

Armstrong

119,99 USD

MSRP

Build & Code Your Own

Robotic Arm

Armstrong is a robotic arm that can be programmed to perform different tasks – a perfect help for those lazy days.

HOW DOES IT WORK?





Follow the guides and assemble your Armstrong





Learn about robotic arms and industrial automation





Hook your Armstrong to a computer and code it



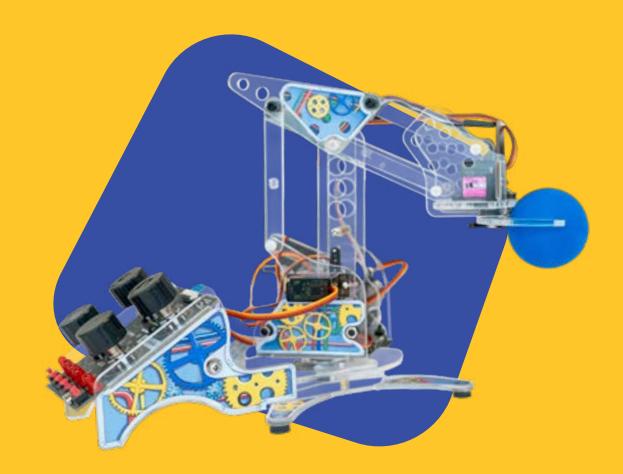


Sit back, relax and enjoy as you watch Armstrong do all the work!





Lack actual useful educational content
Be a label for cheap regular toys
Enforce gender stereotypes



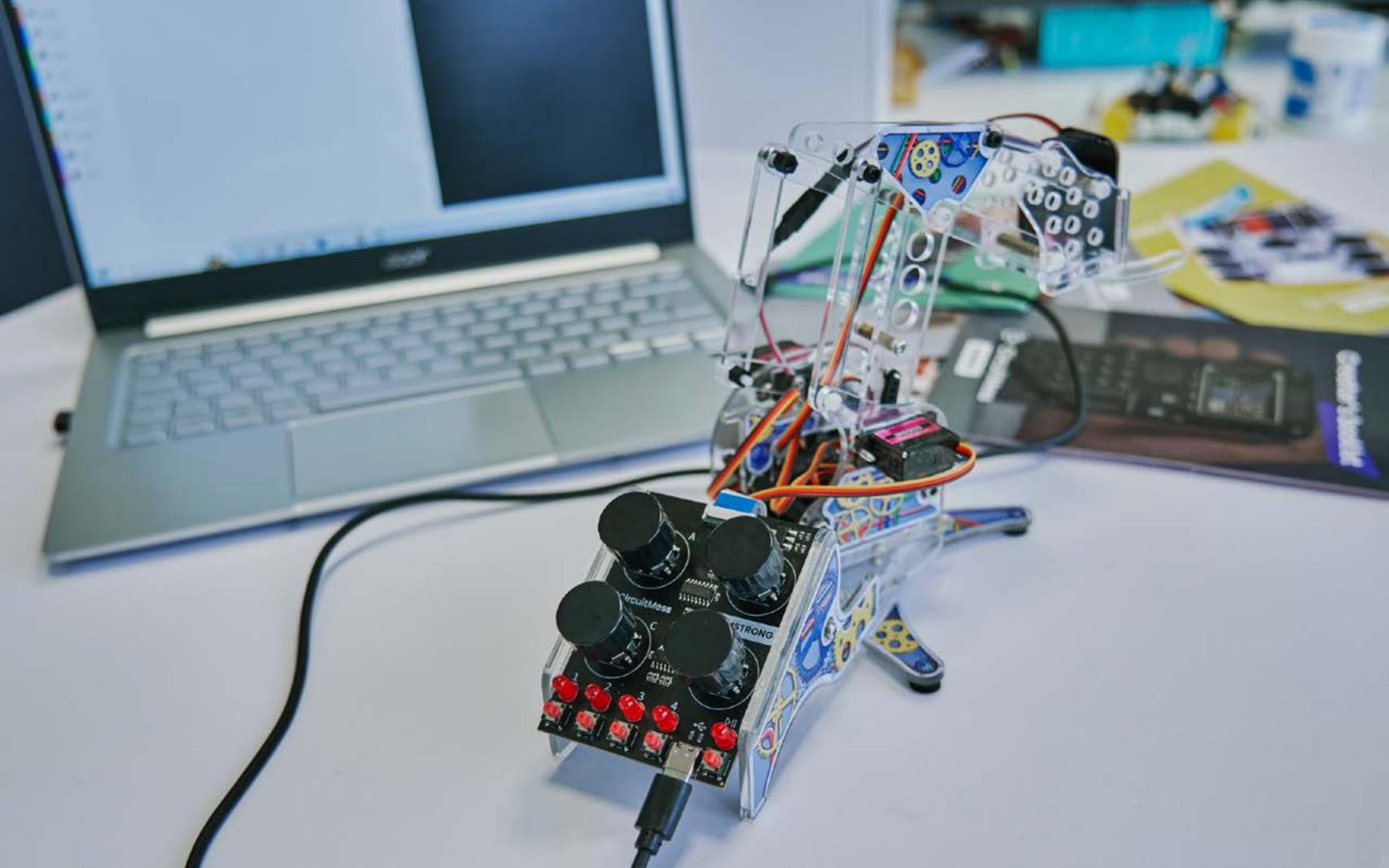


What educational toys should do:

Teach you actual science

Provide hours of building and infinite enjoymen

Provide real-world application





You'll learn about hardware



Soldering & hardware assembly



Robotic arms and industrial automation



Reflective color sensors



Microcomputers and other electronic components



~4 hours build time



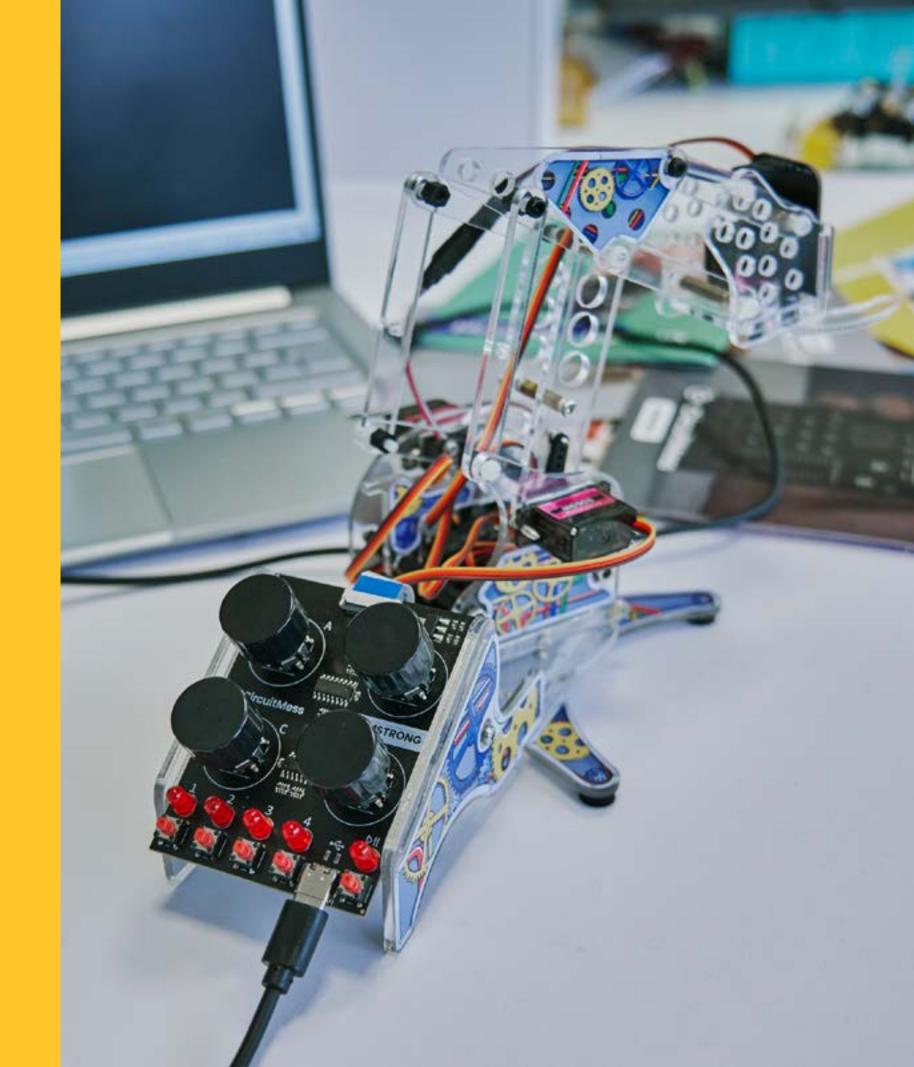
Ages 11+



You'll learn about software

- Coding in C++ & CircuitBlocks
- Control servo motors using a microcomputer
- Embedded programming
- Code IFTT (if this, then that tasks for your Armstrong

- 10 hours of learning
- Infinite fun



What's inside the box?

<u> </u>	RGB LED	13 Header connector cable
2	Red LEDs	14 Rotary encoders + caps
3 →	Male pin headers	15 🔲 3xAA battery holder
4	Push buttons + caps	16 O Acrylic mechanical parts
5	JST connector	17 Colored demonstration objects
6 -M	Servo motors	18 Sticker sheet
7 = [FPC ribbon cable	19 Metal screws
8	USB-C cable	
9 💿	Anti-slip pads	20 Motor levers
10	Nylon bolts	21 Brain board
"	Nylon spacers	22 + : Control board
12	JST extender cable	23 Sensor board





Things you can do with your Armstrong as soon as you assemble it:

- Move things around: Once you've assembled your Armstrong, you can make it pick up and move small objects like a pro. It's like having your own personal robot helper!
- Teach it new tricks: Armstrong can be programmed to perform various tasks
- Connect it to Wheelson, a DIY robot car and form a super-smart robotic car that does all your house errands for you
- Connect it to Byteboi, a DIY game console and use it as a controller for Armstrong

Getting started with coding has never been easier

You can code Armstrong in CircuitBlocks

– our custom–made code editor similar to
Scratch that makes it easy for beginners
to get into physical computing.







Logic blocks



C++ coding







Get instructions from our custom-made curriculum



5+ hours f content



Teacher and student friendly



Structured

3 MAIN TOPICS

Get to know electronics through hands-on activities. Assemble the kit and create your own apps and games.



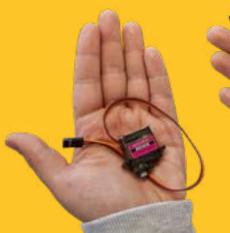
Assembly



Electronics



Programming





People all around the world love it!



★ ★ ★ ★ Peter Mansvelder, United Kingdom

I use these kits for my daughter, she is so fond of them she wished her school used them... It is a great way to get her acquainted with technology, stimulate her creativity, and share some of my passion for electronics.

★ ★ ★ ★ Matt, Germany

Great products with a fantastic message. Fast delivery. A joy to use and play with for kids and adults as well.

★ ★ ★ ★ Foulonc, Belgium

Thank you for an awesome product yet again! Quality of components is again top notch, manual is clear. Had great fun building this one.

As seen in media



Mashable

"It is surprisingly cool looking and unmistakably retro."



Forbes

"What sells MAKERbuino is the sense of satisfaction, accomplishment, and ownership that comes with assembling your own game console from scratch."



Tech Crunch

"It's a fun project and maybe you could make it your weird home messaging machine. I don't know. Be creative."

\$400k+ raised on Kickstarter

\$408,749



raised out of a \$15,000 goal

2,001 backers



