KUBO®

These are checklists of the tasks you will do in your project. Complete these checklists as you complete your project.

✔	Tasks
	Create a 3-D environment for KUBO to navigate.
	Write a story that includes KUBO navigating your environment.
	Program KUBO to navigate your environment.
	Present your environment, story, and program to a group.
	Justify your programming choices.
	Peer-review others' environments, stories, and programs and provide constructive feedback.

✔	Programming Tasks
	Complete programming before the scheduled presentation time.
	Use each Coding++ TagTile® type at least once in your code.
	Code KUBO to act out your story in segments.
	Test your code and debug as necessary.
	Make your code as efficient as possible by using loops and subroutines.
	Document your code by recording it on paper, with video, or with photographs.