COLUMBUS STATE

LOGISTICS ENGINEERING TECHNOLOGY

COZMO Robots – Facilitator Instructions

- Cozmo takes 30 minutes to charge – make sure all 5 Cozmos are charged before an activity.
- Cozmo may need to be fed or tuned up before he can play – mention this at the start of the activity, relate it to warehouse maintenance.
- Sometimes the blocks get mixed up with other Cozmos – try to avoid this by keeping all Cozmos groups far away from each other.
  - To Cozmo, every #1, #2, and #3 Cubes are the same as every other #1, #2, and #3 Cubes, but Cozmo can only ever sync and interact with one #1, one #2, and one #3 at the same time.
- Try not to let the students "explore" other parts of Cozmo – they tend to get into the coding and stray from the activities
- Important Note: Cozmo needs to build up "Sparks" in order for the user to tell him to do a trick or game. He does this by hanging out on the table by himself and playing with the cubes, singing songs, or pouncing on your fingers. This can be an issue if a student tries to follow the instructions on the sheet but Cozmo does not have enough sparks.
- Tell students not to pick Cozmo up off the table or play with his lift.

> "Cozmo navigates the world using his internal camera, sensor, gyroscope, and downward-facing cliff detector. Images from Cozmo's camera are processed on your phone or tablet, allowing him to see the world around him and take actions, like find his power cubes."

COZMO

Need Help? Contact ANKI Customer Support at (877) 721-2654 or visit the COZMO FAQ page at
https://support.anki.com/hc/en-us/categories/202649547

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