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"SPIN-THE-ROBOT"

Software Module

Version 1.0

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The "Spin-the-Robot" software module allows the RB5X to be used in game and party situations. Place the robot in a circle of children, start the routine, and the RB5X spins, stops, and "points" to a child and tells him or her to perform a task. After the child performs the task, the robot responds to the child before spinning, stopping, and pointing to the next player. Both the task assignments and the short responses are randomly selected.

Age Level

Young children will enjoy playing "Spin-the-Robot" with adult supervision.

Operation

1. Make sure your RB5X is switched off,
2. Check to see that the voice/sound synthesis card has been installed according to the instructions that come with the voice/sound package.
3. Insert the software module into the socket on RB5X's interface panel, making sure the guide marks on the socket and on the module match up. Push the module firmly into the socket.
4. Check the label on your "Spin-the-Robot" module and set the module switch located to the right of the socket to the appropriate position (4K)
5. Center the robot inside a circle of children; the diameter of the circle should be at least four feet to give the RB5X room to move around.
6. Switch RB5X on. After a short pause, the light-emitting diodes (LEDs) under the robot's dome should light and the horn should beep rapidly. If this doesn't happen, check to be sure the software module is installed correctly, that the robot is adequately charged, and that the switch located to the right of the module socket is set to the proper position. If the LEDs still don't light and the horn still doesn't sound, check the "Troubleshooting" section of the RB5X Reference Manual or call your dealer.
7. To start the "Spin-the-Robot" game, press any one of RB5X's white bumper panels along the lower skirt and the robot begins to rotate. After approximately ten seconds, RB5X stops spinning and moves forward and backward one foot to point to the child chosen to be the first player. The robot then tells the child what to do (for example, "Do a somersault forward and backward.>").
8. After the child has accomplished the task, he or she presses any one of the robot's bumpers to obtain RB5X's response (for example, "You are really good at this!"). The robot then pauses for four seconds before beginning to rapidly beep its horn.
9. To continue the game, repeat Steps 7 and 8. To re-start the game press the software reset button on the interface panel. To stop, switch the robot off.
10. Be sure to switch RB5X off before you remove the "Spin-the-Robot" software module.

"SPIN-THE-ROBOT" SPEECH GLOSSARY

Tasks:

Do a somersault.

Do a somersault forward and backward.

Skip around the circle forward and skip around the circle backward.

Clap your hands and slap your knees three times each.

Face your neighbor, cross your arms, and clap their hands five times.

Touch your chin, your toes, your thighs, and your nose. Knock your knees.

Wiggle your nose.

Night is the opposite of day. What is the opposite of light? Find the very biggest object in this room.

Black is the opposite of white. What is the opposite of ceiling?

Count from one to ten.

Name every month in the year.

Gosh, is it light or dark in here? I cannot tell What color is the sky today?

Responses:

That was very good!

Boy, I wish I could do that.

Boy, you will be a great athlete someday! You're really good at this!

Gee, you're really smart. I wish I was as smart as you!

Good work.

That was great! Very well done! Good job!