



5 Person Group Roles:

The Computer Operator - Your role is entering the programming using Calypso. Take advice from your team, but you are the one who will ultimately put in his directions.

Cozmo's Handler - Cozmo needs special care, so treat him nicely! Your job is to make sure he gets put on his charger when he needs to. When the controller is using Cozmo, be sure Cozmo doesn't get driven off the desk or table he's on.

The Controller - Your job is to use the controller. That may be to operate Calypso, or it may be to manually control Cozmo. Be careful not to drive Cozmo off a cliff since he will not stop himself if you are controlling him.²

The Cube Kid - Cozmo can recognize his cubes. Your job will be to introduce them to him, move them as your group decides, and generally use the cubes to help your projects move along.

El Capitan - Your job will be to direct your group. At times, you may need your teacher's help. Your job will be to communicate between your group and between your teacher. Also, you may need to help your group members or step in when one needs help.



4 Person Group Roles:

The Computer Operator - Your role is entering the programming using Calypso. Take advice from your team, but you are the one who will ultimately put in his directions.

Cozmo's Handler - Cozmo needs special care, so treat him nicely! Your job is to make sure he gets put on his charger when he needs to. When the controller is using Cozmo, be sure Cozmo doesn't get driven off the desk or table he's on. You will also Cozmo's cubes to him, move them as your group decides, and generally use the cubes to help your projects move along.

The Controller - Your job is to use the controller. That may be to operate Calypso, or it may be to manually control Cozmo. Be careful not to drive Cozmo off a cliff since he will not stop himself if you are controlling him.

El Capitan - Your job will be to direct your group. At times, you may need your teacher's help. Your job will be to communicate between your group and between your teacher. Also, you may need to help your group members or step in when one needs help.



3 Person Group Roles:

The Computer Operator - Your role is entering the programming using Calypso. Take advice from your team, but you are the one who will ultimately put in his directions.

Cozmo's Handler - Cozmo needs special care, so treat him nicely! Your job is to make sure he gets put on his charger when he needs to. When the controller is using Cozmo, be sure Cozmo doesn't get driven off the desk or table he's on. You will also Cozmo's cubes to him, move them as your group decides, and generally use the cubes to help your projects move along.

The Controller - Your job is to use the controller. That may be to operate Calypso, or it may be to manually control Cozmo. Be careful not to drive Cozmo off a cliff since he will not stop himself if you are controlling him.



2 Person Group Roles:

The Computer Operator - Your role is entering the programming using Calypso. Take advice from your team, but you are the one who will ultimately put in his directions. You will also use the controller. That may be to operate Calypso, or it may be to manually control Cozmo. Be careful not to drive Cozmo off a cliff since he will not stop himself if you are controlling him.

Cozmo's Handler - Cozmo needs special care, so treat him nicely! Your job is to make sure he gets put on his charger when he needs to. When the controller is using Cozmo, be sure Cozmo doesn't get driven off the desk or table he's on. You will also Cozmo's cubes to him, move them as your group decides, and generally use the cubes to help your projects move along.