



**MakeX Inspire**  
**‘Fruit Wonderland’ Introduction**



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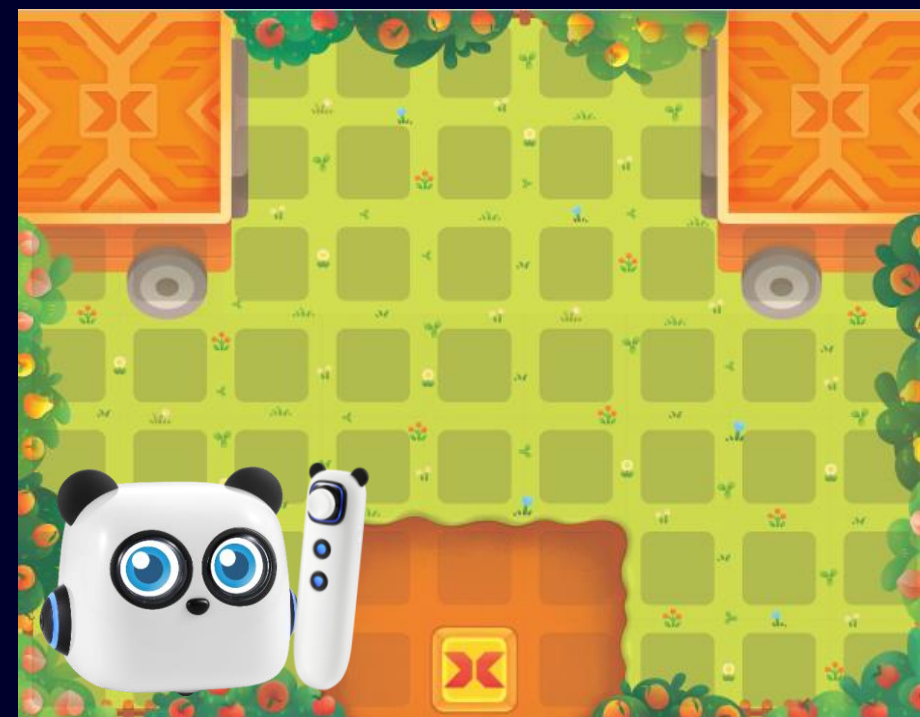
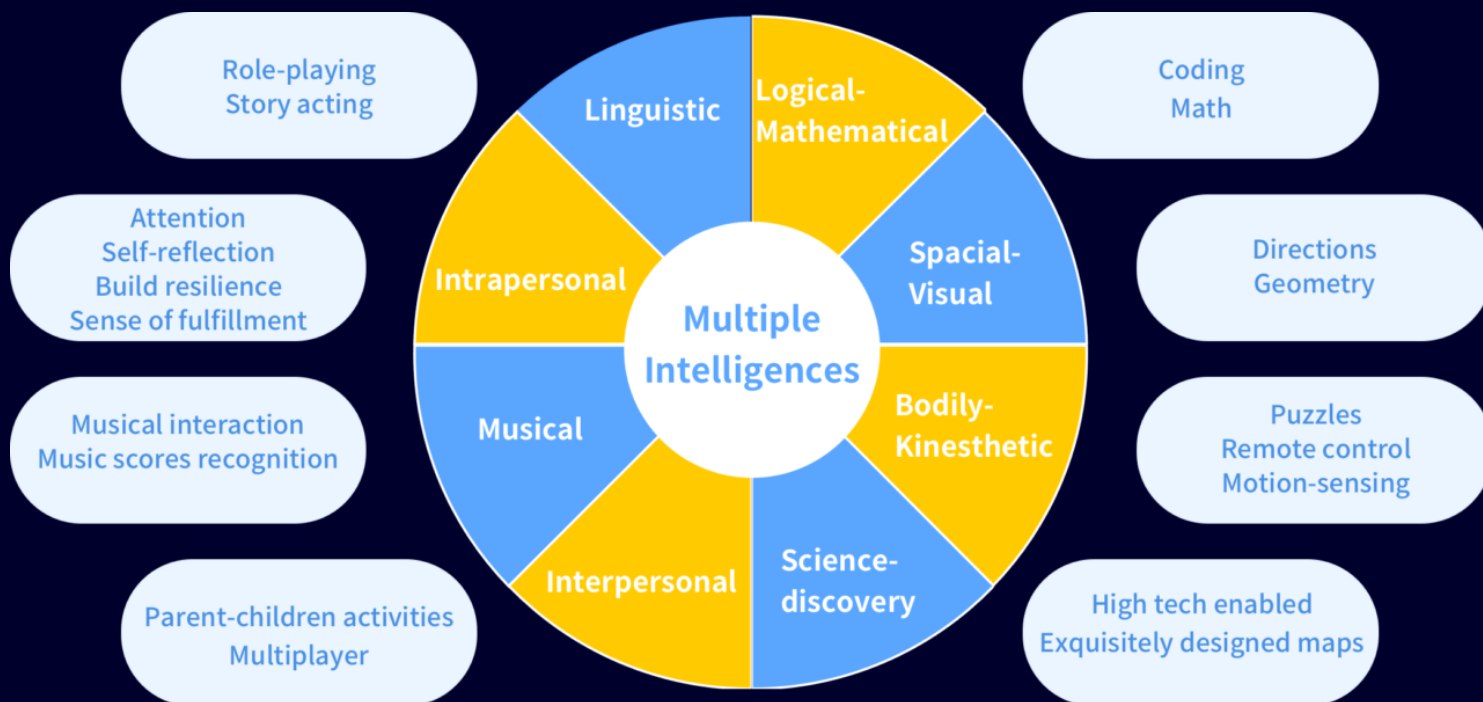
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# Introduction: MakeX Inspire

MakeX Inspire is a STEAM activity for kindergarten kids aged 4-7 years old, with its theme of the 2021-2022 season as Fruit Wonderland. This activity is designed for encouraging early childhood education in a fun way.

Kids can improve their multiple intelligences such as logical-mathematical, sense of fulfillment, directions geometry, etc. through this activity.



H861mm\* L1107mm


# Introduction: MakeX Inspire

## How to play MakeX Inspire Fruit Wonderland?

Participants need to program mTiny based on coding cards on the spot and control the mTiny to finish missions on the arena. This activity will strongly build up their programming thinking, mathematics logic, and imagination ability.

1. **Pest Off Mission (4mins):** remove the harmful pests
2. **Fruits Carrier Mission (2mins):** collect and carry the fruits to the collection area.

\*Bonus score: If the robot is decorated with a hat, clothes, drawing stickers, or any other dresses, it will be scored one extra Fruit Point.

Type		Coding Activity		Form		on-site	
Equipment		mTiny		Age		4-7	
Team		1 kid and 1 adult					
Kit							

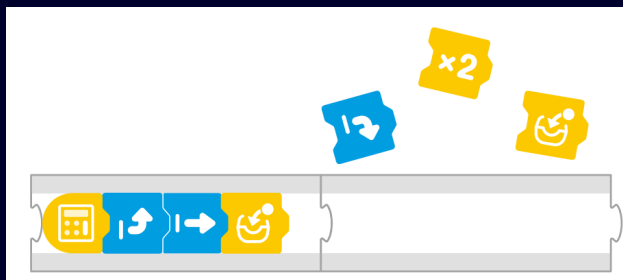


# Arena and Props

Materials	quantity
Map	1
Pest card	5
Fruit tree	4
Fruit props	8
Fruit basket	1
Storage box	2
Coding card	36
Coding card slot	4
Direction control panel	1
User Guide	1



Map



Coding card slot



Pest card



Fruit basket



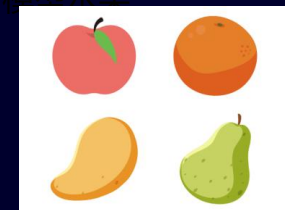
Storage box



模型水果



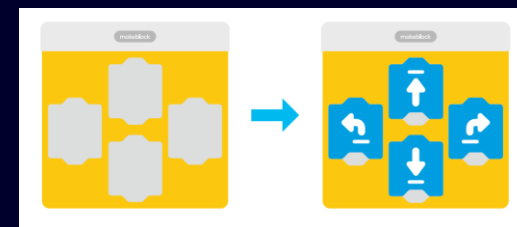
Fruit tree



Fruit props








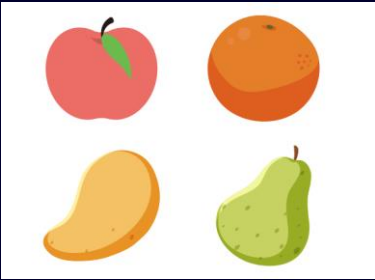

Coding card



Direction control panel

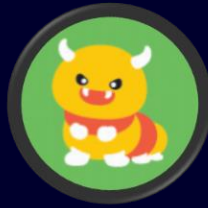
\* This pictures above are samples, not the finalized version.

# Activity Rules

Mission	Robot	Props List	Pictures of Map and Props	
Pests Off	P1030089 mTiny Coding Kit or P1030157 mTiny Discover Kit	Map, Pests card, Coding cards, Coding card slots	  	
Fruits Carrier		Map, Fruit trees, Fruit props, Coding cards, Direction card panel, Fruit basket, Storage box	   	

# Activity Rules

## Pest Off Mission



### Mission Background:

The pests are invading the fruit wonderland!  
Let's help farmers catch those pests!

### Score:

1 Pest = 1 Point

### Process:

- ① The participant stands by.
- ② The participant selects the mission card to decide where to place the pest cards.
- ③ The staff places the pest cards accordingly.
- ④ The staff clicks the pest card to activate the mission.
- ⑤ The participant starts to code mTiny to catch the pests.



Operation  
Area





# Activity Rules

## Fruits Carrier Mission



### Mission Background:

We've picked so many fruits!

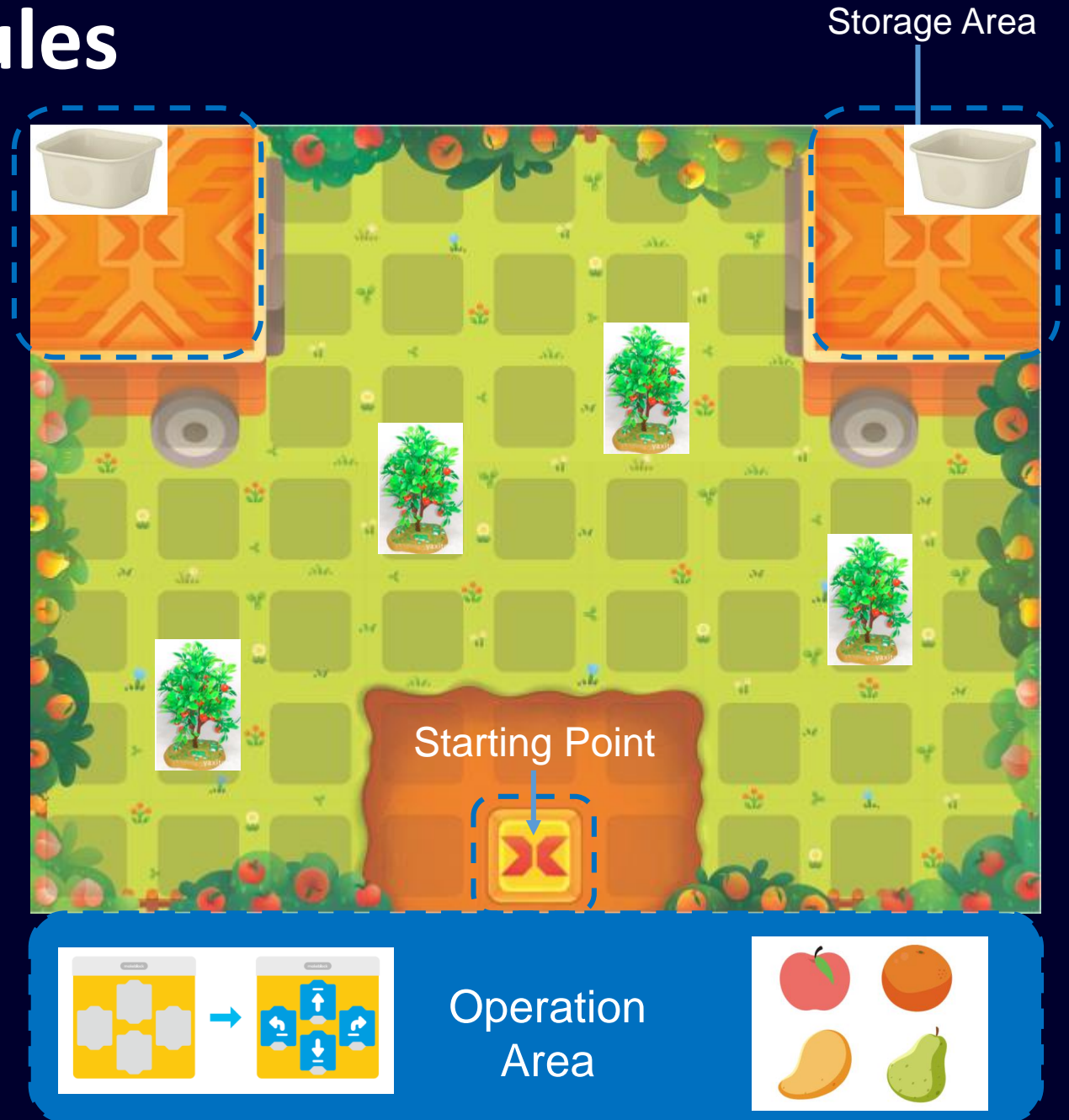
Let's help farmers transport the fruits to the storage area.

### Score:

1 Fruit = 1 Point

### Process:

- ① The participant stands by.
- ② The participant selects the mission card to decide where to place the fruit trees.
- ③ The staff places the fruit trees accordingly.
- ④ The staff clicks the fruit card to activate the mission.
- ⑤ The participant starts to code mTiny to transport the fruits.





# Highlights

## Coding Cards

4 kinds, 36 pieces in total

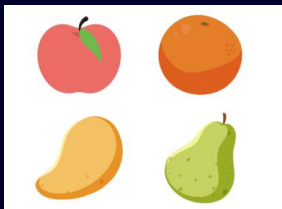


## Pests Off Mission:

Put the coding cards into the coding card slot and make it more tidy and convenient.



## Props



## Fruits Carrier Mission:

Put the direction coding cards on the direction control panel, click them and make it more accurate.



\*Direction Control Panel are powered by 3 blocks of Triple-A batteries (batteries are not included in the kit), with the adjustable lightening.

makeblock

MAKEX



**MakeX Inspire**  
**Inspire Learning In A Fun Way**