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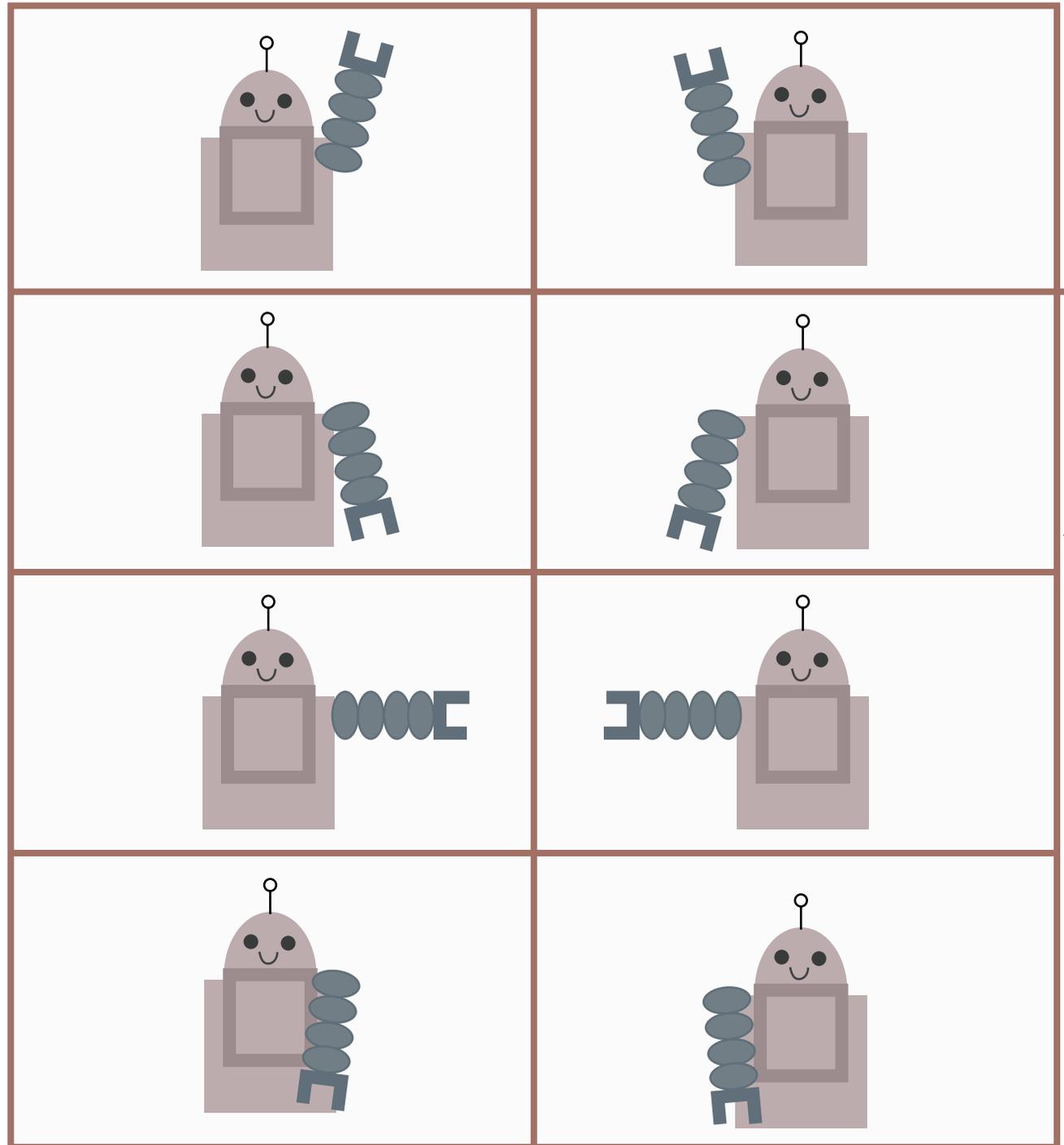
MY BOX OF STEAM

Technology
BE MY ROBOT



Recyclable

SYMBOLS FOR MOVEMENT





**MY
BOX
OF
STEAM**
Technology
BE MY
ROBOT

MOVEMENT TABLE	Right	Left
Hand up		
Hand down		
Hand beside		
Hand forward		



YOUR IDEAL ROBOT!

How is your robot?

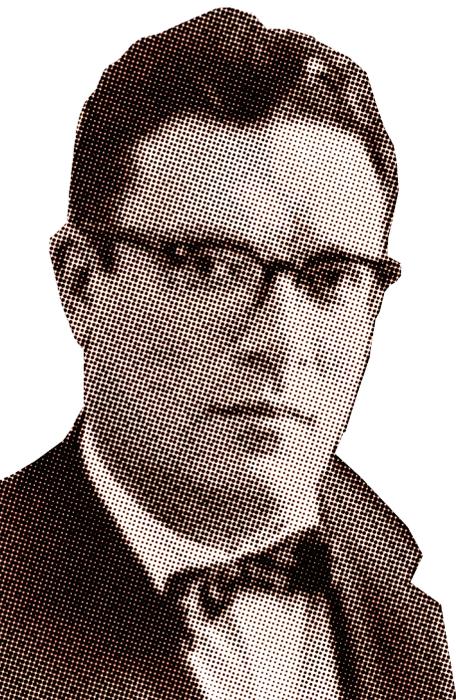
Does it have an insect or human form?

A robot that plays with you,
or works in a hospital?

A robot that handles heavy work,
even work on Mars?

Is he capable of painting and
playing an instrument?

**Now, draw and
describe your ideal robot!**



Isaac Asimov (1920–1992)
was an American writer
(considered one of the
founders of the science
fiction!) and biochemist.
He created the three laws of
robotics, a reference for the
development of artificial
intelligence.

BE MY ROBOT

People talked about them in the nights around the campfire, they were stories to frighten children that perhaps no one believed in. Hosea, who loved stories and thought there was a bit of truth in each one, decided to find out. One morning, alone, she ventured into the dense forest in the direction of the pond, where the elders said there was once a castle where strange things happened.

Enchanted by the sounds of the forest, the rustling of the trees and the chirping of the birds, Hosea walked without paying too much attention to the road she was on until, in front of her, the old walls of a huge old house appeared. Hosea was a little afraid but also very curious, and she was excited about what looked like a great adventure. She pushed open the large door, which still seemed to have its hinges well-oiled, and indeed, it opened without a sound. Inside, everything was incredibly tidy and clean, as if the owner had just left.

Hosea walked around with her nose in the air, observing all the details, books, furniture and strange machinery. On the wall among the many pictures stood one of a woman with long red hair, and in her hands, she was clutching stills and other strange contraptions that Hosea did not know.

"Yes," she said aloud to herself, "this is a scientist's house," and as she said these words she opened a door.

"Wow" she shouted unable to contain herself in amazement and wonder, in front of her was a real laboratory, with many large glass cylinders and in each of them were enclosed strange metal creatures.

"They look human, but they are robots," Hosea said again in a loud voice as she approached a container.

They seemed to be sleeping, waiting for someone to tell them what to do. In one corner in a large box, abandoned were many parts of a robot left unfinished. Hosea approached, and suddenly, its arms moved to caress her. Frightened, Hosea fell to the ground, unable to move.



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"Don't hurt me," it said in a trembling voice. The hands then stopped and returned to the box as the robot's head tried to simulate a reassuring smile. "Please don't be frightened," it said in a metallic but gentle voice.

"Do you think you could help me? Could you screw and assemble all my parts?"

Hosea, who in the meantime had recovered from her surprise and fright, took the various elements out of the box, gave them a glance and then, like a toy, began to assemble it.

"I am finally in one piece," said the robot. Hosea was really happy and proud of herself.

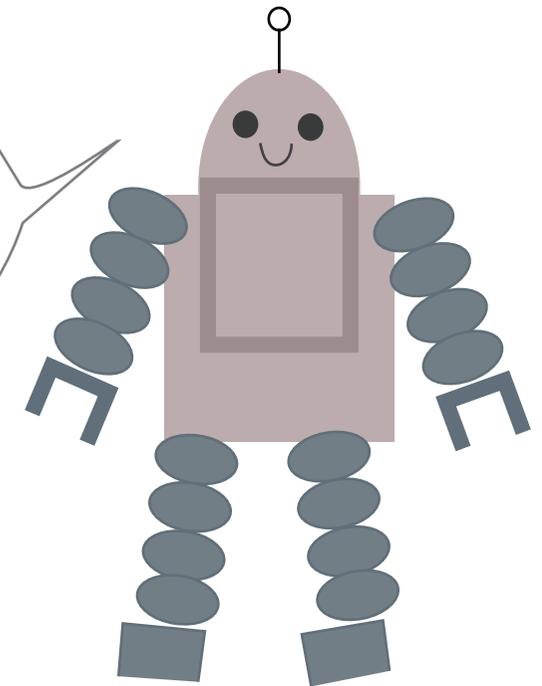
"I think it's getting late, I'd better go home", but when she reached the door of the building she realised that time had really flown by and night had fallen.

"How can I do that? I will never find my way home in this darkness!" she exclaimed, almost crying. The robot's arms lit up and detaching themselves from her body, they took Hosea by the hand.

"I will guide you," said the robot, "and when you want to return, my arms will bring you back. There are many things to do, and we are waiting for you!" the robot added.

So the robot's arms moved forward, sideways, left or right, guiding Hosea through the labyrinth of the forest until, finally, in the distance, they saw the first lights of the village appear.

**Try to enact this story
by playing Hosea
and the little robot.
Are you ready?**



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