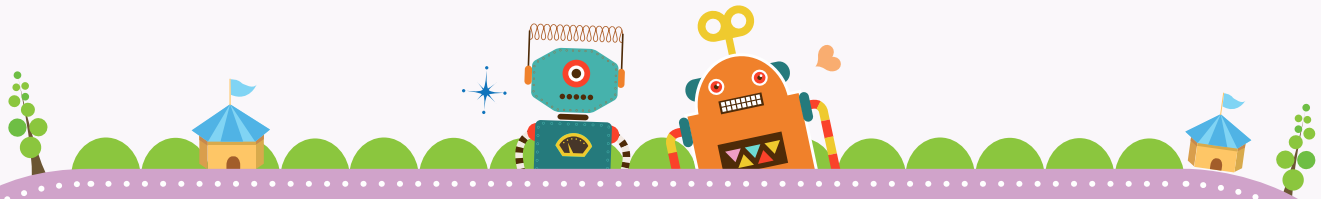


x2

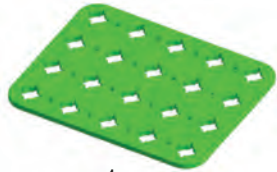


x2





10 Onderdeel



x1



x1



x1



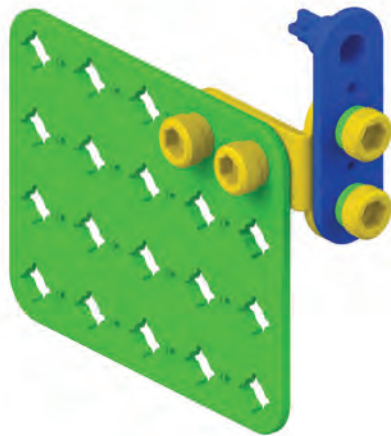
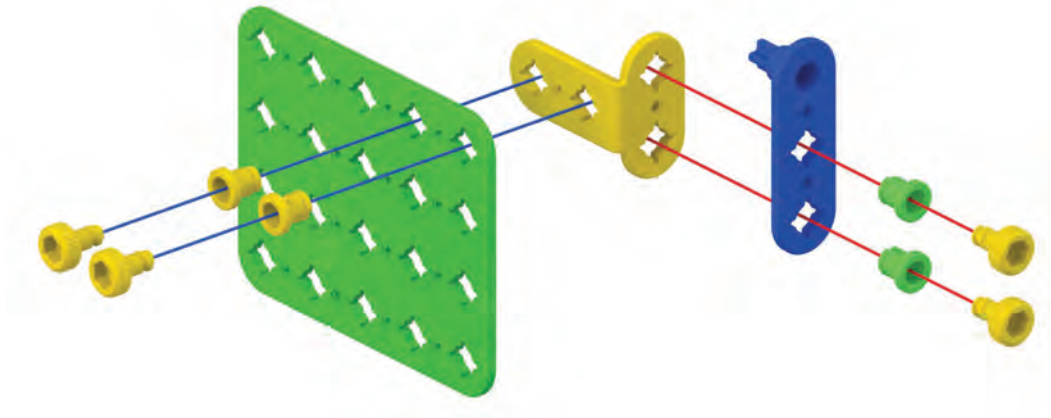
x2

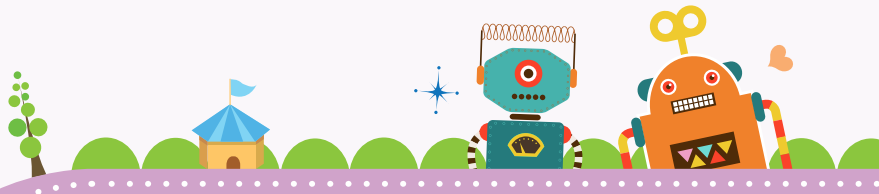


x2

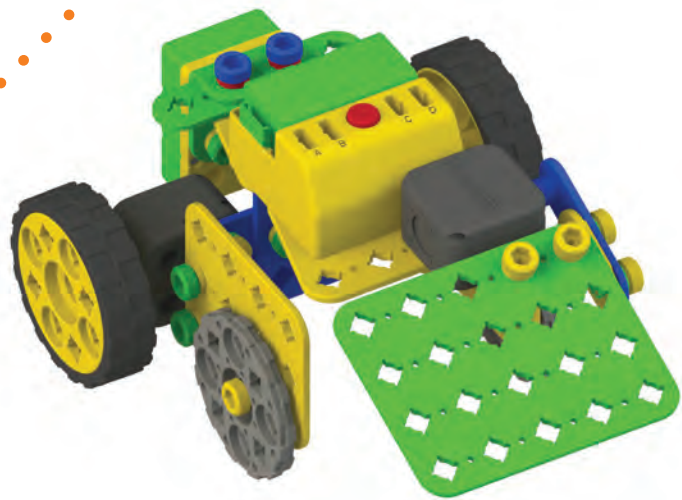
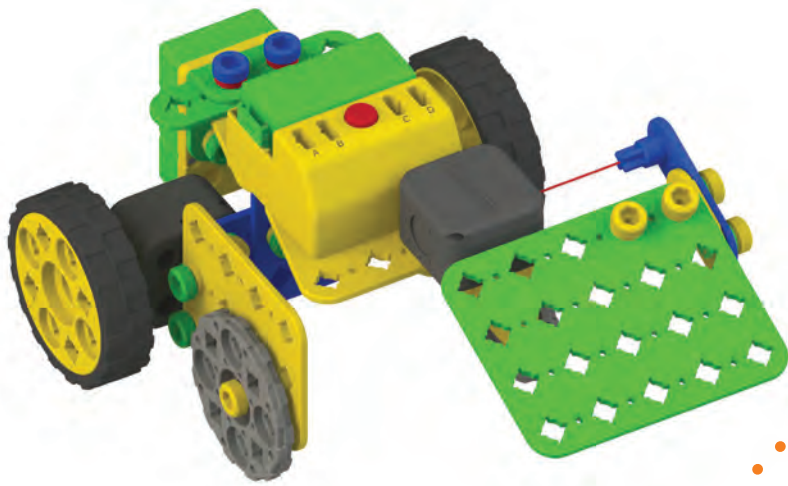
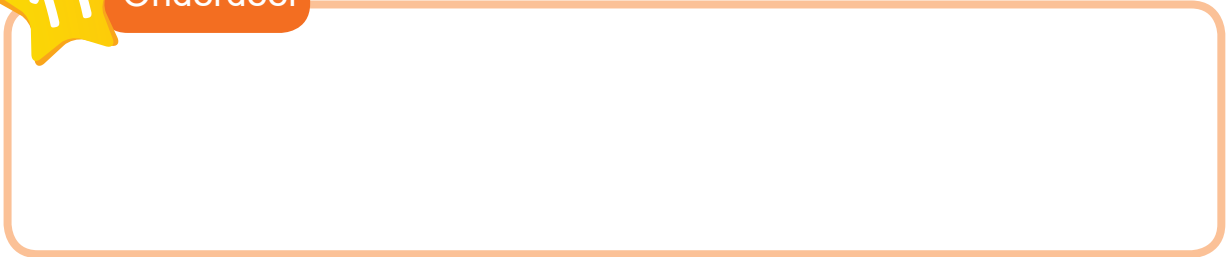


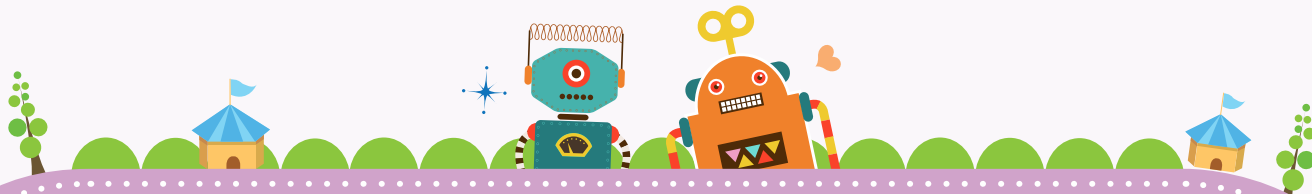
x4





Onderdeel





12 Onderdeel



x1



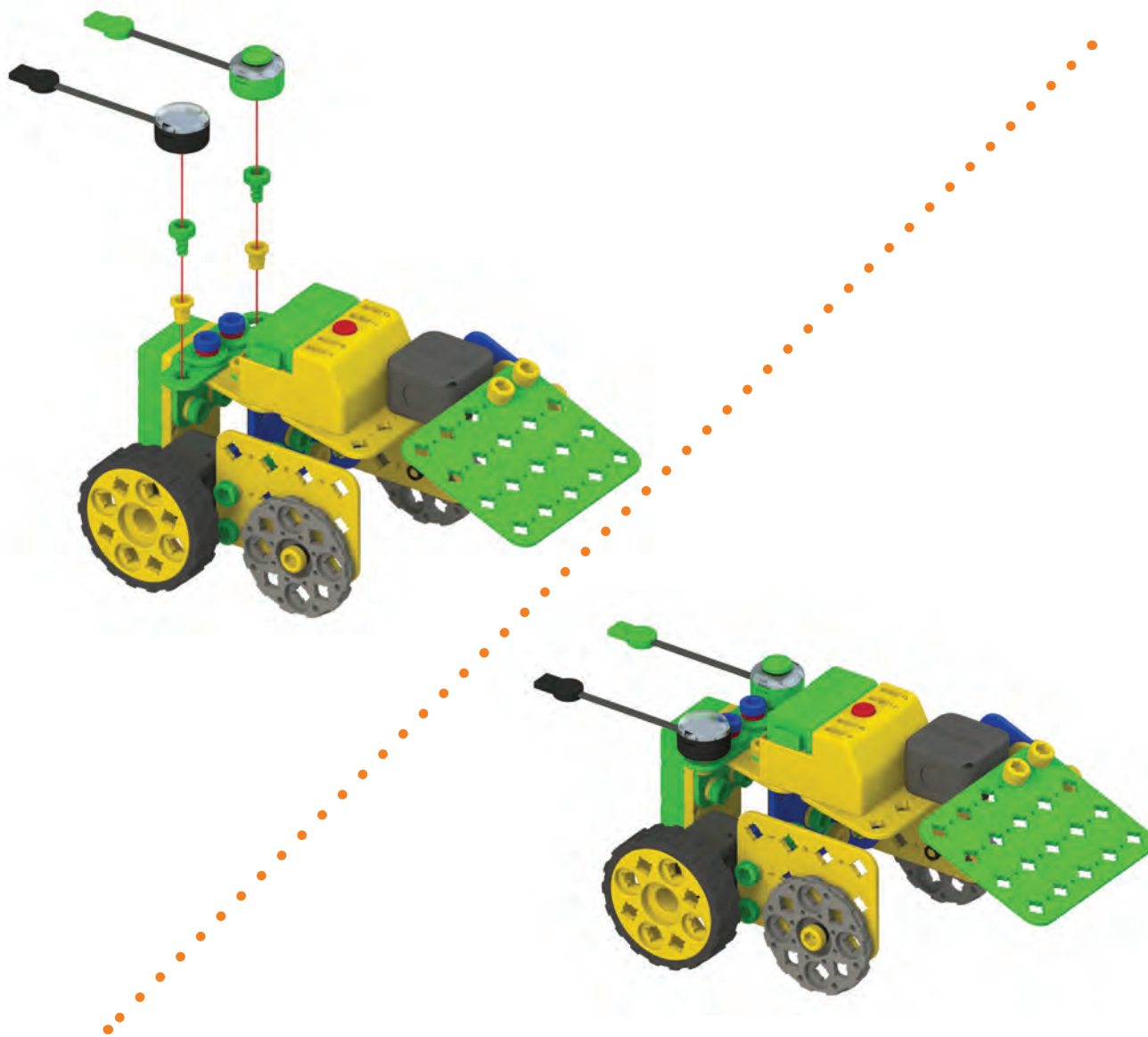
x1

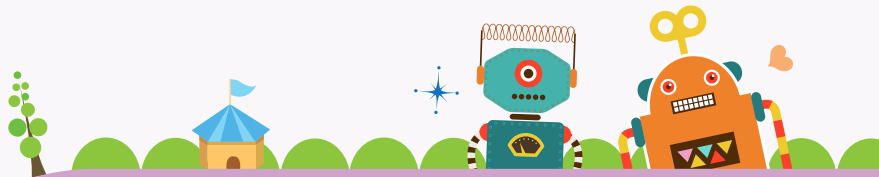


x2



x2



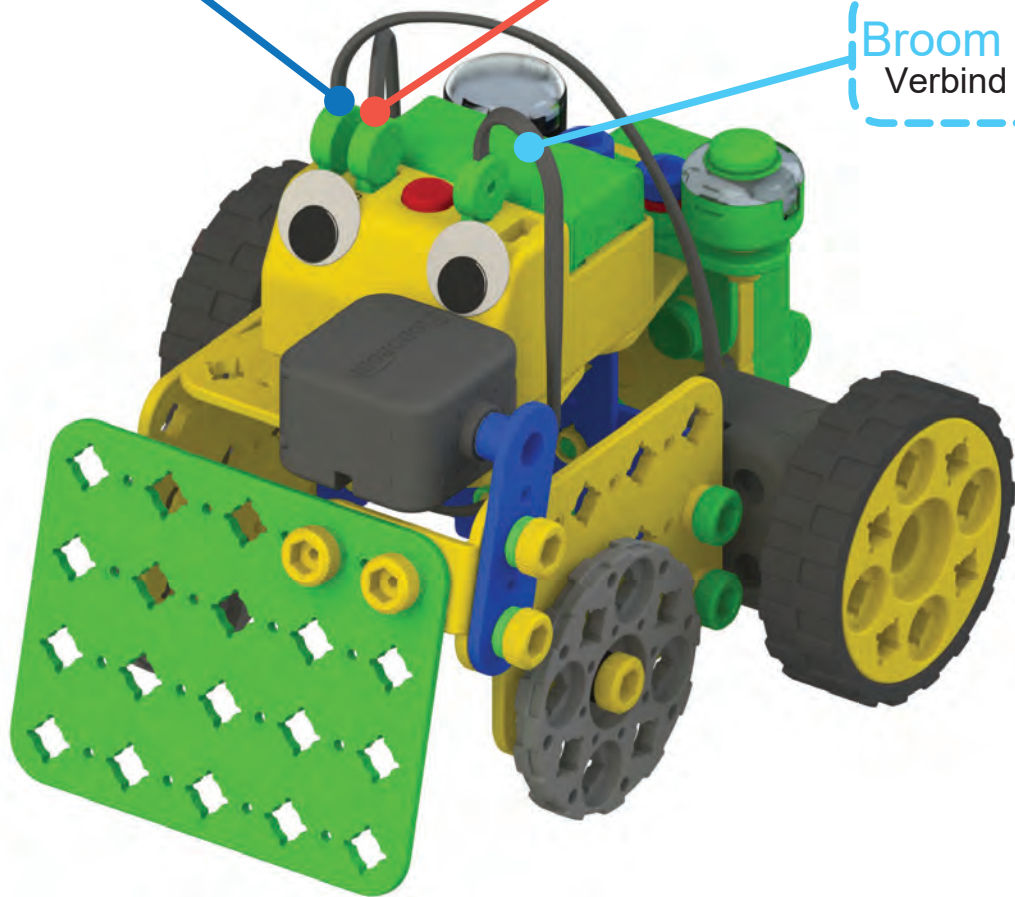


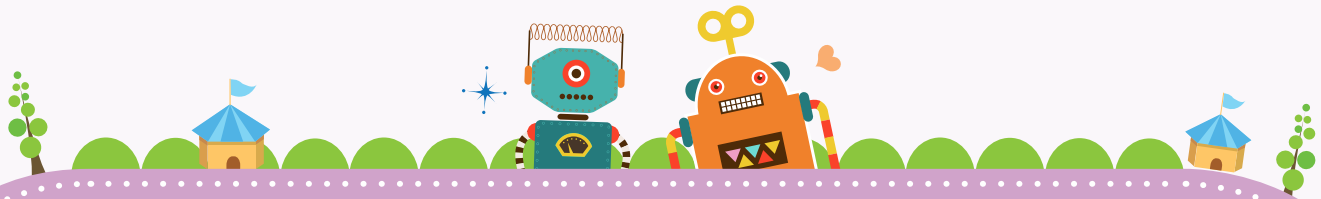
# Schoonmaak Bot

Linker motor  
Verbind met A

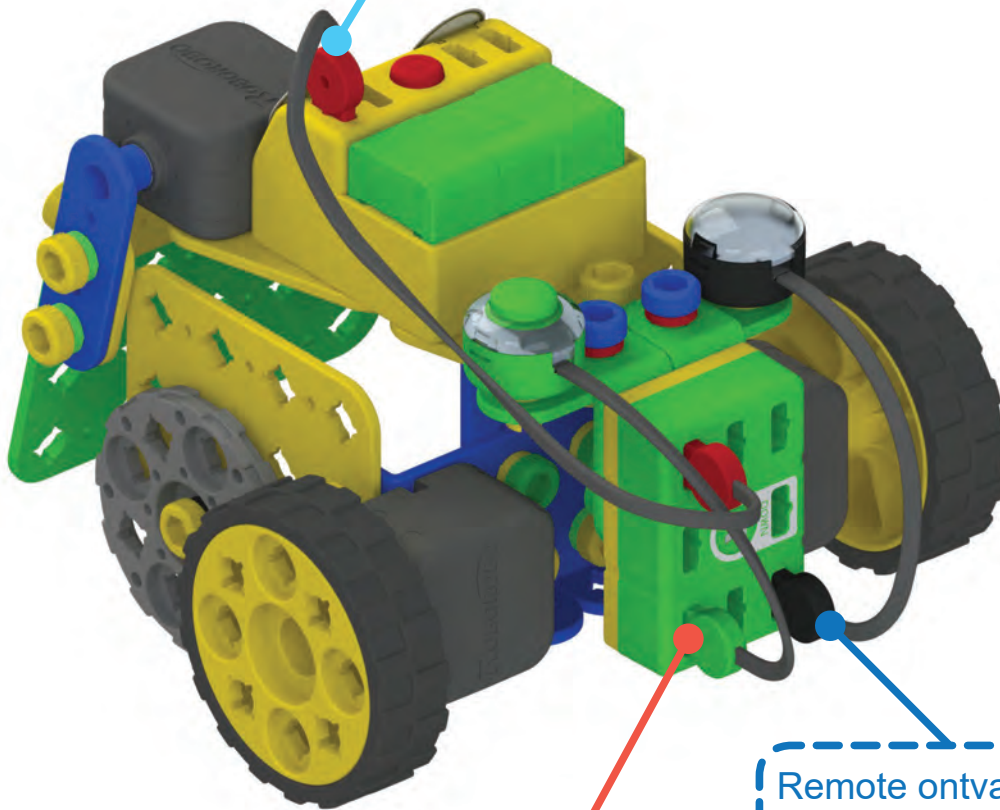
Rechter motor  
Verbind met B

Broom motor  
Verbind met C





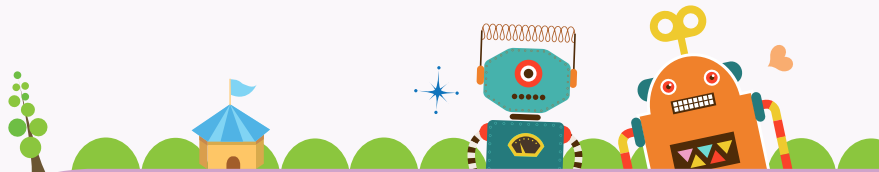
Dubbelzijdige kabel  
Verbind met D en CPU



Remote ontvanger  
Verbind met CPU

Druksensor(G)  
Verbind met CPU

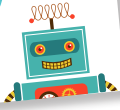




Codeer de bewegingen van de Schoonmaak Bot op het coding bot

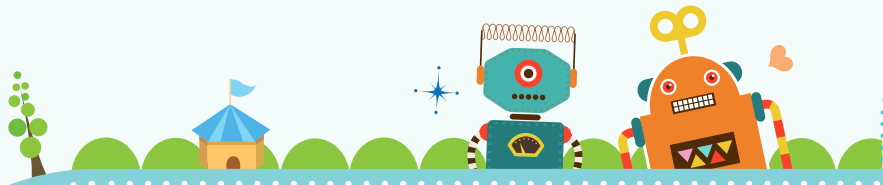


Bestuur de schoonmaak bot met de remote controller.



Reis met de Ontdekkers bot!





1 Onderdeel



x1



x1



x1



x1



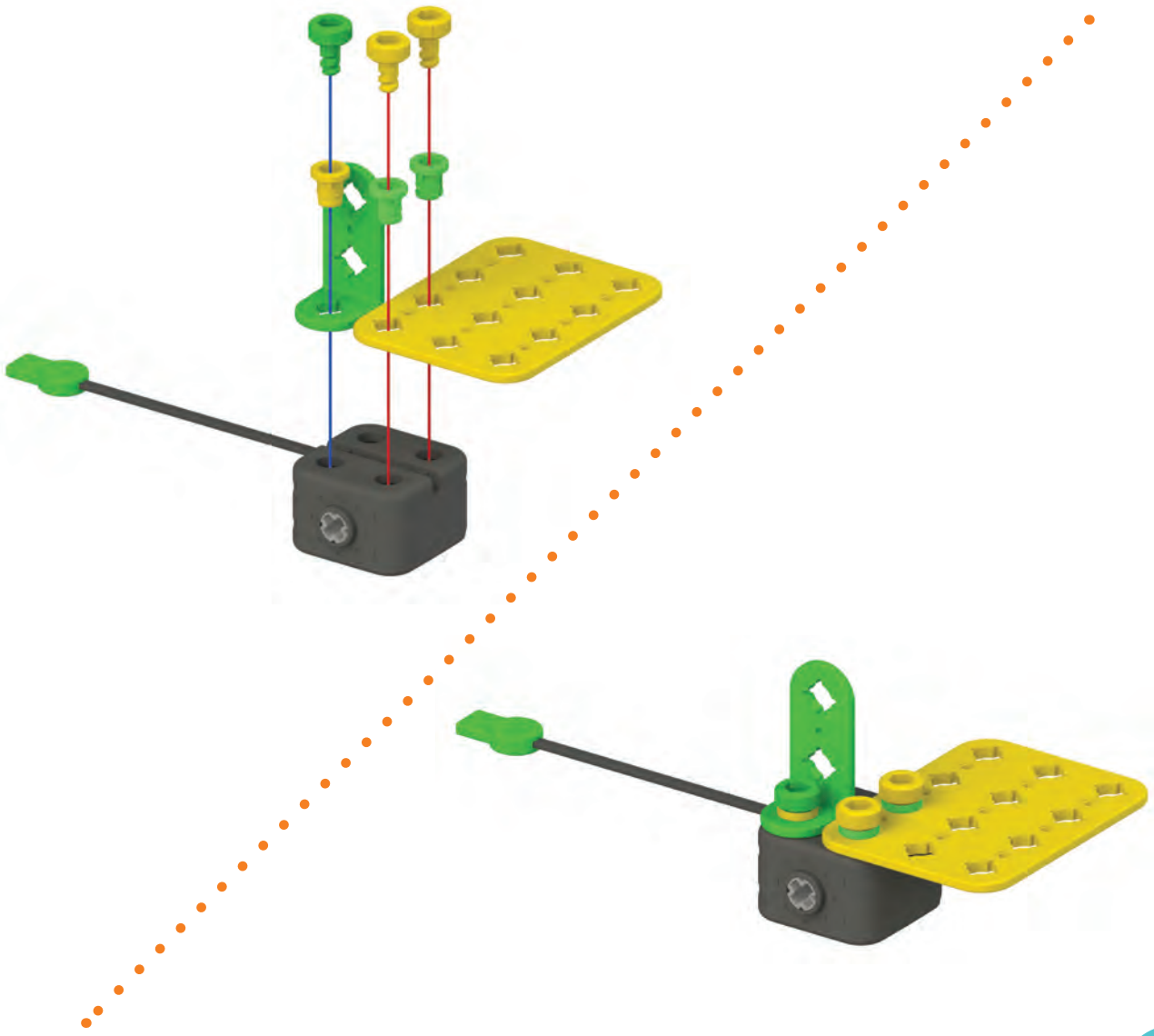
x2

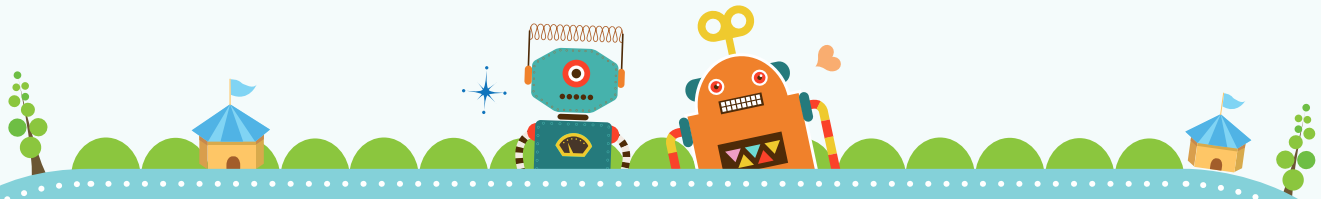


x2

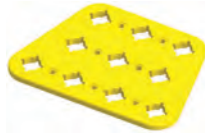


x1





2 Onderdeel



x1



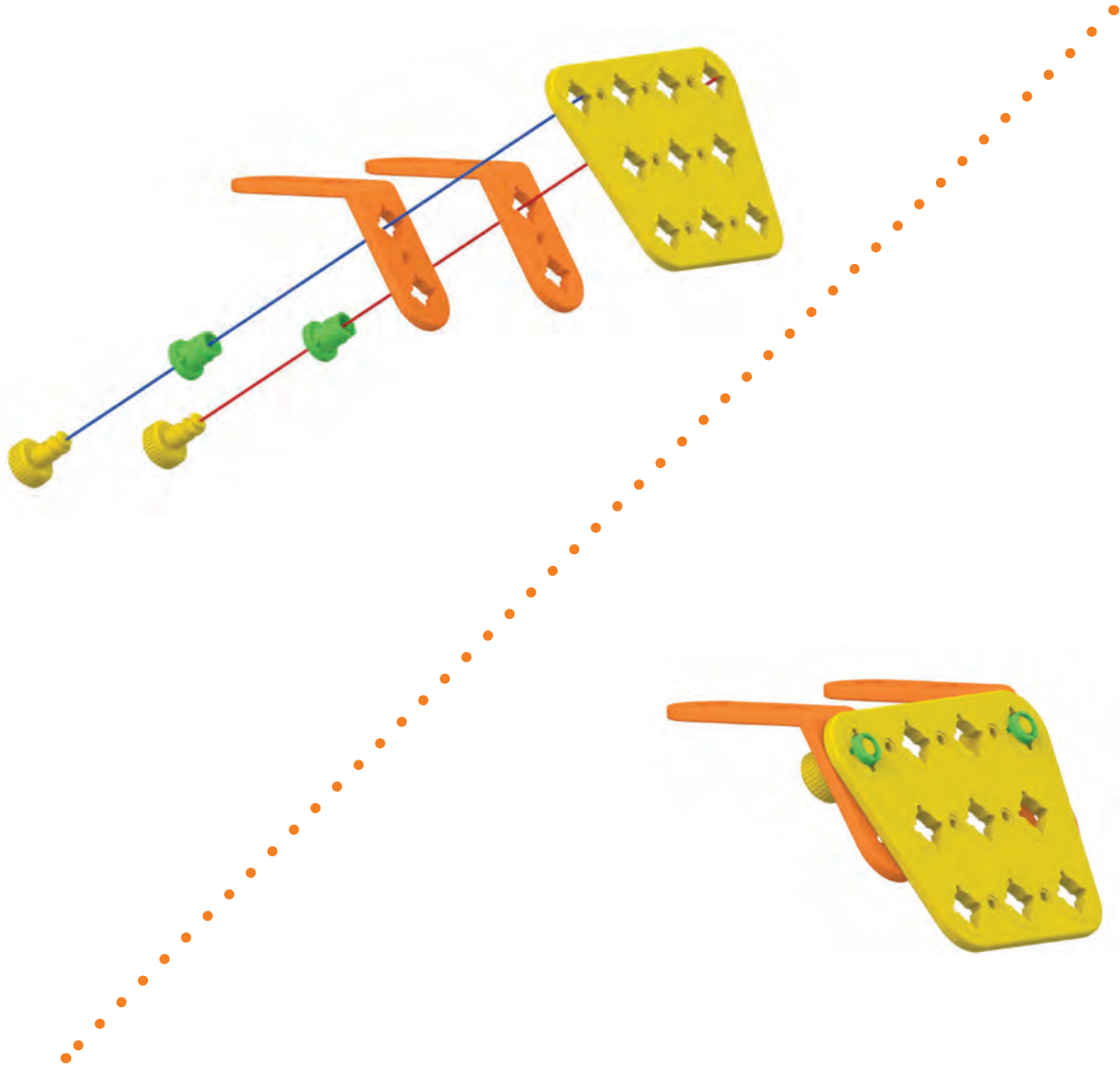
x2

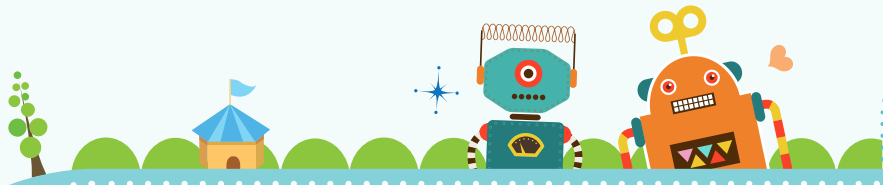


x2



x2





3 Onderdeel



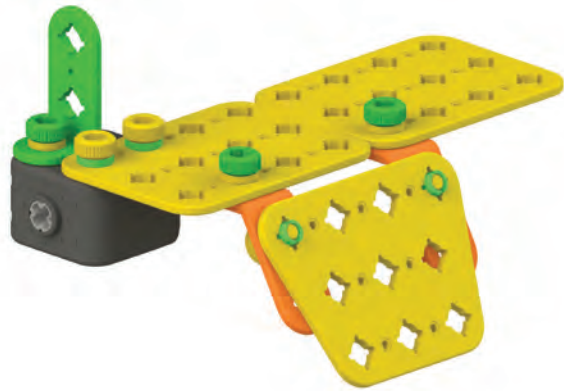
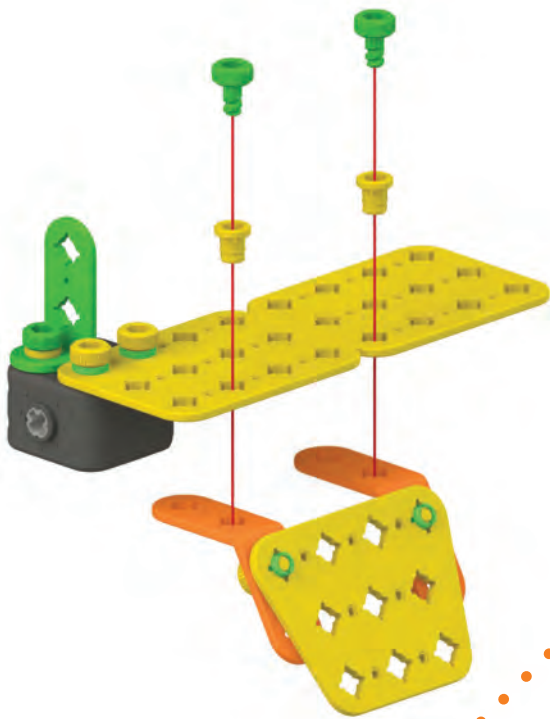
x1

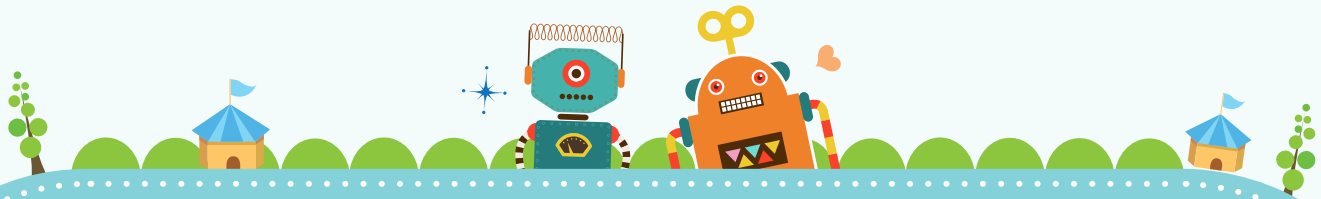


x2



x2





4

Onderdeel



x1



x1



x2



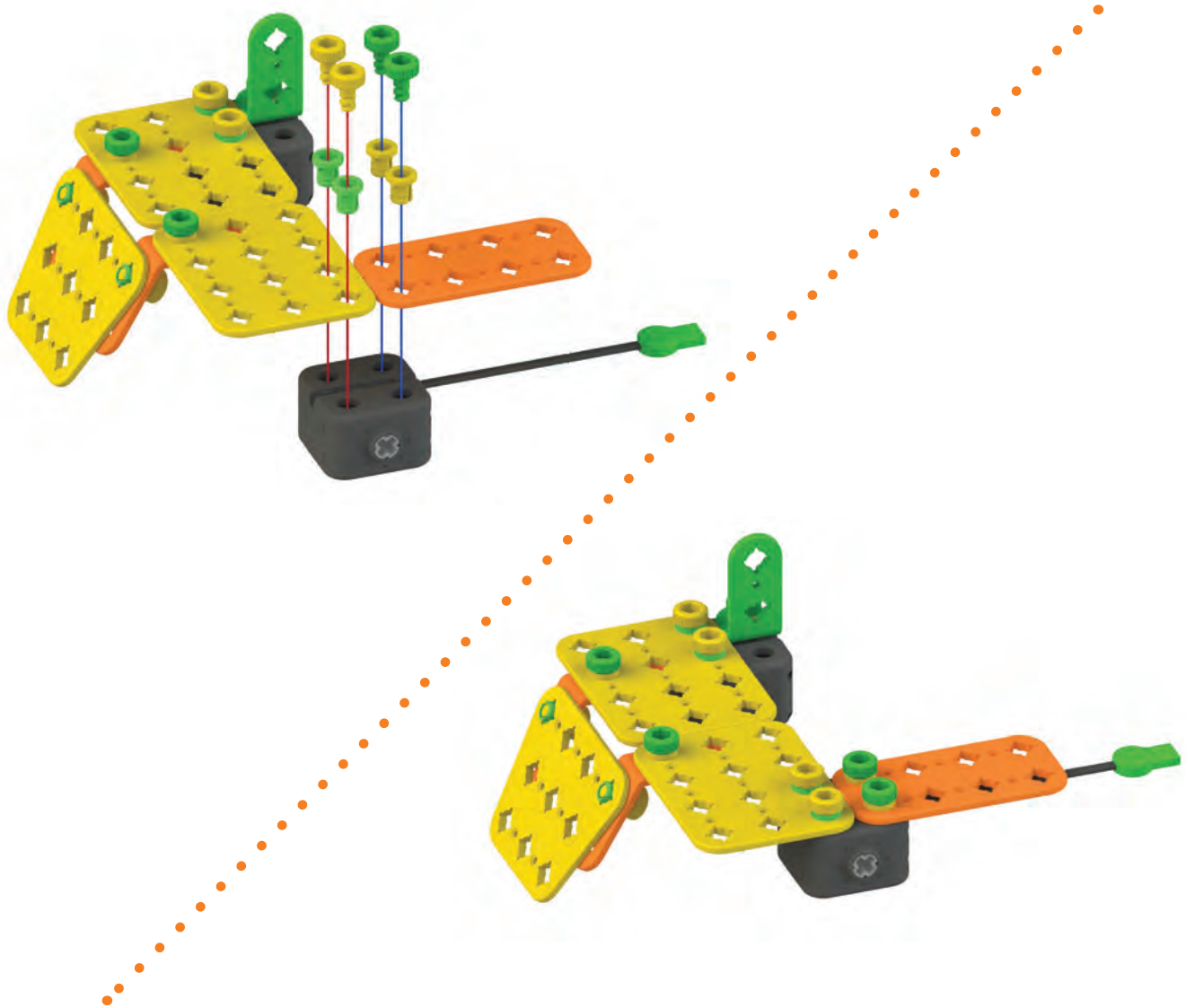
x2

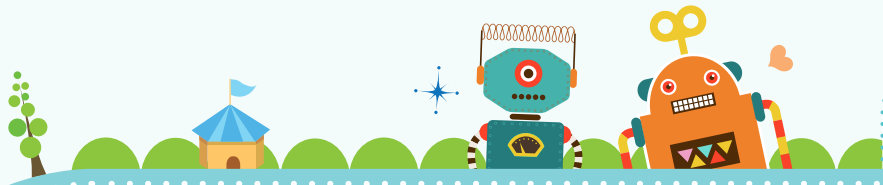


x2



x2





5

Onderdeel



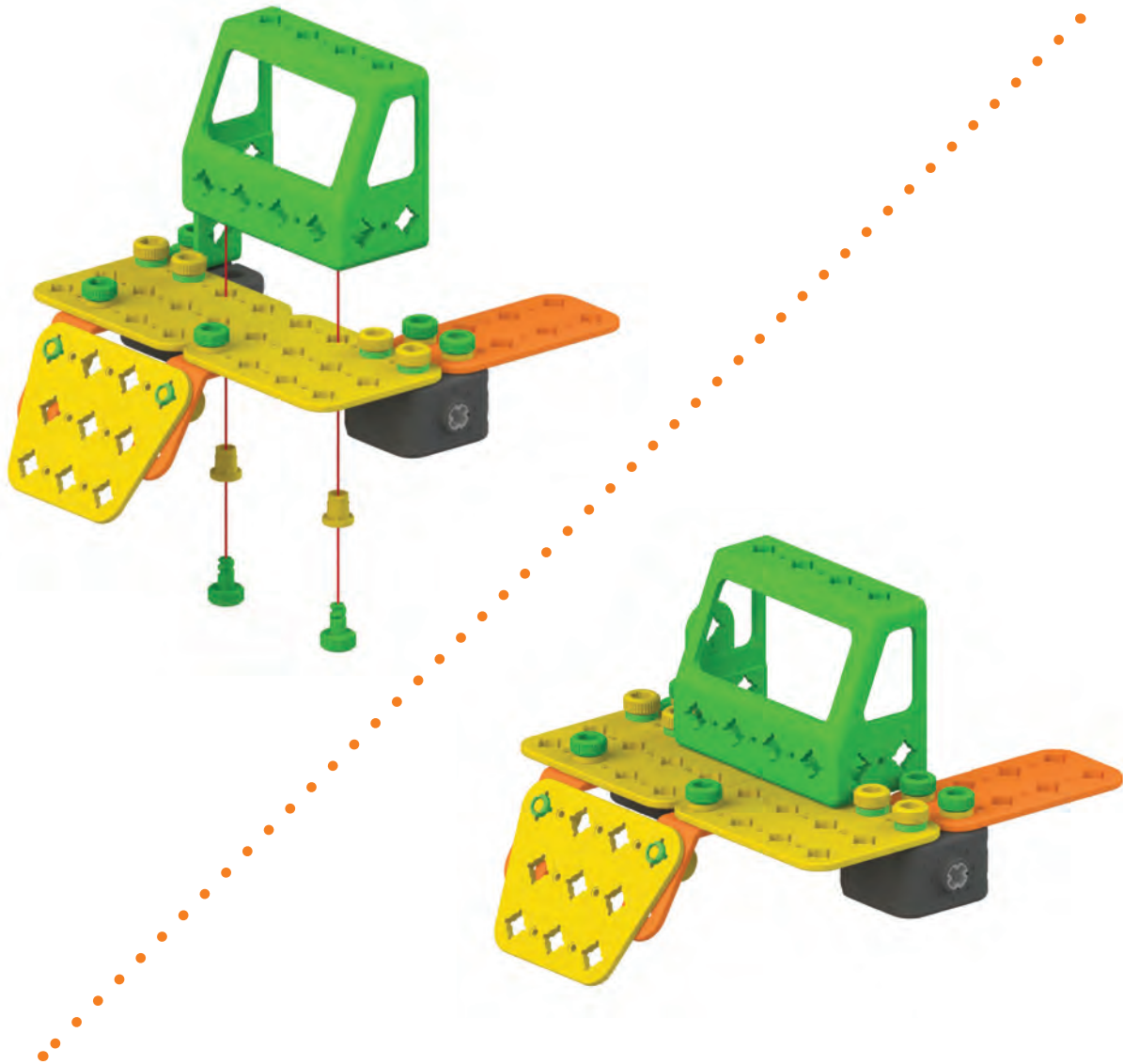
x1

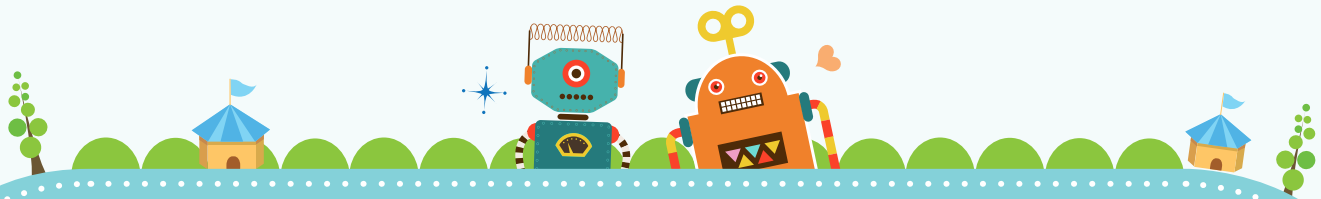


x2



x2





**6** Onderdeel



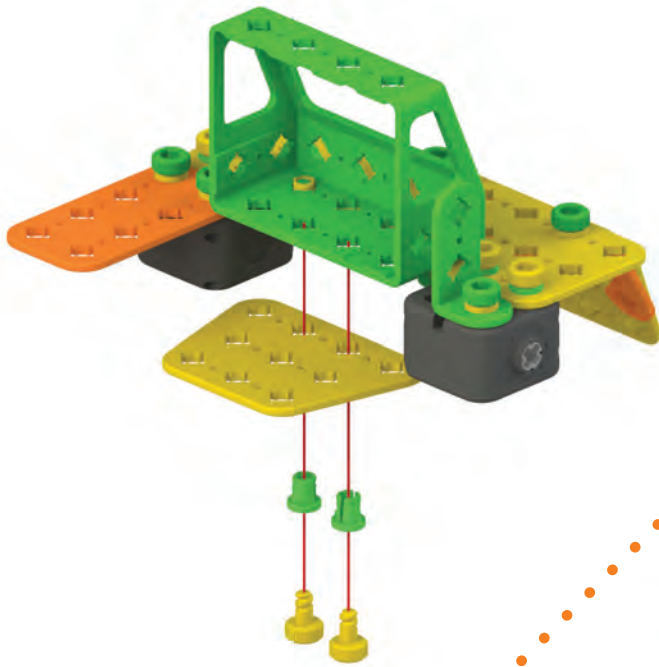
x1



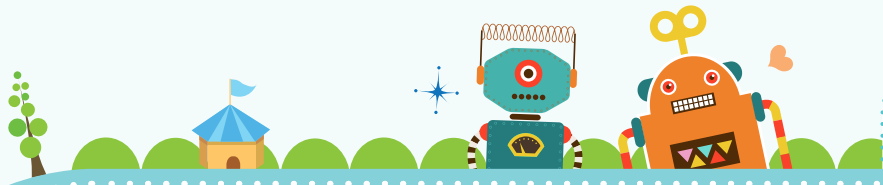
x2



x2







Onderdeel



x1



x1



x2



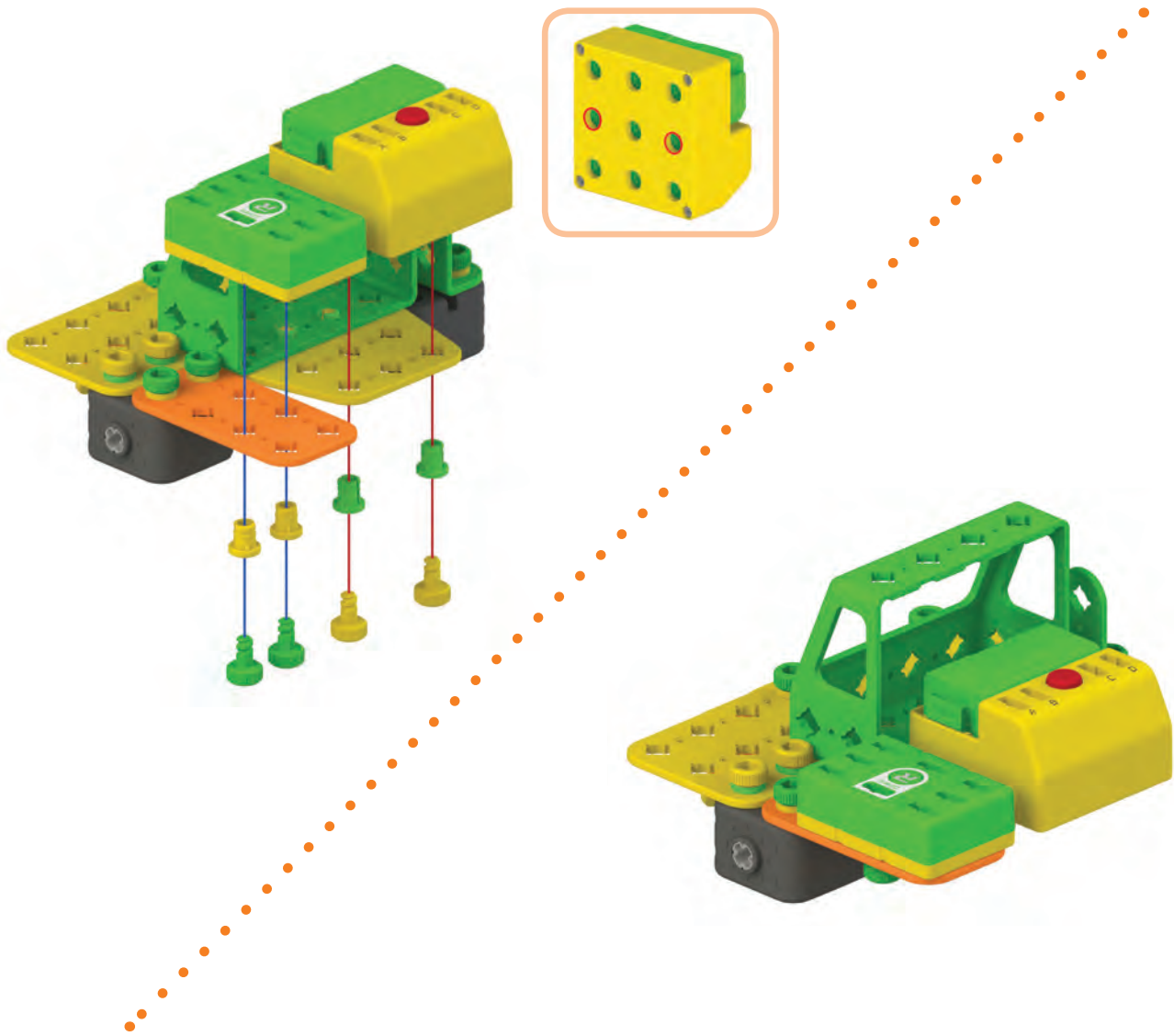
x2

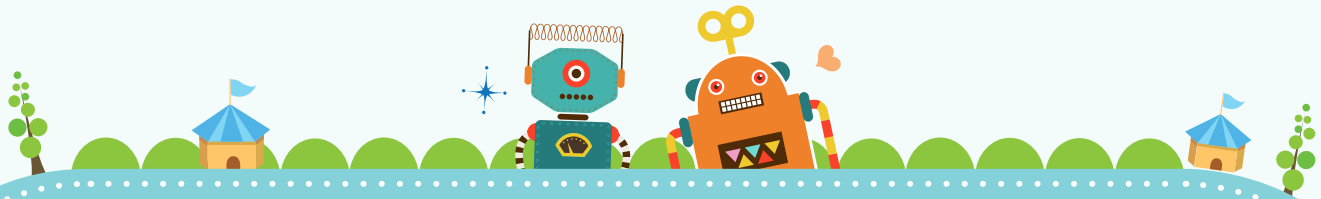


x2



x2





8

Onderdeel



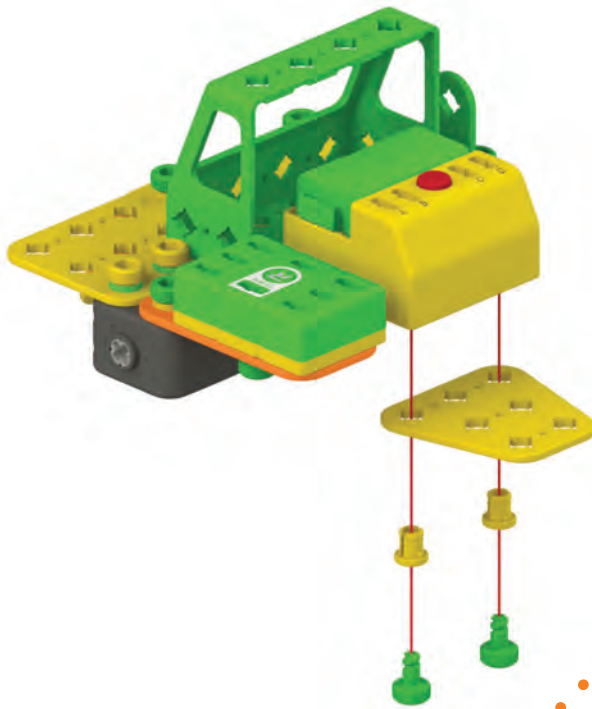
x1

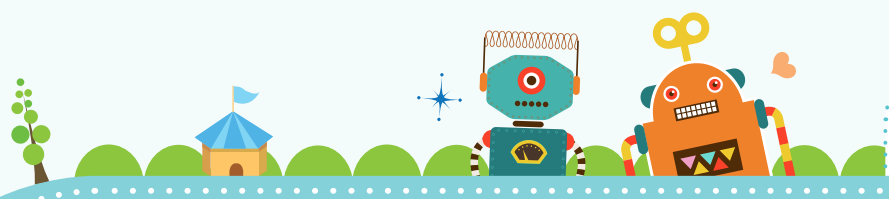


x2



x2





9 Onderdeel



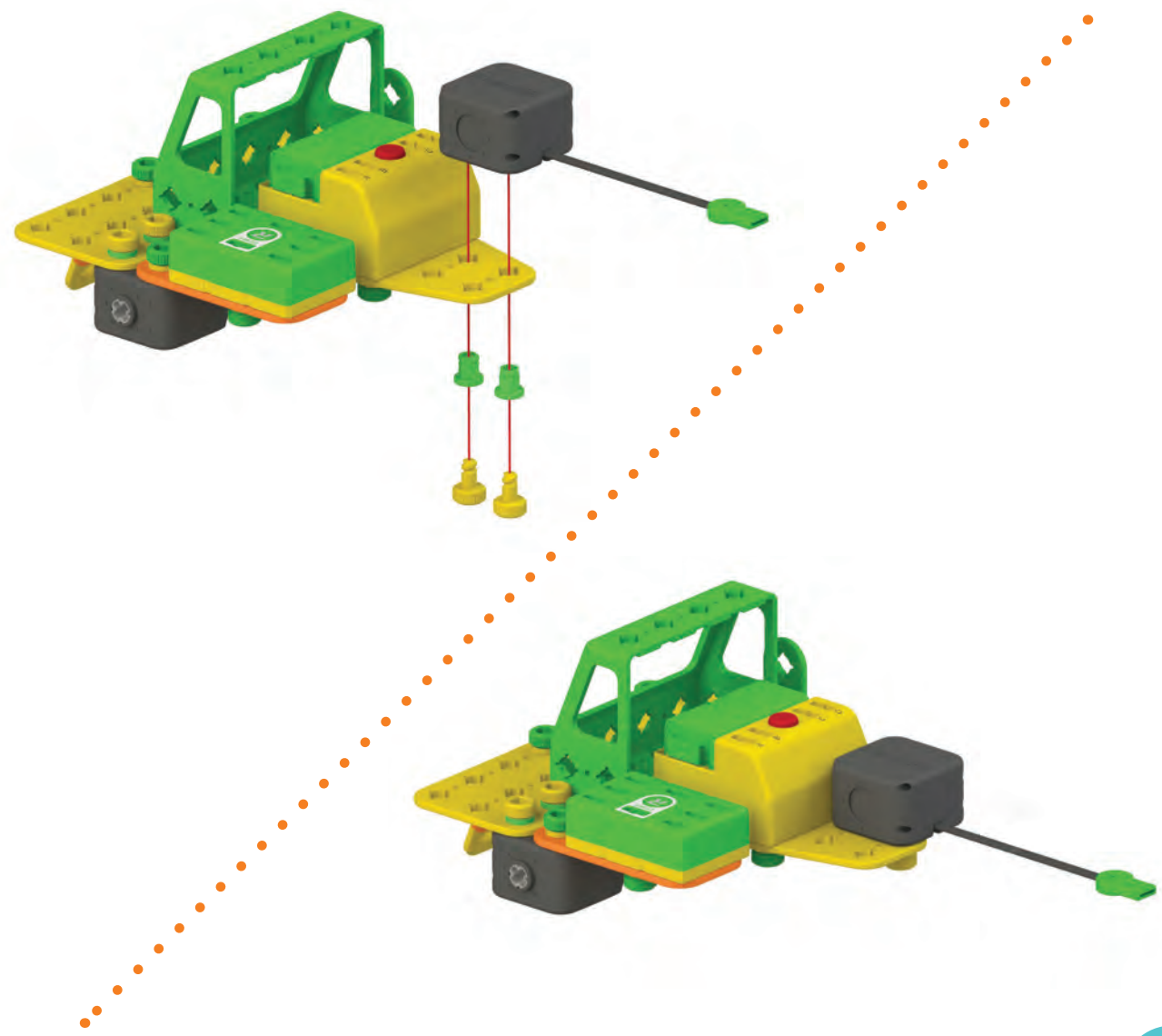
x1

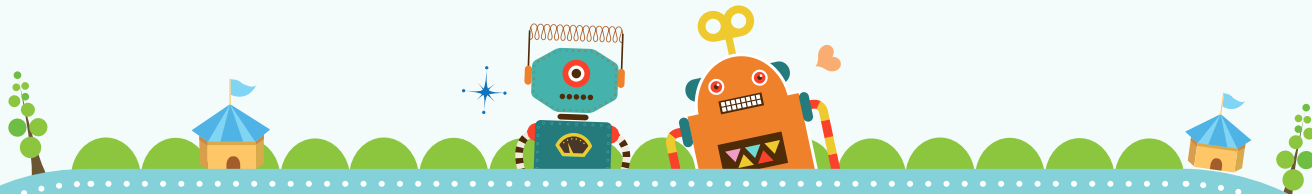


x2



x2





10

Onderdeel



x1

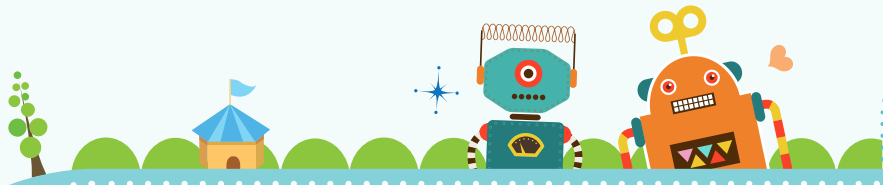


x2



x2



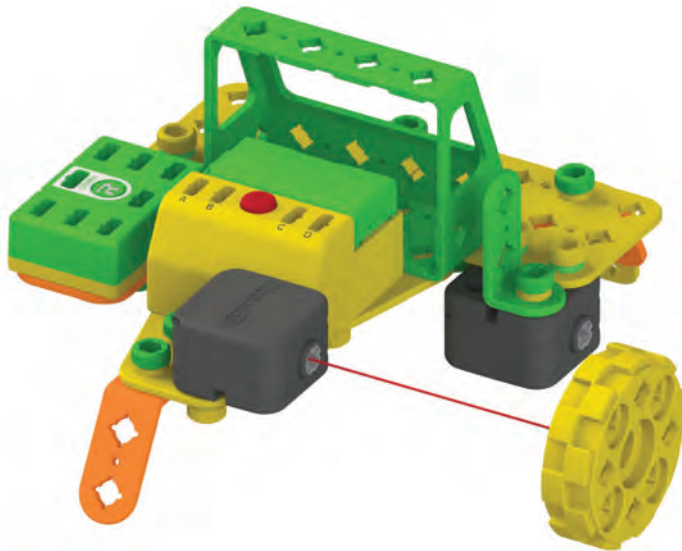


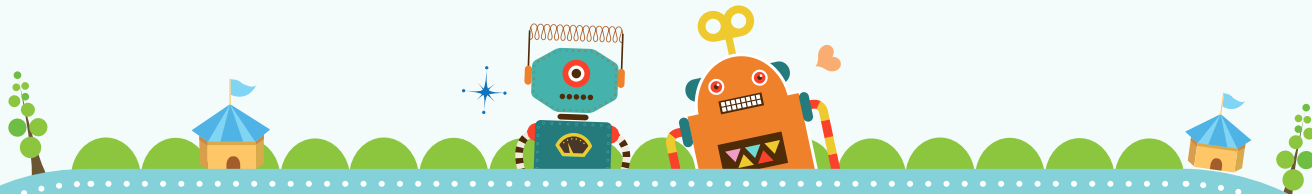
11

Onderdeel



x1

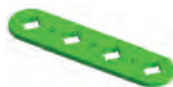




12 Onderdeel



x1



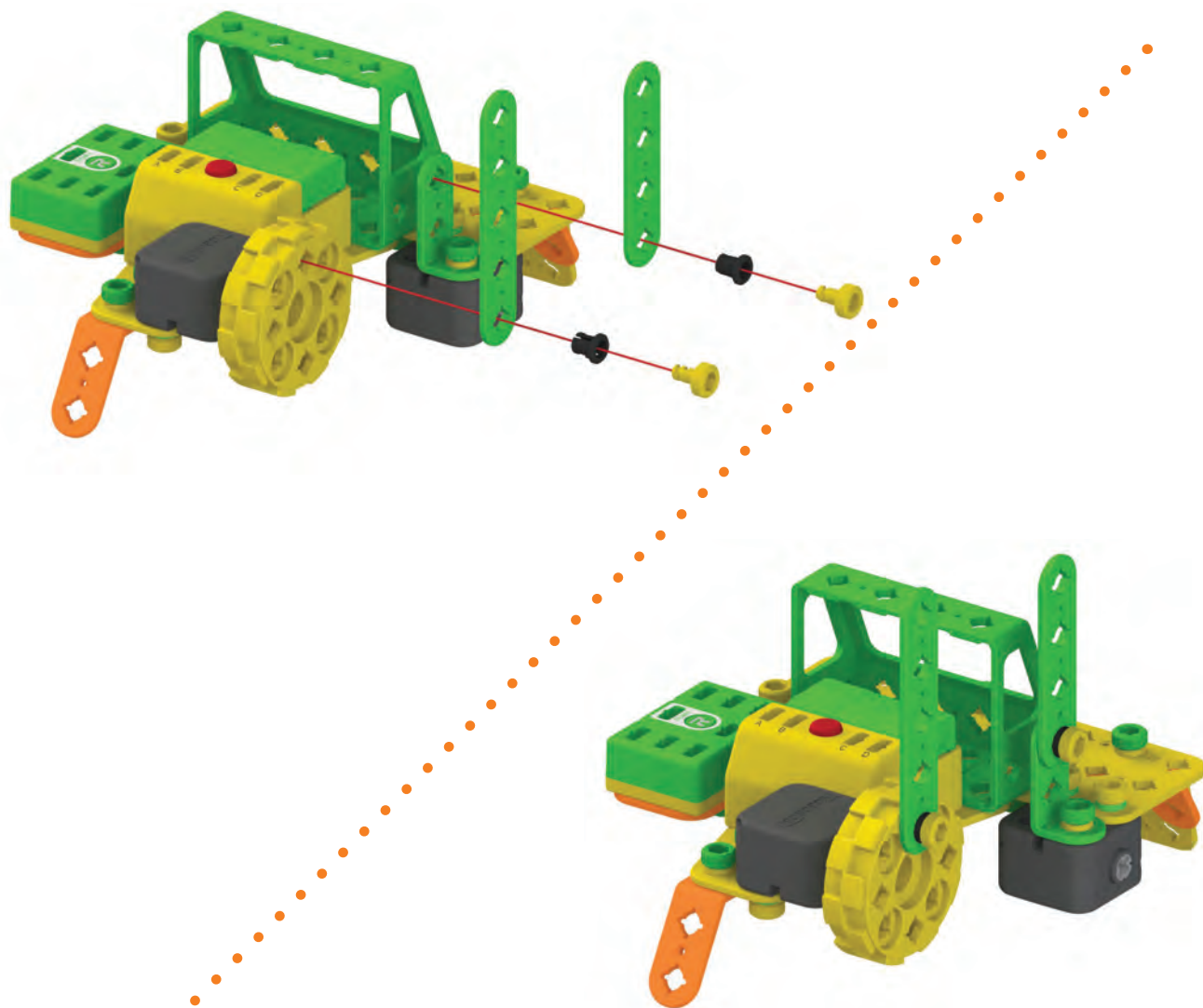
x1

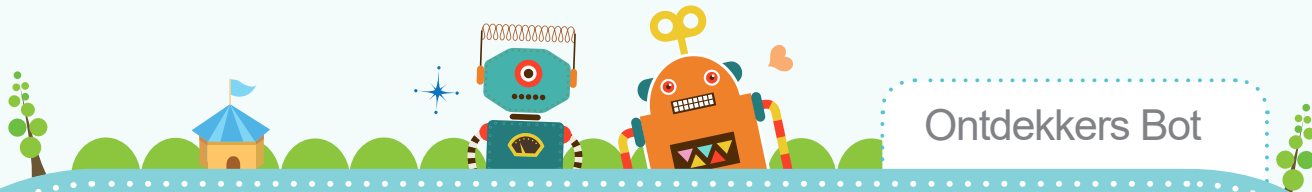


x2



x2





13 Onderdeel

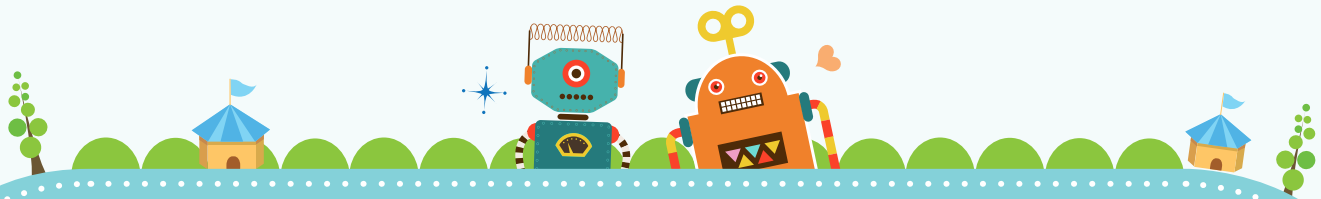


x1



x1





14 Onderdeel



x1



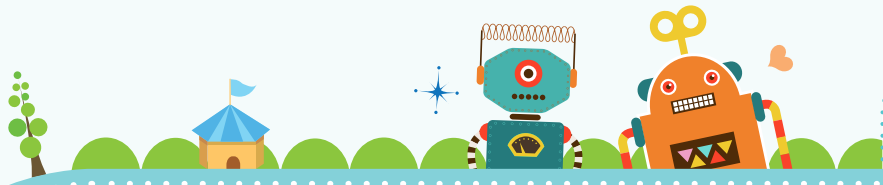
x1



x1







15 Onderdeel



x1



x1



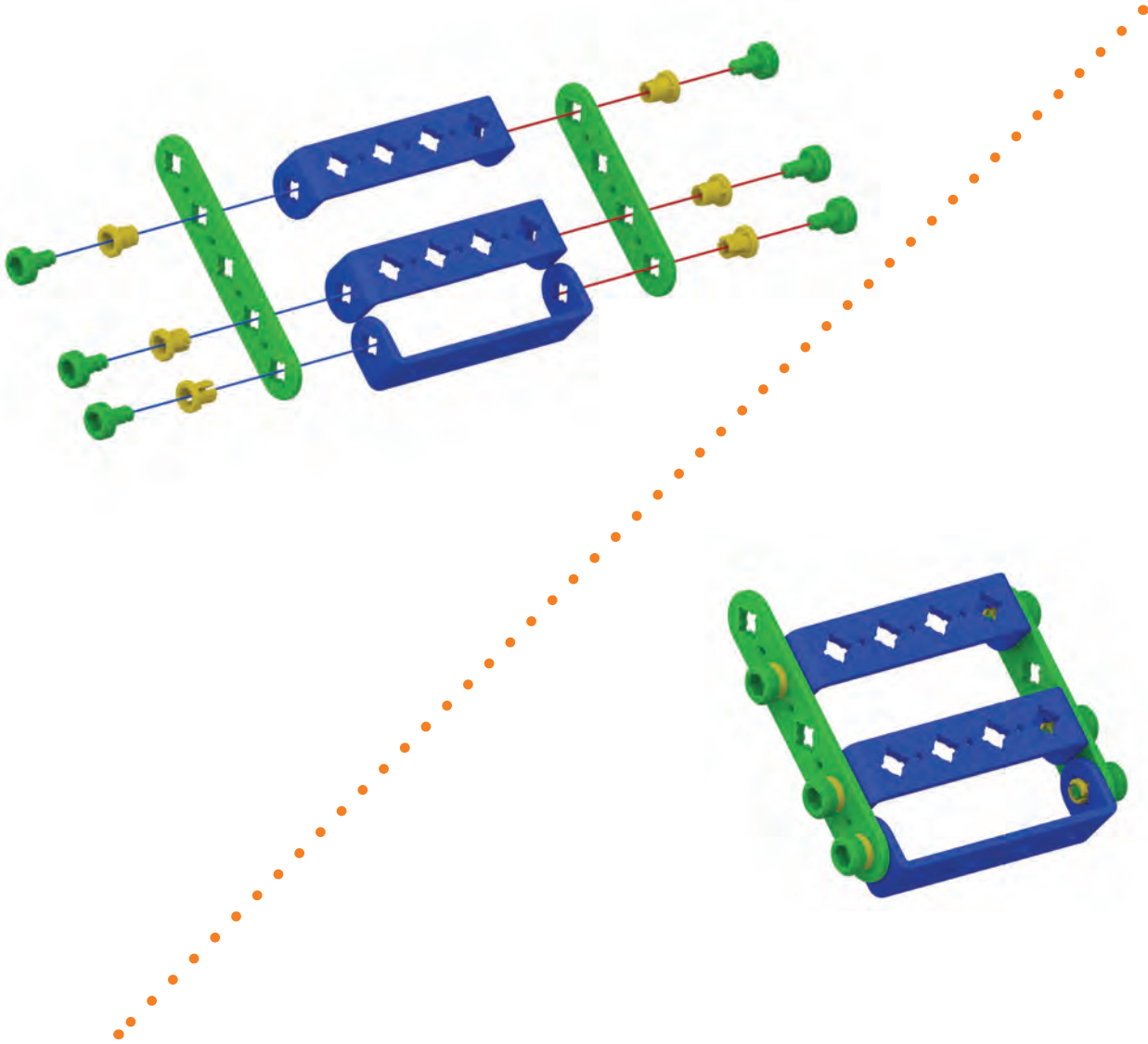
x3

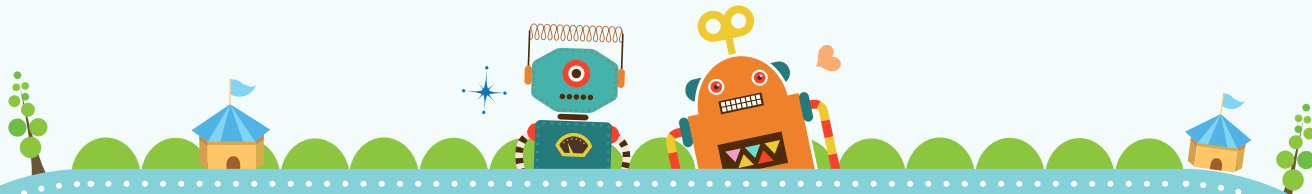


x6



x6





16 Onderdeel



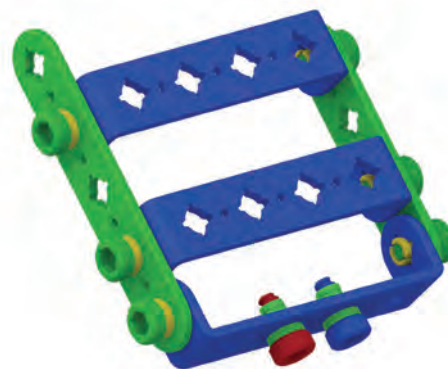
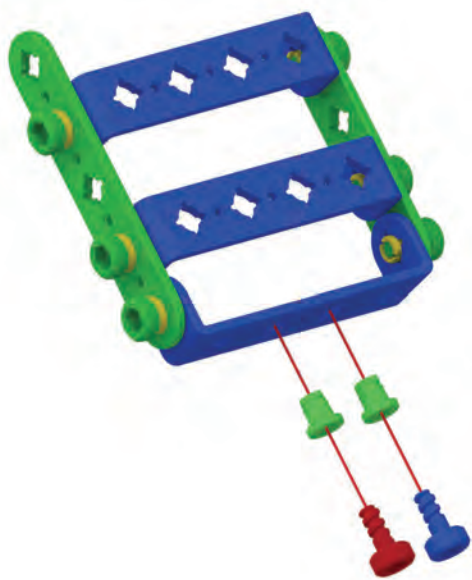
x2

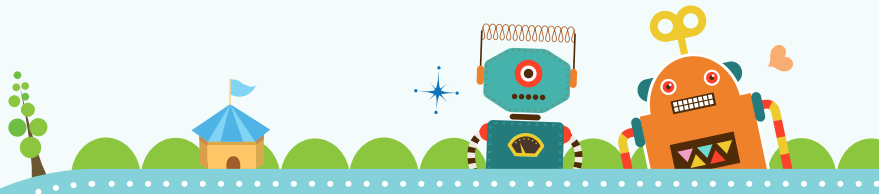


x1



x1





Onderdeel

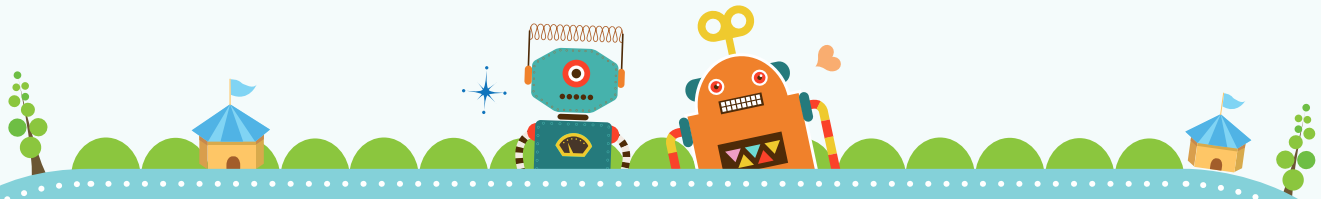


x1



x1

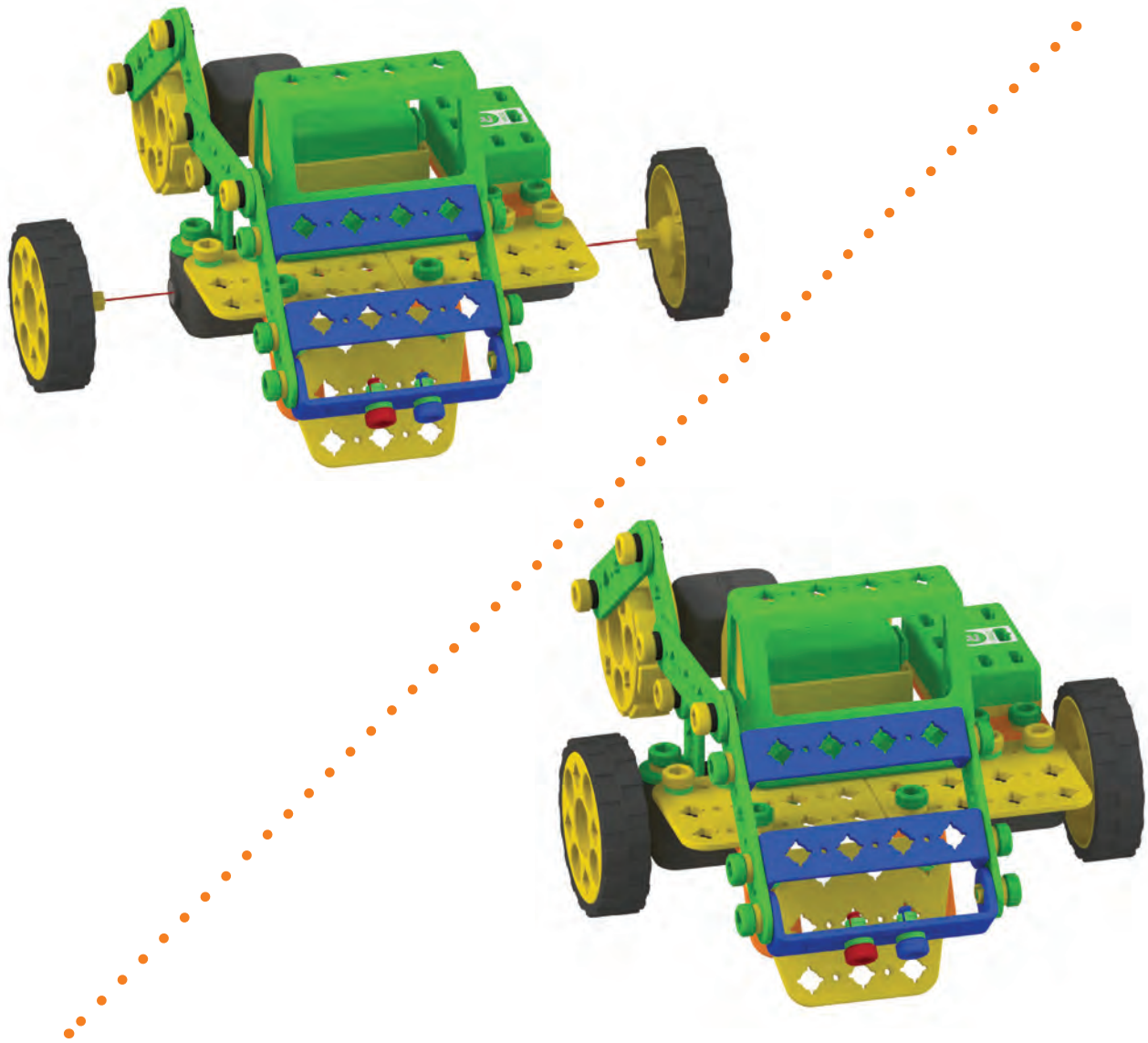


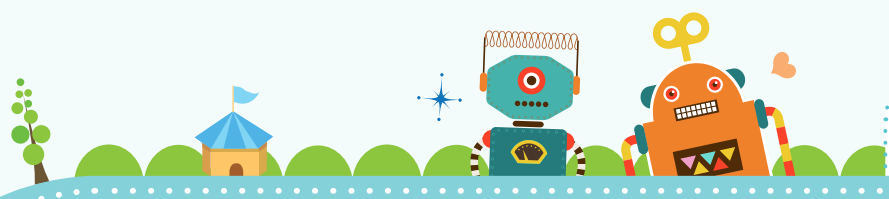


18 Onderdeel

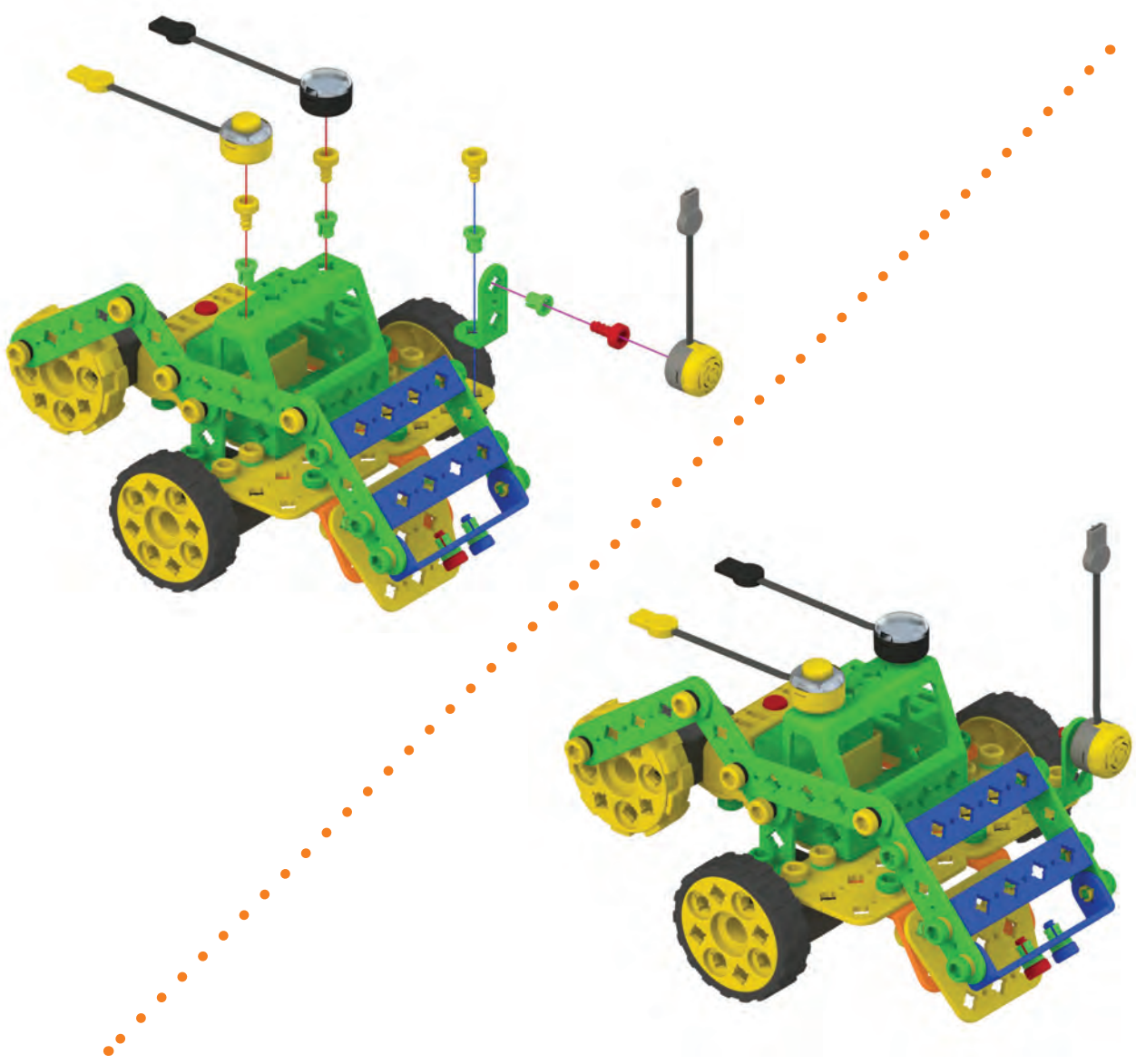
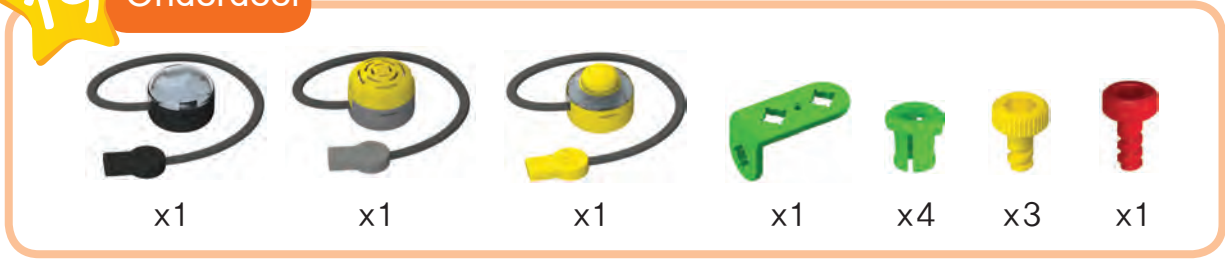


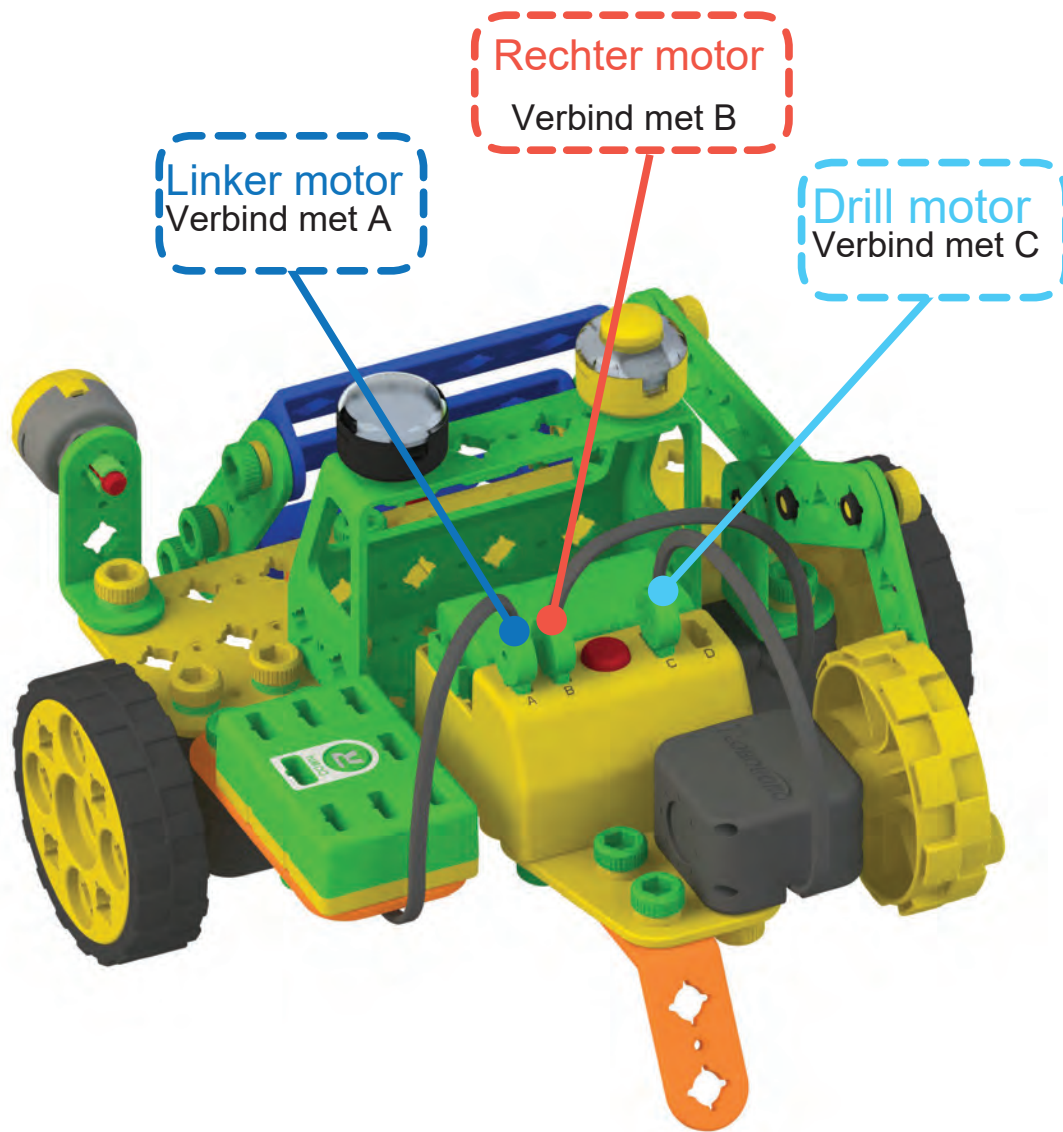
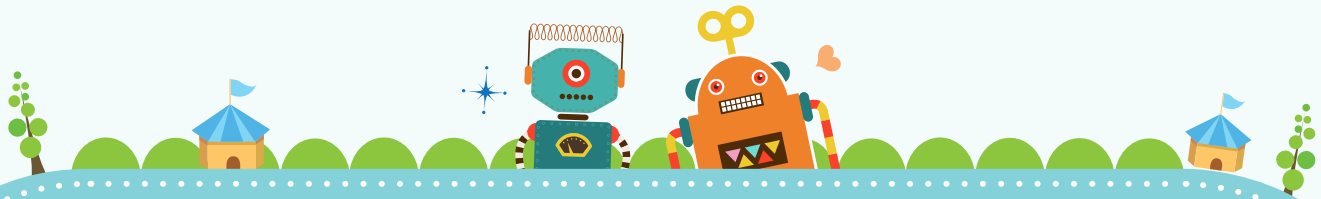
x2

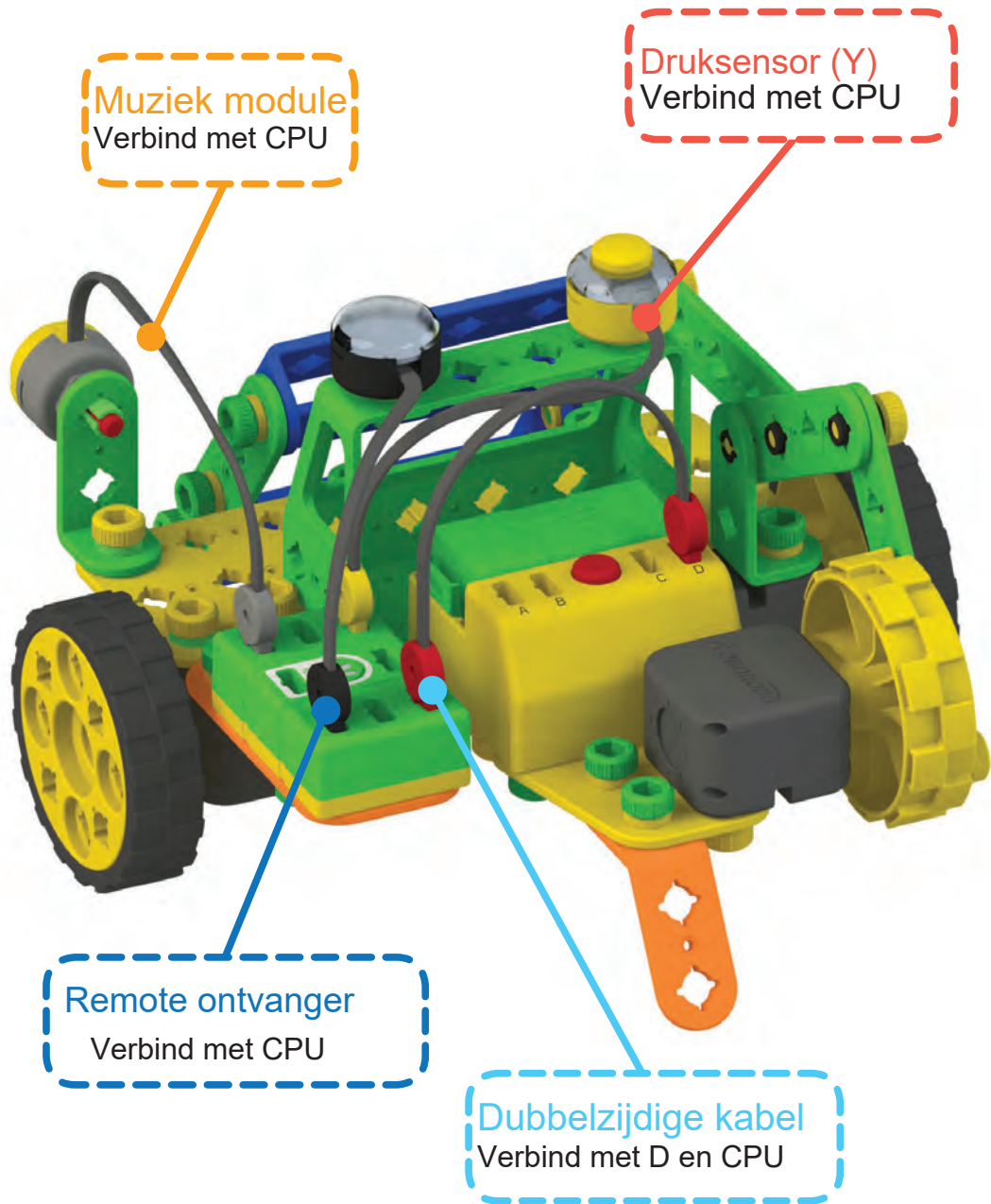
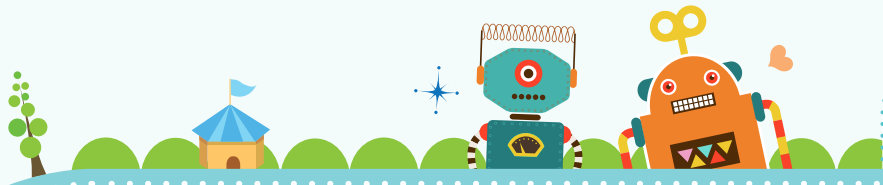


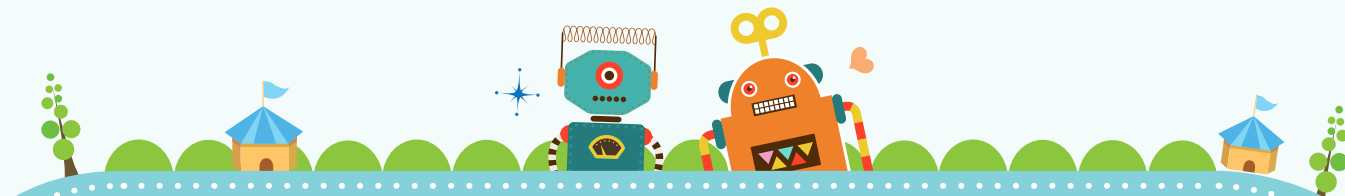


19 Onderdeel









We gaan  
coderen

Codeer de bewegingen van de  
Ontdekkers Bot op het coding bord.

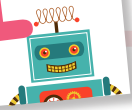


Bestuur de ontdekkers bot met de remote controller.



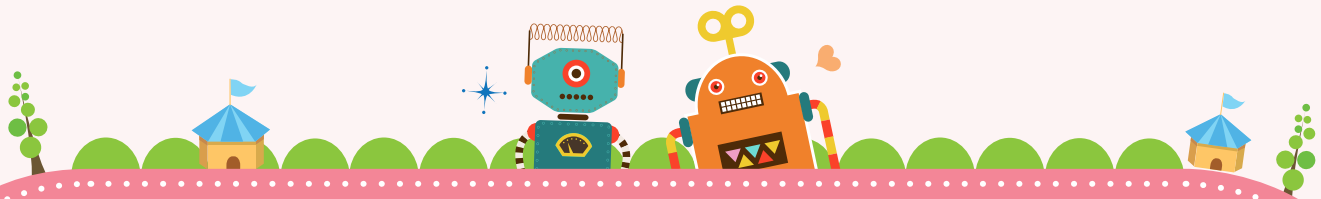
Soldaten Bot

11



Spelen met de Soldaten Bot!

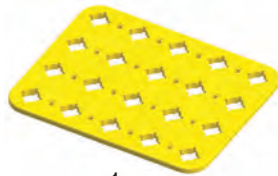




Onderdeel



x2



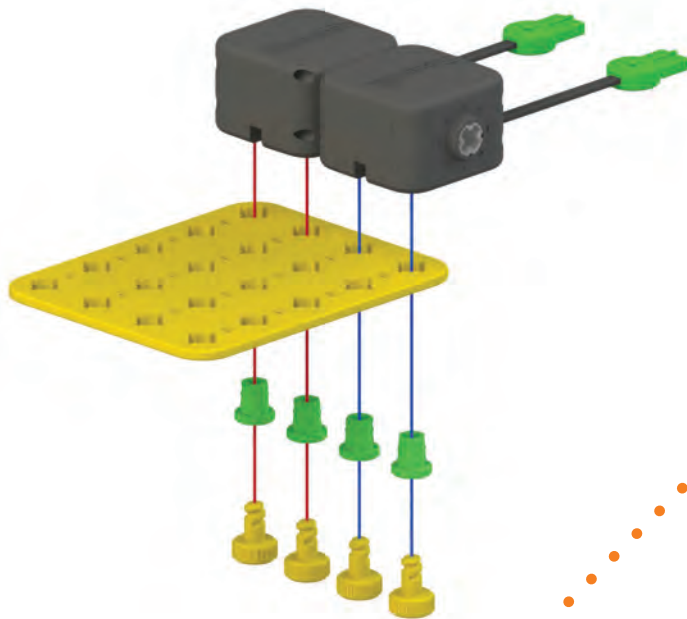
x1

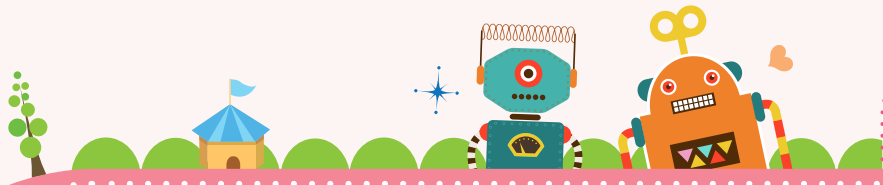


x4



x4





2 Onderdeel



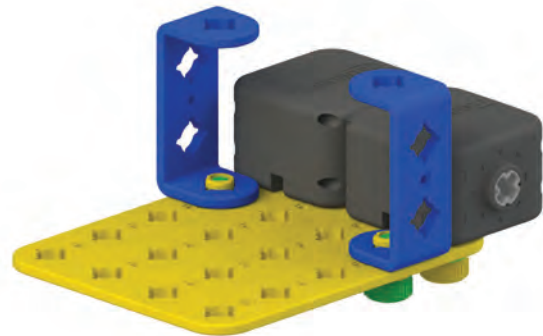
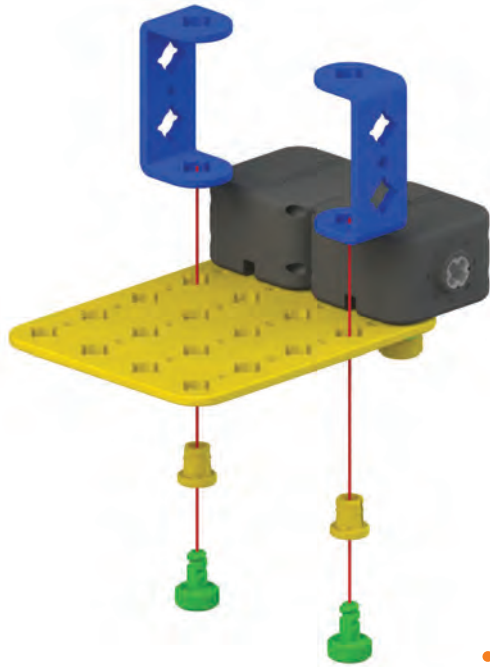
x2

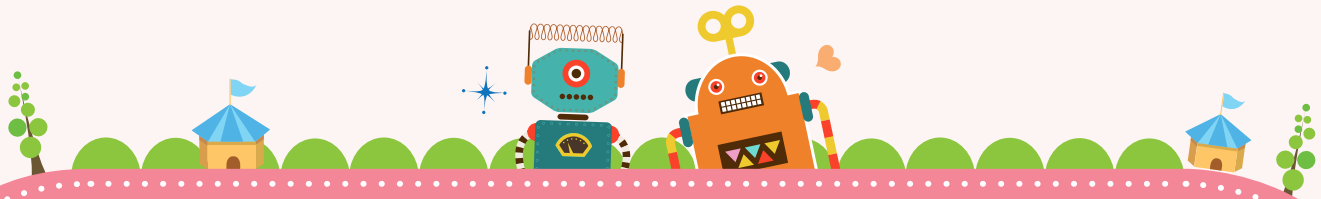


x2



x2





**3** Onderdeel



x1



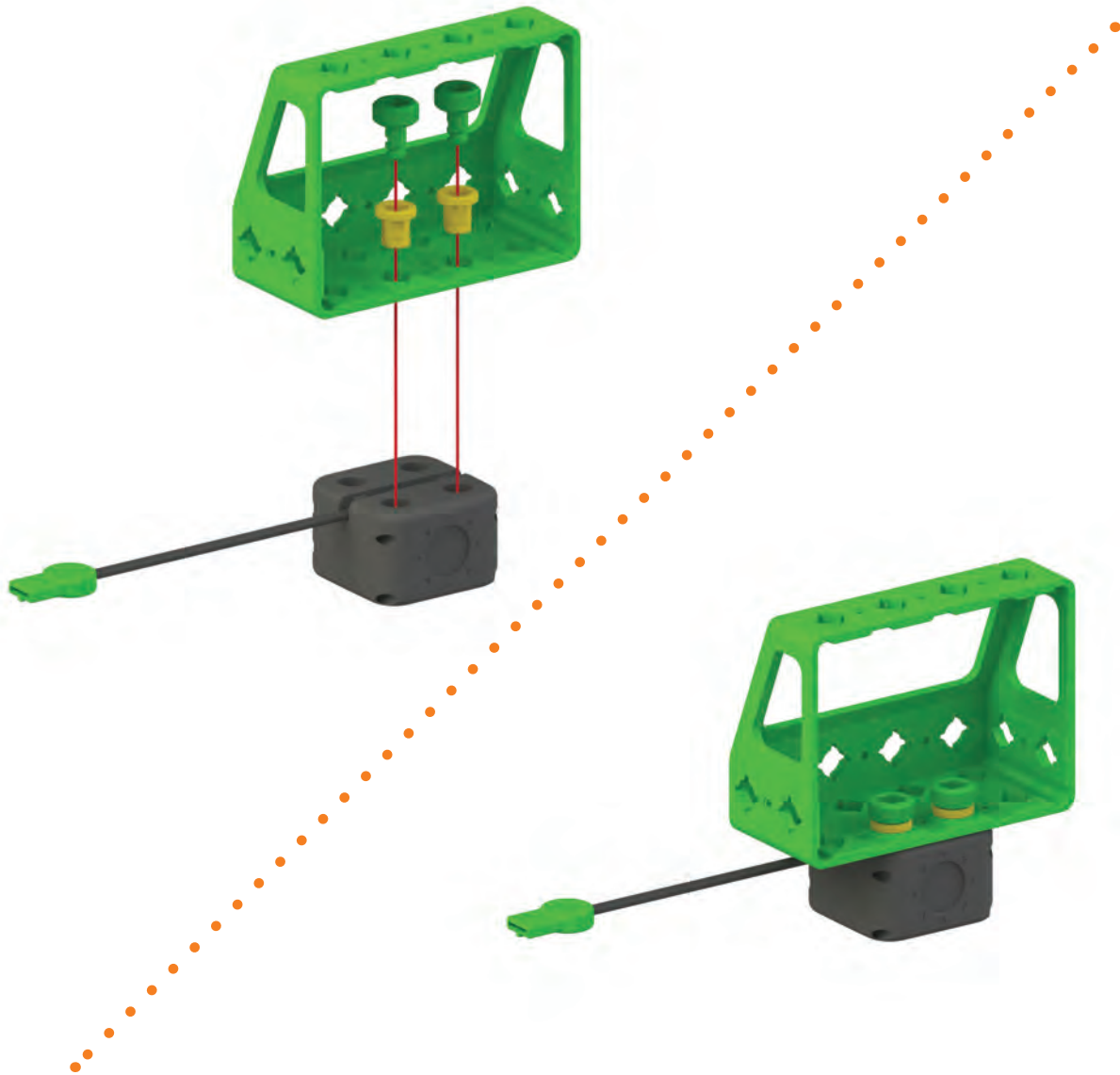
x1

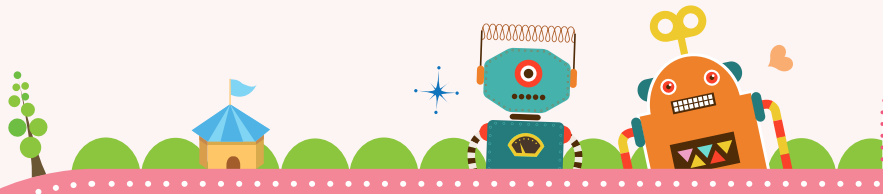


x2



x2





Onderdeel



x2



x2



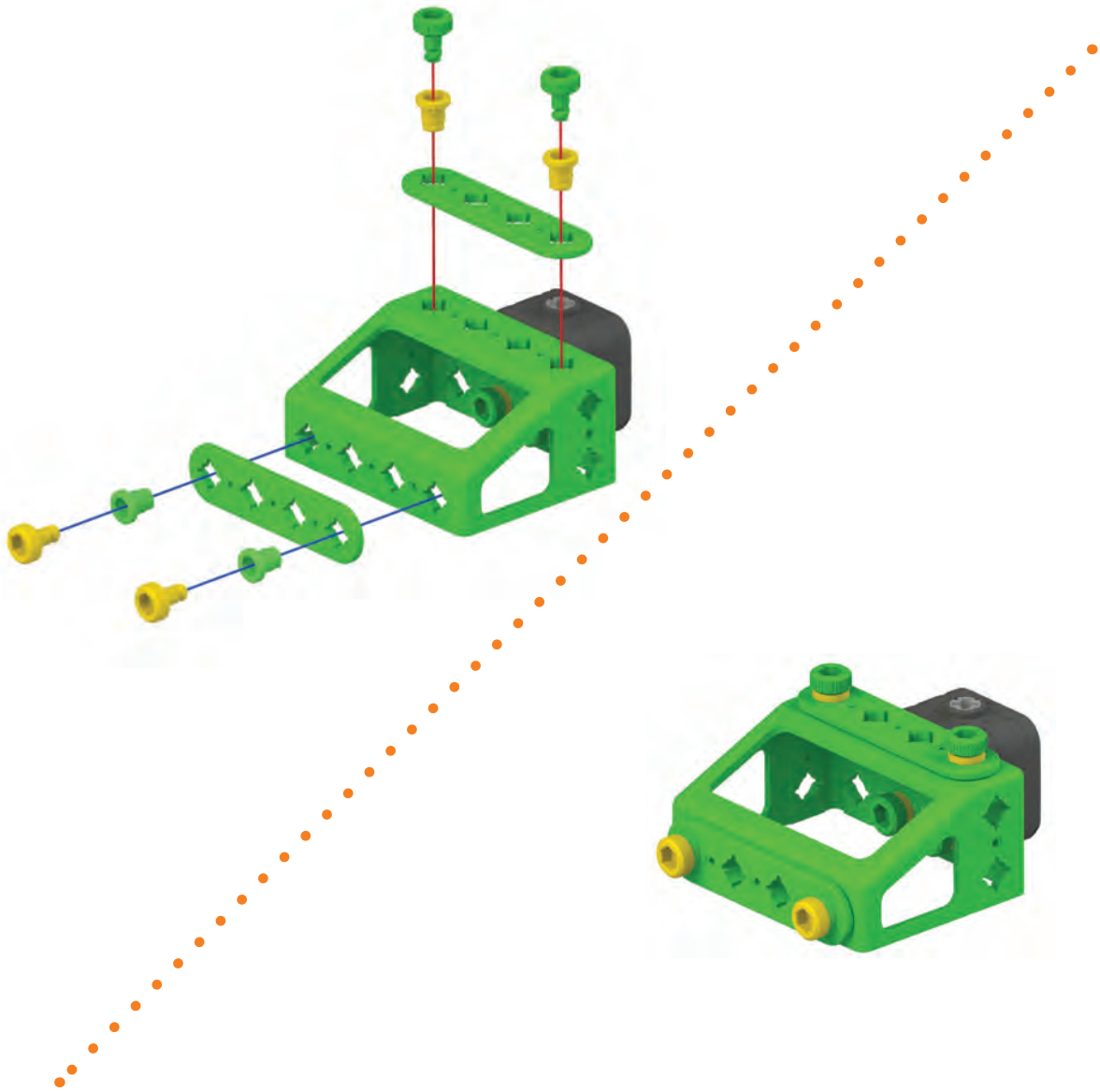
x2

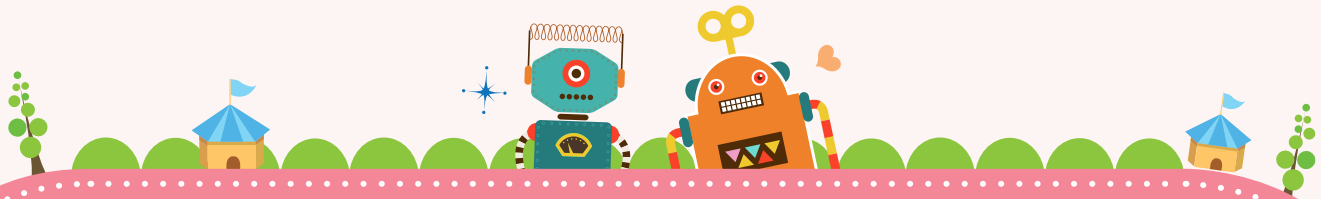


x2



x2





5 Onderdeel



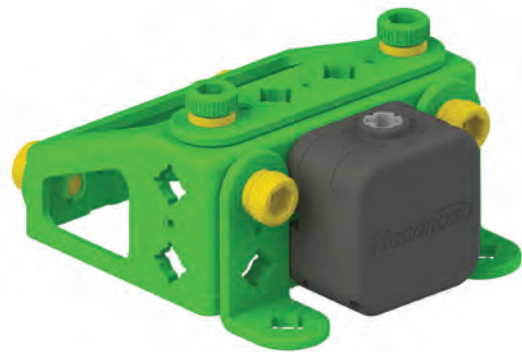
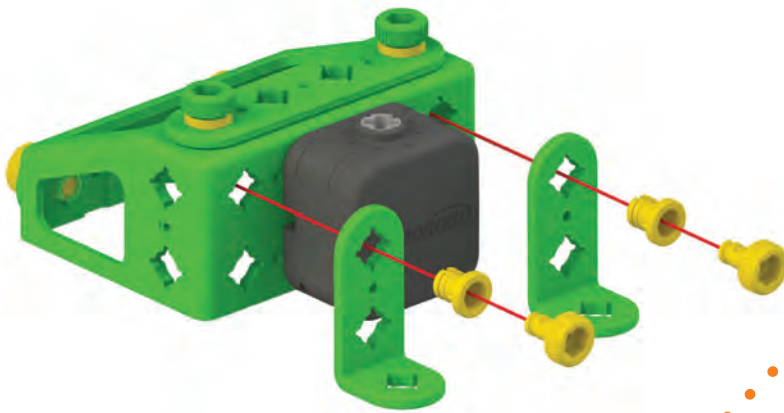
x2

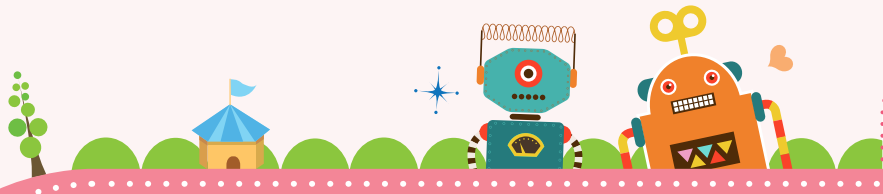


x2



x2





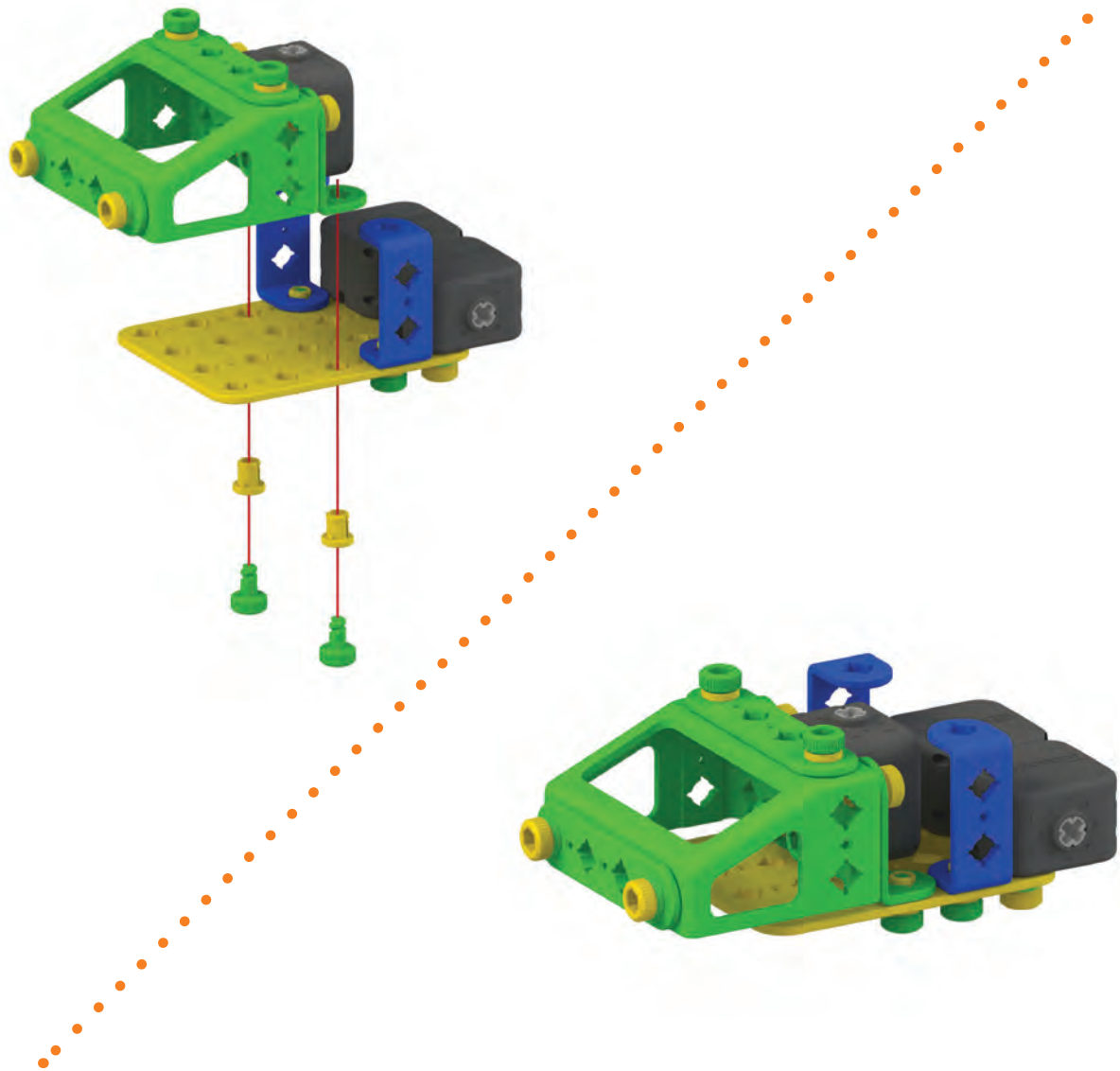
6 Onderdeel

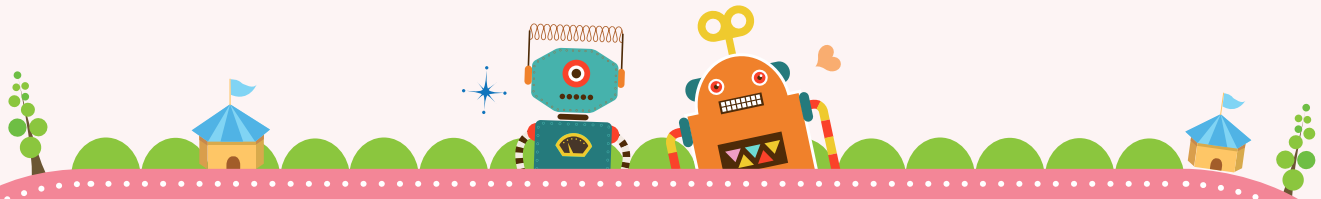


x2



x2





Onderdeel



x2



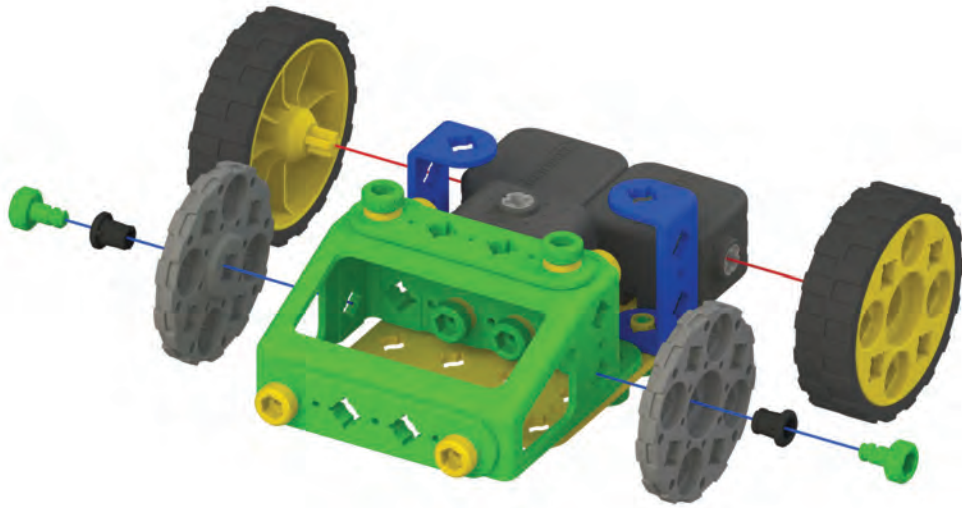
x2



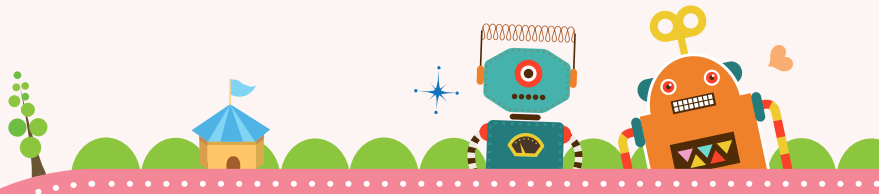
x2



x2







8 Onderdeel



x2



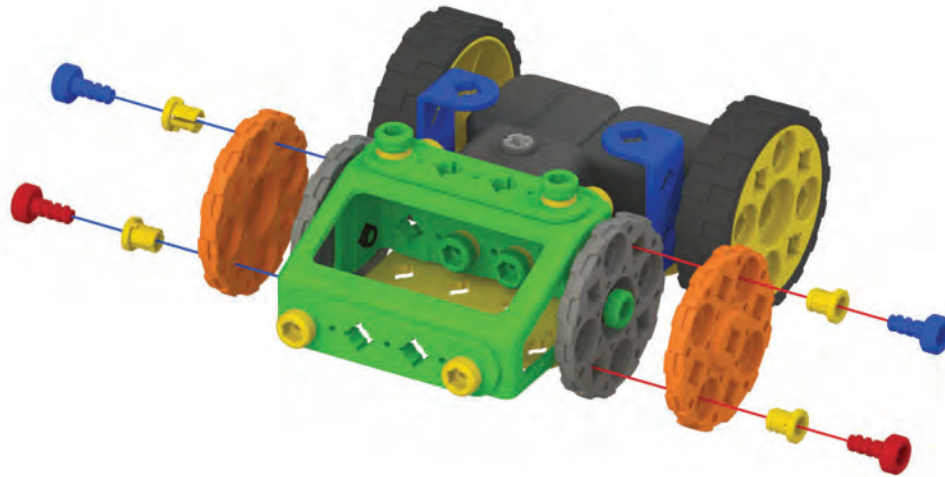
x4

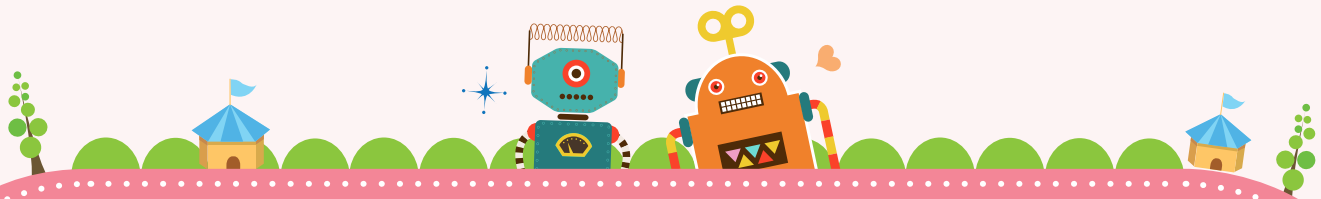


x2



x2





9 Onderdeel



x1



x1



x2



x2



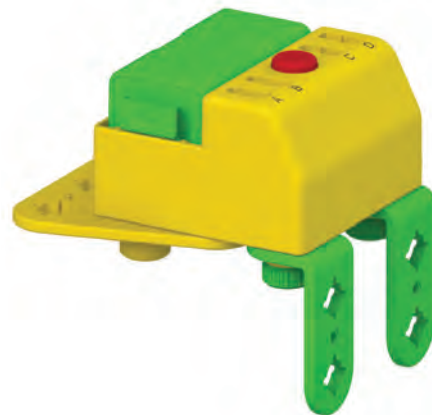
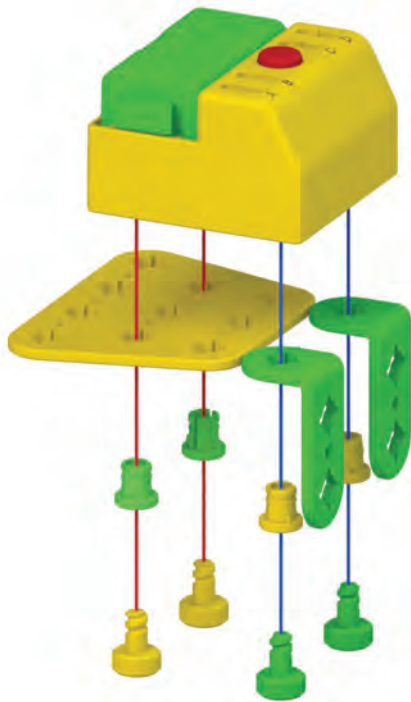
x2

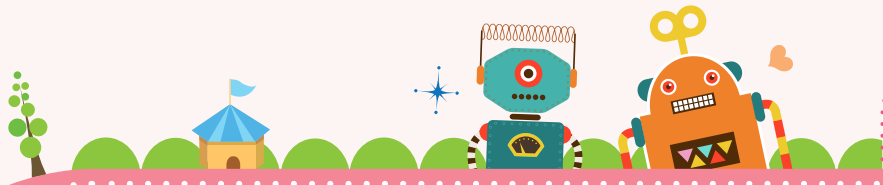


x2



x2





10 Onderdeel



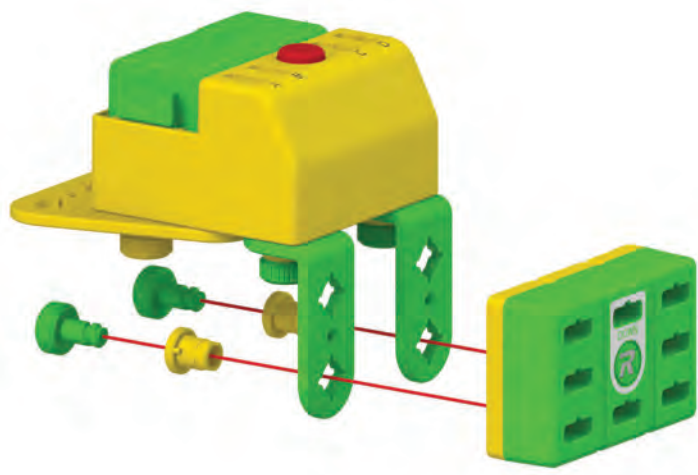
x1

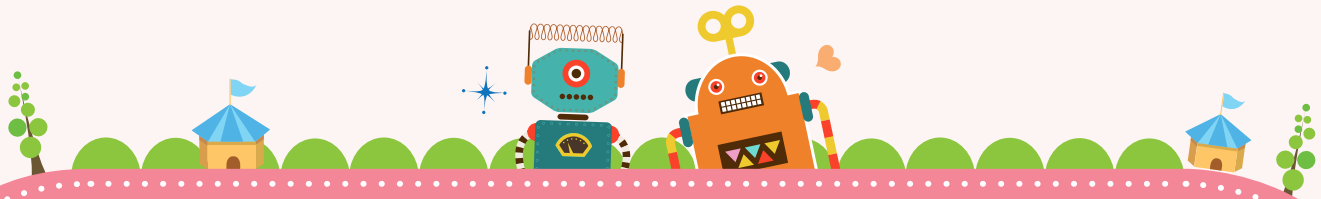


x2



x2





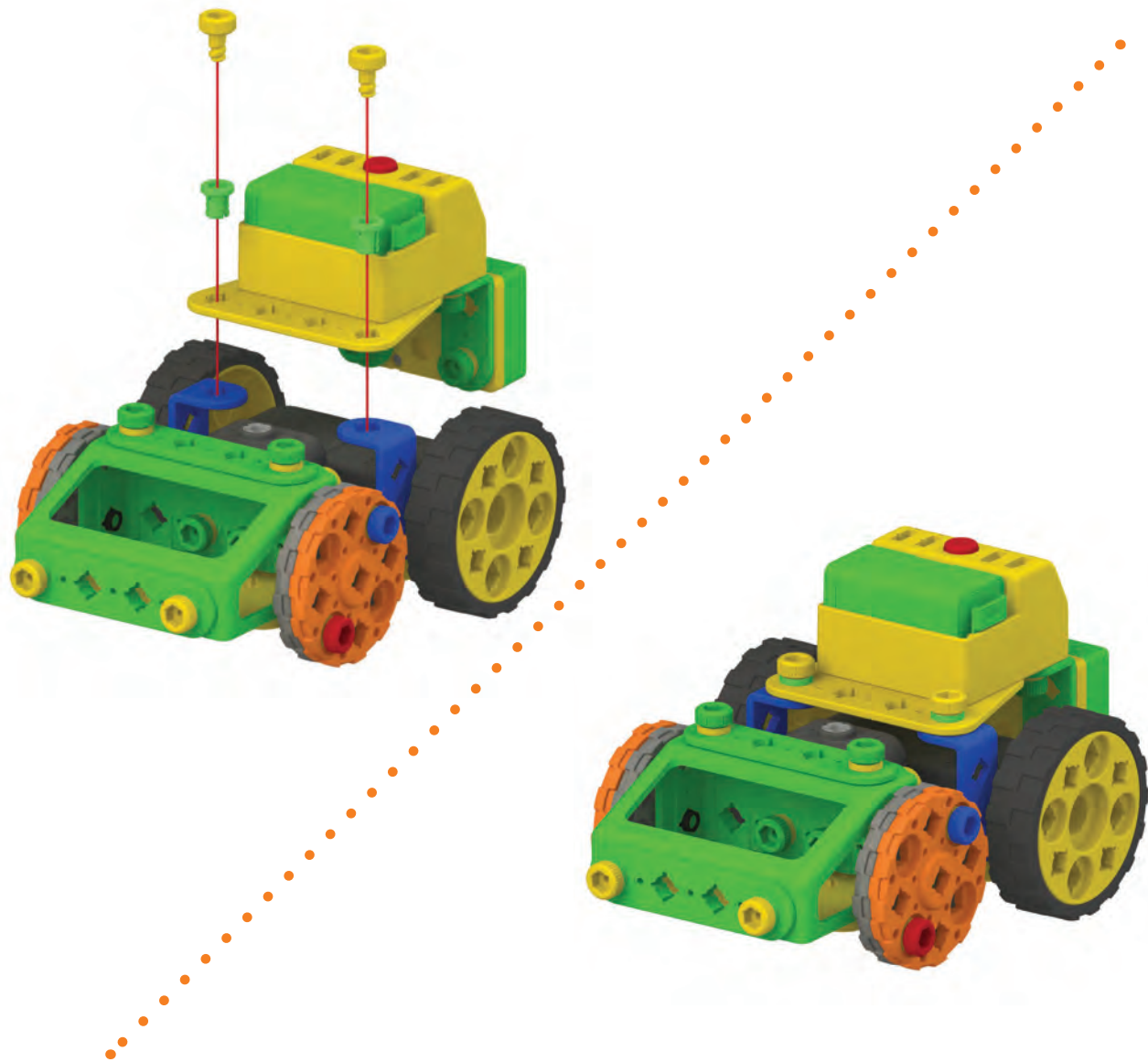
Onderdeel

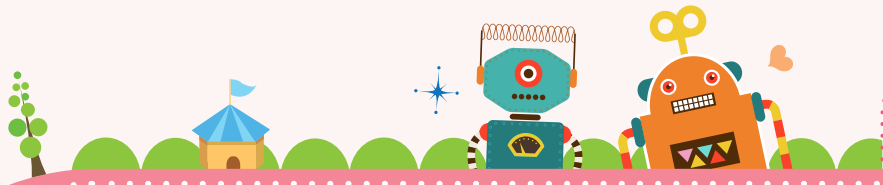


x2



x2





12 Onderdeel



x1



x1



x1



x2



x2



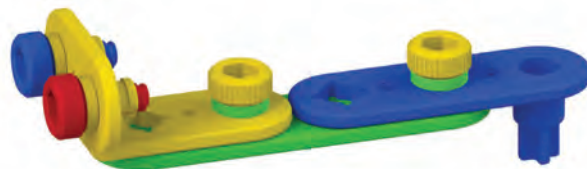
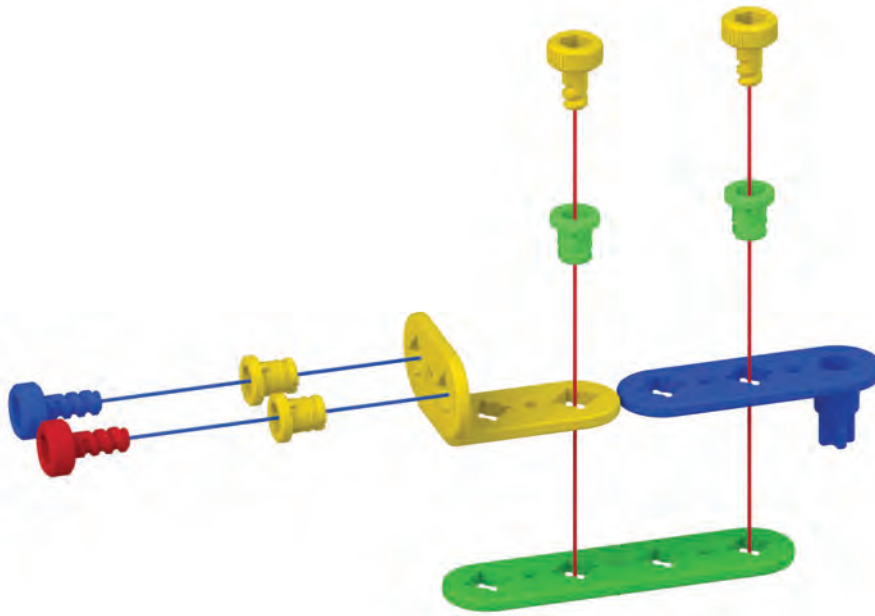
x2

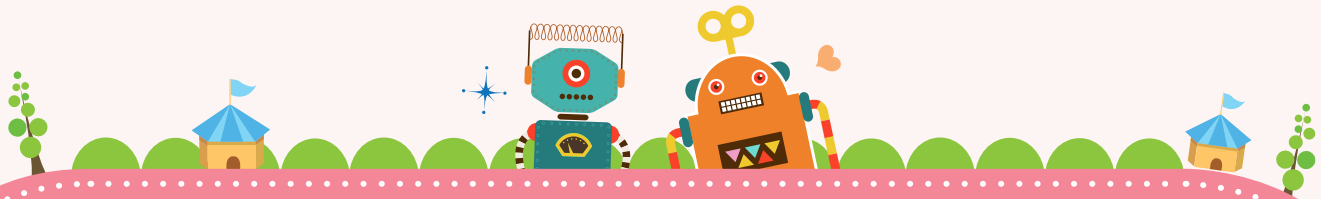


x1



x1





13 Onderdeel

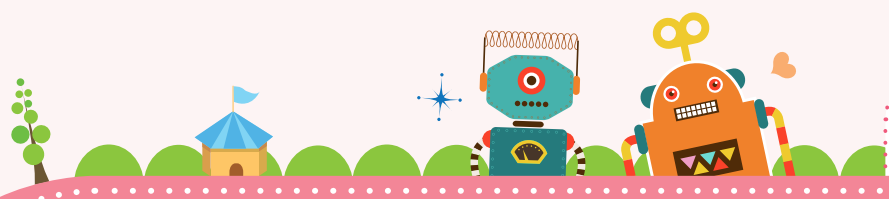


x1

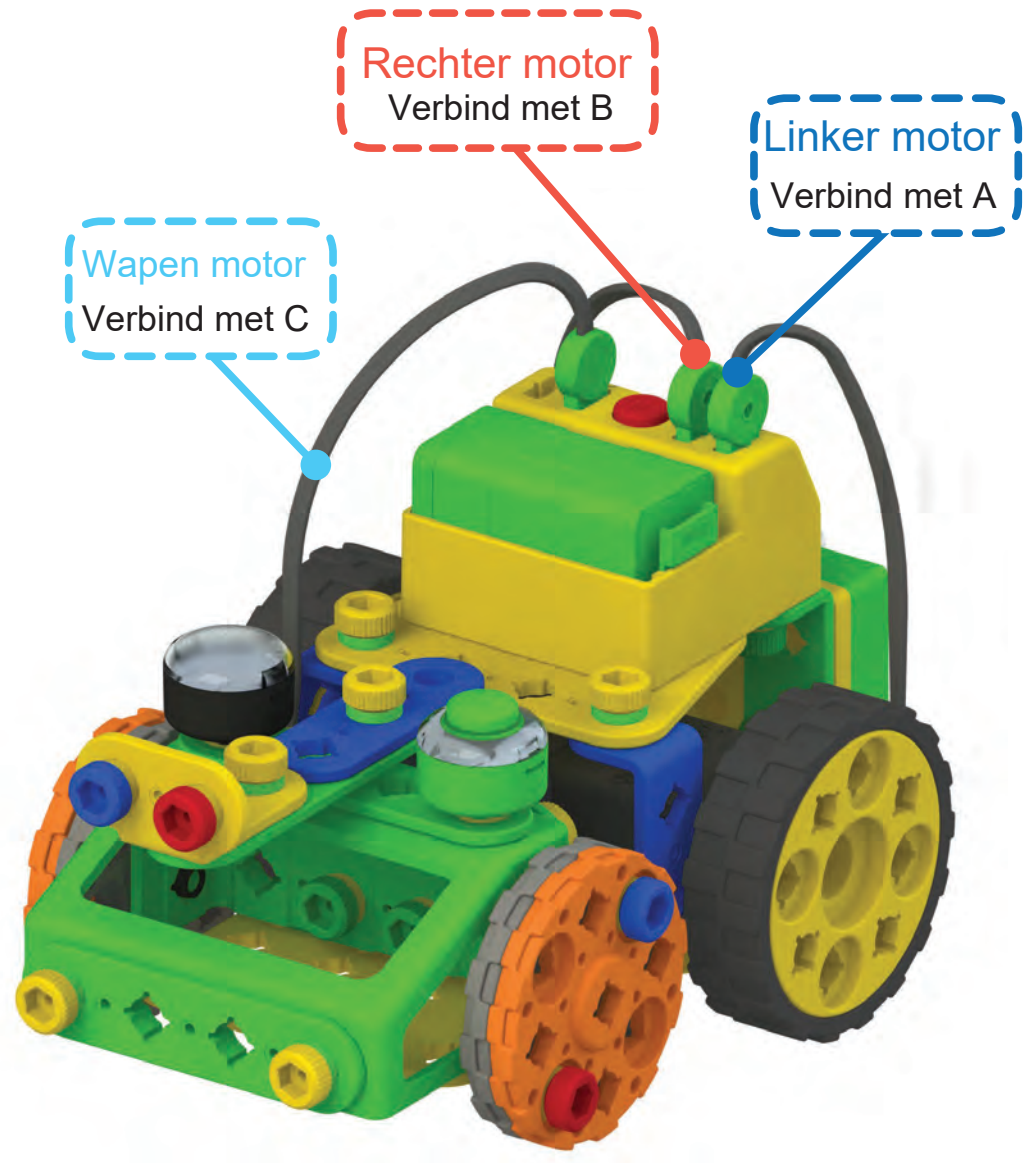


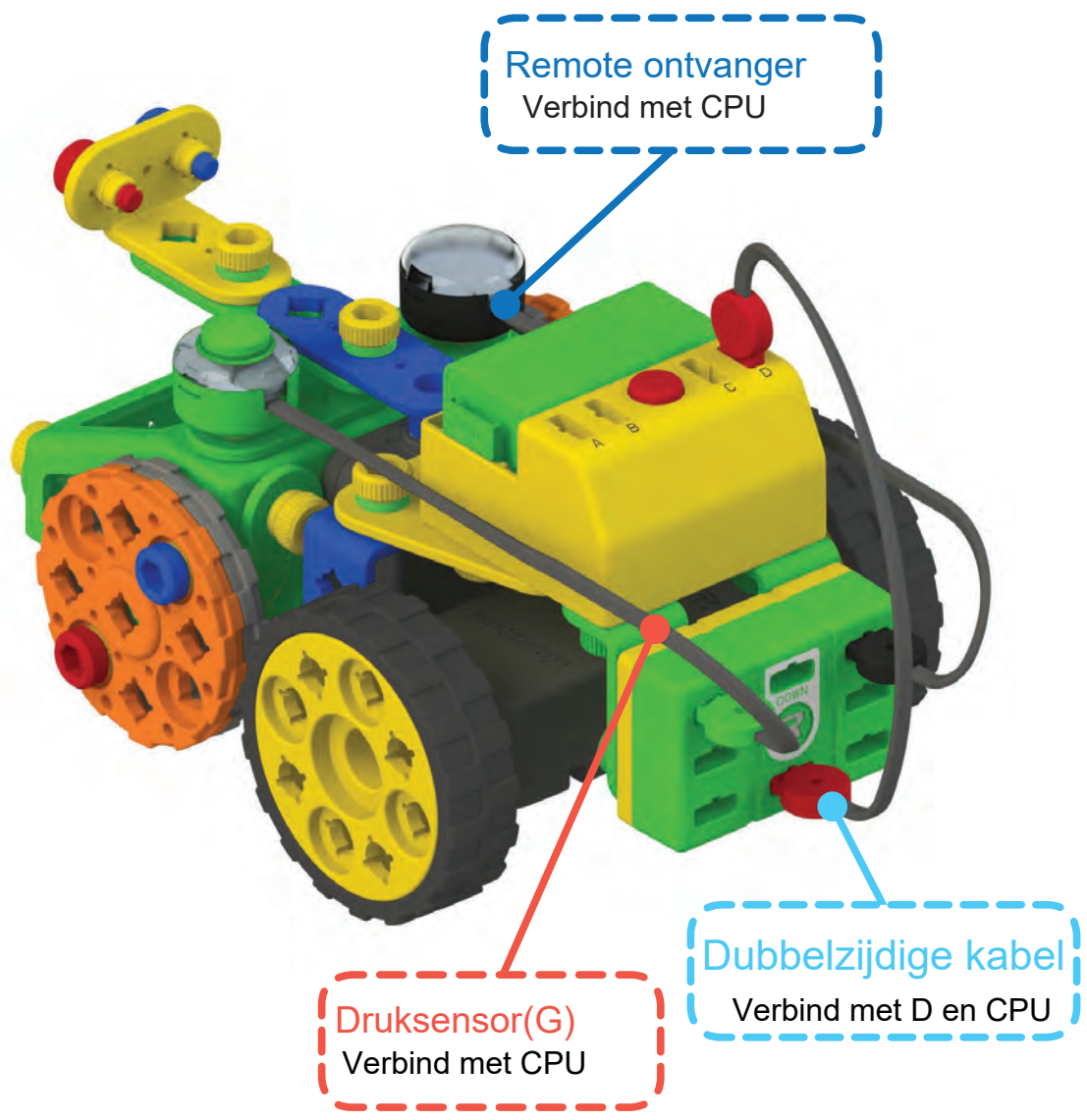
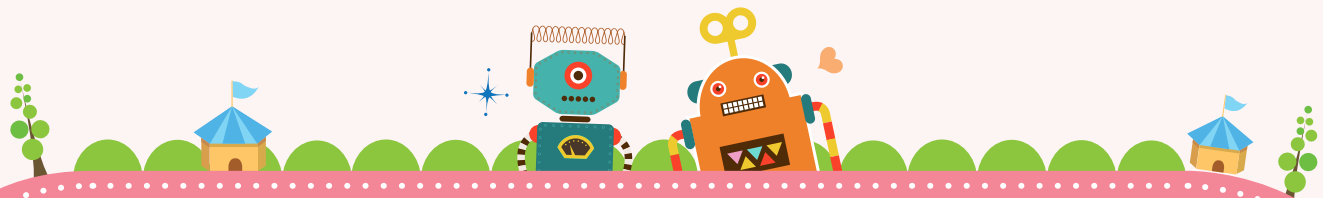
x1



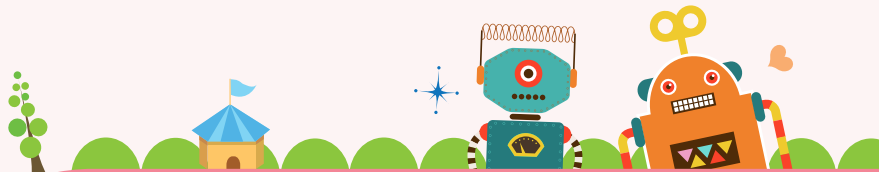


Soldaten Bot









## Soldaten Bot

We gaan  
coderen

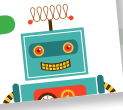
Codeer de bewegingen van de Soldaten Bot op het coding bord.



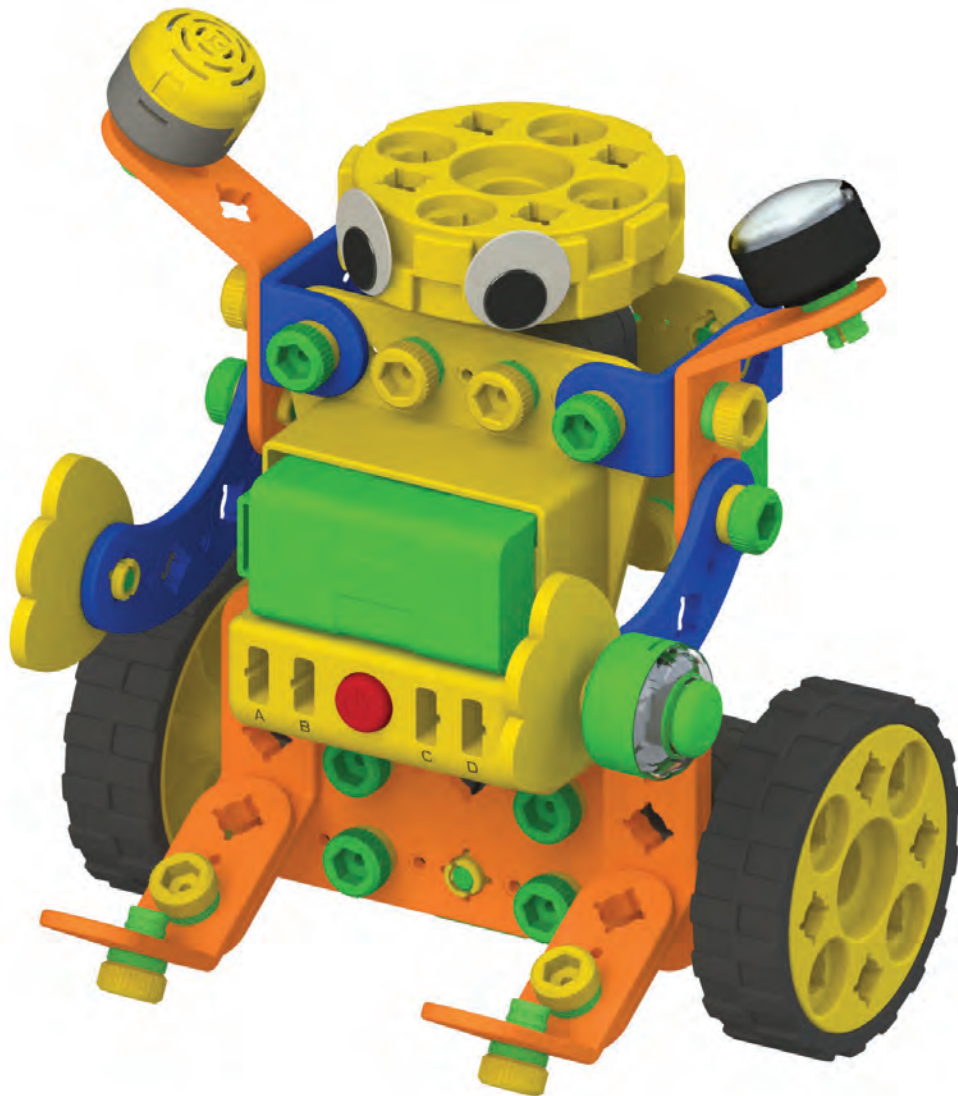
Bestuur de soldaten bot met de remote controller.

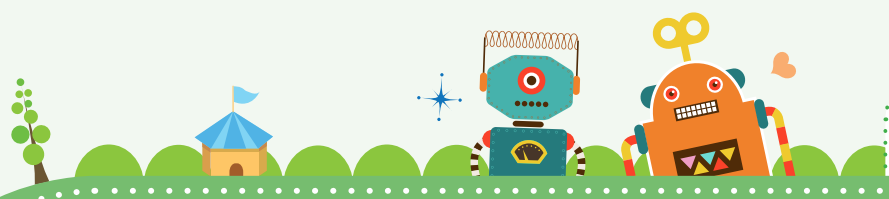
Humanoid

12



# Spelen met de Humanoid!





Humanoid

1 Onderdeel



x2



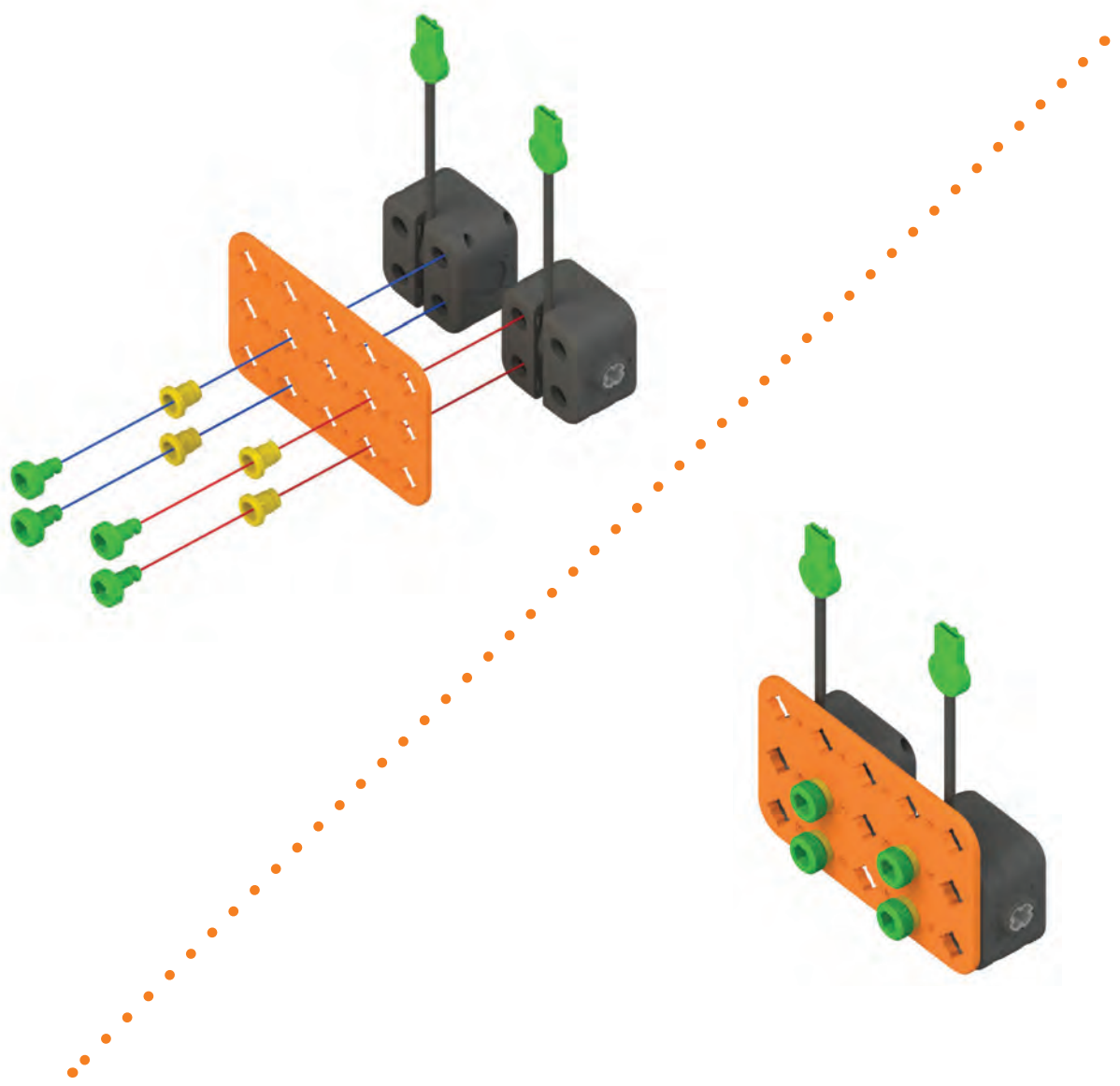
x1

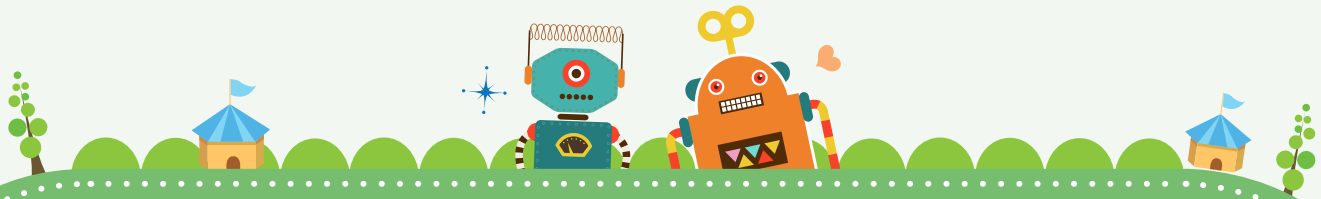


x4



x4





2 Onderdeel



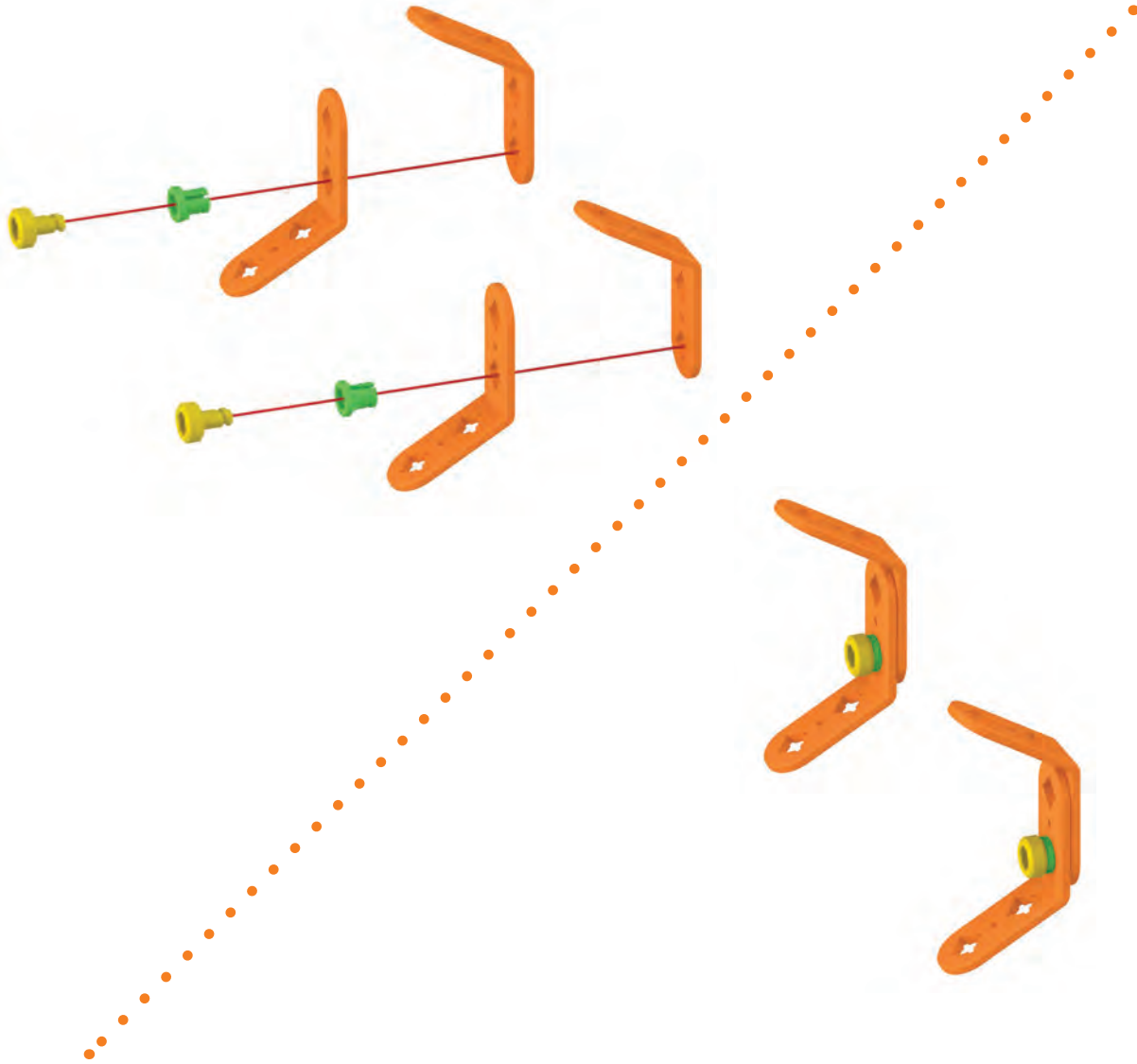
x4

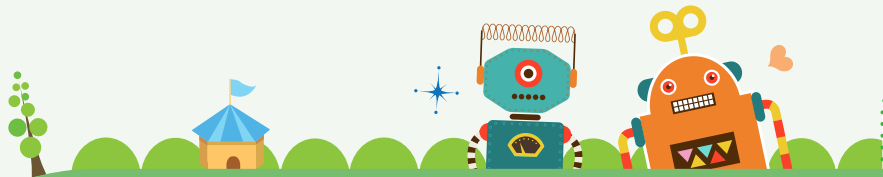


x2



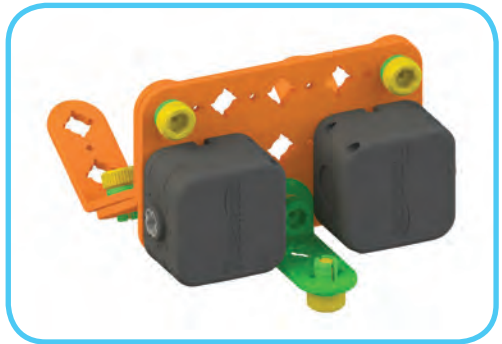
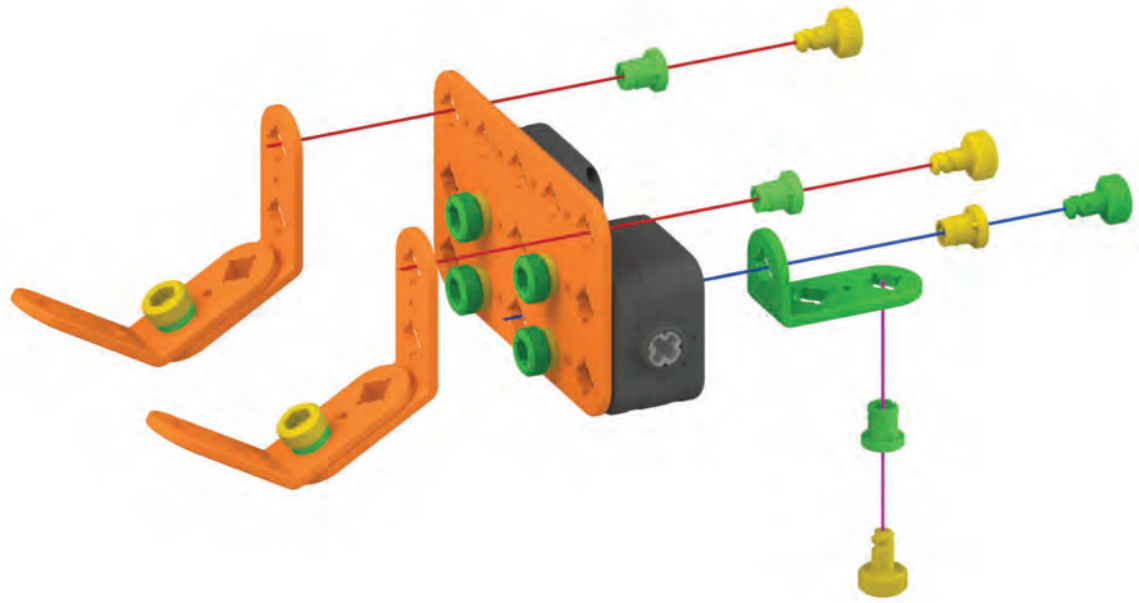
x2



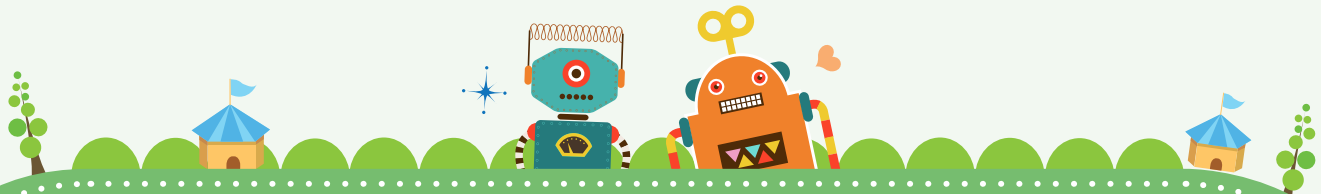


3 Onderdeel

-   
x1
-   
x1
-   
x3
-   
x3
-   
x1



< Achterkant >



4 Onderdeel



x1



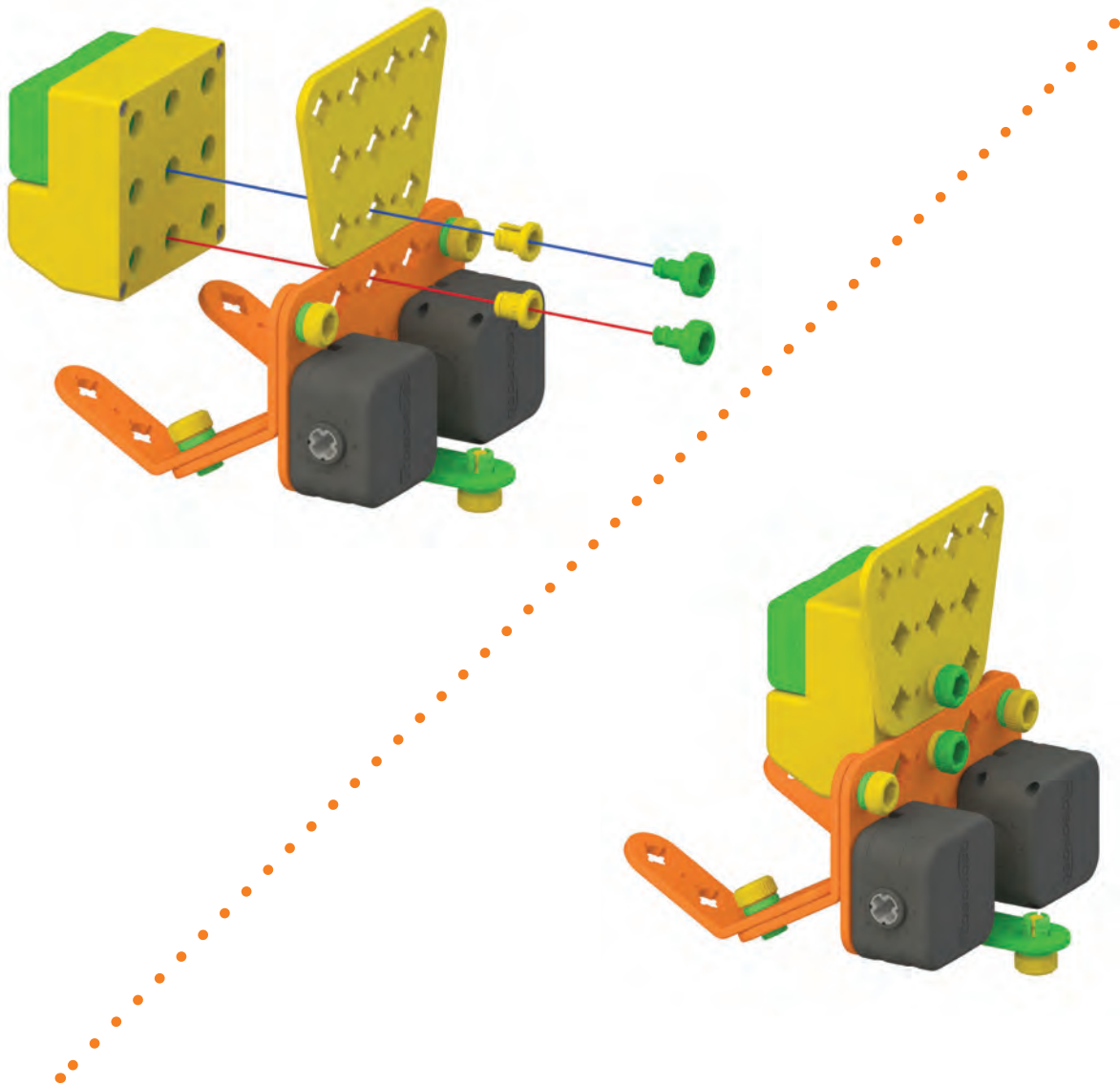
x1

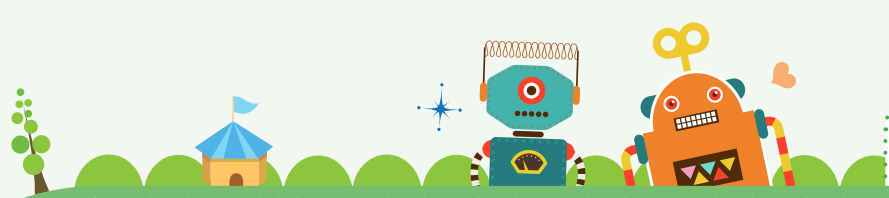


x2



x2





5 Onderdeel



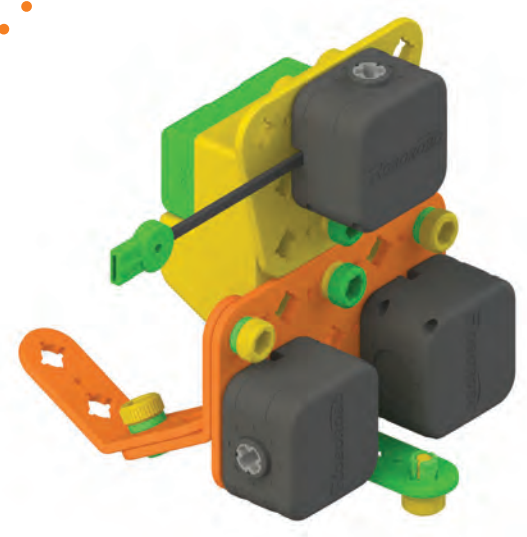
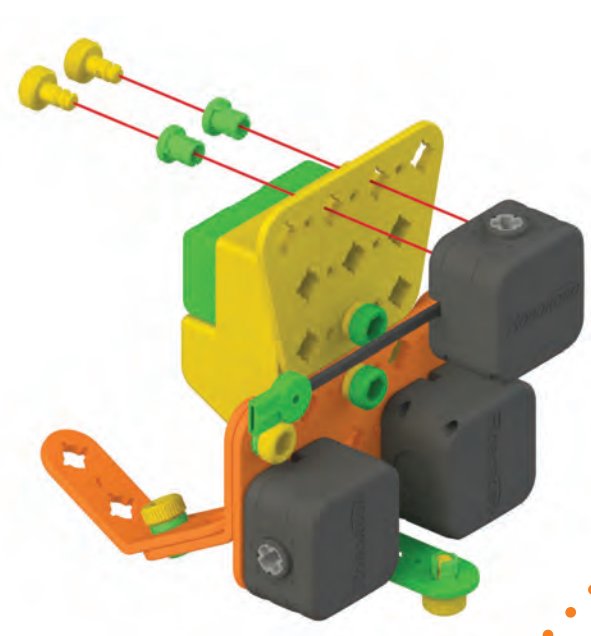
x1

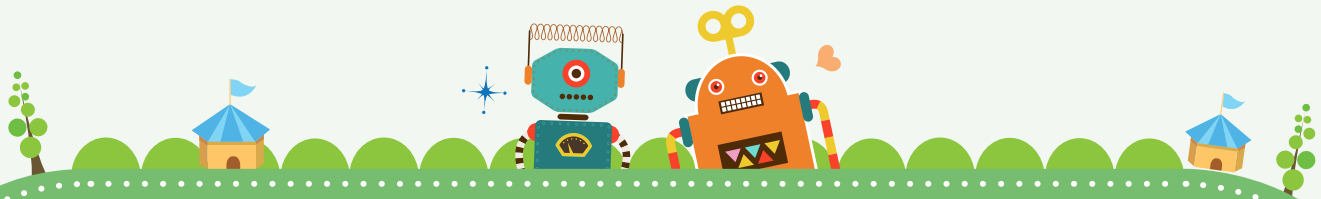


x2



x2





6 Onderdeel



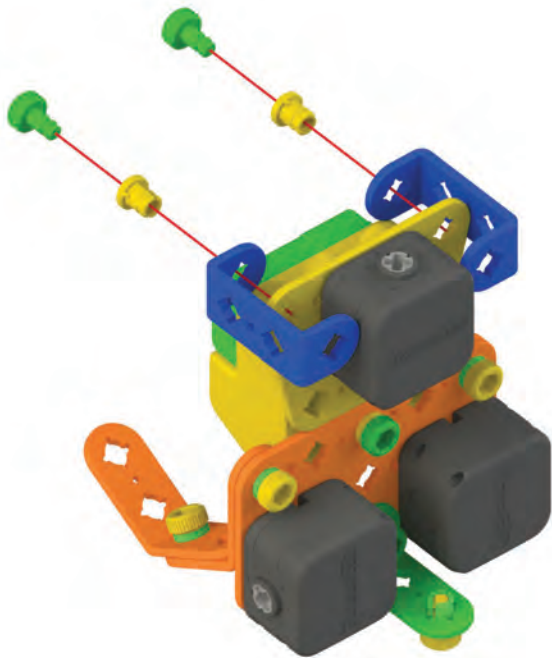
x2



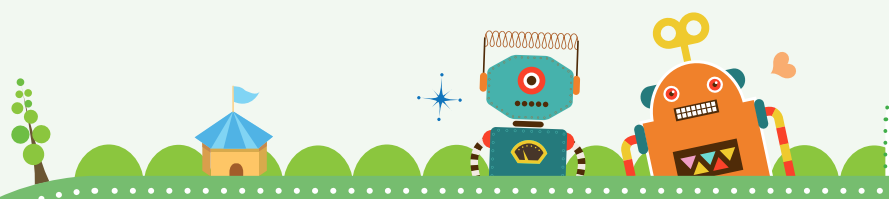
x2



x2







**7** Onderdeel



x1



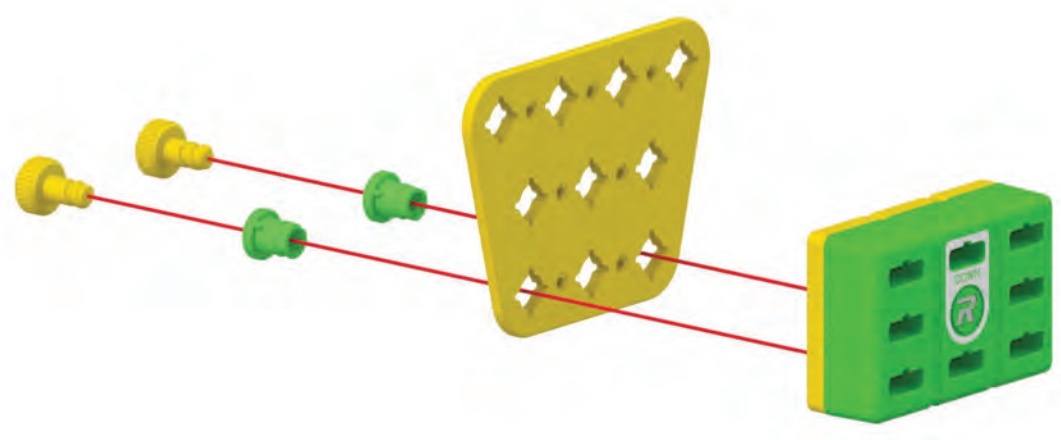
x1

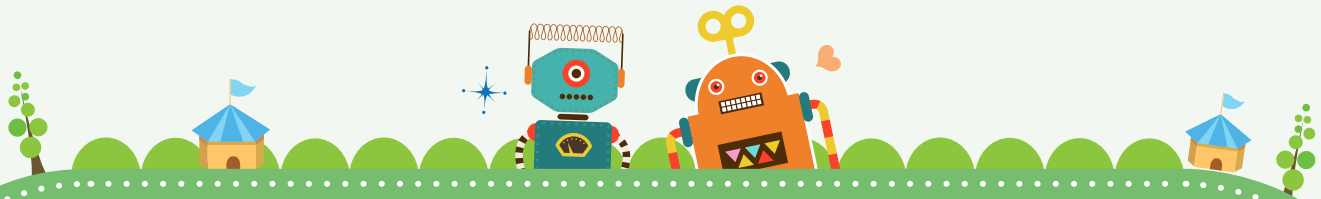


x2



x2





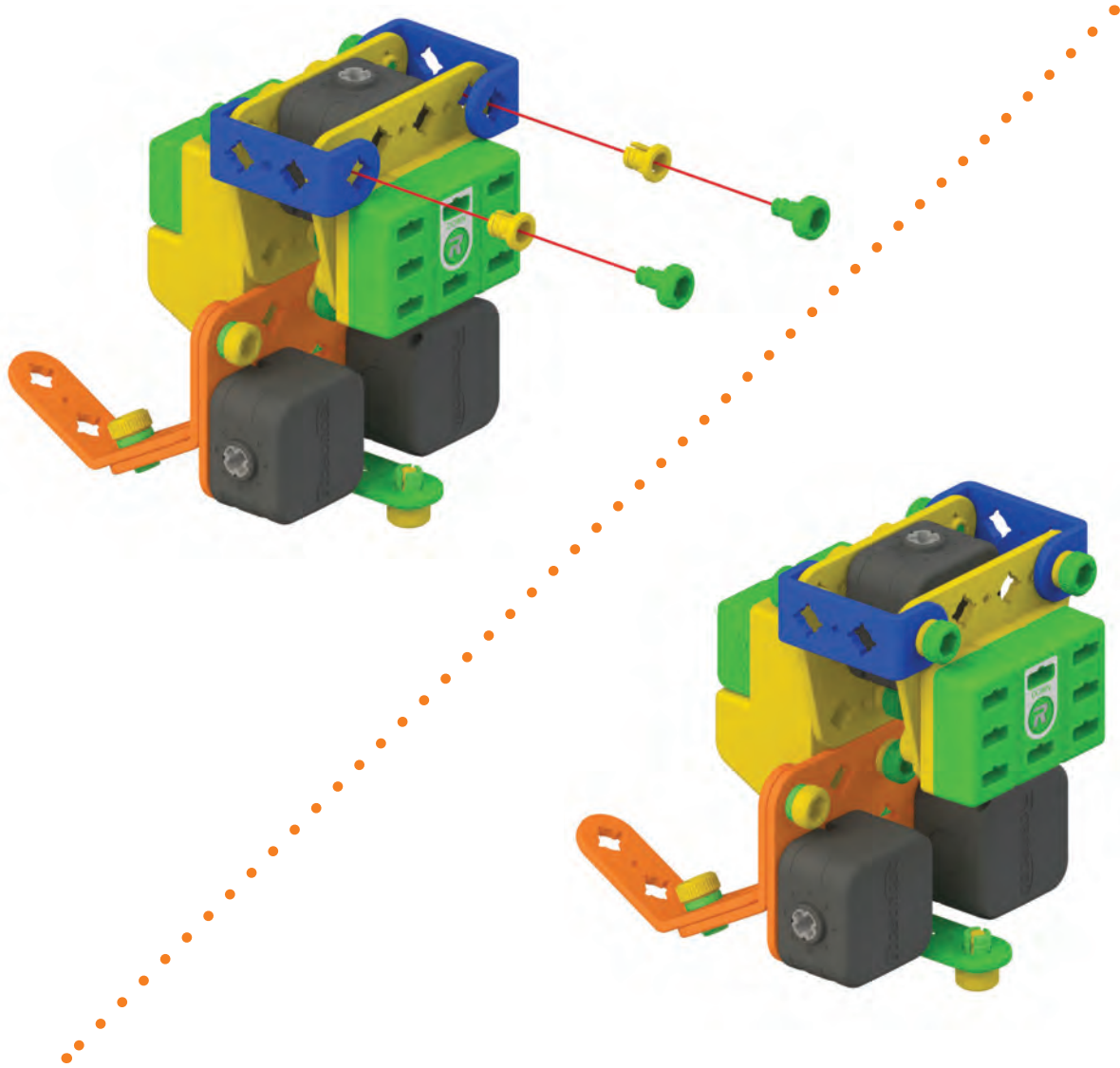
8 Onderdeel

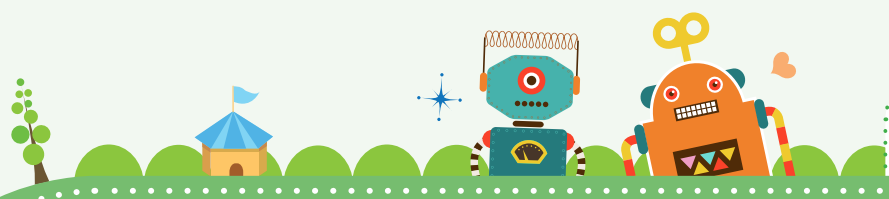


x2



x2





9 Onderdeel



x2



x2



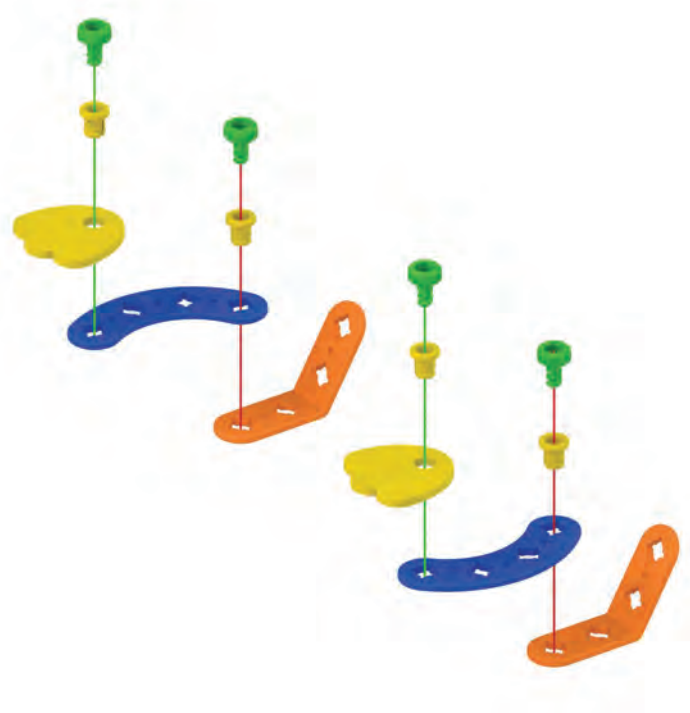
x2

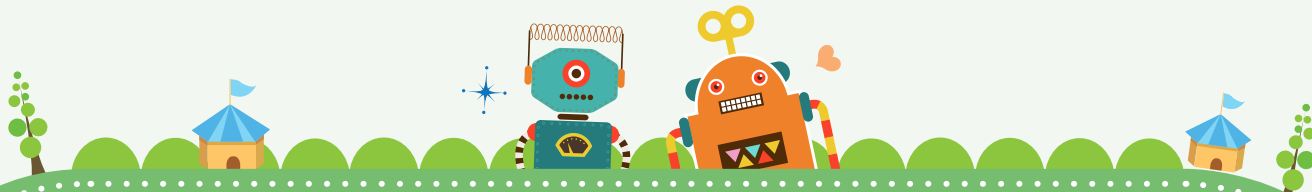


x4



x4





10 Onderdeel



x1



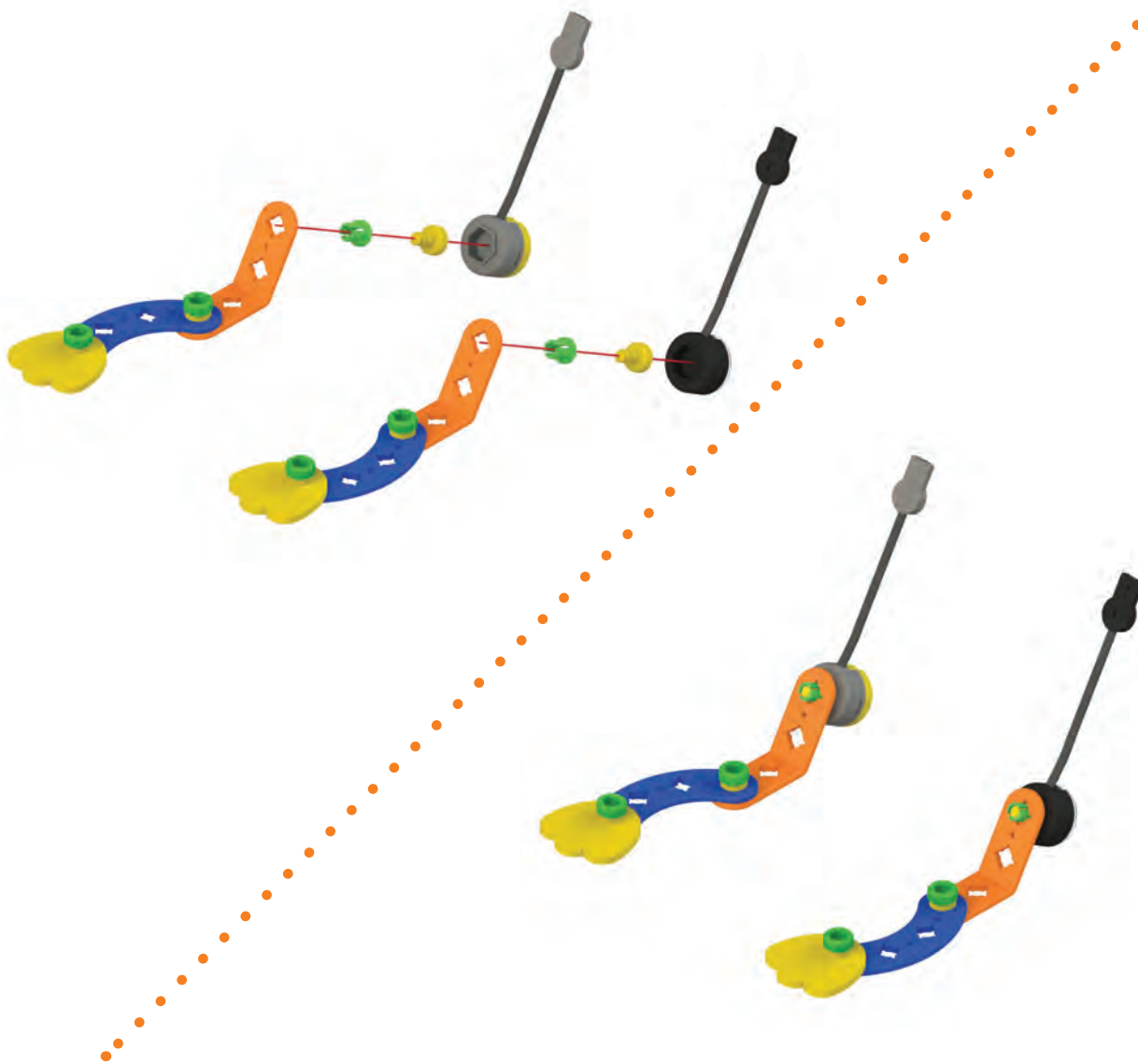
x1

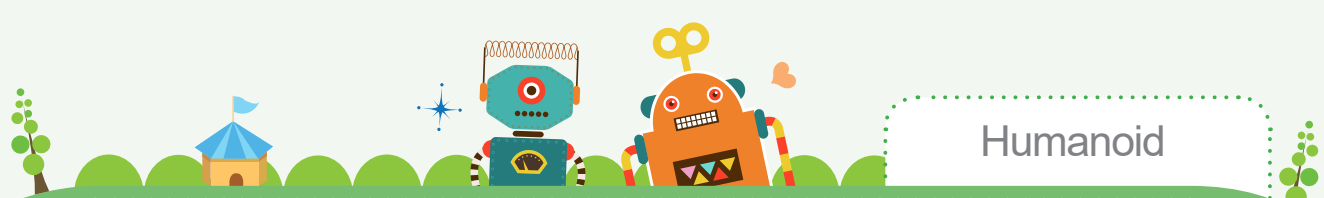


x2



x2





Onderdeel



x1



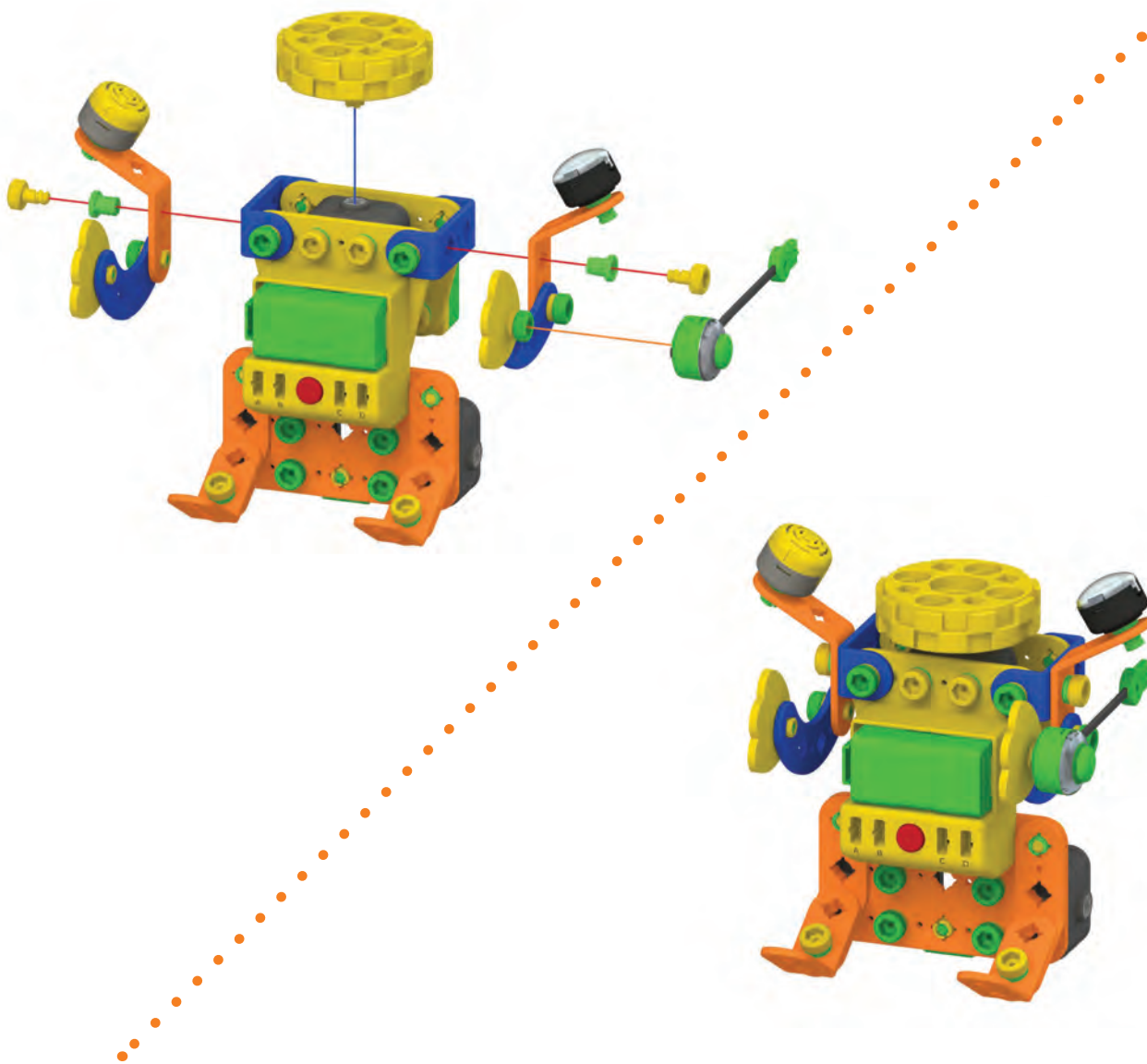
x1

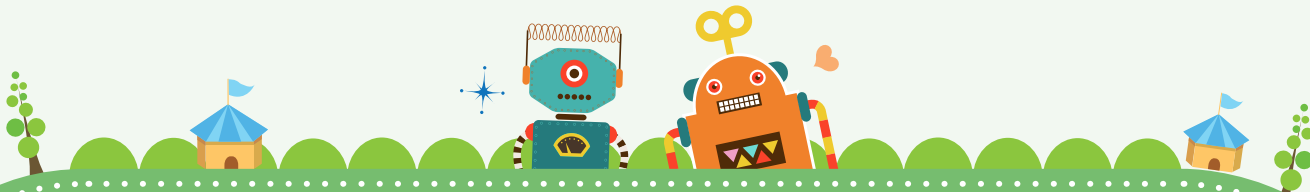


x2



x2





12 Onderdeel



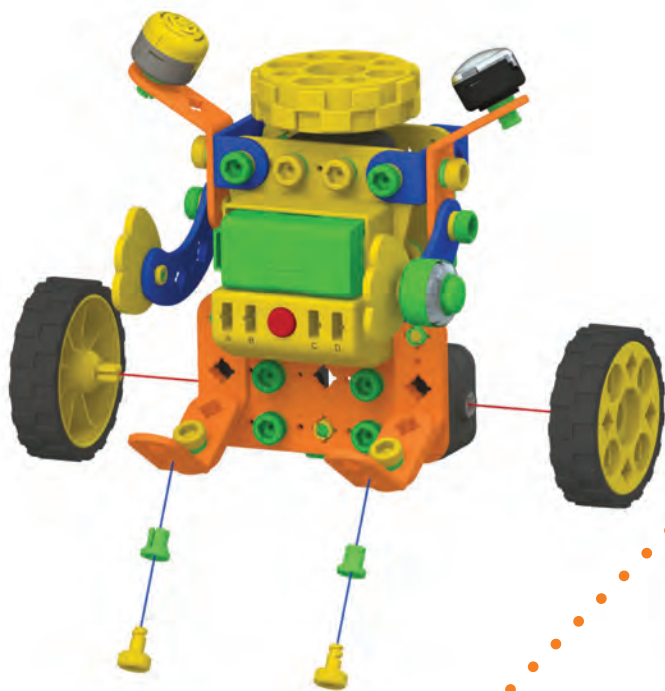
x2

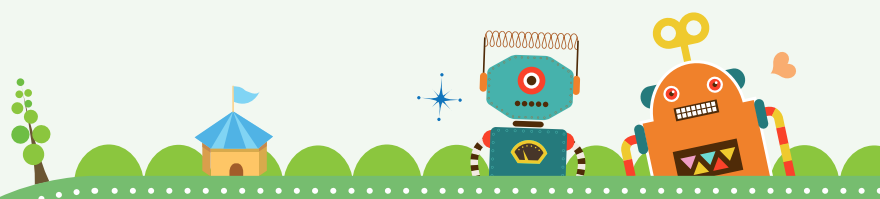


x2

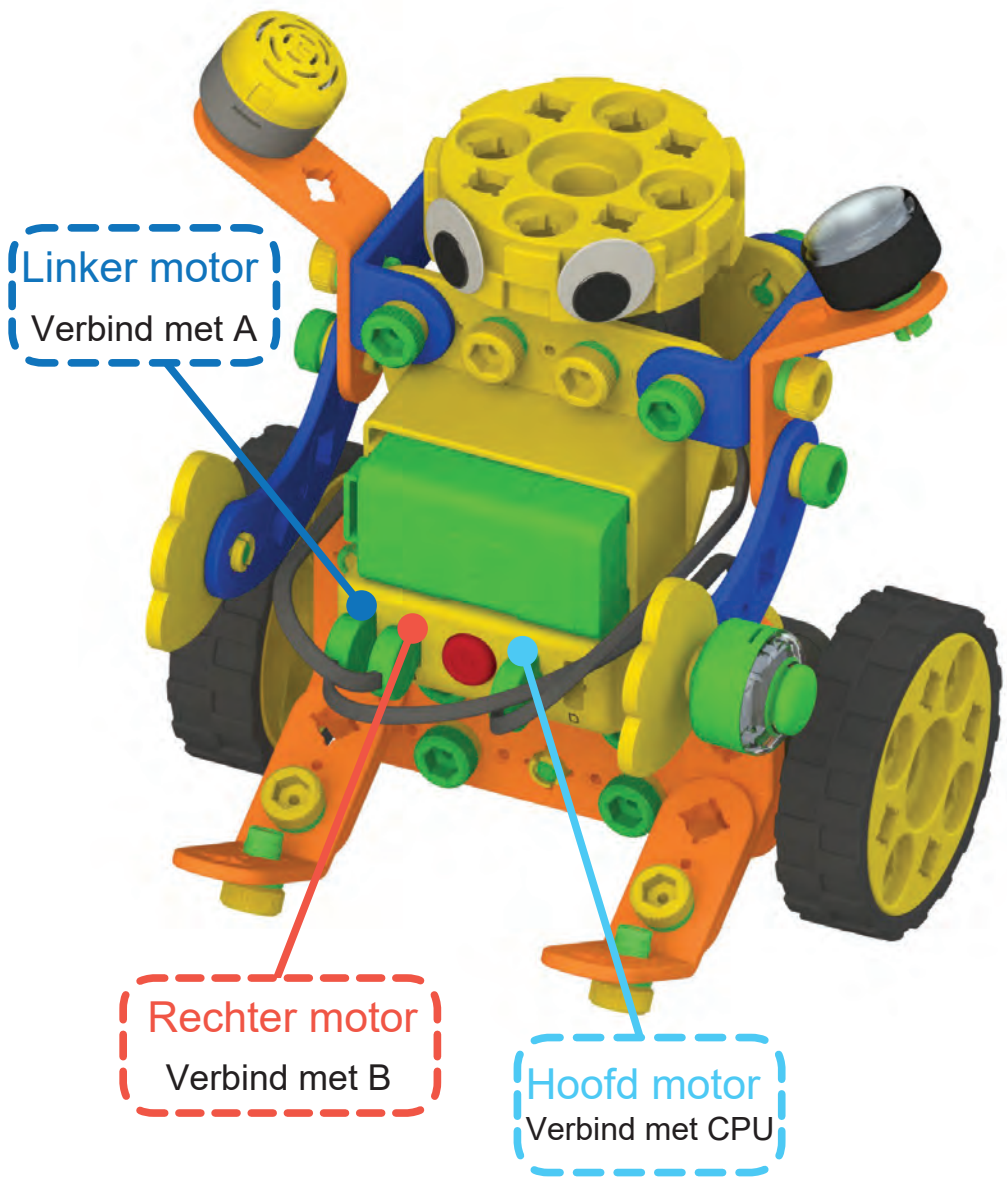


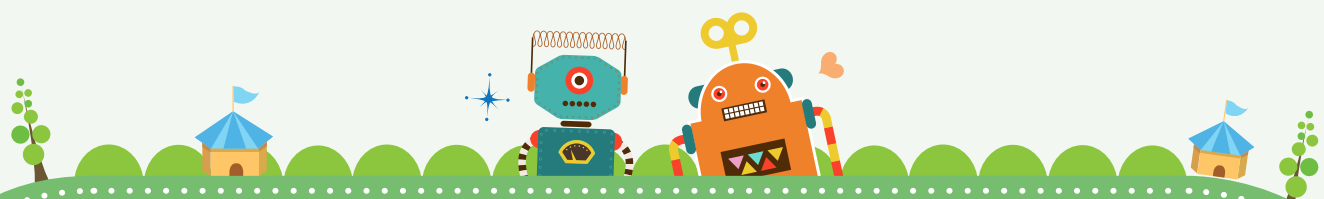
x2





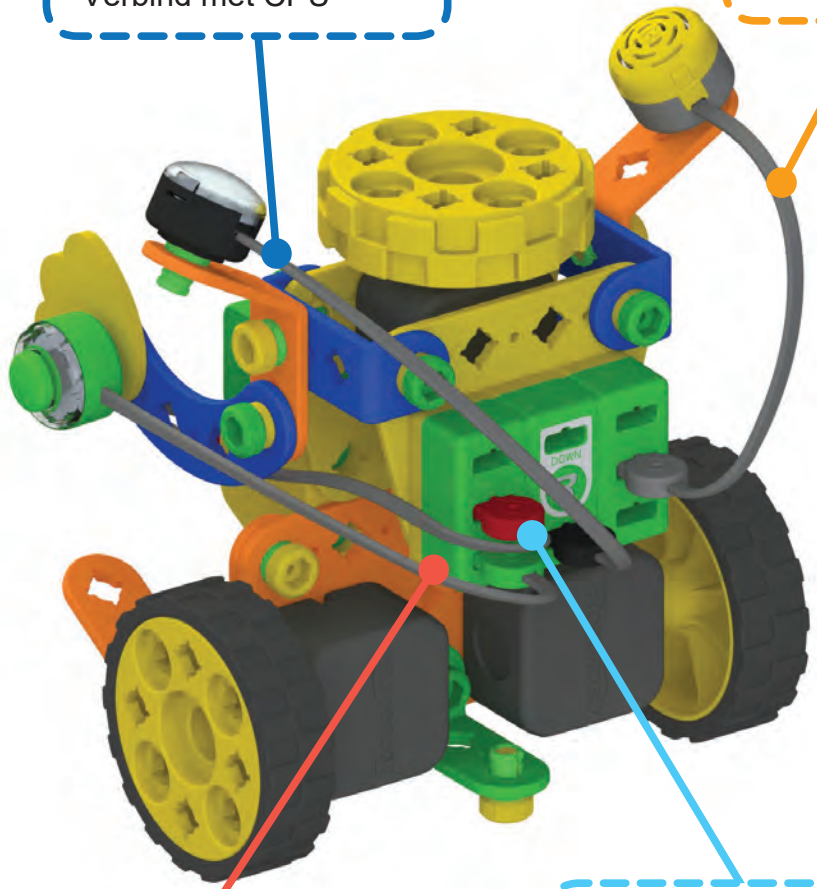
Humanoid





Remote ontvanger  
Verbind met CPU

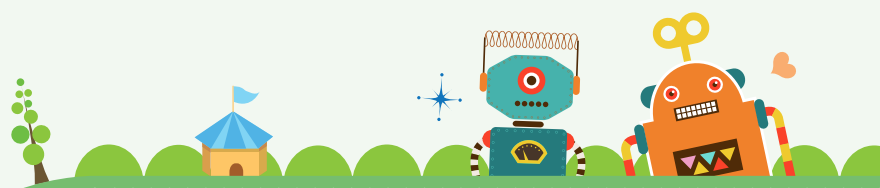
Muziek module  
Verbind met CPU



Druksensor(G)  
Verbind met CPU

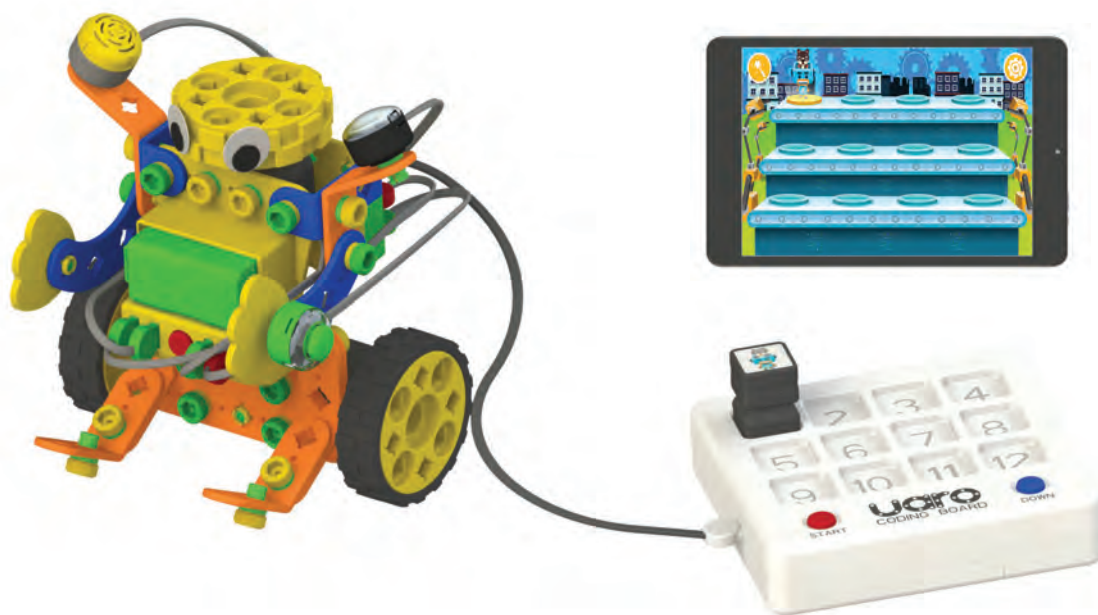
Dubbelzijdige kabel  
Verbind met D en CPU





we gaan  
Coderen

Codeer de bewegingen van de  
Humanoid op het coding bord



Bestuur de Humanoid met de remote control.



## Aankleding robots!

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



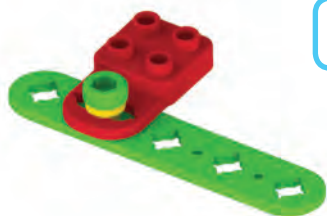
Bouwsteen 4



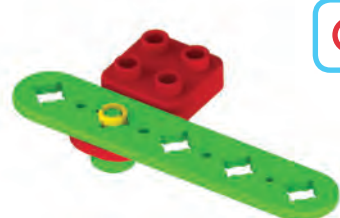
Bouwsteen 8

Gebruik de bouwstenen zoals hieronder aangegeven!

- Bevestig de bouwsteen er boven op.



- Bevestig de bouwsteen onderop.

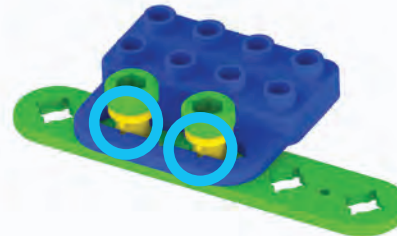
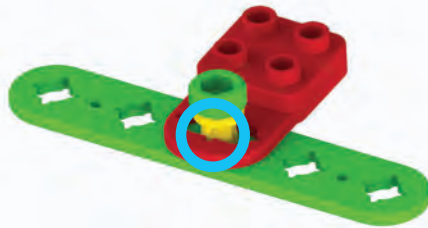




## Decoratie met de bouwstenen!:

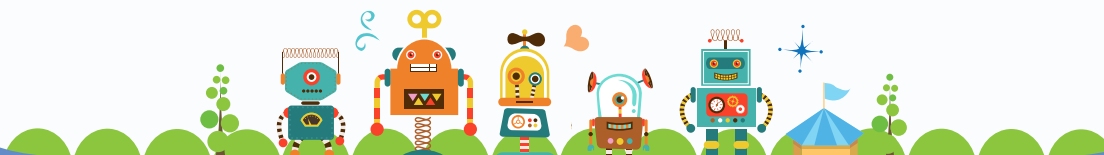
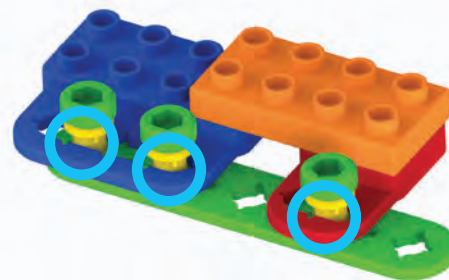
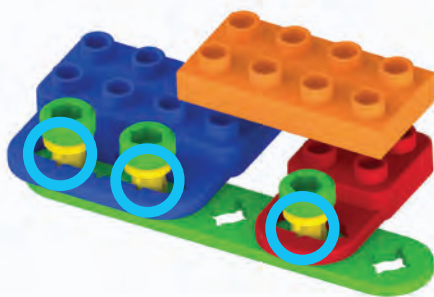
### 1. Hoe bevestig je de bouwstenen

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.





Ski Bot



Hockey Bot



Rudolph



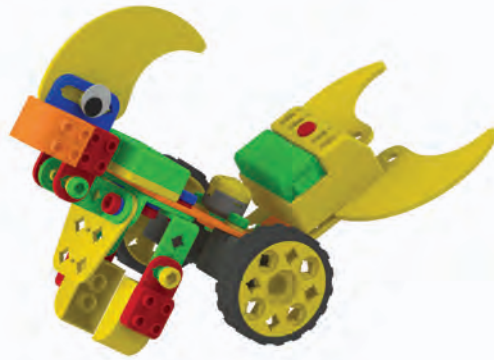
Sneeuwploug



Gebruik de bouwstenen om je robot mooier te maken!



{ Vuurvlieg }



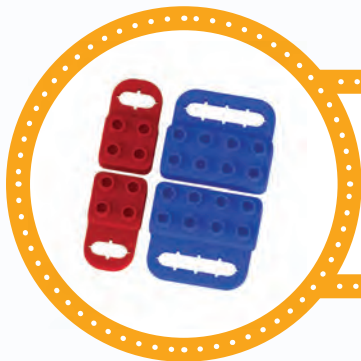
{ Dinosaurus }



{ Neushoorn }



{ Muziek Bot }



Gebruik de bouwstenen om je robot mooier te maken!



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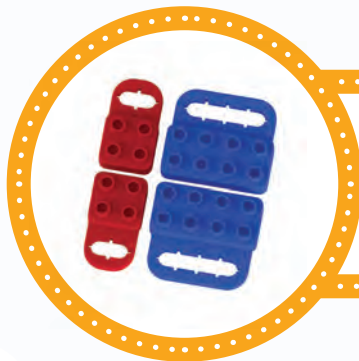
{ Ontdekkers Bot }



{ Soldaten Bot }



{ Humanoid }



Gebruik de bouwstenen om je robot mooier te maken!

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## 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



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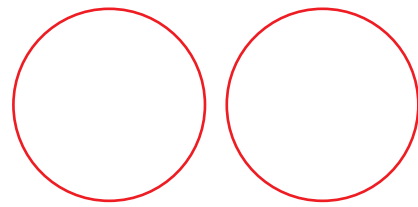
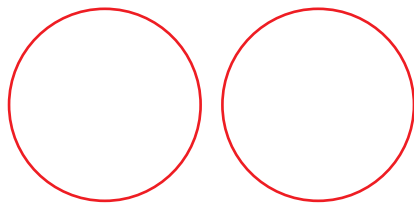
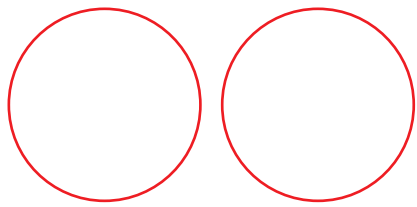
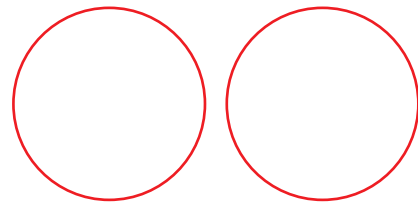
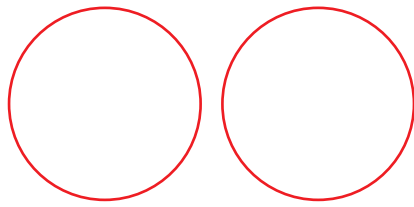
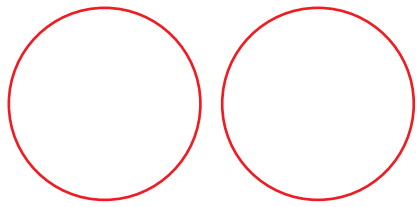
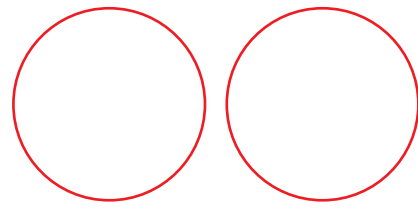
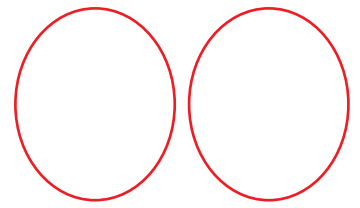
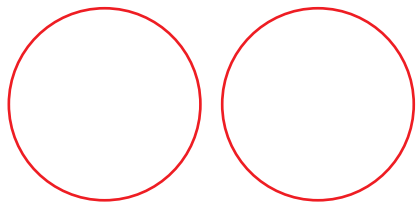
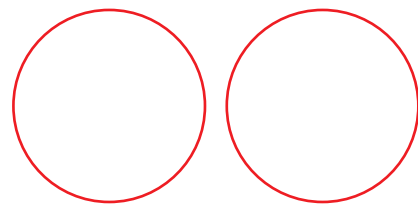
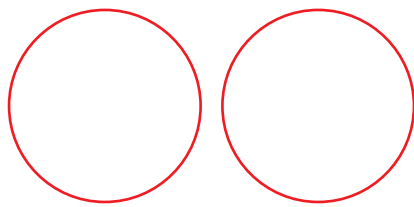
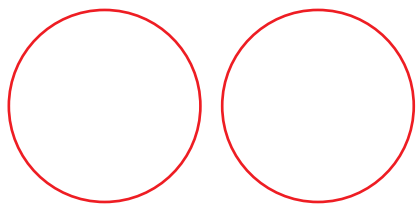
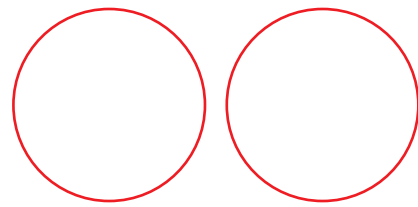
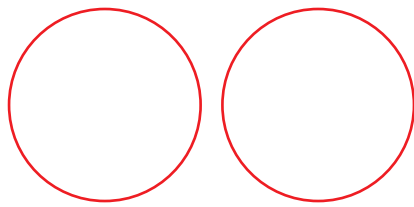
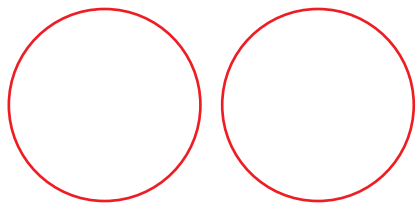
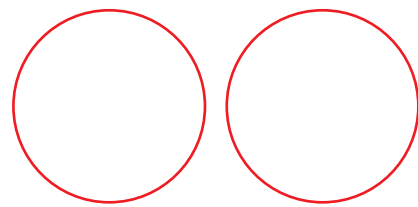
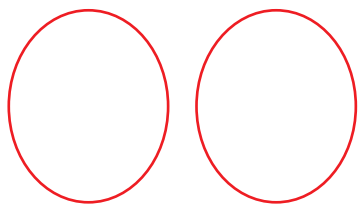
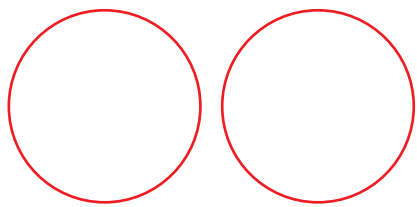
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# Onderdelen lijst



□2Frame x2

□4Frame x4

CFrame x2



□8Frame x1

□12Frame x2



□7Frame x1

□10Frame x1



└3Frame x2

└5Frame x1



└4Frame x1

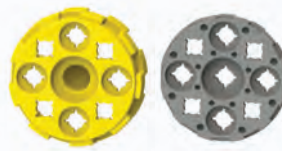
∧4Frame x2



As x1

□5Frame x2

□6Frame x1



Wiel x1

Kleine band x1



Schild(hoorn) x2

Schild(kam) x2



LED(B)  
blok x3



LED(O)  
blok x3



Bout(Y) x5

Bout(G) x5



Moer(Y) x7

Moer(G) x5

Lange bout(B) x3

Lange bout(R) x3

Grote moer(B) x3

Grote moer(R) x3

Draai moer x2



Muziek blok x3



Vertraag blok x2



Beweeg blok x2



Motor blok x4



Motor x1



Oog sticker x1

Bluetooth module x1

# uaro

**CODING ROBOT**

Interactive Coding World



Ski Bot



Hockey Bot



Rudolph



Sneeuwplough



Vuurvlieg



Dinosaur



Neushoorn



Muziek Bot



Schoonmaak Bot



Ontdekkers Bot



Soldaten Bot



Humanoid

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