



This is Kitt!



“Let’s discover
what we can
do together.”



A How to Use Teacher Guide

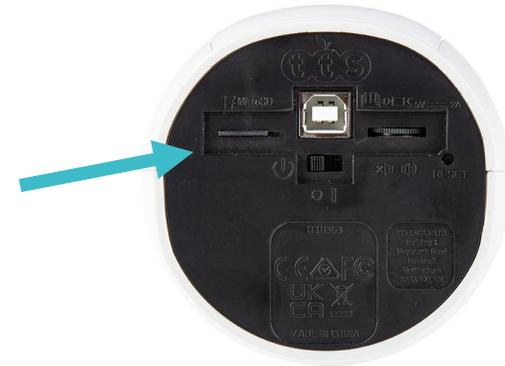


How does Kitt arrive?

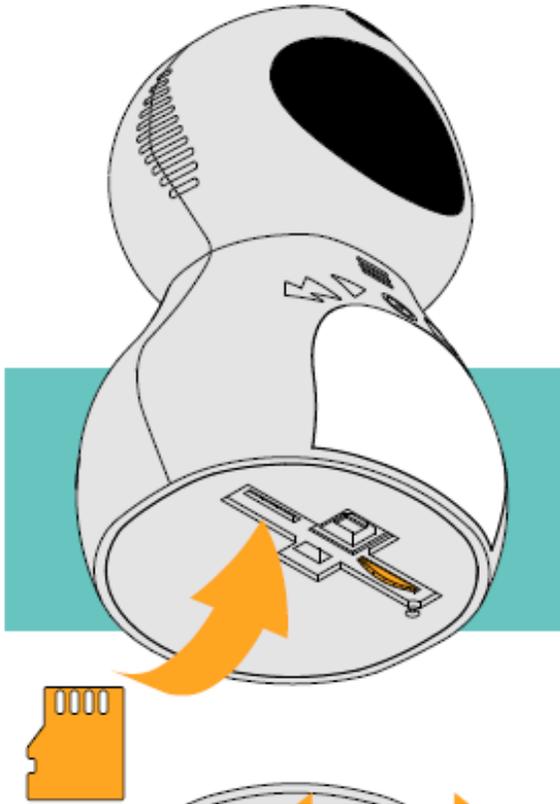
Kitt comes in a snug-fitting box, a bit like a bed! This keeps him safe



- In the box next to Kitt is a charging lead and Quick Start Guide.
- There is also a slot in the box to keep an SD card. This card will hold all Kitt's memories. The SD card fits into the bottom of Kitt.
- Kitt has a blue base to sit on. This protects the controls underneath.



Kitt's Memory Card

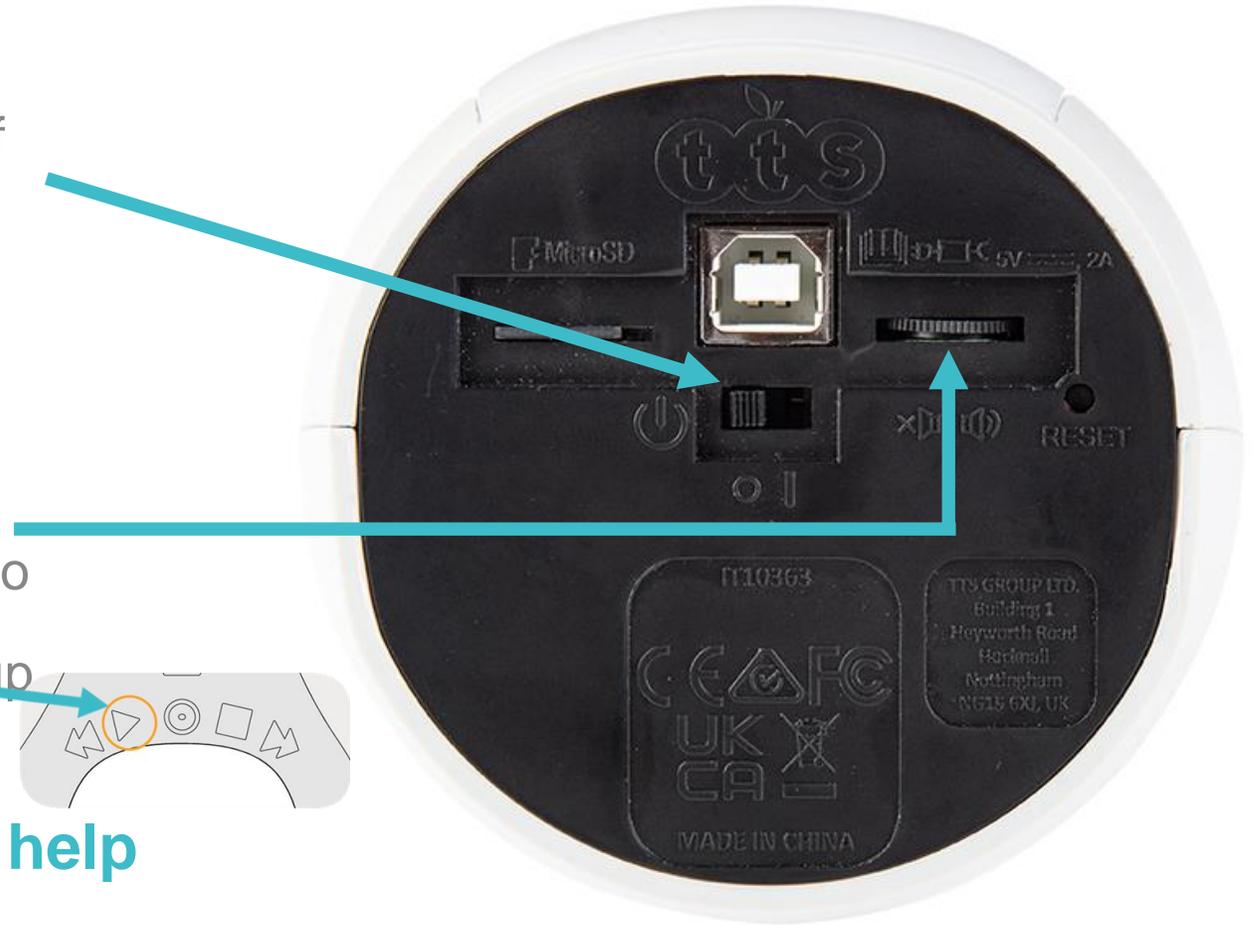


- Kitt stores files on a memory card.
- The memory card can be inserted and removed from underneath, next to the on/off switch.
- It is easy to switch memory cards, so Kitt can be ready for any child.



Getting Started

- To turn Kitt on, there is a simple on/off switch on his base.
- Kitt will say “I’m just waking up. Let’s go!” His eyes blink and move around and there is a blue light in his middle.
- You can turn Kitt's sound up or down using the volume wheel underneath.
- If unused, after a short time, Kitt will go into sleep mode. Press and hold the ‘PLAY’ button or tilt him to wake him up again.

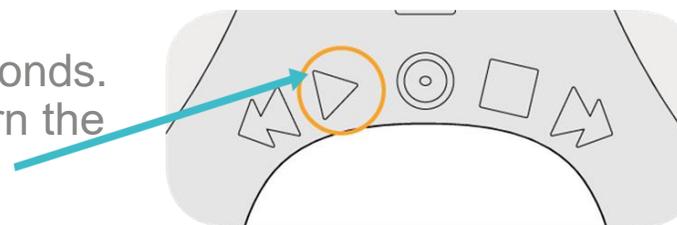


He is now ready and happy to help in lots of different ways!



How do I charge Kitt?

- When his energy is running low, Kitt will say “I’m getting a little bit sleepy.” To charge Kitt, plug him into a computer using his lead or place Kitt onto one of the special docking stations.
- When Kitt is charging, he is asleep, and none of the buttons will work.
- To see Kitt’s charging status, switch him on. A battery animation will appear on the screen. The batteries will turn green, once Kitt is fully charged.
- The screen will turn off, after a few seconds. Touch and hold the ‘PLAY’ button to turn the screen back on.
- Kitt takes 4 to 6 hours to fully charge.



Let's look at the buttons

On top of Kitt's head are two buttons:

- the left button is for recording **VIDEOS**
- the right button is for taking **PHOTOGRAPHS**

The black circle in the middle of Kitt's forehead is the camera.



Under Kitt's head is a button with 3 lines. This is called the **MENU**. Just like a food menu, it has lots of different options and we'll talk about all of them separately.

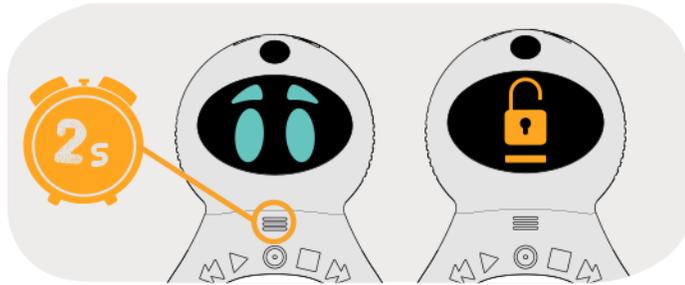
Underneath the menu is a row of 5 buttons

BACKWARDS **PLAY** **RECORD** **RETURN** **FORWARDS**



Menu

- Hold your finger over the menu for two seconds. It will unlock and you will see the menu options written on Kitt's face.
- To scroll through the menu, you can use the Forwards and Backwards buttons.



Here are all Kitt's menu options:

View
Photos

View
Videos

Play Mode

Classroom
Timer

Vibrate

Accelerometer

Light
Sensor

Brightness

Timer
Length

Set Time

Alarm
Clock

Memory
Storage

Voice
Prompts

Voice Prompts

- When the Voice Prompt is on, Kitt says what each of his buttons are for as you touch them.
- The button must then be pressed again and held to function.
- Kitt's voice may be turned off if you prefer.
- When Kitt is tired and his battery is too low, his voice will automatically turn off.



How do I turn Kitt's voice on or off?

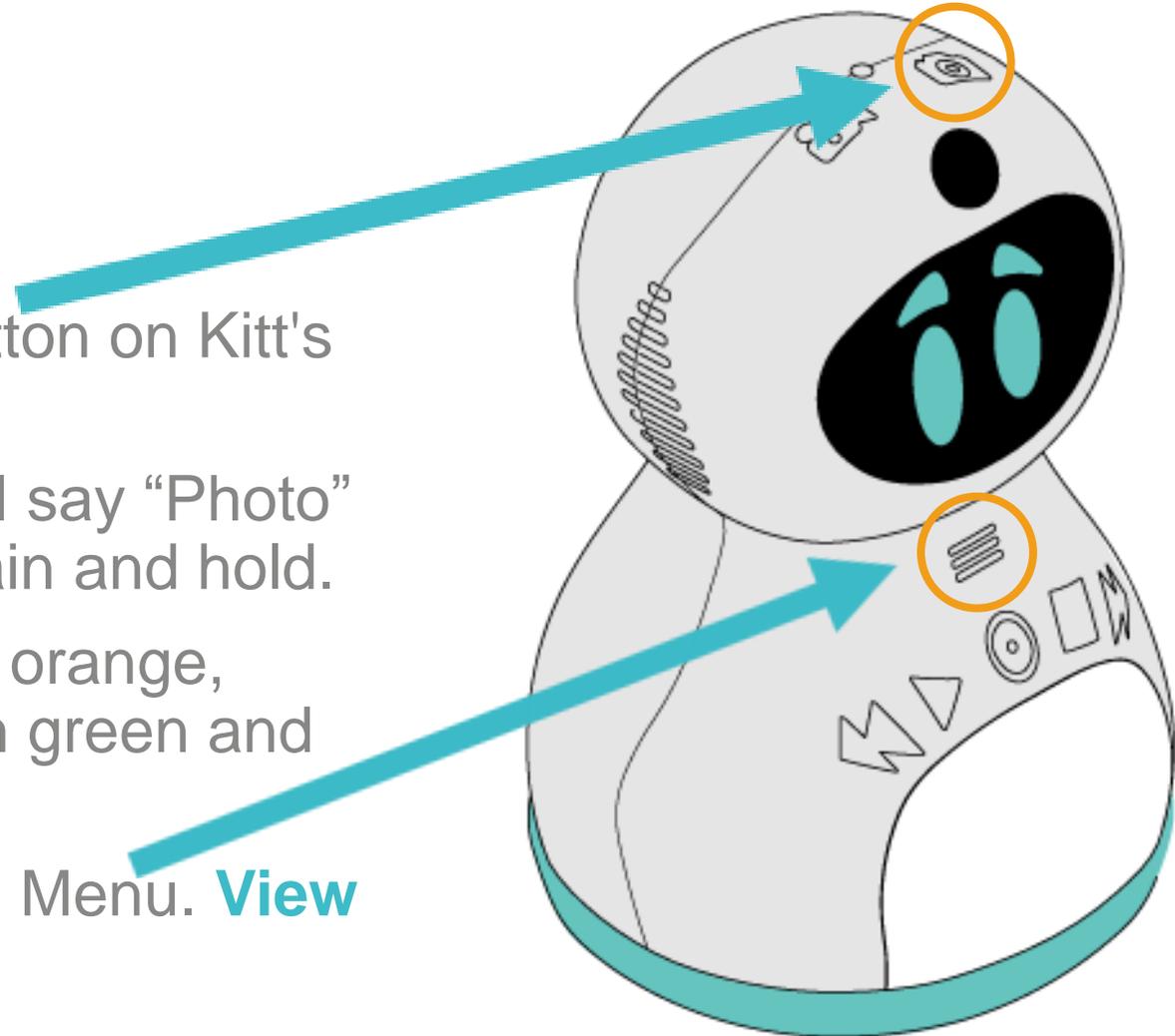
You can choose whether you would like Kitt to speak or not!

- Touch and hold the Menu button on Kitt's front for 2 seconds.
- If Voice Prompts are already on, Kitt will say "Menu" first and you will then touch again and hold.
- When the lock opens and turns orange, release the button.
- Keep pressing the 'Forwards' button to get to **Voice Prompts** which is at the end of the list.
- Touch 'Play' to choose on or off.



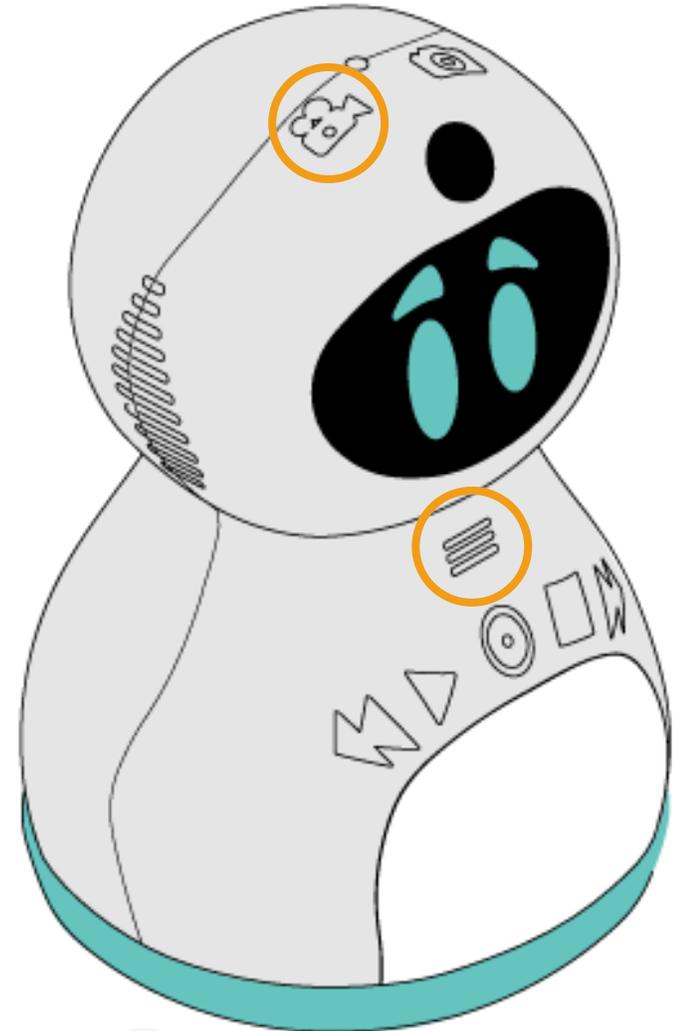
Take a photo

- Touch and hold the Camera button on Kitt's head for 2 seconds.
- If Voice Prompts are on, Kitt will say "Photo" first and you will then touch again and hold.
- When the lock opens and turns orange, release the button. Kitt will flash green and count down to take the photo.
- To look at your photos go to the Menu. **View Photos** is the first on the list.



Make a video

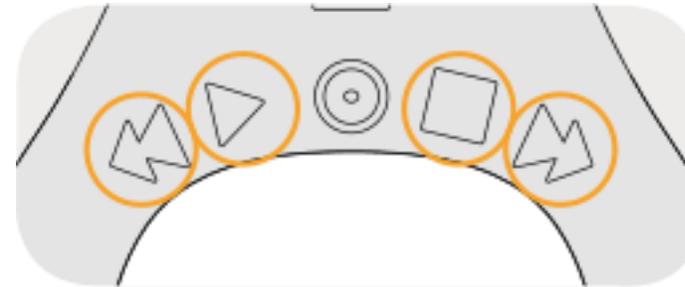
- Touch and hold the 'Video' button on Kitt's head for 2 seconds.
- If his Voice Prompt is on, Kitt will say "Video" first and you will then touch again and hold.
- When the lock opens, release the button. Kitt will flash green and count down to start your video.
- When Kitt is recording, he will turn red.
- Touch the 'Return' button to stop your recording.
- To see your video go to the 'Menu'. **View Videos** is the second on the list.



View Videos

It is so easy to record your own videos - see the 'Make a Video' slide. Any videos you make are stored on Kitt and ready to watch.

- You can watch your recorded videos by using **View Videos** in the 'Menu'.
- Touch and hold the 'Menu' button on Kitt's front for 2 seconds.
- If Voice Prompts are on, Kitt will say "Menu" first and you will then touch again and hold until it unlocks.
- Press the Forwards button until you get to **View Videos**. It is the second on the list.
- Touch 'Play', then use the 'Forwards' and 'Backwards' buttons to see your videos.
- When you have finished watching, touch 'Return' to go back to the menu.



Top Tips for taking photos and videos

Face Kitt towards you. You will see exactly what will be photographed or filmed on Kitt's face.

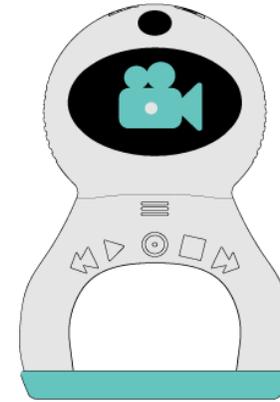
Don't get too close!
You need to be at least 50cm away for Kitt to focus.

Keep Kitt as straight as possible; on a flat surface is best.

Try to keep as still as possible so that your photos or films are not blurry.

Try to avoid having bright light behind you.

If you have clothes for Kitt, do not have his hood up or hat on, as these can obstruct the camera.



Being in a well-lit space will help Kitt to take a great picture or video.



Delete photos and videos

Any photographs and recordings may be deleted either from your computer or from Kitt himself.

- To delete directly from Kitt go to 'View Photos' or 'View Videos' and find the file you want to delete.
- Touch the 'Return' button for 2 seconds.
You will see:

Delete File

Yes

No

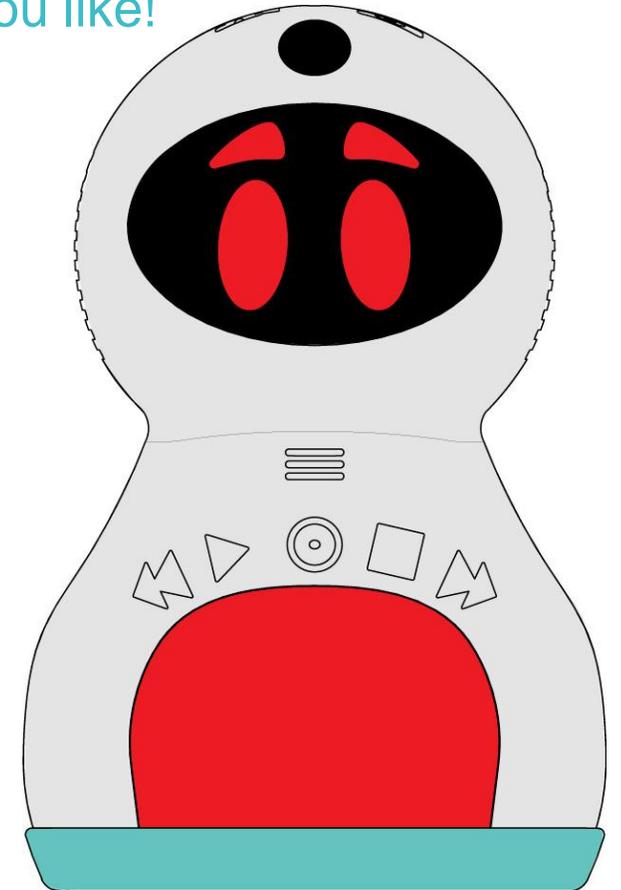
- Touch 'Backwards' to select Yes, then touch 'Play' to delete.



Make a voice or sound recording

Kitt can record speaking, singing, playing an instrument or whatever you like!

- There is no need to use the menu. Simply touch the 'Record' button.
- Kitt will count down from either 10, 5, or 3 (depending on how the timer is set).
- As he is counting down, Kitt will flash green.
- When recording, Kitt turns red.
- To stop your recording touch the 'Record' button again or touch 'Return'.
- To play back your audio recordings, touch the 'Play' button and scroll through using the Forwards and Backwards buttons.
- Once selected, touch 'Play' again to listen.



Top Tip

Try to speak as clearly as possible when recording voices.



Delete voice recordings

Any voice recordings may be deleted either from your computer or from Kitt himself.

- If you need to access voice recordings, hold down the 'Play' button
- To delete directly from Kitt, use the 'Forwards' or 'Backwards' button to find the file you want to delete.
- When you have found the file, hold down the 'Return' button for 2 seconds.
You will see:

Delete File

Yes

No

- Touch 'Backwards' to select Yes, then touch 'Play' to delete.



Play Mode

- When Play Mode is on, none of the buttons work, so Kitt can be played with without interruption.
- Kitt will respond to touch: changing colour, facial expressions, vibrating when stroked (if 'Vibrate' is set to 'on') and saying "whee" when picked up from his base (if 'Accelerometer' is set to 'on').
- He can be made a place to live or dressed up and taken on an adventure!
- To select 'Play Mode', hold down the 'Menu' button until it unlocks. Use the 'Forwards' button to scroll to 'Play Mode' and select by touching the 'Play' button.
- Turn Kitt off and on (with the switch underneath) to activate the other buttons again.



Classroom Timer

Timers can be used for all kinds of activities and setting a timer on Kitt is easy.

- The timer is automatically set to 10 minutes, but you can have whatever time you like!
- Use the 'Play' button to select 'Classroom Timer' from the 'Menu'.
- Touch the 'Backwards' button for less time and the 'Forwards' button for more time.
- Time is added on or taken away in chunks of 30 seconds.
- When you have the amount of time you need, touch 'Play'.
- Kitt will turn green and count down. You can always see how much time is left on his face.
- About halfway through the time, Kitt will turn orange.
- When the time is near the end, Kitt will turn red.
- When the time is up, Kitt turns blue, and his eyes turn into moving alarm clocks and a ringer sounds!
- Turn the alarm off by touching the 'Return' button.
- You can also reset the timer by touching the 'Return' button.



Vibrate

- Kitt can vibrate when you touch the buttons and when he is stroked and lifted.
- Some people like the vibration because then they know the buttons are working.
- The vibration can be switched on and off by selecting 'Vibrate' from the 'Menu' and touching the 'Play' button. .



Accelerometer

- An accelerometer is an electronic sensor that measures the acceleration force acting on an object.
- In other words, Kitt can react when he is picked up!
- Kitt will make a “whee” sound when he is picked up from his base.
- This can be turned on or off by selecting ‘Accelerometer’ from the ‘Menu’ and touching the ‘Play’ button.

Wheeeeeeeeeee!!!



Light sensor

- Kitt will react to how much light there is and put his sunglasses on when it is bright!
- The light sensor is the tiny dot on top of Kitt's head.
- The light sensor can be

Off

Low

Medium

High

- Select 'Light Sensor' from the 'Menu' and touch 'Play' to change the setting.



Display Brightness

- This setting changes how bright Kitt's face is.
- Select 'Brightness' from the 'Menu' and use the 'Play' button to choose

Low

Medium

High



Timer Length

- This setting changes the length of countdown you have to get ready to take photos, videos and audio recordings.
- You can have a countdown of 3, 5 or 10 to make sure you are ready for anything!

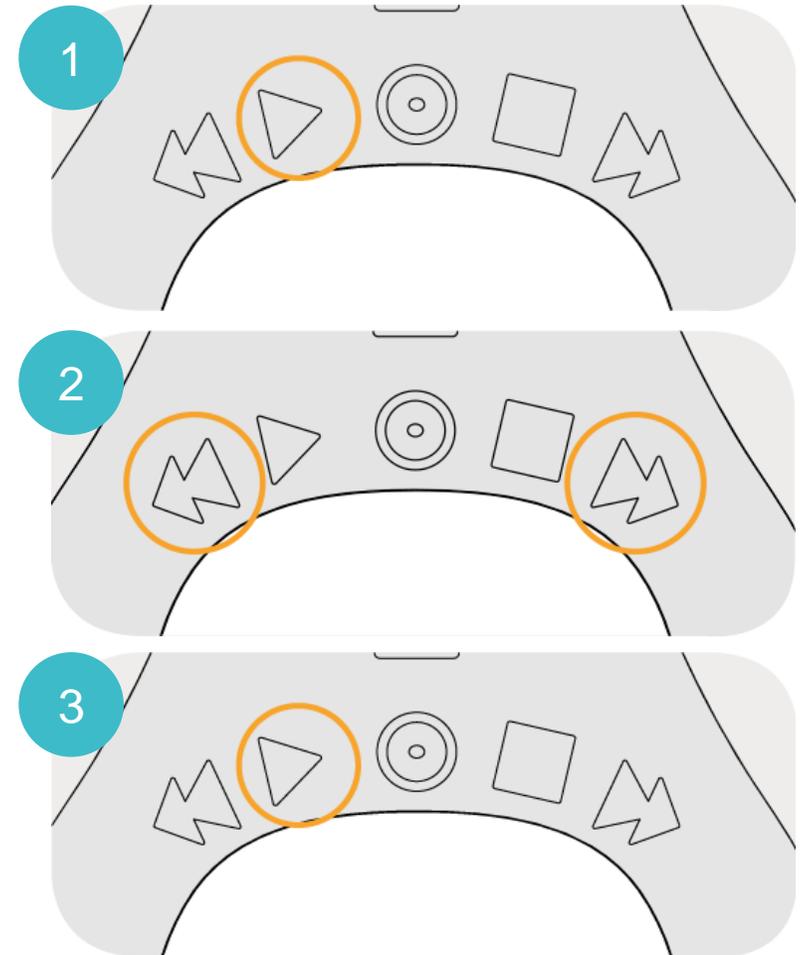
5...4...3...2...1...CLICK!



Set Time and Date

Kitt has a clock so he knows exactly when photos, videos and pictures are made and so his alarm can go off at the right time.

1. To set the time, select 'Set Time' from the 'Menu' and press the 'Play' button. You will see the time as HH:MM:SS
2. The hour will be highlighted. To set the hour, scroll using the 'Backwards/Forwards' buttons. When you have the correct hour, press the 'Play' button.
3. Press 'Play' again to move to the minutes and repeat the previous step until the time is set.
4. Pressing 'Play' after the seconds are highlighted will take you to the date setting.
5. Follow the same steps for setting the date, as you did for setting the time.



Alarm Clock

- You can set Kitt's alarm clock in exactly the same way as setting the time.
- There is an on/off option.
- Move to on/off using the 'Play' button. Use the 'Forwards' and 'Backwards' buttons to highlight either on or off. Touch 'Play' to set.
- When the alarm goes off, Kitt rings and his eyes become moving clocks!
- To stop the alarm, simply lift Kitt up, or touch the 'Return' button.



Memory Storage

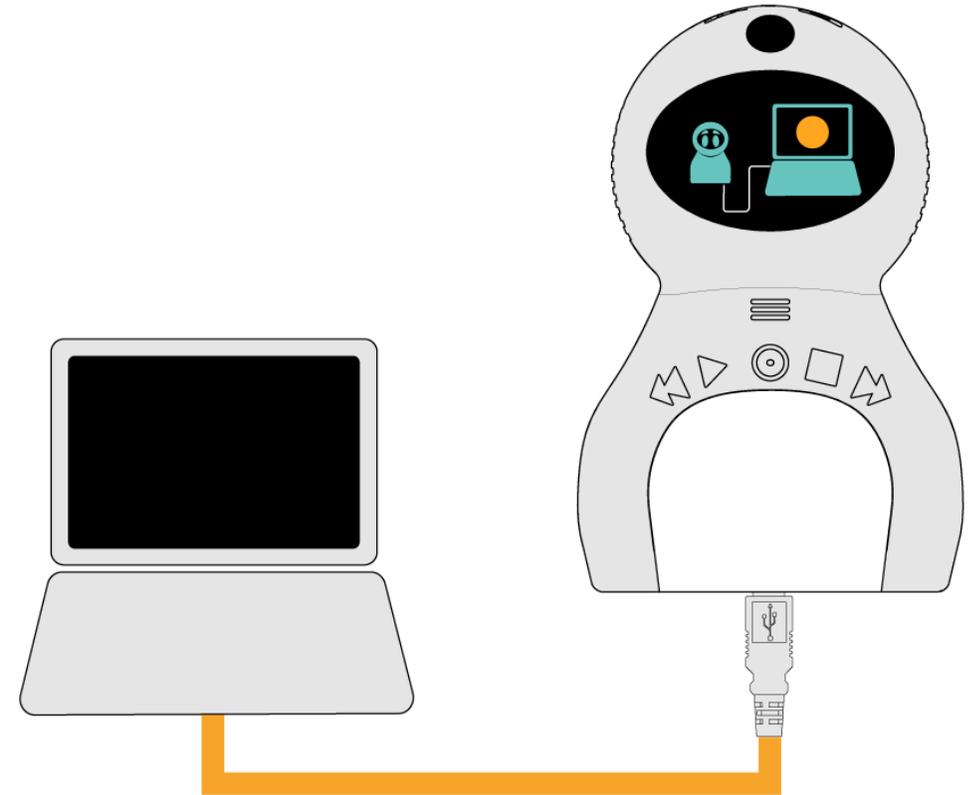
- Everything photographed or recorded is stored on a mini SD card underneath Kitt.
- Kitt comes with an 8Gb memory card.
- Find 'Memory Storage' from the 'Menu', then touch 'Play' to see how much memory Kitt has used/has left.



Uploading files to Kitt

You can upload photos, audio files or videos recorded on Kitt to individualise each Kitt.

- Plug Kitt into your computer using the cable provided.
- Find the designated folder for Kitt. It is separated into audio files, photos and videos. Simply drag and drop any files you choose into the folder. You can upload:
 - i. An audio file as an MP3
 - ii. An image as a .JPG (for images the name will need to follow the format PICXXX, for example PIC0006)
 - iii. Any video that has been recorded on a Kitt



Retrieving information from Kitt

- Any photos, videos or audio recordings may be retrieved from Kitt and saved into other files on your computer, or deleted.
- You could have named folders on your computer (for individual children/ groups/ class) and drag and drop the files from Kitt into these as appropriate.
- Older children might do this for themselves.



Katt
THE LEARNING COMPANION

