



# Cubetto Maker Kit

## Guide

Cubetto is the friendly wooden robot that will teach your child the basics of computer programming through adventure and hands-on play.

### Starting Out

Cubetto uses screenless coding and storytelling to teach your child the basics of coding. Each story has a corresponding map. First, read through the Primo instruction guide to familiarize yourself with how to operate the Cubetto. The Cubetto and the board should already be synced. If not, follow the instructions on page 12, section 5 of the Primo instruction guide.

First, turn on Cubetto and the Cubetto interface board. Next, lay out the map that goes with the story you want to read to your child. Then, place Cubetto on the upper-left corner of the map. The space should look like a compass with a “P” in the middle. The smiley face on Cubetto should be facing south on the map when beginning. The Cubetto works best if your child understands left and right and follows behind Cubetto on the mat.

Check out Primo’s website for more activities with Cubetto here:  
<https://www.primotoys.com/playroom/>.

### Troubleshooting

If you are having problems with Cubetto, visit the troubleshooting page here:  
<https://www.primotoys.com/playroom/#cubetto-tutorials> or the FAQ page for Primo located here: <https://www.primotoys.com/faq-2/>.

### Feedback

We would love to hear how your experience was! Please complete this survey:

<http://goo.gl/forms/CuU9efutyX>

Also, feel free to share your videos with us on social media:

<https://www.facebook.com/wclibrary.info>

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