AGES **5+**

ARTIE 3000 ROBOT

WHAT'S IN THIS KIT?

- 1x Artie Robot
- 1x round plastic disc *(see though)*
- 5x coloured markers (thin)

BEFORE RETURNING

- Please ensure all parts and returned in good condition with the set.
- Double check that the small clear disc is also with the set *(it's easy to lose).*
- If any of the markers need replacing, please let the library staff know upon return.
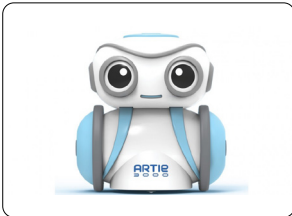
Artie 3000 robot

Artie marker parker

Markers

This item **MUST BE** returned to the library desk during branch opening hours.

DO NOT RETURN VIA THE RETURN CHUTE

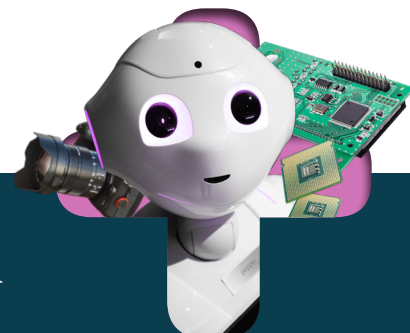**We'd love to see your stories!**
Tag us on Instagram and Facebook
@hobsonsbaylibraries

#libraryofthings

STEAM TECHNOLOGIES

Hobsons Bay COUNCIL+ | Hobsons Bay LIBRARIES | HOBSONS BAY CITY COUNCIL

WHAT YOU NEED

- **A smart device** (either a phone or tablet with bluetooth connectivity) or laptop
- **4x AA batteries**

QUICK START GUIDE

1

Put batteries in Artie Robot and turn on *(switch is located inside BLUE head flap)*

2

In WiFi settings on your smart device/laptop connect to the Artie Robot *(see label on front of robot for it's specific name).* You do NOT need an internet connection for this.
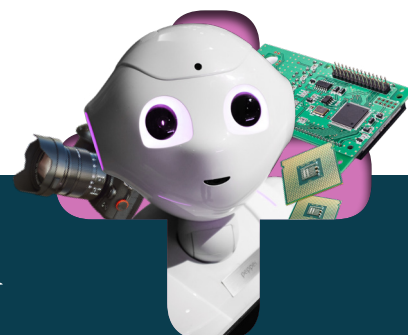
3

Open your web browser and enter the address below *(you may need to hit refresh a few times before you see the interface appear)*

local.CodeWithArtie.com
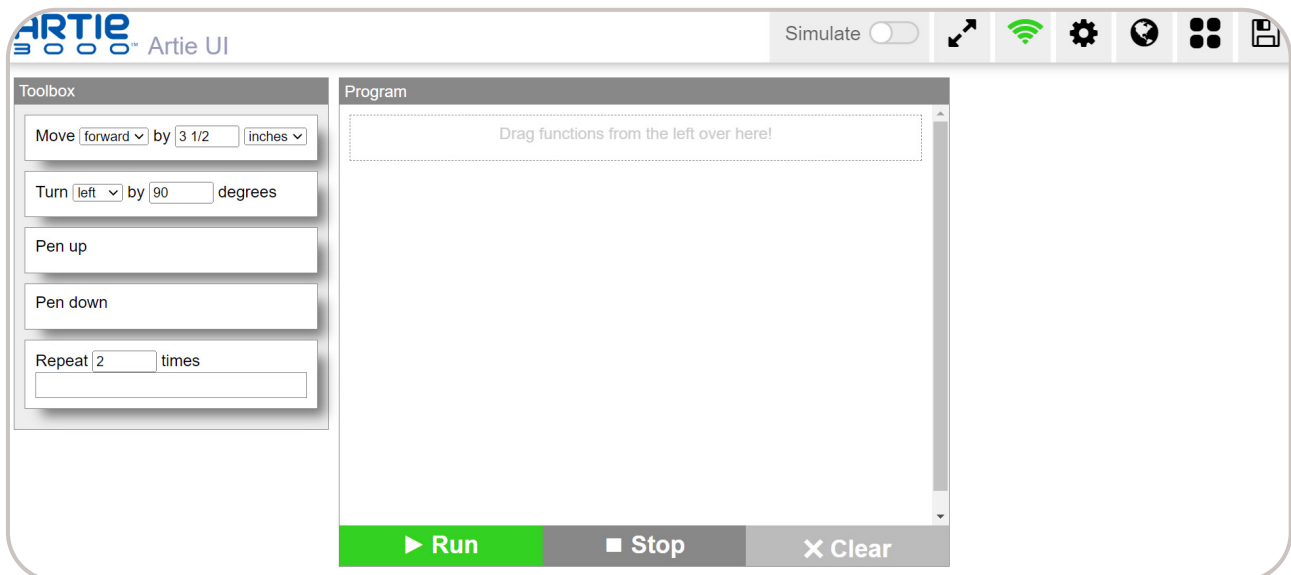
Artie UI *(User Interface)*

ARTIE 3000

CODING WITH ARTIE USER INTERFACE:

On the left of the screen you will see the Toolbox

The Tool box contains the following functions

- Move *(forward or backward)* in mm or inches
- Turn *(left or right)* by degrees
- Pen up and down
- Repeat

You can use any of the instructions in the toolbox by dragging them over to the program window in the centre of the screen.

- To run a sequence hit the 'Run' command at the bottom
- you can pause a sequence it by pressing 'pause'... you can stop it by pressing 'stop'
- If you want to start again, select 'clear'

The 'simulate' option allows you to watch your sequence animated for you

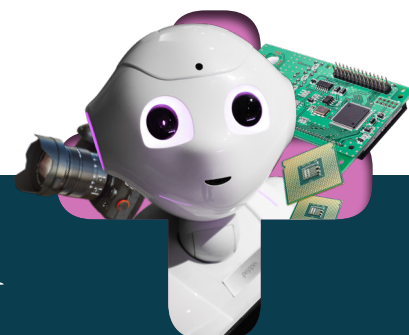You can also save your sequences or load other sequences using the 'save' icon

RUNNING A SEQUENCE WITH ARTIE

1. flip Artie upside down
2. Place the clear disc *("marker parker")* covering the bottom hole
3. Flip Artie back up
4. Remove the marker cap and push marker into the holder until the tip touches the clear disc
5. Remove the clear disc
6. Close Artie's top flap and place him in the center of an 8.5"x11" or A4 sized sheet of paper.

If the Artie robot is not moving, double check the clear disc is removed from the bottom of artie and the wheels are touching the surface.

CAUTION:

If you are using the markers, ensure you are using Artie on a cleanable surface *(as robot may roam beyond the dimensions of the paper).*

STEAM TECHNOLOGIES

Hobsons Bay COUNCIL+ | Hobsons Bay LIBRARIES | HOBSONS BAY CITY COUNCIL

ARTIE 3000

QUICK START GUIDE AND FIRST LESSONS

For beginners, you can find a quick start guide here
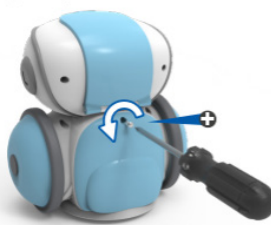*(including some initial lesson activities to get you coding with Artie)*

Visual Instructions

01 — For multilingual instructions, visit: CodeWithArtie.com/instructions

02

03 — AA AA AA / AA AA AA

04

05

06 — School network / Coffee Shop wifi / Artie 41543 / Educational Insights / Learning Resources

07 — local.CodeWithArtie.com / ARTIE
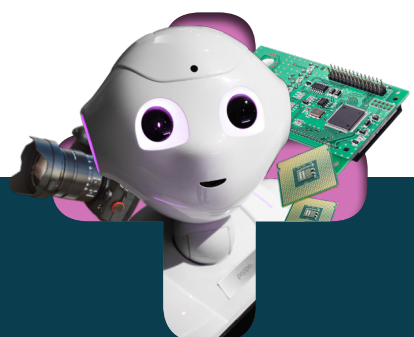
08

09

10

11

12

13 — ARTIE 3000

DOWNLOADING AND UPLOADING FILES

Artie 3000™ lets you upload code, so you can power up your robot and enjoy more hours of coding fun. Here is a site with some great files you download for Artie

[QR code]

[Here](#) are the instructions for how to do it using the Artie User Interface

Download Files for Artie User Interface

You can download preprogrammed images for Artie to draw. Follow the download directions below to move the files to your desktop or laptop computer.

1. Choose the file you want to use and click download.
2. Save the file to a place on your computer where you can find it again easily. For example, on your desktop.
3. Name your file and click Save.

Upload Program files to the Artie User Interface

1. Go to the Artie User Interface *(Artie UI)*. Click the Save menu icon and select Upload program.
2. Find the program file you downloaded from CodeWithArtie.com and click the Open button. The program you upload will appear in the Artie UI sandbox.
3. Important! You need to save this program right away to add the drawing to Artie's list of programs in the Save menu. The program will be saved on the device you used to upload.

TROUBLESHOOTING

What if Artie 3000 won't connect to my device?

Make sure Artie's power switch is turned on and the batteries are fresh. You can also reboot Artie by switching him off, waiting 30 seconds, and powering him back on.

Artie is not moving

check you have removed the clear marker parker disc before running a sequence

What kind of paper can I use with Artie 3000?

Artie's preprogrammed First Lessons need a minimum of an 8.5" x 11" or A4 sized piece of plain paper, but you can use as big as you like.

Artie 3000 looks like he's leaving ink blots, what should I do?

Make sure to program Artie to move his pen up at the end of your design. If Artie 3000 is leaving an ink blot when you are placing him down on paper, re-align the marker using the marker-parker.

ACTIVITY IDEAS

Additional activities for your Artie robot can be found [here](#).

[QR code]

TROUBLESHOOTING AND SUPPORT

There is an excellent collection of support documents and videos [here](#)

[QR code]

STEAM TECHNOLOGIES