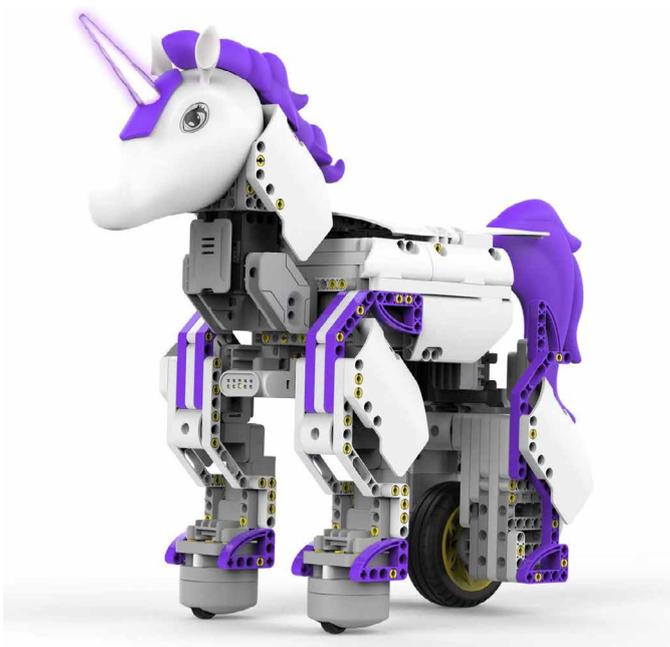


UBTECH

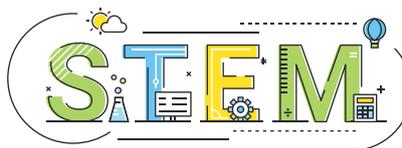
ENCHANTED CHALLENGE

Unicornbot is not just a robot. It has magical powers. In the future, it could assist you in getting the job of your dreams! It starts with one simple step – constructing the robot!



RATIONALE FOR THE CHALLENGE

- To increase the participation of school aged students in innovative, engaging and creative STEM robotics and coding learning experiences.
- To support the growth of creative thinking in children to enhance their future opportunities.
- To develop skills for future workforce, such as teamwork and collaboration.
- To inspire and equip participants to achieve anything they can imagine.



BUILD.

CODE.

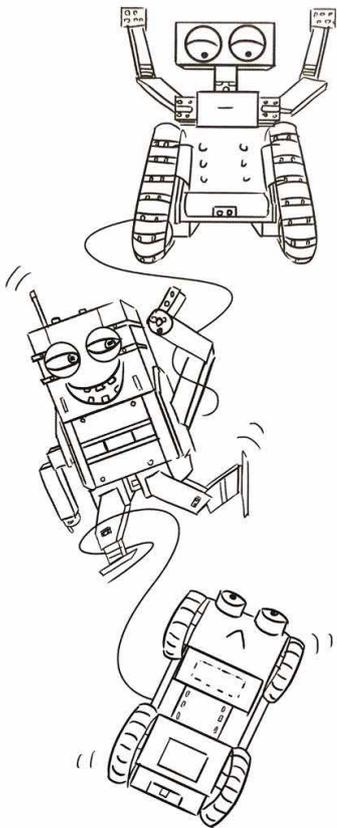
PLAY.



Contact C.R. Kennedy for more information:

VIC 03 9823 1555 | NSW 02 9552 8350 | QLD 07 3632 6777 | SA 08 8410 0533 | WA 08 9489 8500

email sales@crkennedy.com.au | web crkphotoimaging.com.au



WHY ROBOTICS?

Robotics provide a real-world context of discovery and learning that leads to engaged, active problem solvers of all ages. By combining practical experiences in engineering and mechanics, this program allows you to be a creator and designer, not just a user and consumer of technology.

COMMUNICATION

By using the UBTECH Robot kits, important communication skills will develop – explaining ideas, describing the process and challenges along the way.

PERSEVERANCE

Using UBTECH kits encourages persisting with a task to see the vision realised. Having a go, taking time and perseverance to complete the challenge will give an immense satisfaction when the completed work is successful. This has an immensely positive affect on one's confidence and self-esteem.

CODING FUNDAMENTALS

Programming can be too abstract. By having to control a physical robot and seeing what goes wrong, we can learn what UBTECH robots are able to do. Very quickly it is recognised that precise instructions are required.

WHY UBTECH ROBOTS?

Our robotics programs establish the strong foundation students need to thrive. We have created a high-quality STEM program integrated with the development of 21st century skills and computational literacy. UBTECH robots will spark greater curiosity, innovation and ingenuity in all ages.



JIMU ROBOTS AND IMAGINATION

Join us on an enchanted journey of discovery and adventure. This interactive, building block system takes creativity and learning out into imagination and creativity! The kit comes with 387 interlocking and interchangeable parts - everything needed to create Unicornbot or even your own creation.

TO START:

1. Open the kit and lay all the components out on a clear, flat space.
2. Download the app - **BEING CAREFUL TO CHOOSE THE CORRECT KIT!**
3. Follow the instructions to build.
4. Register and log in – unlock your robot through the Learning Modules.
5. Once you have opened all 8 padlocks – you are now ready to take part in our **unique enchanted, magical challenge!**

THE UBTECH ENCHANTED CHALLENGE

The UBTECH Enchanted Challenge is an imaginative and magical programming challenge that aims at providing an innovative and creative program, whilst utilising the unique robots from UBTECH. Skills in robotics are combined with Literacy – a true STEM environment. This challenge has been designed to incorporate storytelling, imagination, creativity and problem solving.

The Enchanted Forest Mystery

“It’s Unicornbot’s birthday today. Let’s throw a surprise party in the Enchanted Forest!”

The UBTECH robots agreed and send an SMS message to Unicornbot with a map.

“Meet us at the Magic Clearing at midday. We need to discuss secret business.”

The robots ventured out to the Enchanted Forest very close to their headquarters.

“I know there is a great clearing where we can dance,” said Astron.

“We all know you love to hip hop dance Astron and we could even make magical music for you to dance to!” exclaimed Rover.

The excited robots were talking and planning this amazing magical birthday party for Unicornbot.

Muzzbot had created a list of things needed for the party:

Berries - Muzzbot

Cake - Trackbot

Fruit juice - Scorebot

Eggs - Astrobot

Fish - Rover

The list included the robot who had to bring the item to the party.

Everyone agreed and off they went into the Enchanted Forest – knowing they had to be the meeting spot at midday.

At exactly 12 midday, Unicornbot arrived at the meeting place. There was no one there.

“Hmmm...I wonder if the robots are playing a joke on me?” Just then her horn started glowing red. The danger sign.

“Oh no! I can’t believe what my magical horn is telling me. My friends are in danger! Look at the map! This will not do at all. I will have to go and save my friends!”

Muttbot had been caught in thorny bushes getting berries.

Astron fell sideways getting eggs and could not get up.

Scorebot was trapped in the quicksand lagoon next to the fruit orchard.

Rover was stuck in the mud beside the fishpond

Trackbot was jammed in the Forest Bakery doors trying to buy a cake

THE UBTECH ENCHANTED CHALLENGE

ENCHANTED FOREST MAP

Part 1 Using the scale model of the Enchanted Forest, code Unicornbot to help the robots in trouble.

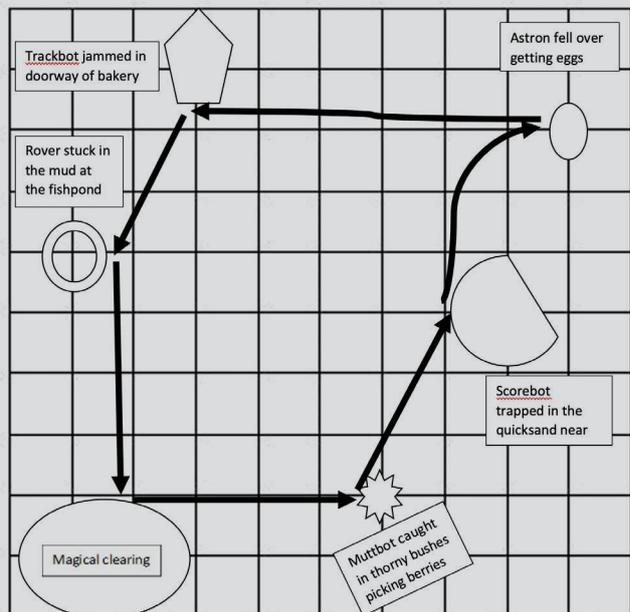
Part 2 Create another story about the Unicornbot and set a challenge to solve.

Part 3 Design and make a board game using the robot game pieces on the next page.

EXTENSION ACTIVITIES:

Turn Unicornbot into a flying unicorn! Design a harness to protect Unicornbot being so fragile!

Upload your video footage or stories to:
onegiantleapfoundation.com.au/ubtech



THE UBTECH ENCHANTED CHALLENGE



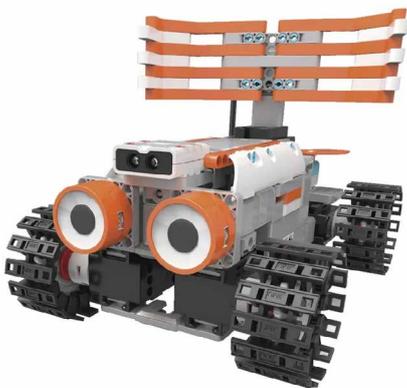
TRACKBOT



MUTTBOT



ASTROBOT



ROVER



UNICORT



SCOREBOT

BUILD.

CODE.

PLAY.

AUSTRALIAN CURRICULUM

STANDARD IDENTIFIER	LEARNING AREA	STANDARD DESCRIPTION
ACTDIP019	Digital Technologies	Design, modify and follow simple algorithms involving sequences of steps, branching and iteration (repetition).
ACTDIP020	Digital Technologies	Implement digital solutions as simple visual programs involving branching, iteration (repetition), and user input.
ACMMG108	Mathematics	Choose appropriate units of measurement for length, area, volume, capacity and mass.
ACMMG113	Mathematics	Use a grid reference system to describe locations. Describe routes using landmarks and directional language.
ACMMG137	Mathematics	Solve problems involving the comparison of lengths and areas using appropriate units.
ACELY1703	English	Use comprehension strategies to analyse information, integrating and linking ideas from a variety of print and digital sources.
ACELA1524	English	Identify and explain how analytical images like figures, tables, diagrams, maps and graphs contribute to our understanding of verbal information in factual and persuasive texts.
ACELY1417	English	Plan, draft and publish imaginative, informative and persuasive texts, choosing and experimenting with text structures, language features, images and digital resources appropriate to purpose and audience.



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