Name :
Age :
Student ID :

Kicky

kids create kid's story about robot

Basic 6

my-robot

www.myrobot.com.my

What is Kicky?

Kicky educational robotics series is a combination of robot assembling and early childhood integrated programs that encourage our children to learn, explore and build a foundation for a bright future.

Another smart kit presented by SRC

3H Approach

HEAD

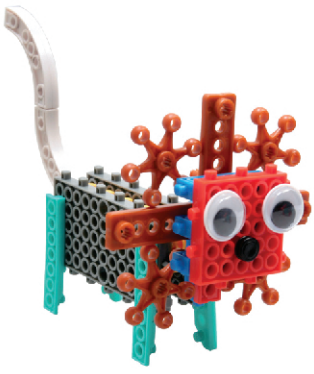
HAND

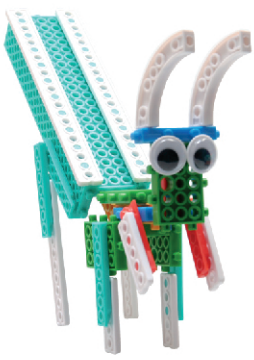
HEART

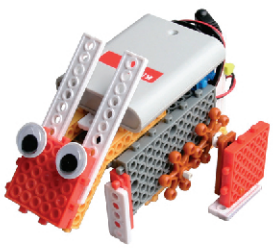
ARTISTIC ROBOT

Kicky embodies a 3H (Hand, head and Heart) framework where by designing, building and programming an autonomous robot, they are exposed to these advance concepts in a 'hands-on mind-on' inquiry-based format which is fun-filled, and full of challenges.

Basic Series models







KICKY contents

Basic Series - Lesson 11

The Frog and The Mouse

Read the fairy tale and learn a lesson.

1. < Mouse >
Mice are afraid of water.
Create a mouse.

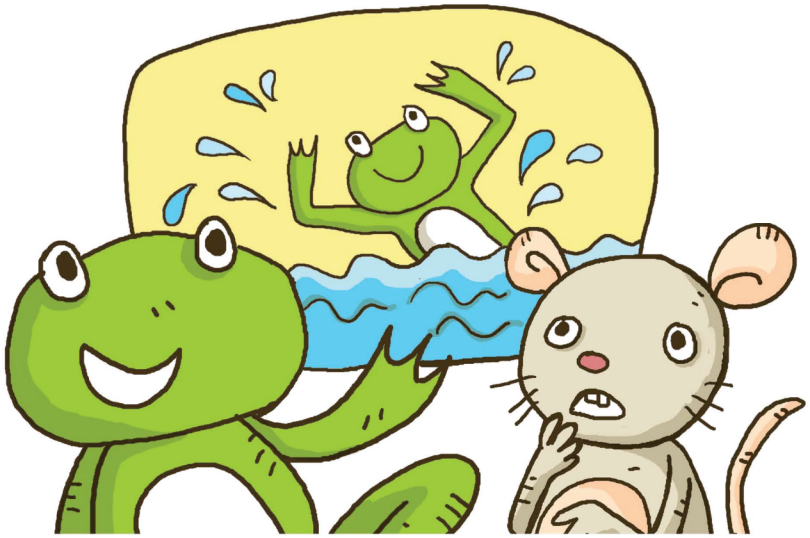
2. < Eagle >
Eagles have sharp beaks and claws.
Create an eagle.

Fairy tale -11

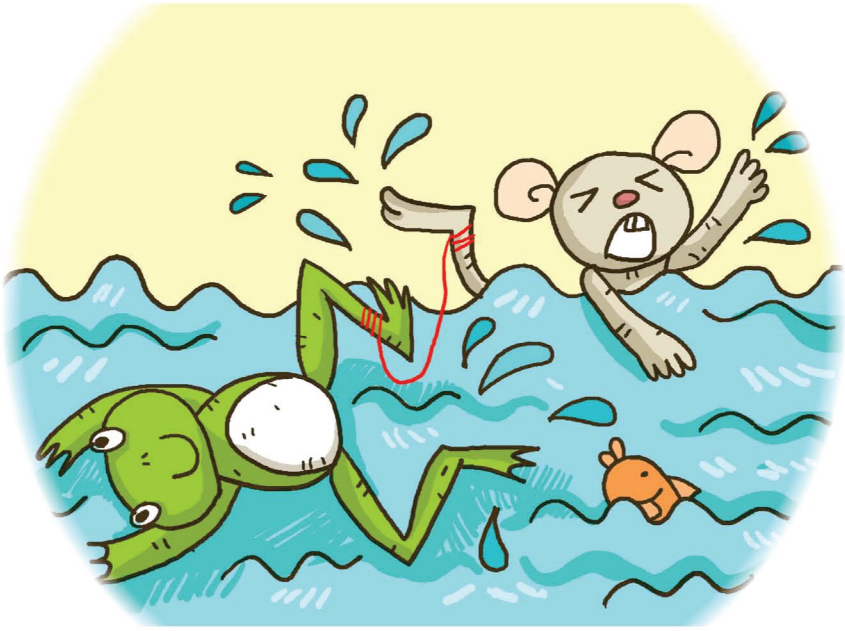
Today's lesson: Friends look out for each other.

The Frog and The Mouse

The frog and the mouse are close friends. They meet everyday to have fun. They promised each other to go anywhere together. So they got their ankles tied together.



"Where shall we go to play today?" asked the mouse. "I want to go swimming," answered the frog. "But I'm terrible at swimming," said the mouse. "It's okay, I will try to learn." The frog assured the mice that it will be fine and not to worry.

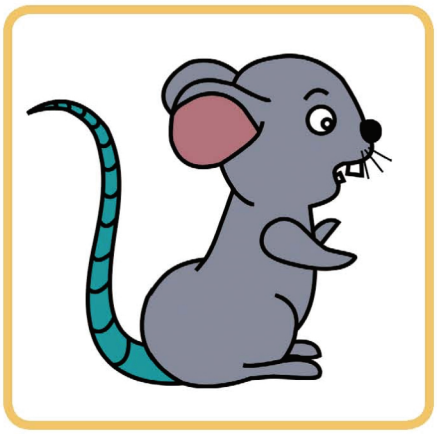


With fear, the mouse jumped into the water with the frog. Plop, plop, was the sound as the frog swam deeper under the water. Meanwhile, the mouse was struggling to stay above the water but it drank too much water and died.

Suddenly a hungry eagle saw the mouse floating above the pond. It flies down to catch the mouse. Unfortunately, the frog was tied to the mouse and so the frog also became the eagle's prey.

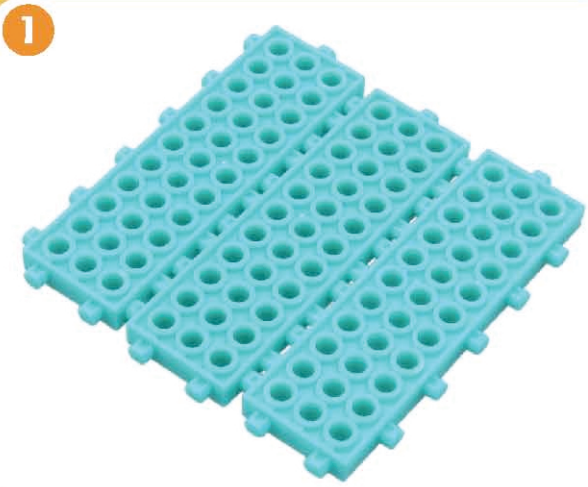
1. Mouse

Mice are afraid of water. Create a mouse.



A mouse is a small mammal belonging to the order of rodents, characteristically having a pointed snout, small rounded ears and a long hairless tail. It is also a popular pet.

1



X3

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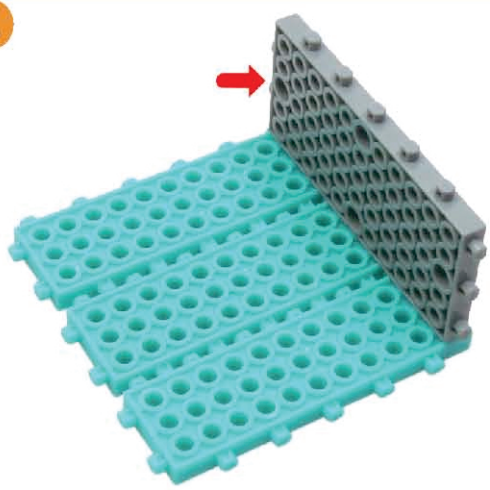

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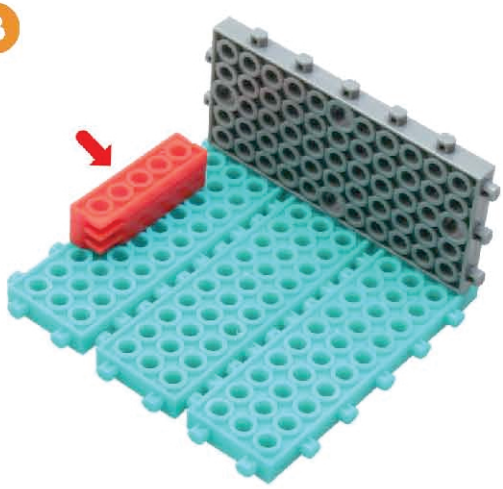

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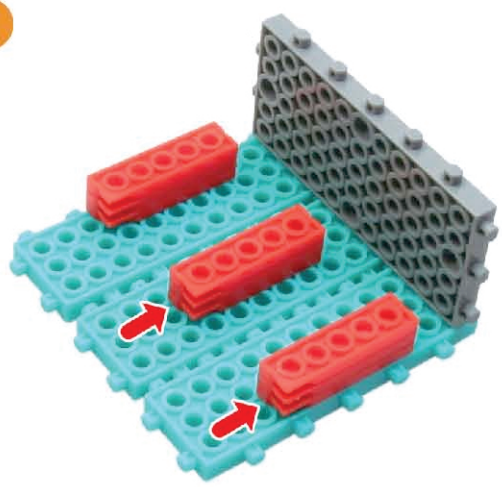

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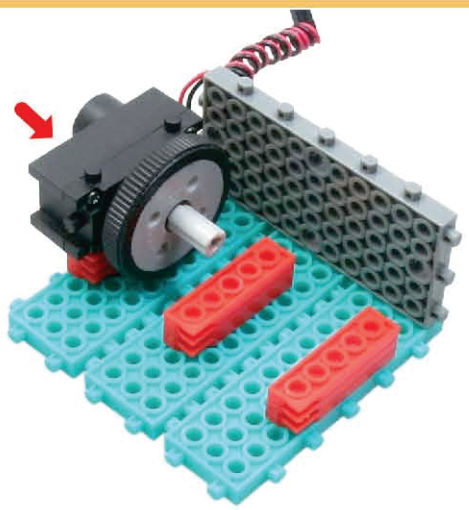

X1 X1 X1

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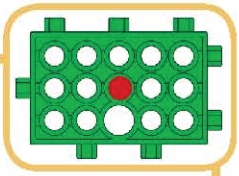

X1 X1

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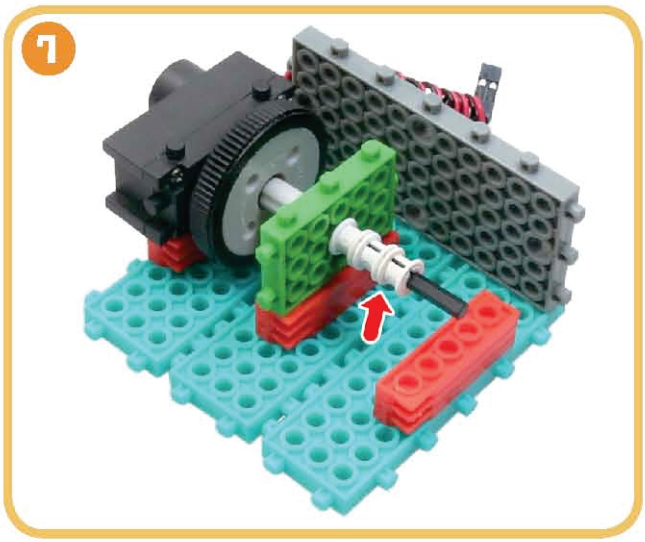

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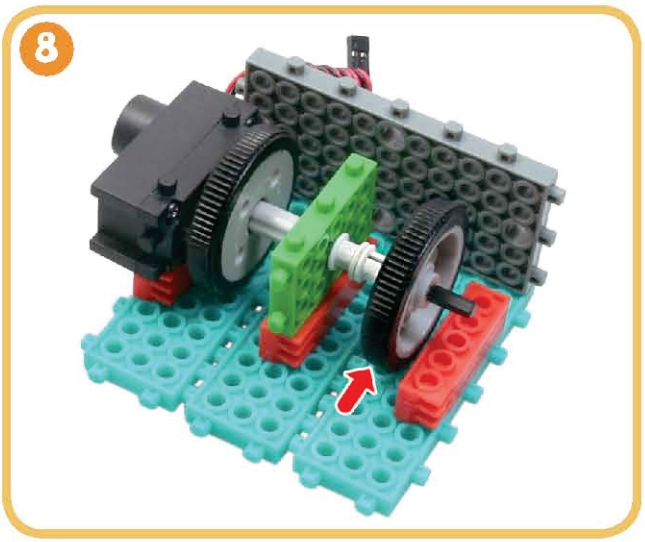

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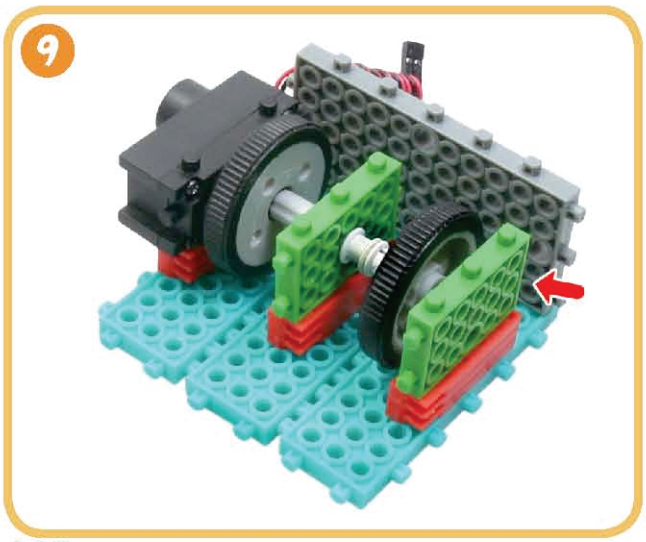

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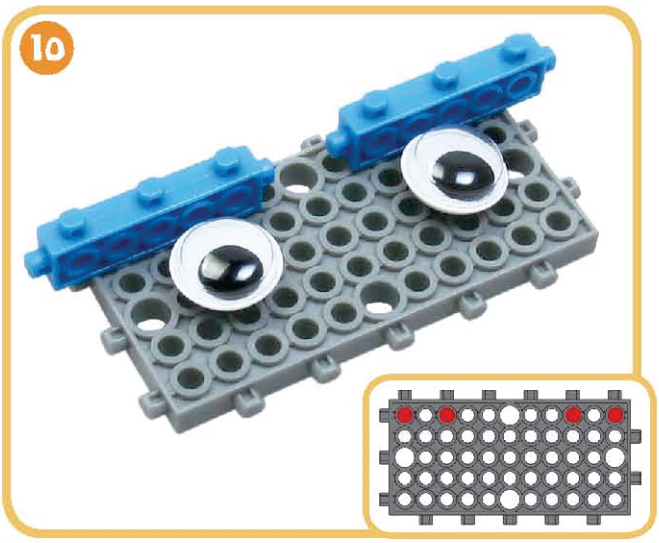


X1 X2 X2

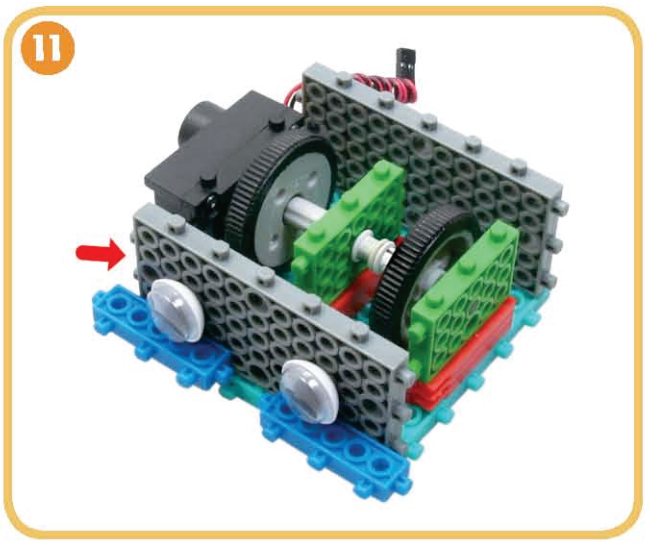
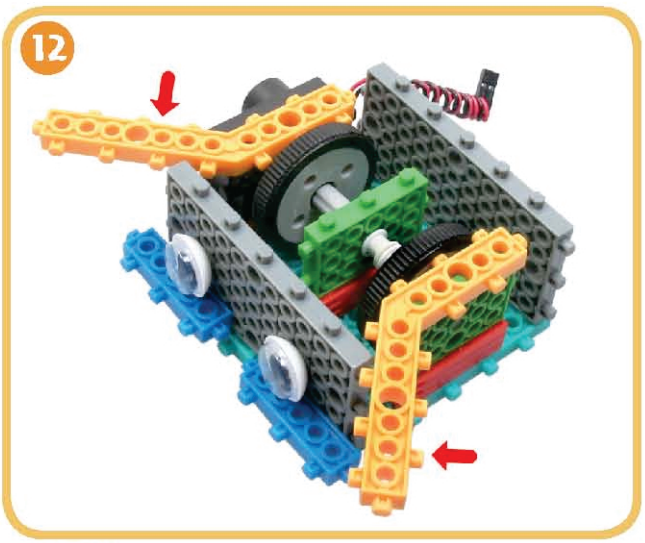


Diagram 9 + Diagram 10



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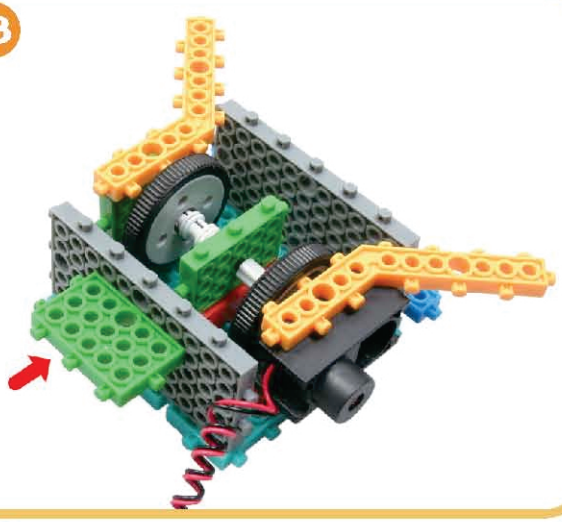

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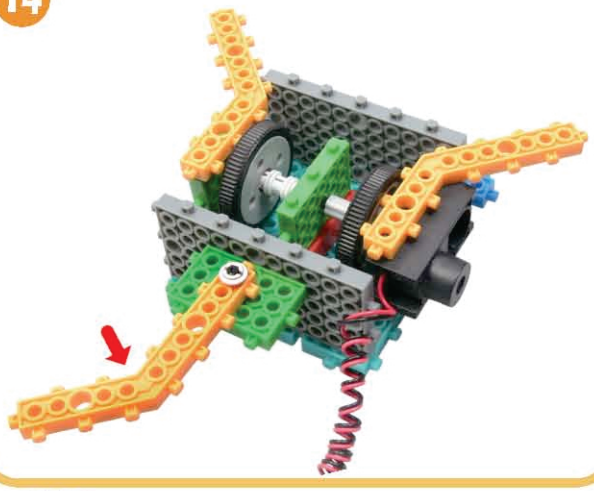

X1 X1 X1

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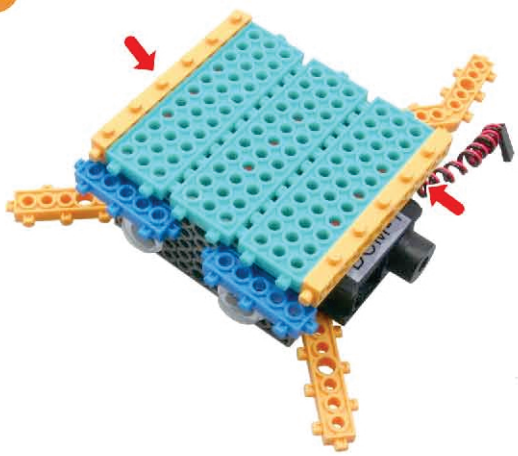
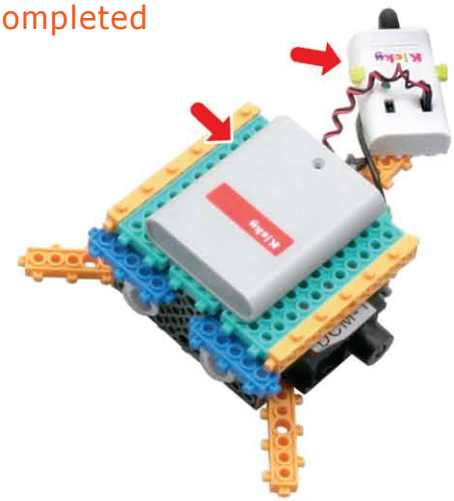


X2

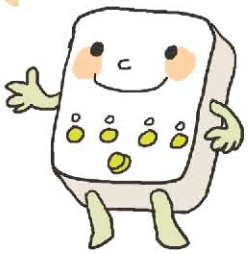
Completed



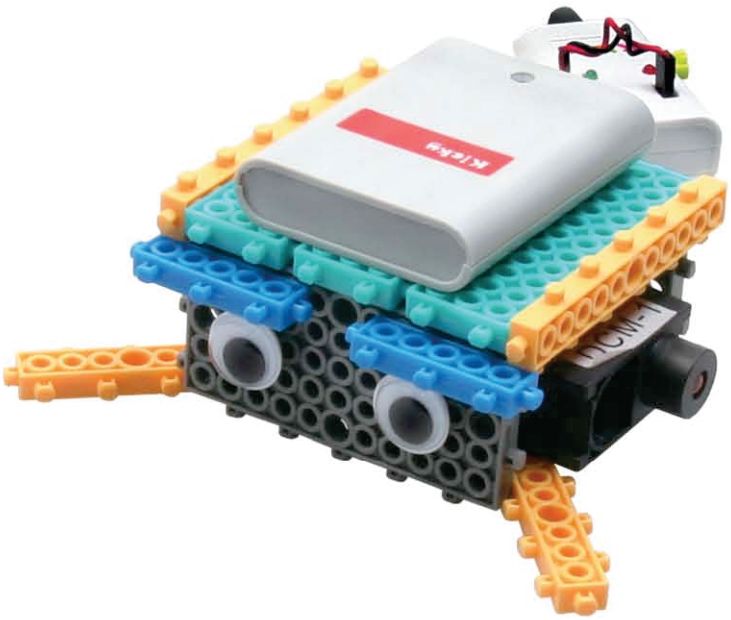
X1 X1

Move the robot
Mouse

1. Connect DC motor to Left motor connector.
2. Connect battery case to Power connector.

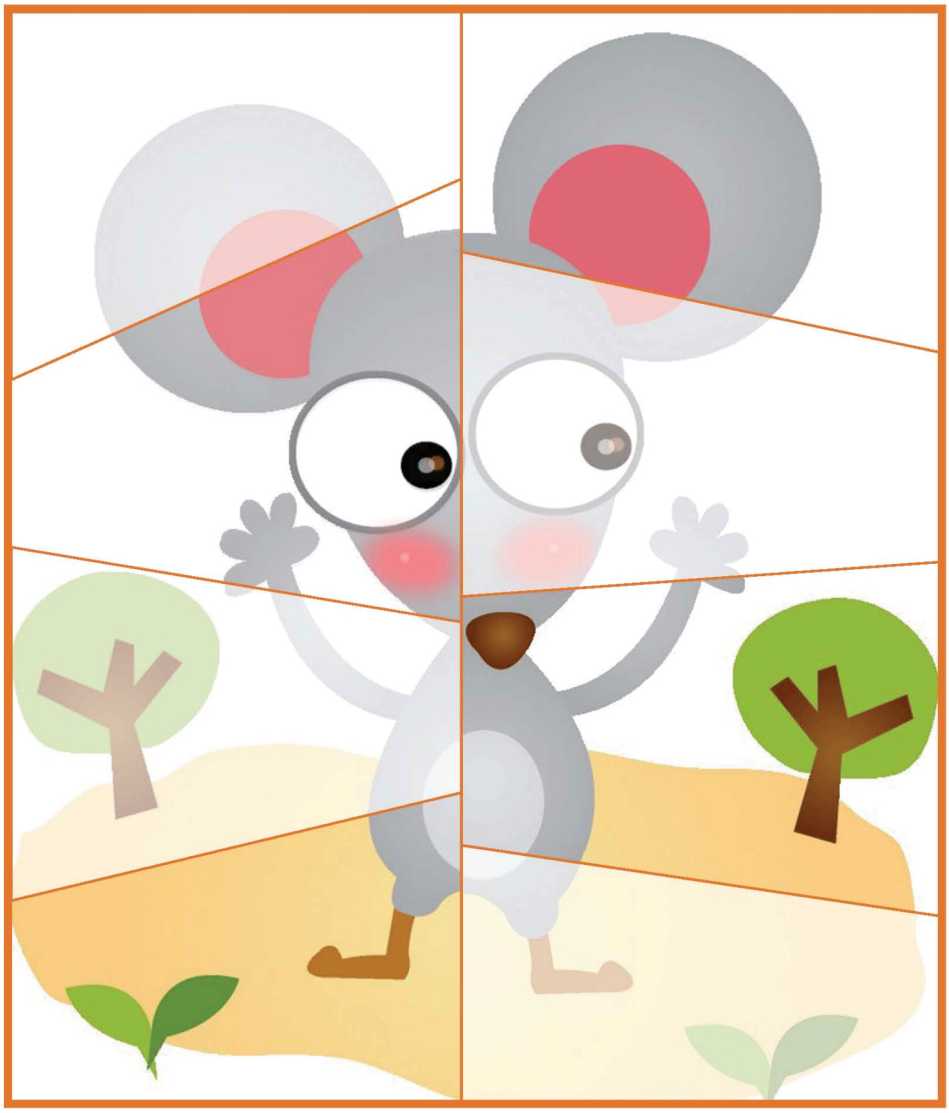


Press the Mini-board button to move the mouse.



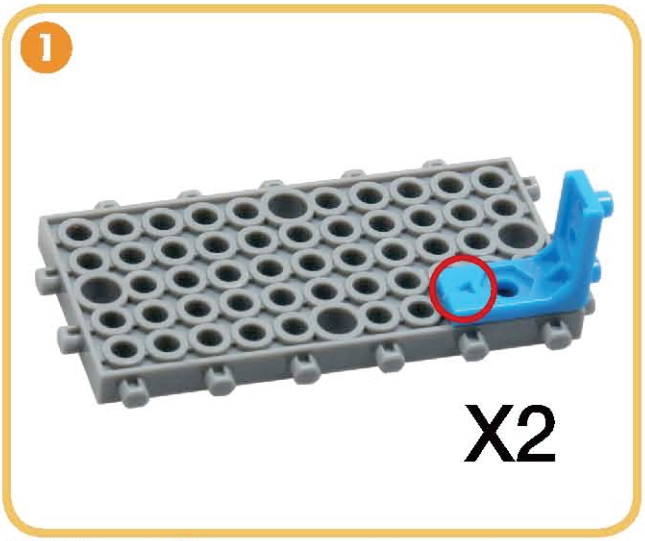
I Learn.

● Match the puzzle pieces.



2. Eagle

Create a sharp beak eagle.



X1 X1

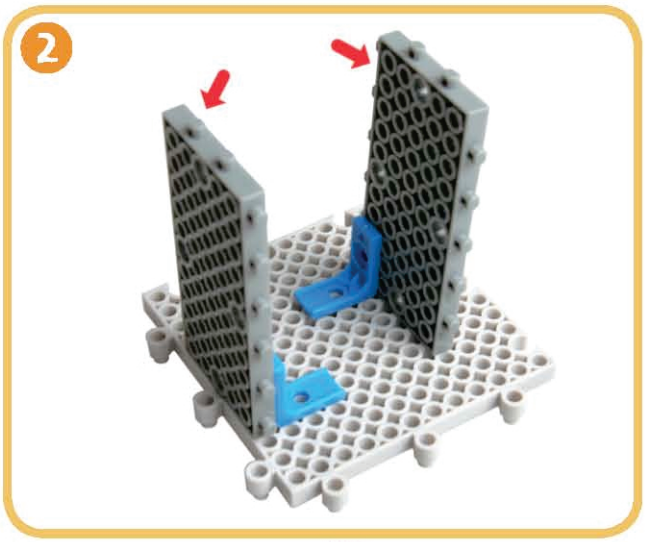
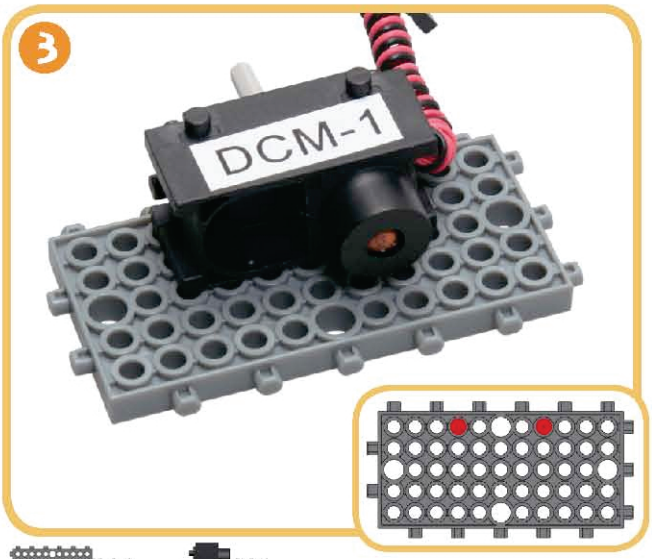


Diagram1 + 2 X1



X1 X1

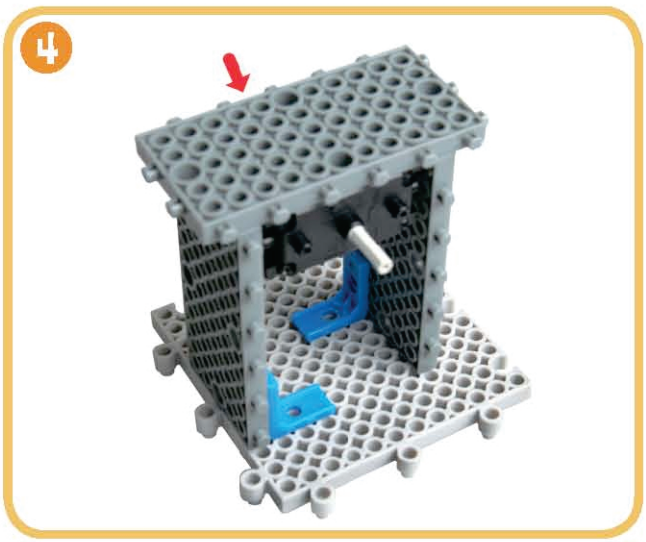
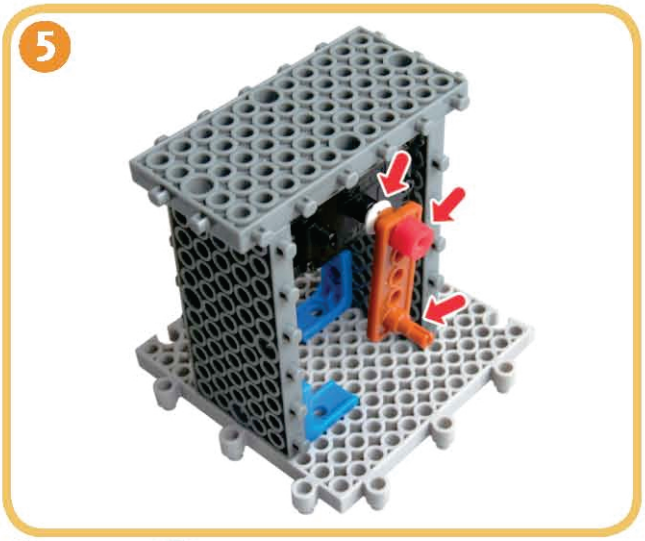
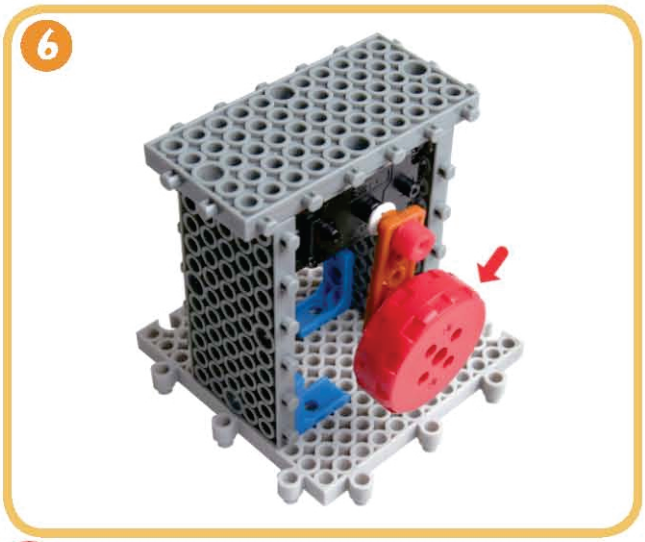


Diagram2 + Diagram 3



X1 X1 X1

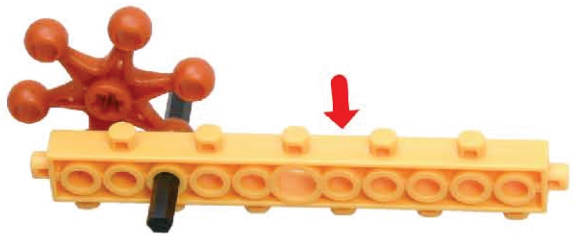


X1

7

X1 X1

8



X1

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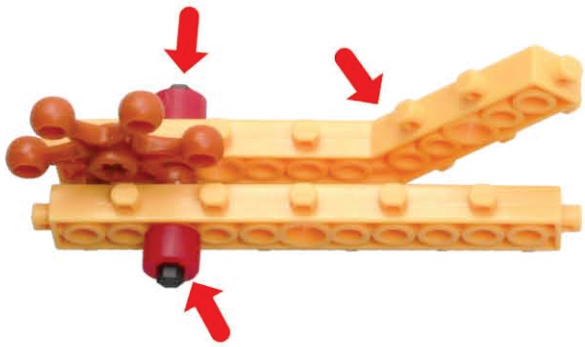

X1 X2

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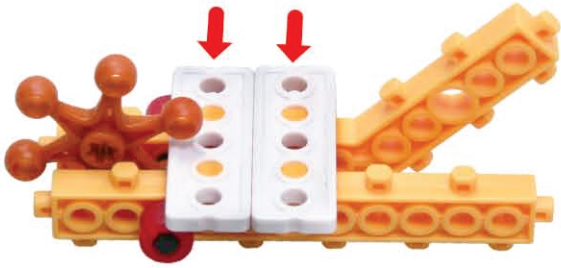

X2

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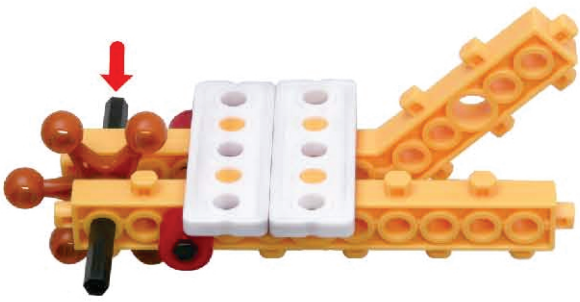

X1

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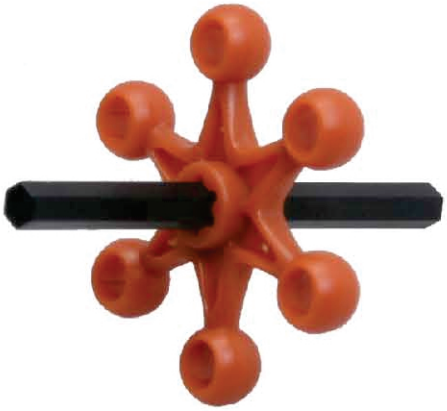

X1 X1

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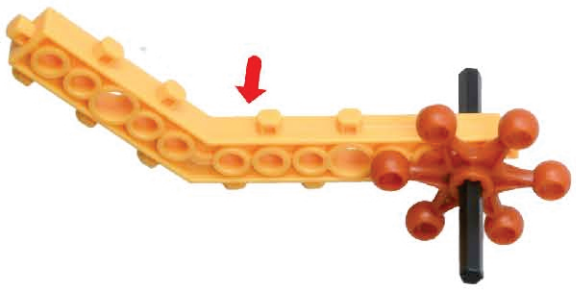

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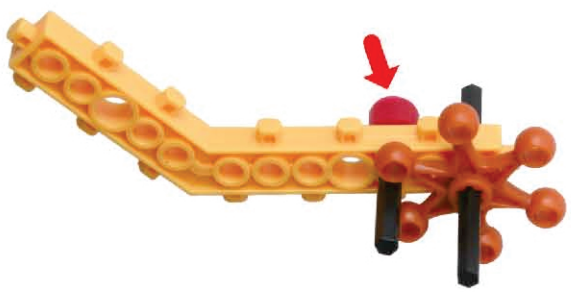

X1 X1

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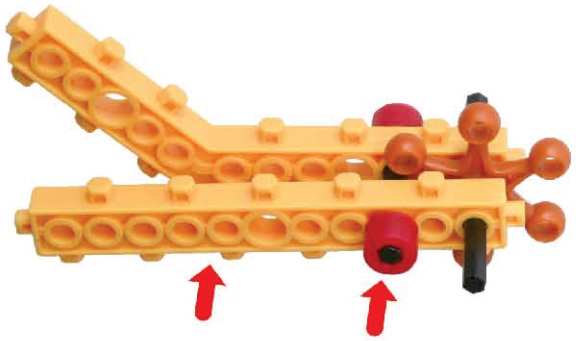

X1 X1

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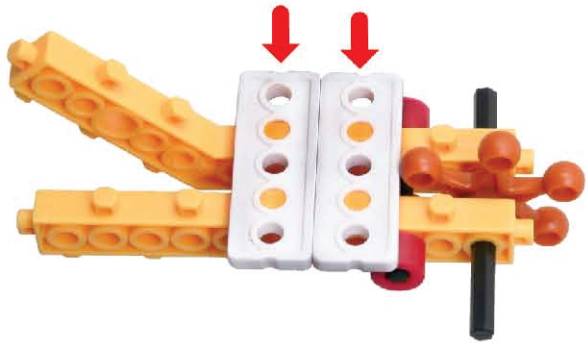

X2

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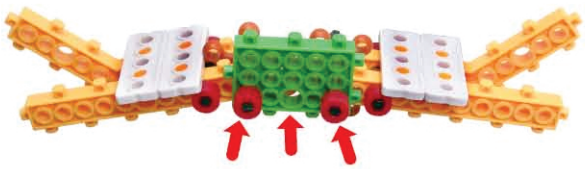

Diagram 11 + 16 X1 X2

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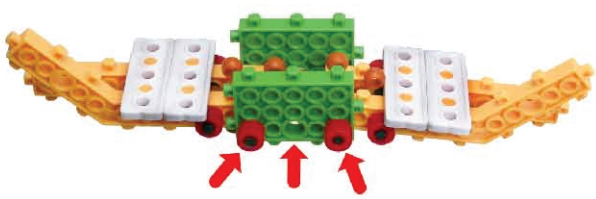

X1 X2

13

15

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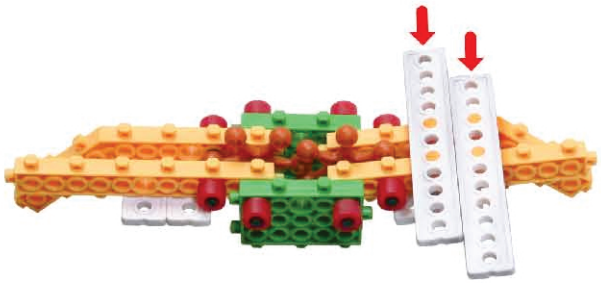

X2

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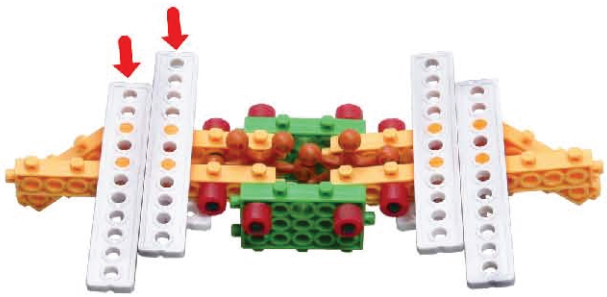


X2

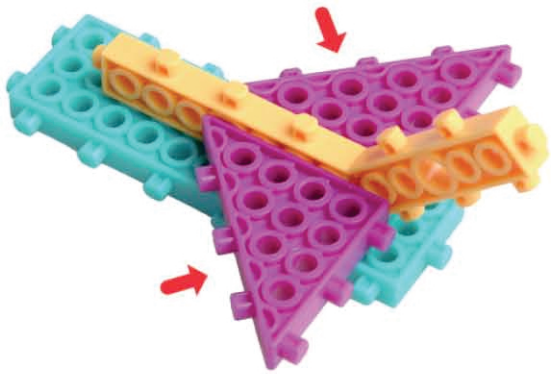
21

X2

22

Diagram 6 + Diagram 21

23



X1 X1 X2

24

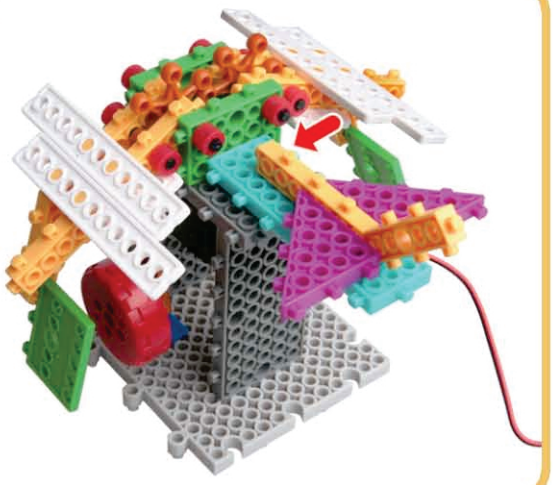
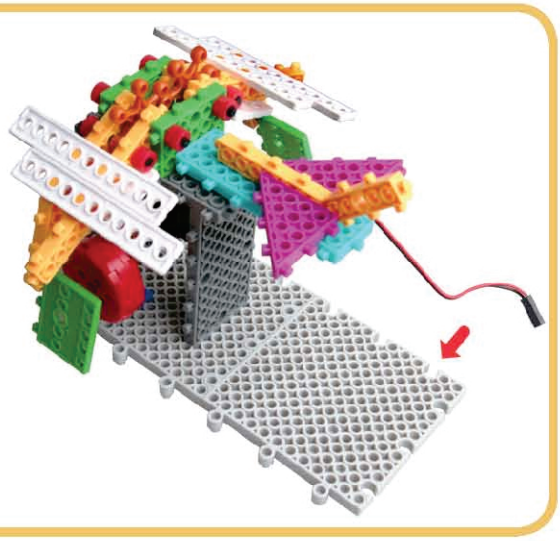


Diagram 22 + Diagram 23

25

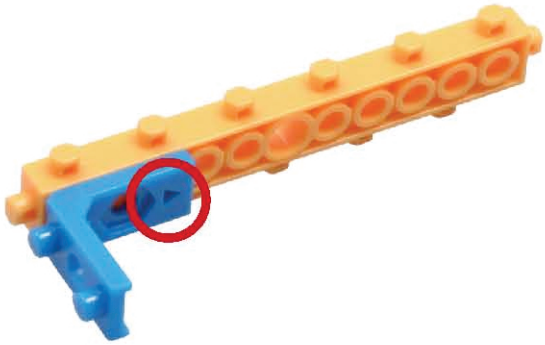


X1

26

X1 X1

27



X1 X1

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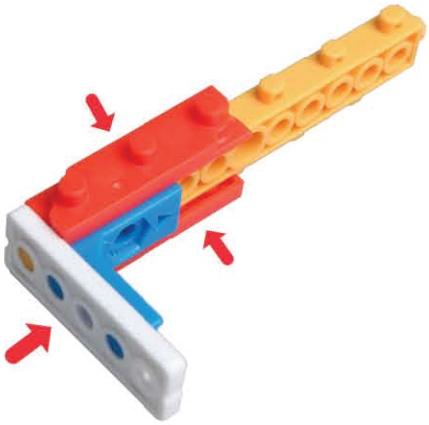


X2 X1

29

X1 X1

30

X2

Diagram 28 + 30 X1 X1

X1 X1 X1

X1

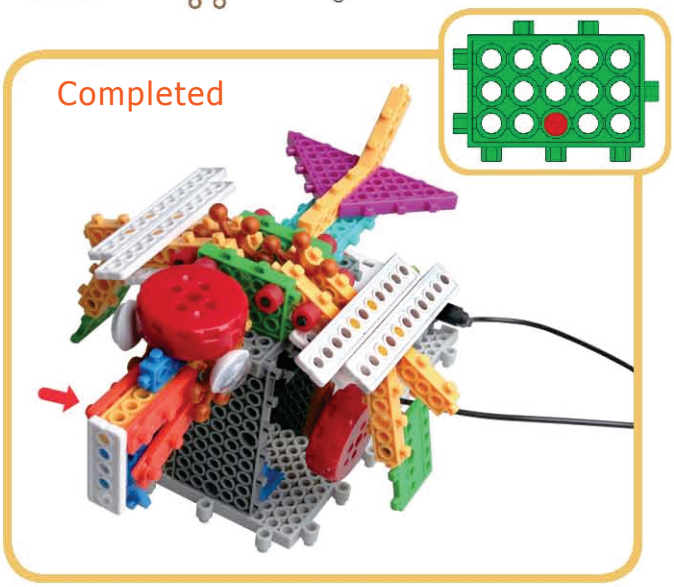
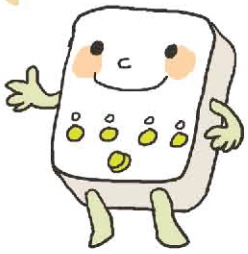


Diagram 26 + 33

Move **The Eagle**

1. Connect DC motor to Left motor connector.
2. Connect battery case to Power connector.



Move the eagle

Press the Mini-board button to move the eagle.

I Learn.

Find the correct foot print and match it.

Bear

Wolf

Eagle

Duck

Horse

KICKY contents

Basic Series - Lesson 12

1. < Auto Car >
   Create a moving car.

2. < Ferris Wheel >
   Create a Ferris wheel with a few capsules going round and round.

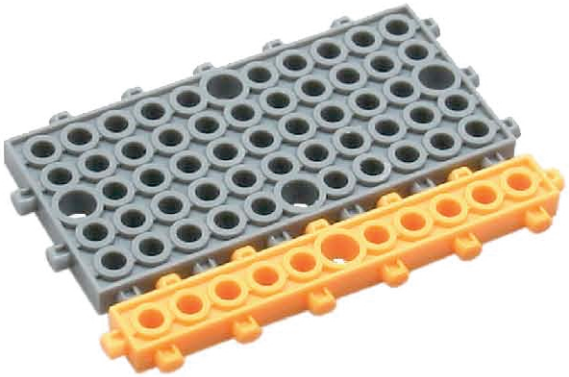
3. < Spinning Tea Cup >
   Also known as the spinning cup which can be found at a funfair.

3. < Carousel >
   Build a ride that rotates 360 degrees in the air.

1. Auto Car

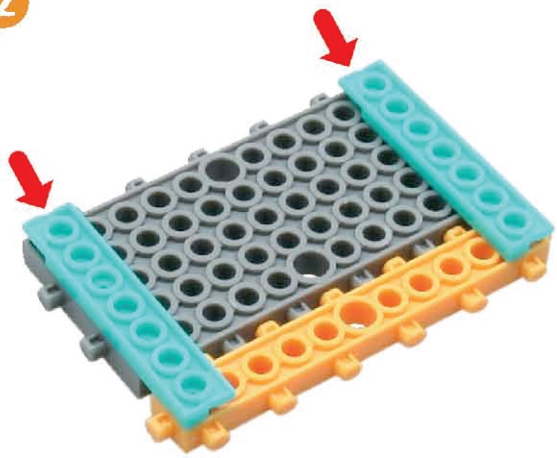
Create a car.

1



X1 X1

2



X2

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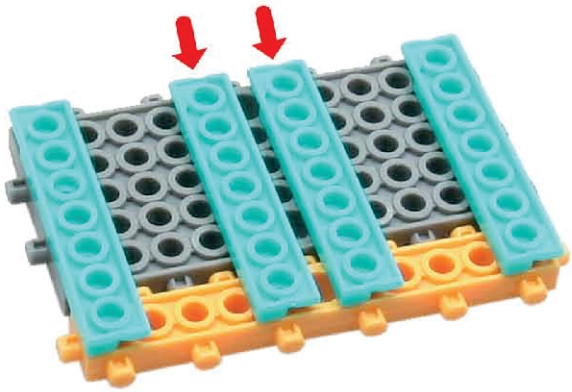
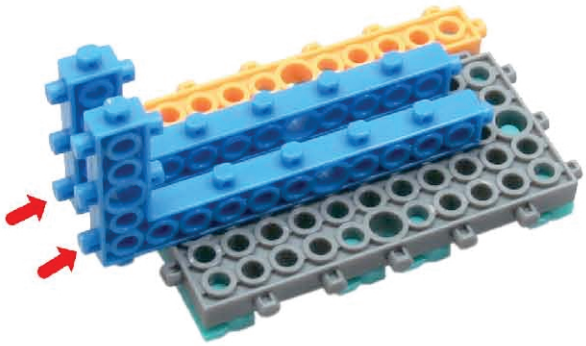


X2

4

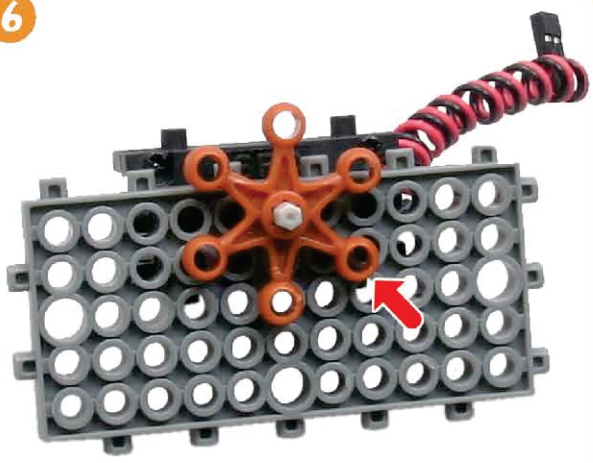


X2

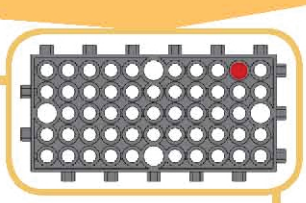
5

X1 X1

6



X1



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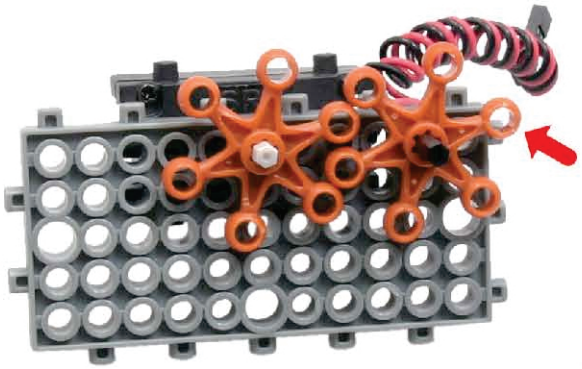
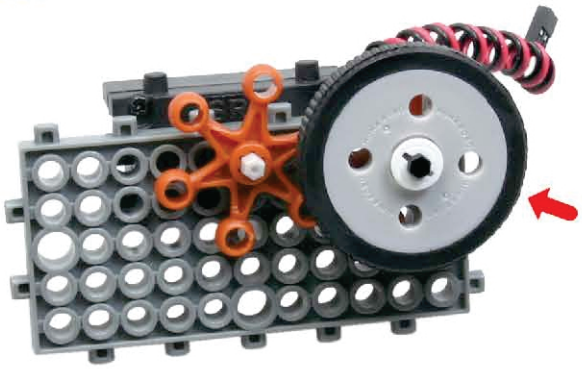


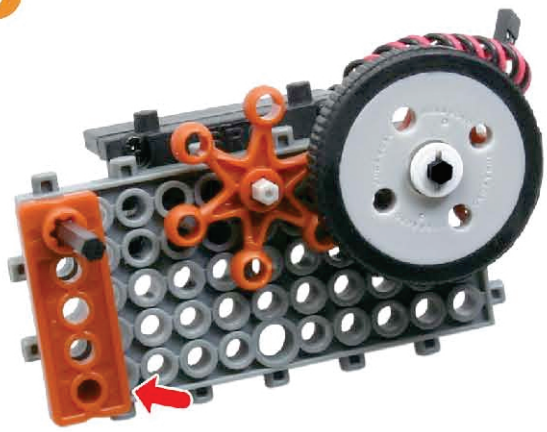
X1 X1

8



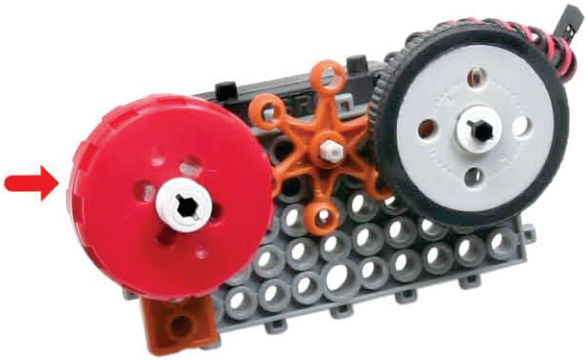
X1 X1

9



X1 X1

10



X1 X1

11

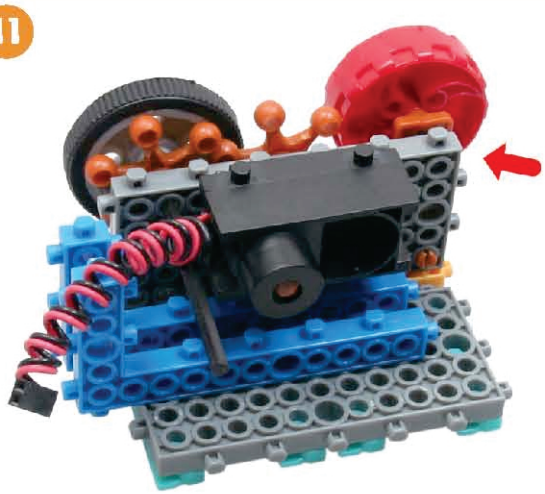


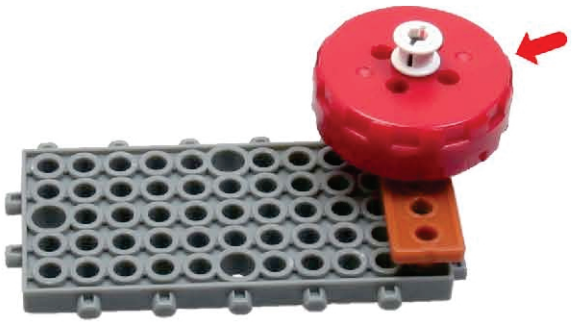
Diagram 4 + Diagram 10

12

X1 X1 X1

7 9 12

13



X1 X1

14

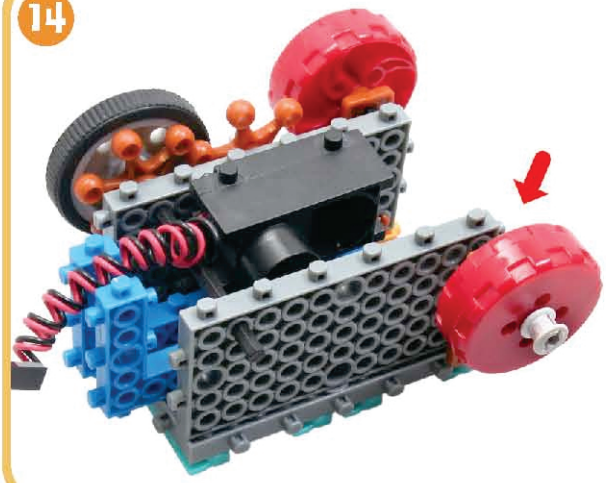
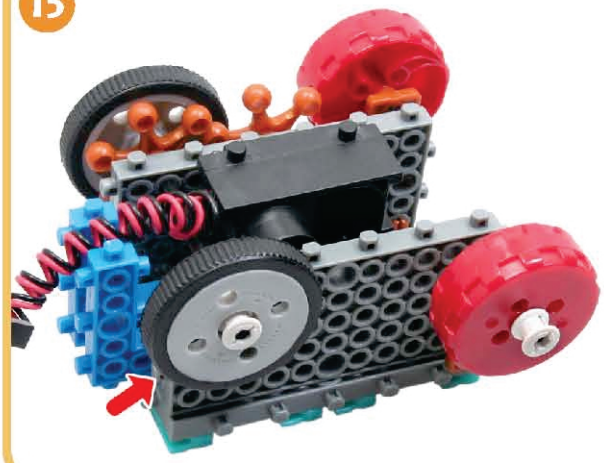


Diagram 11 + Diagram 13

15



X1 X1

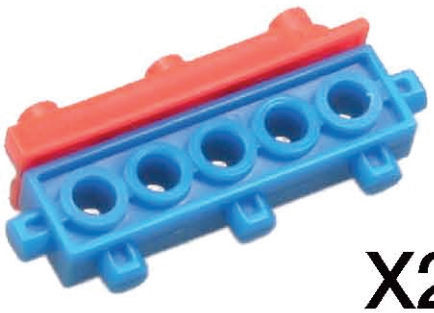
16

X1

17

X1

18



X2 X2

19

Diagram 17 + Diagram 18

20

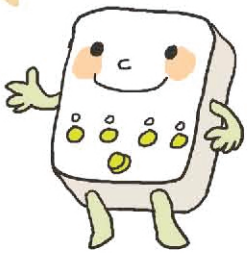
X2

Completed

X1 X1

Move the robot
Auto Car

1. Connect DC motor to Left motor connector.
2. Connect battery case to Power connector.



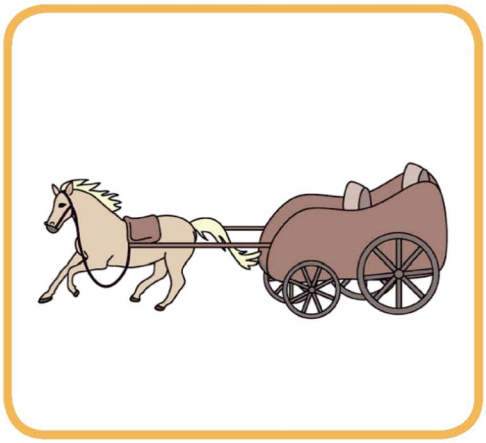
MOVE THE ROBOT

Press the mini-board button and the car will move. Vroom... vroom...

Let's do it.

- Find out the development of our transportation. Write the order in the ( ).

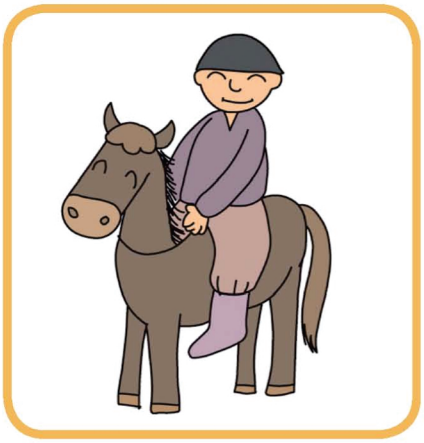
1



2

3

4



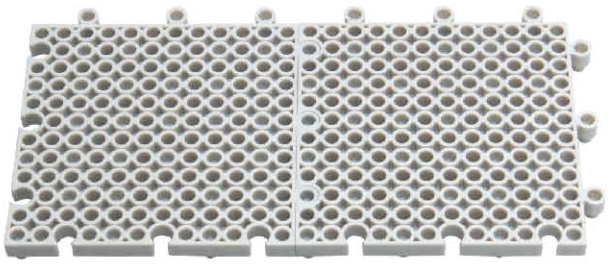
5

( )→( )→( )→( )→( )

2. Ferris Wheel

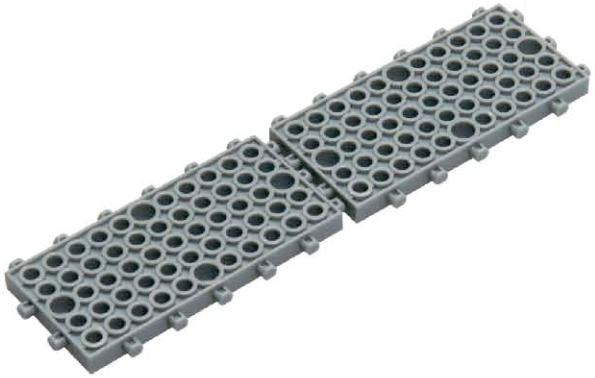
Make a few capsules to rotate around the Ferris wheel.

1



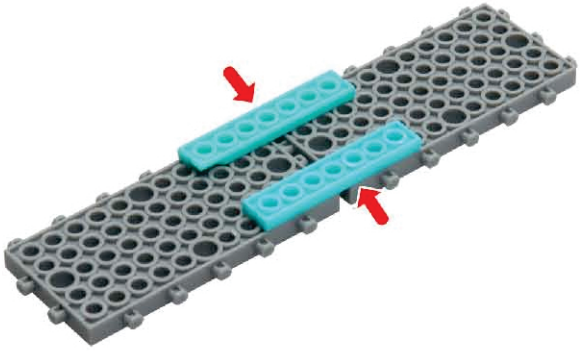
X2

2



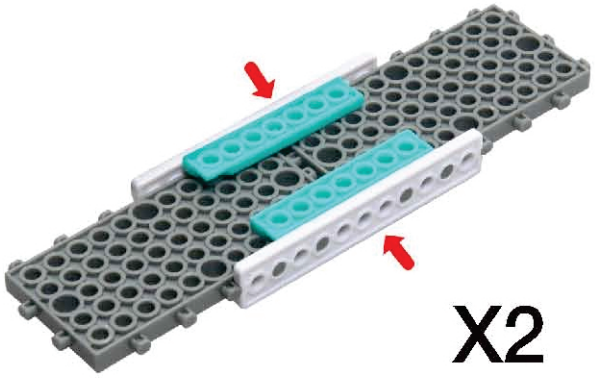
X2

3



X2

4



X2 X2 X4

5

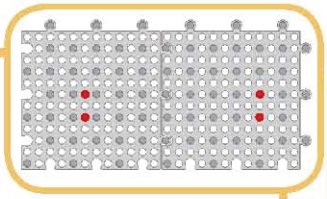
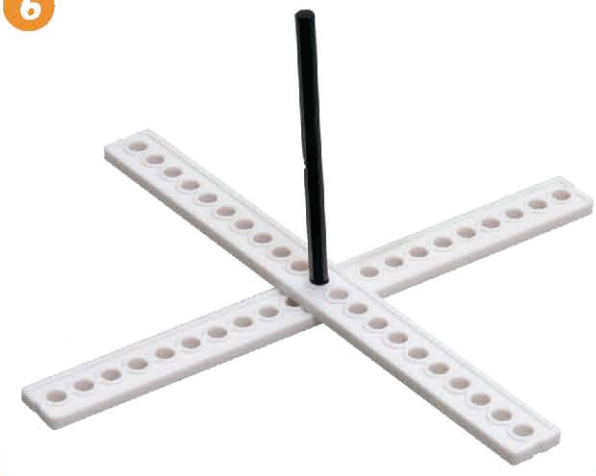


Diagram 1 + 4

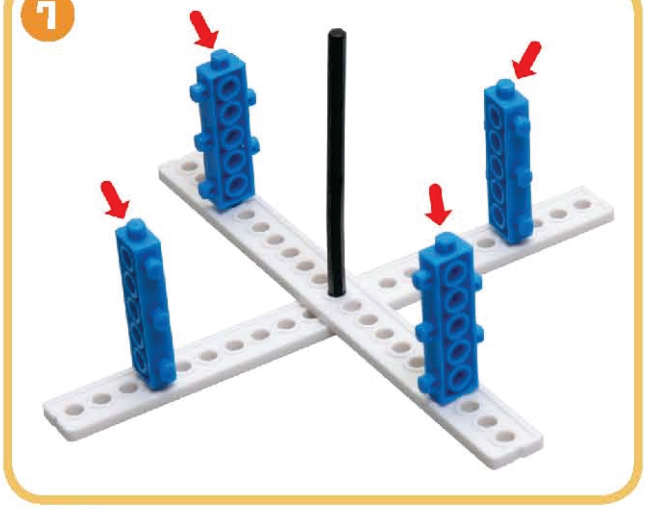
6



X2 X1

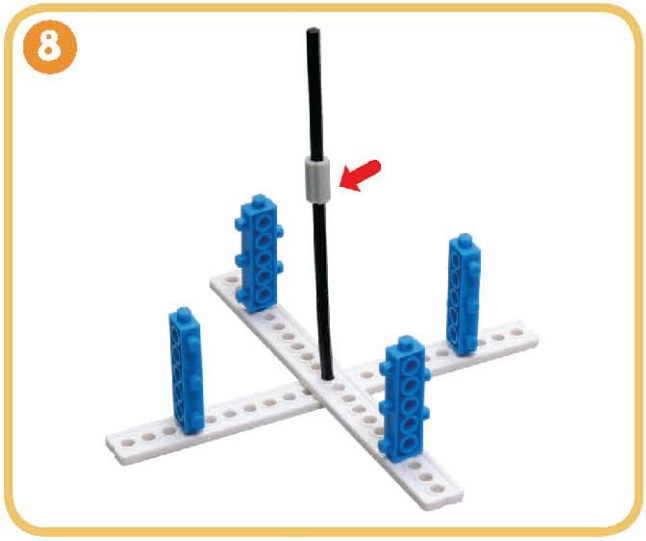
6

7



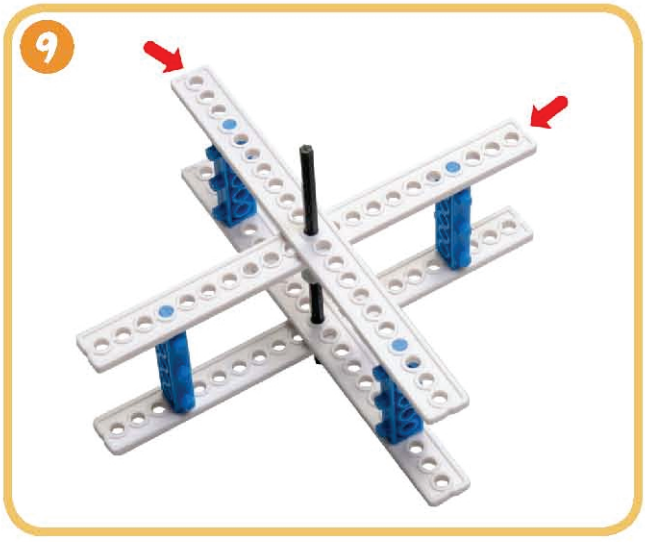
X4

8



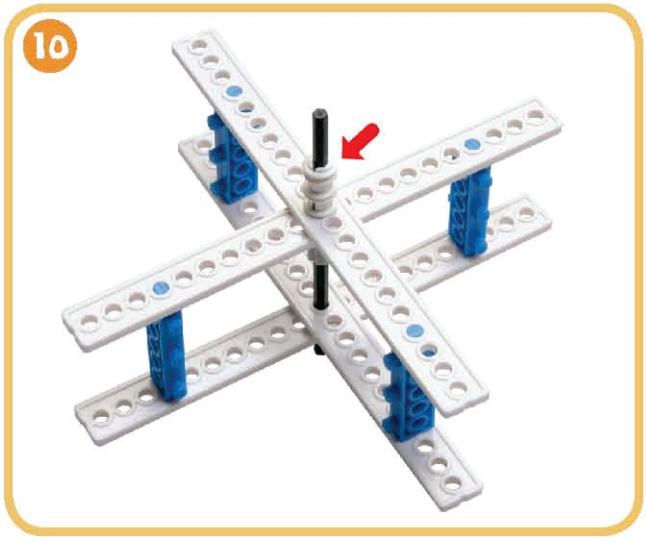
X1 X1

9



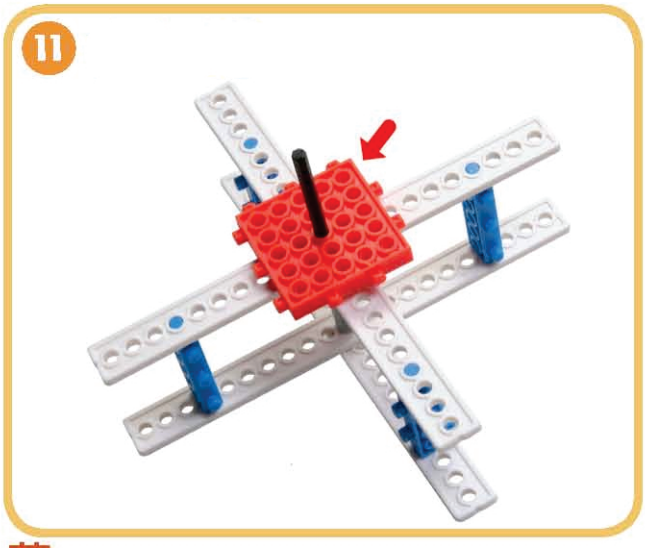
X2

10



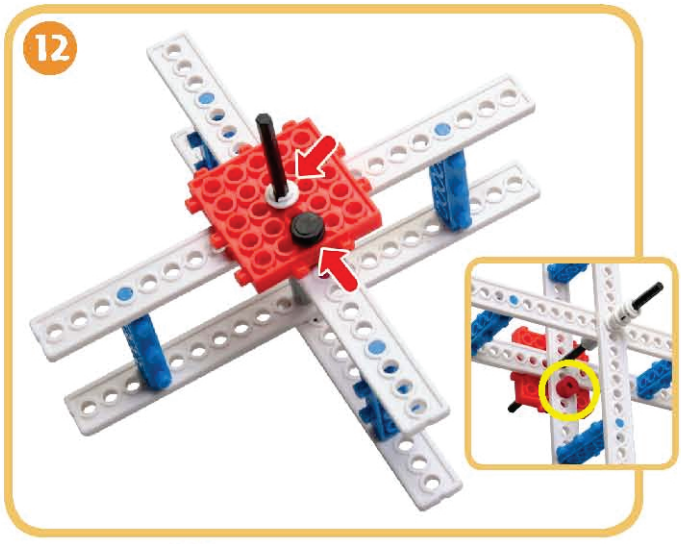
X2 X1

11



X1

12



X1 X1 X1

8

13

X1 X2 X2

14

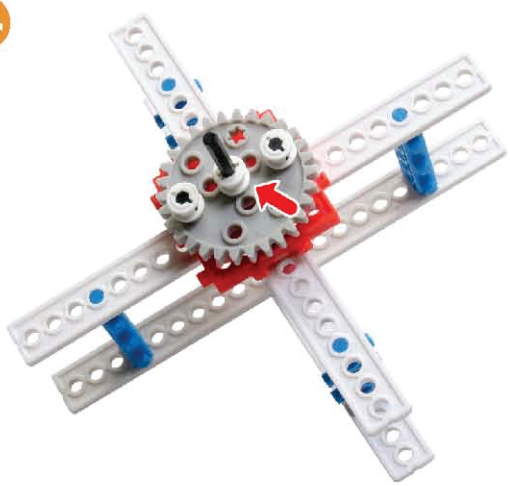
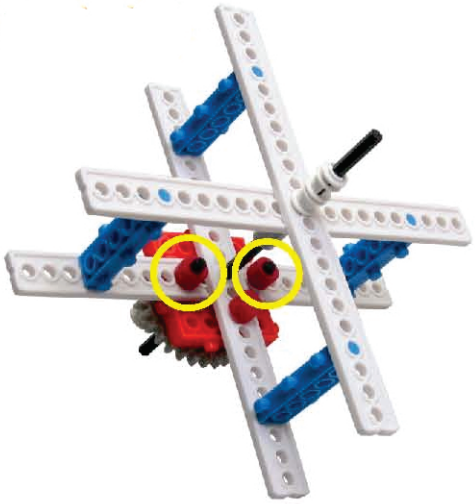


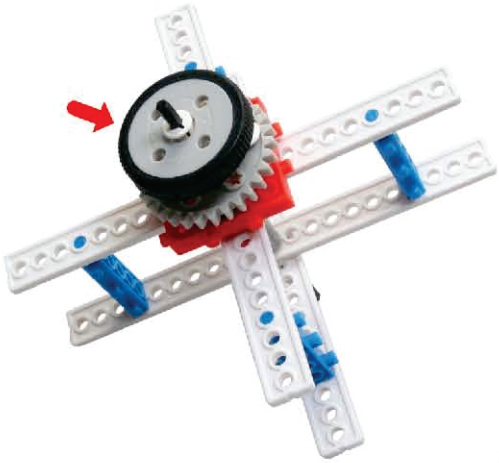
Diagram 12 + 13 X1

15



X2

16



X1 X1

17

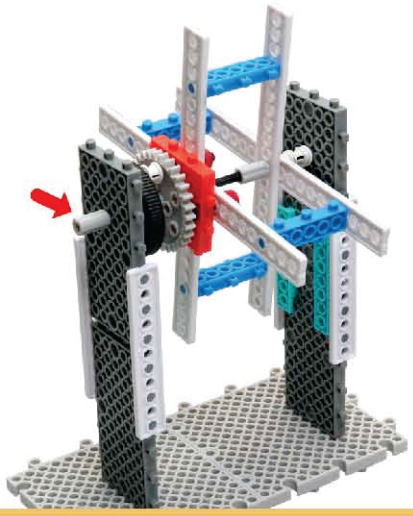


Diagram 5 + 16 X1

18

X1

19

X2

X2 X4 X2

20

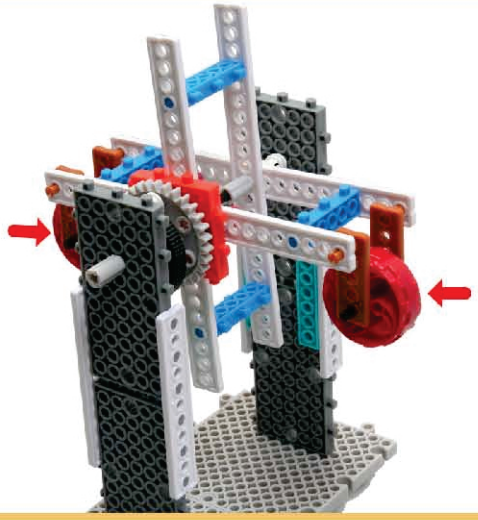
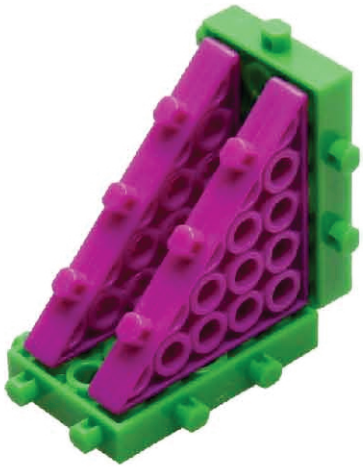


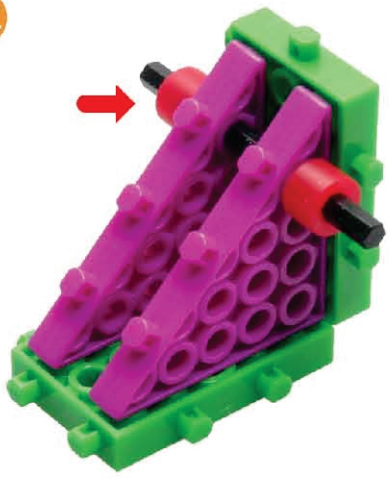
Diagram 18 + 19

21



X2 X2

22



X2

X2 X4 X2 X2

23

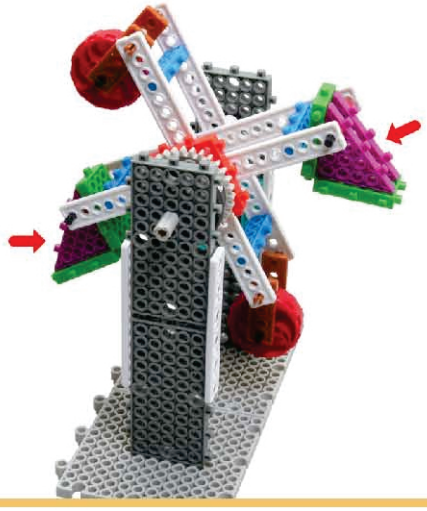


Diagram 20 + 22

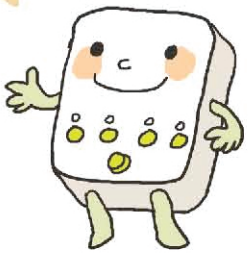
Completed

X1 X1 X1

19 22

Move the robot
Ferris Wheel

1. Connect DC motor to Right motor connector.
2. Connect battery case to Power connector.

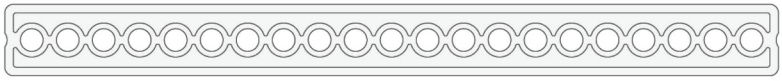


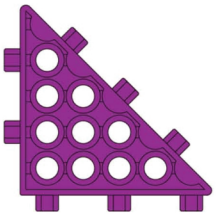
Move the Ferris wheel.

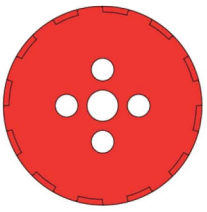
Press the Mini-board button and the Ferris wheel will go round and round.

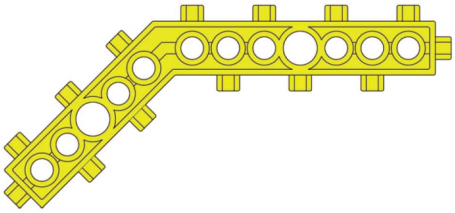
Let's do it.

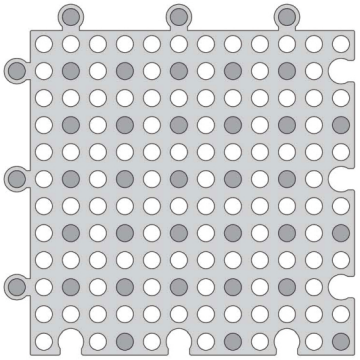
● Which block is not required to create a Ferris wheel?







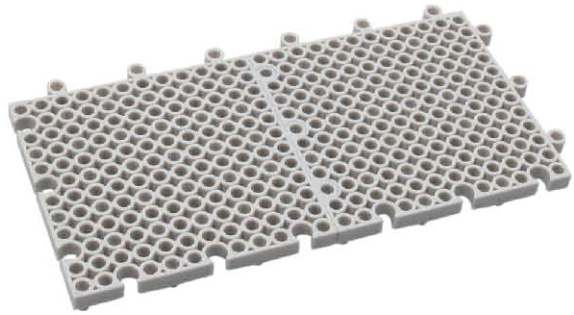




3. Spinning Tea Cup

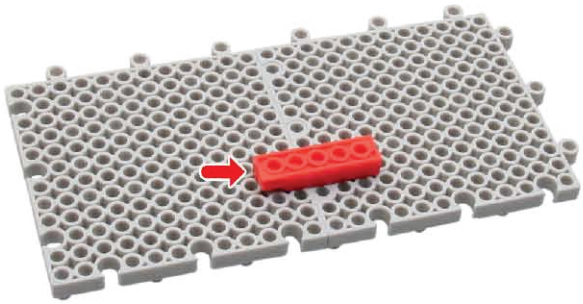
Tea Cup is a chair that can turn from left to right or the other way round.

1



X2

2

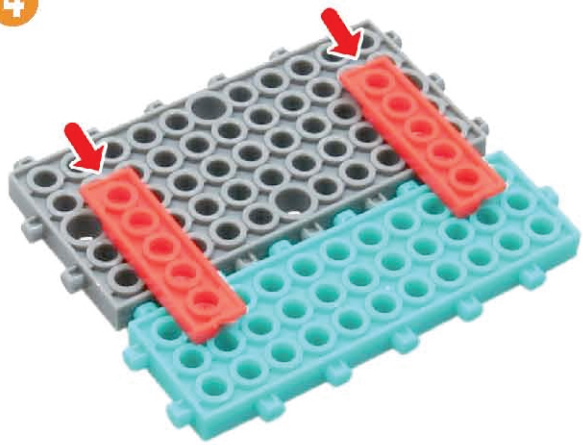


X2

3

X1 X1

4



X2

5

X1

6

X1 X1 X1 X1

7

X2

8

X1

9

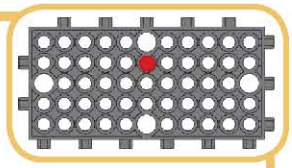
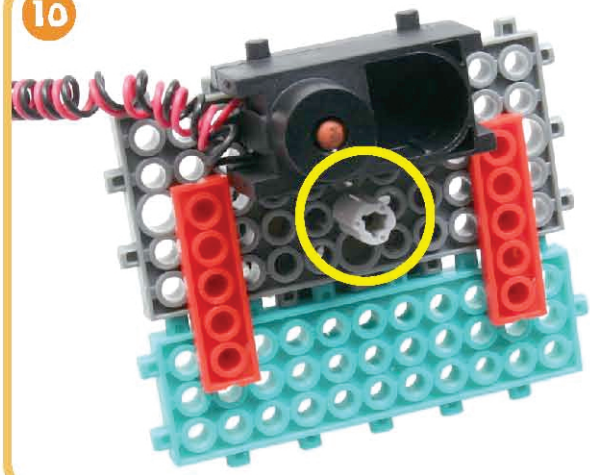


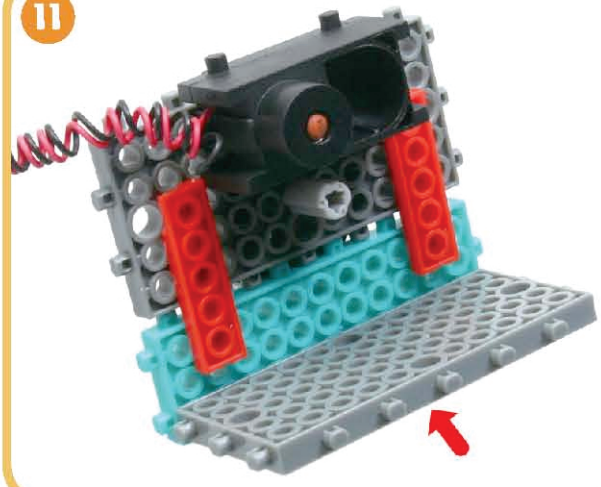
Diagram 5 + Diagram 8

10



X1

11



X1

12

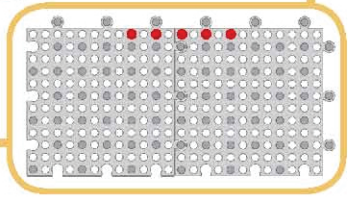
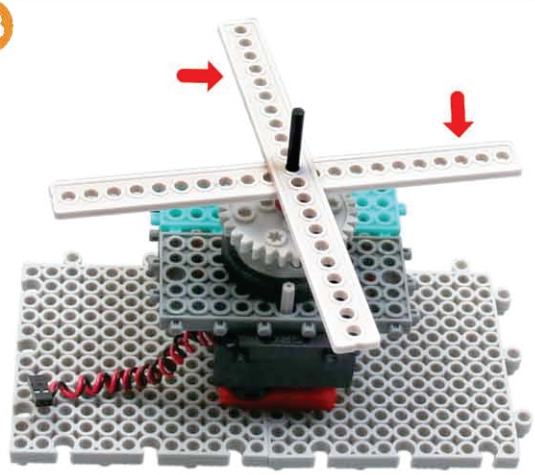


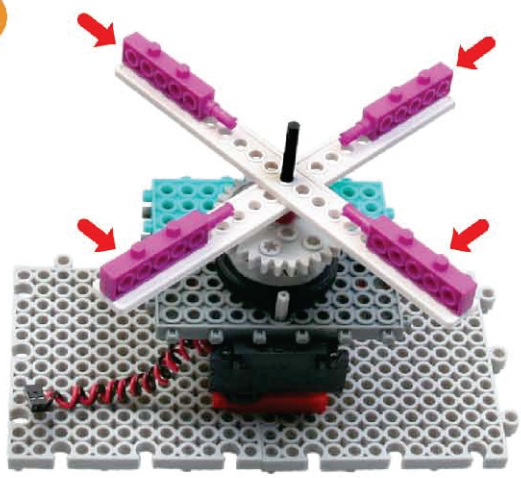
Diagram 2 + 11

13



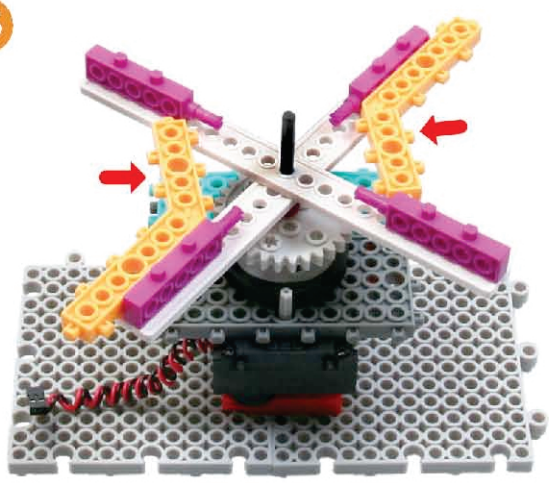
X2

14



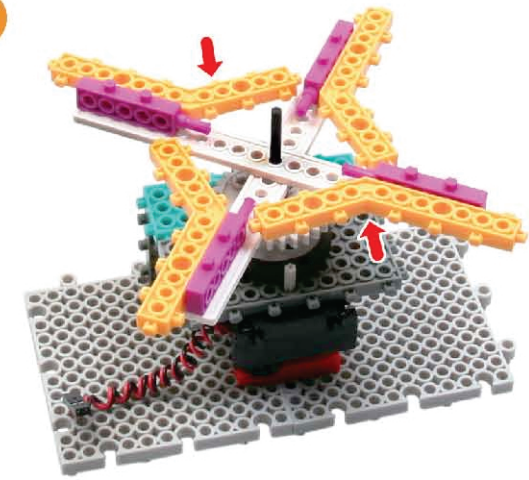
X4

15



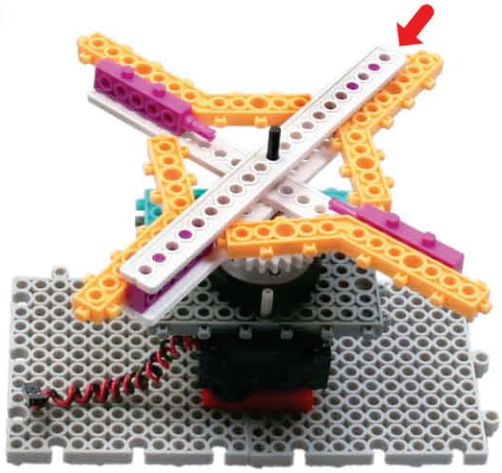
X2

16



X2

17

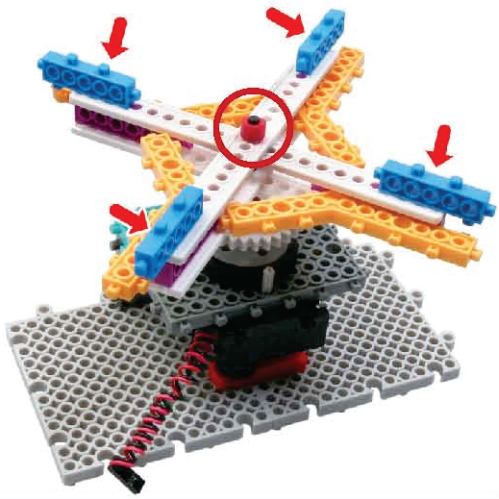


X1

18

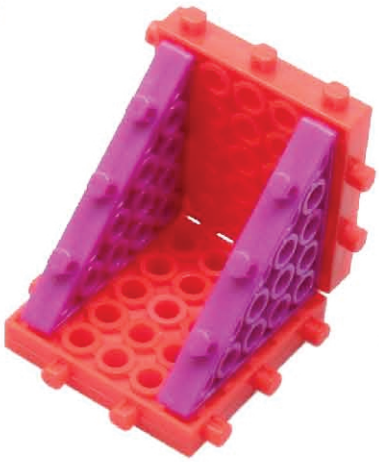
X1

19



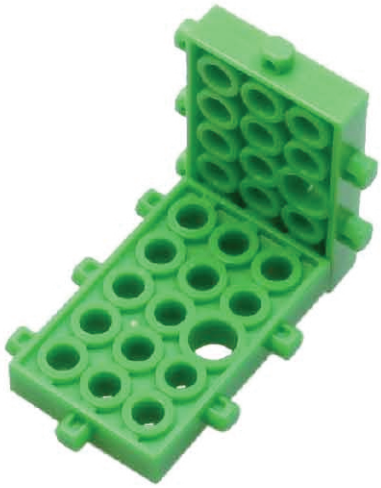
X4 X1

20



X4 X4

21



X2

22

X4 X4 X2

23

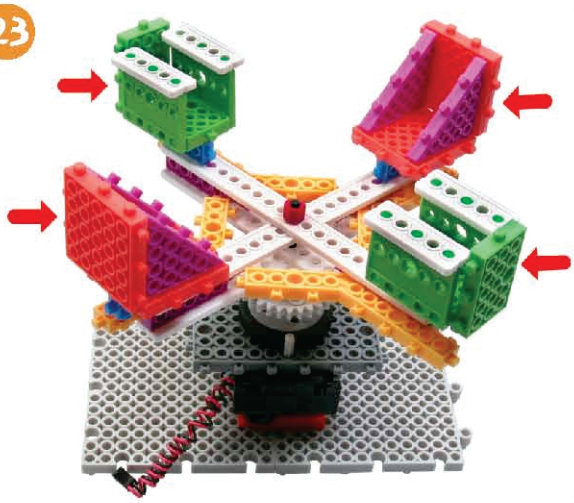
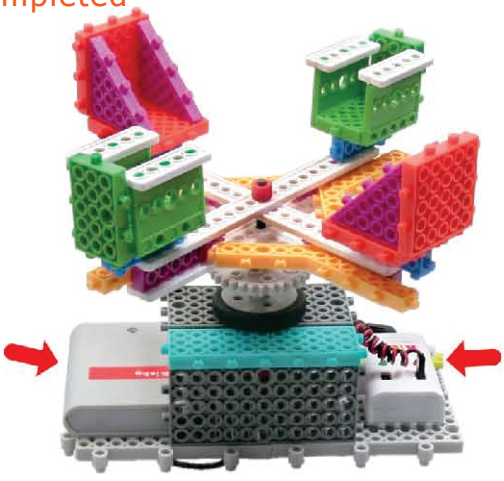


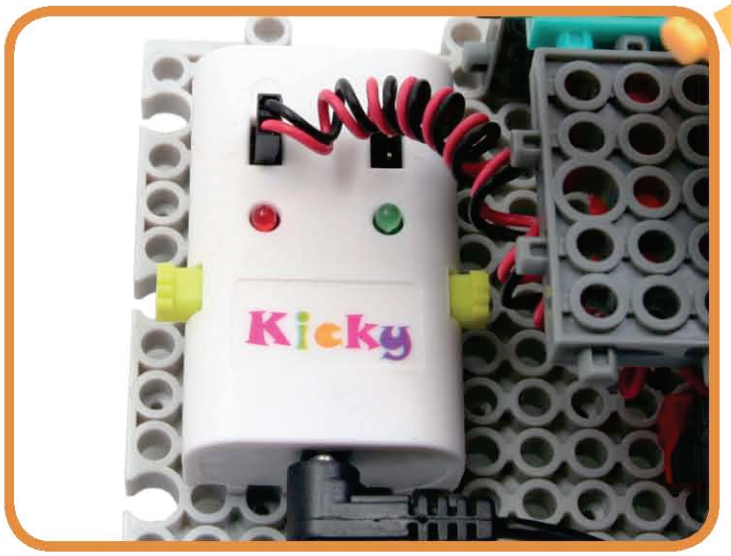
Diagram 19 + 20 +22

Completed

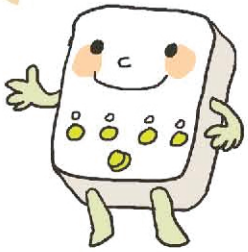


X1 X1

Move the robot
Tea Cup



1. Connect DC motor to Right motor connector.
2. Connect battery case to Power connector.



Move the Tea Cup.

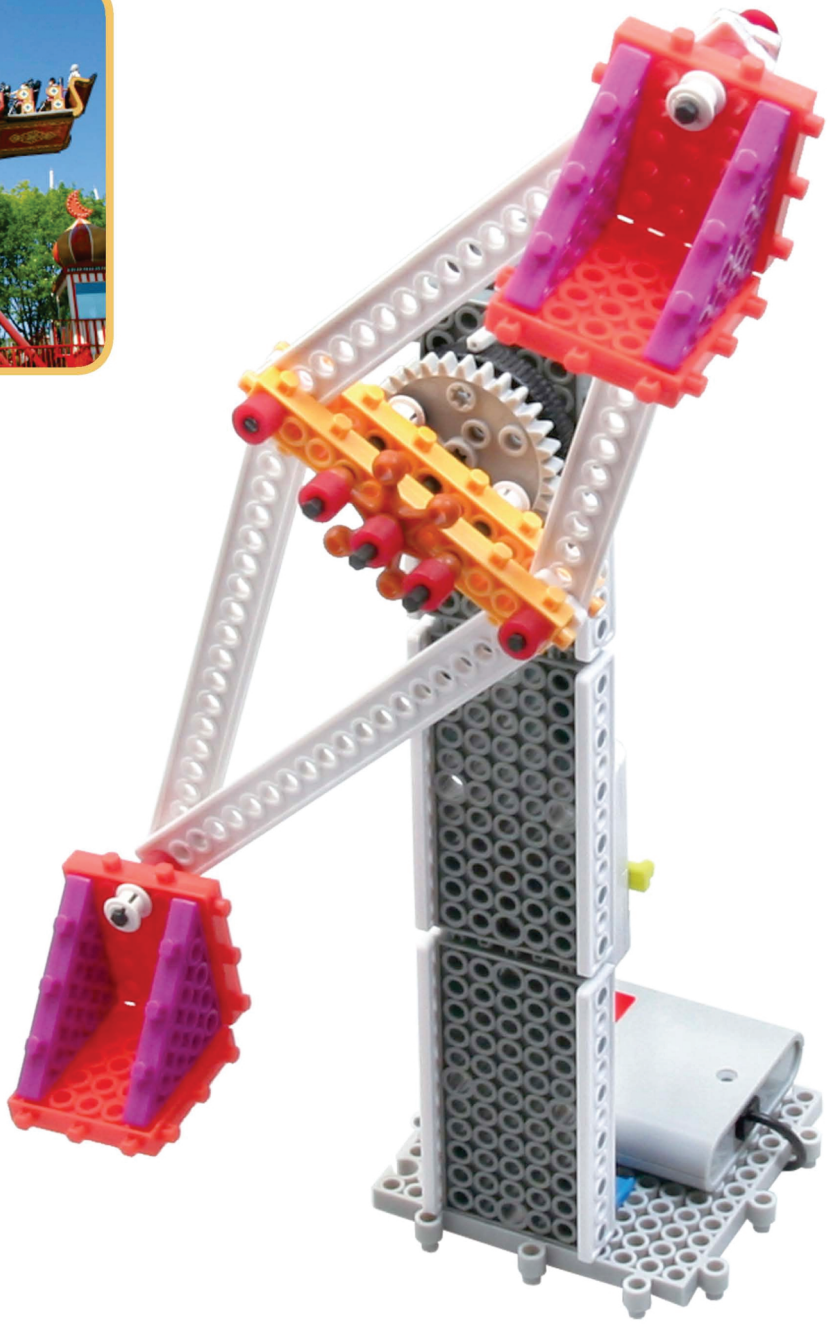
Press the Mini-board button and the Tea Cup will go round and round.

Let's do it.

- There are numbers 1 to 10 on the chairs. Fill in the missing numbers.

4. Carousel

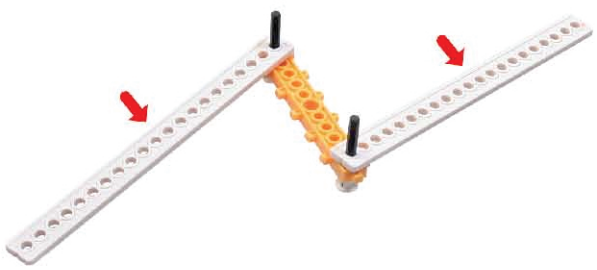
Make the carousel rotate in the air.



1

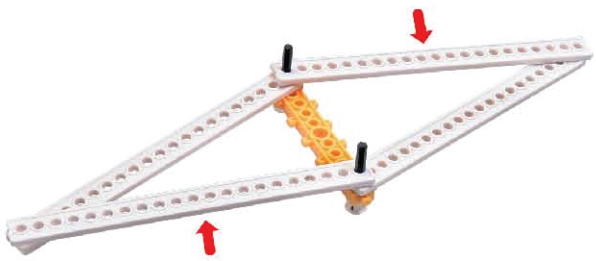
X1 X2 X2

2



X2

3

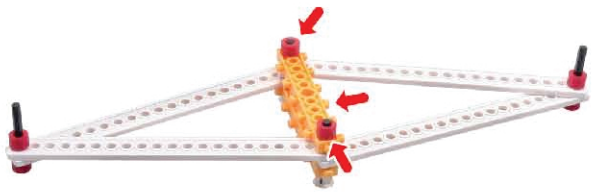


X2

4

X2 X4

5



X1 X2

6

X1 X2 X2

1 4 6

7

Diagram 5 + Diagram 6

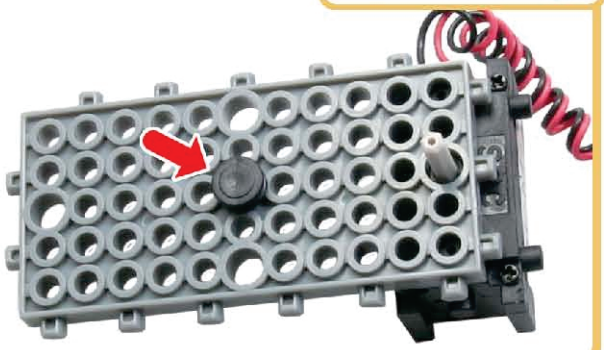
8

X1 X2

9

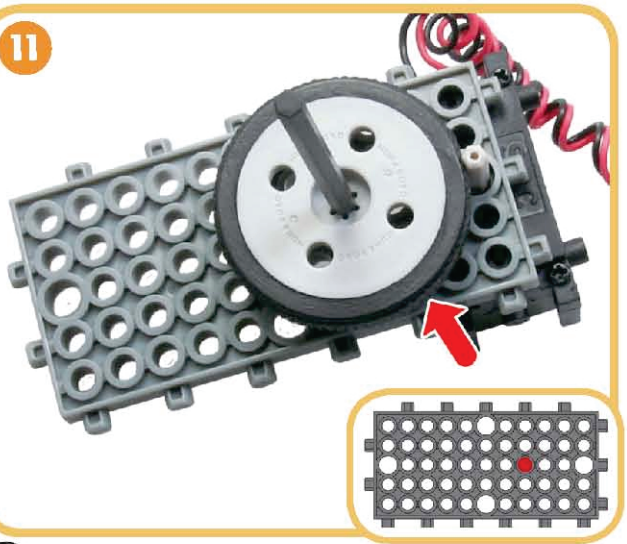
X1 X1

10



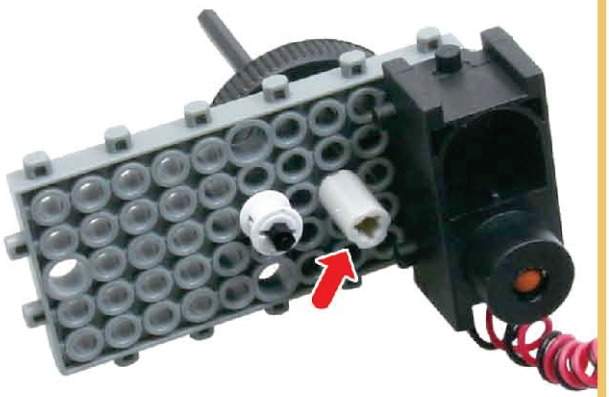
X1 X1

11



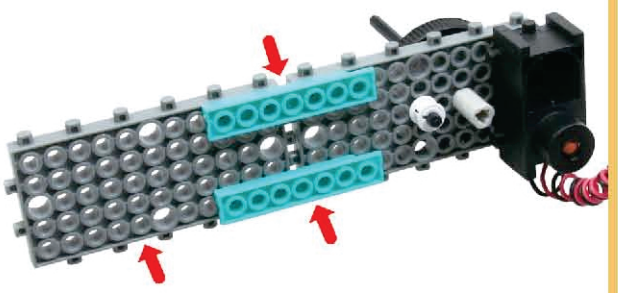
X1 X1

12



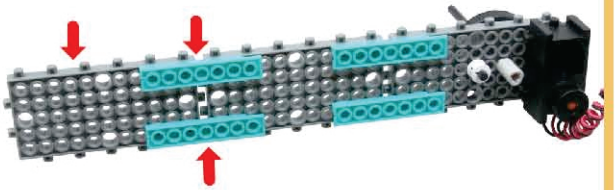
X1

13



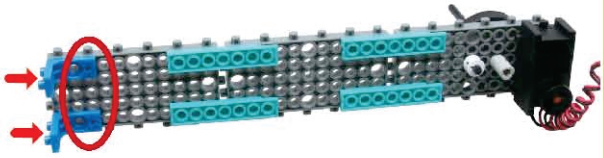
X2 X1

14



X2 X1

15

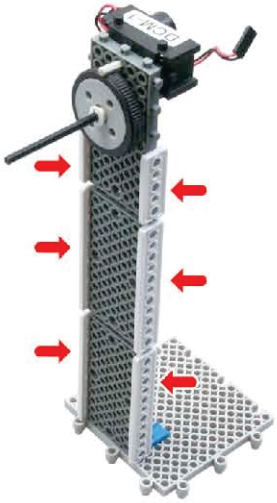


X2

16

Diagram 15 + X1

17



X4 X2

18

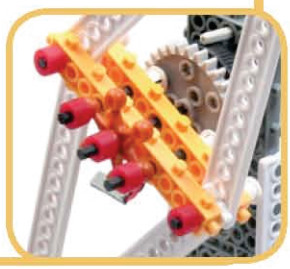
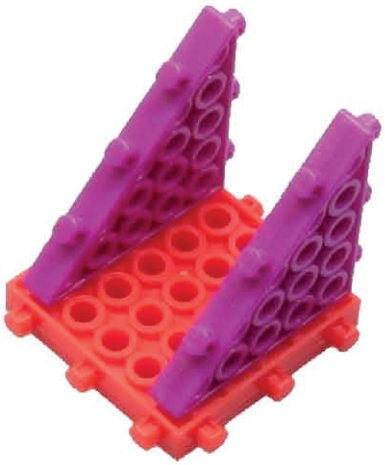


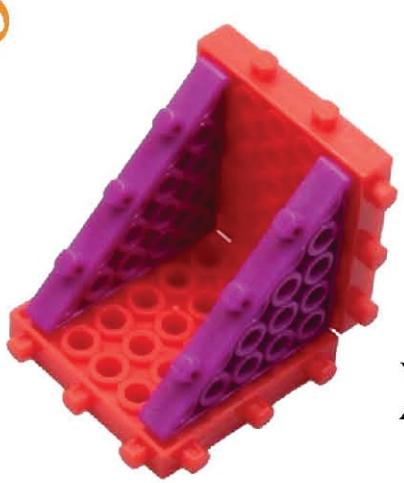
Diagram 8 + 17 X1

19



X1 X2

20



X2

X3 X2

21

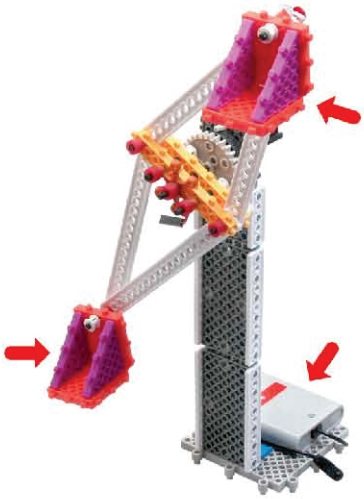
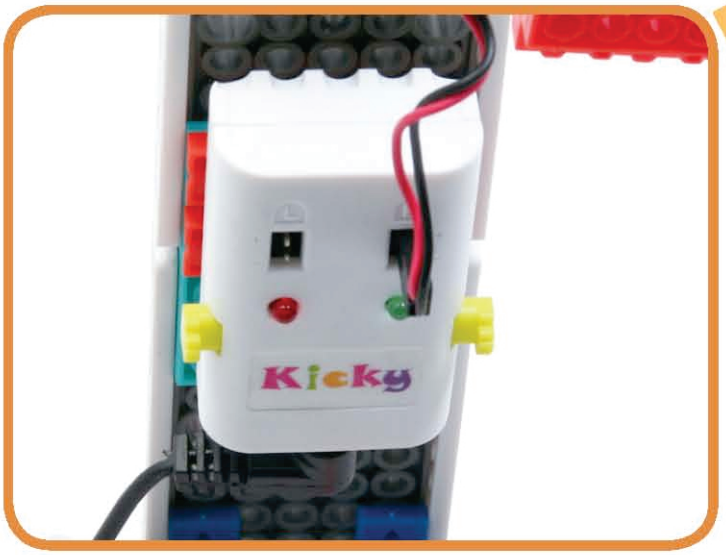


Diagram 18 + 20 X2 X1

Completed

X1 X2

Move the robot
Carousel



1. Connect DC motor to Right motor connector.
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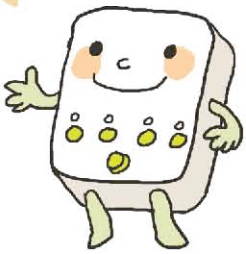
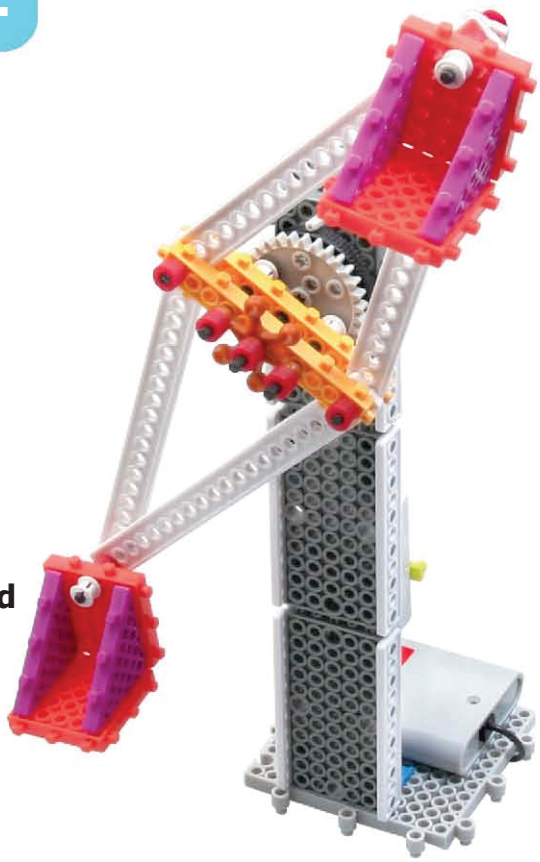


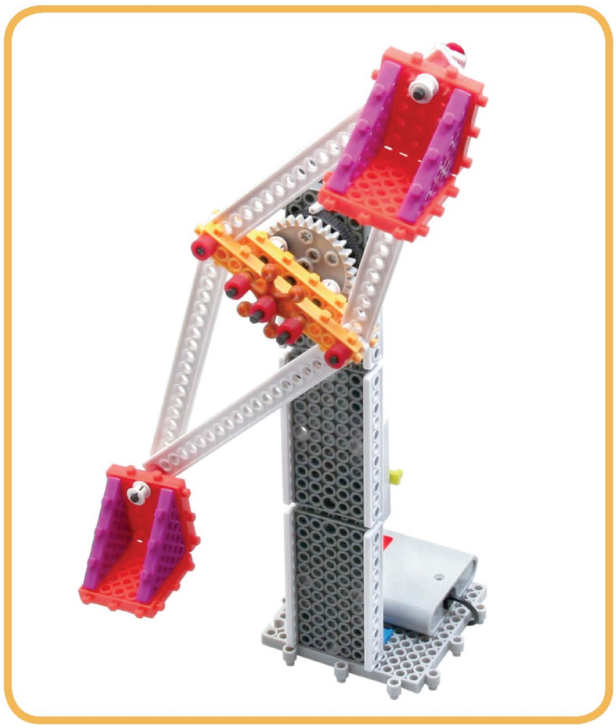
Move the swivel chair.

Press the Mini-board button and the carousal will go round and round.

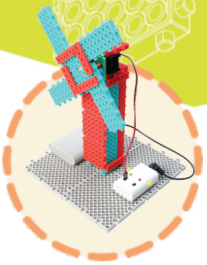


Let's do it.

- Which picture below has the same rotation as the carousel?



Game Workshop 2



The windmill is using the natural wind driven by the windmill blades to rotate and generate energy.

Let's take a look at the various windmills and try to create a windmill yourself.

Carry water to irrigate farmland

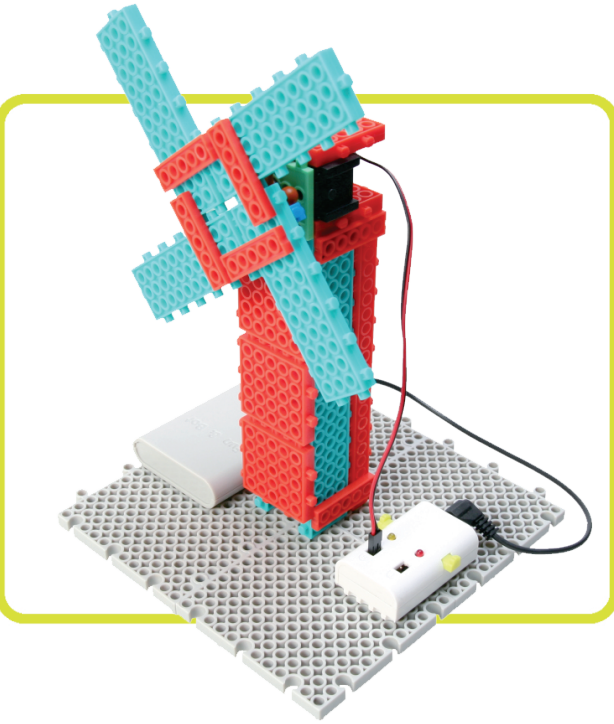
Irrigation windmill

Set up in the windy zone

Generating windmill

The use of the principle of windmill

Ferris wheel



The windmill I assembled!

Activity photos.

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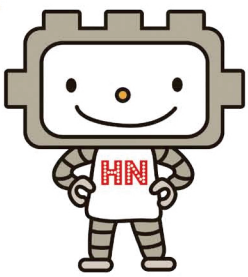
Web-site: www.myrobot.com.my