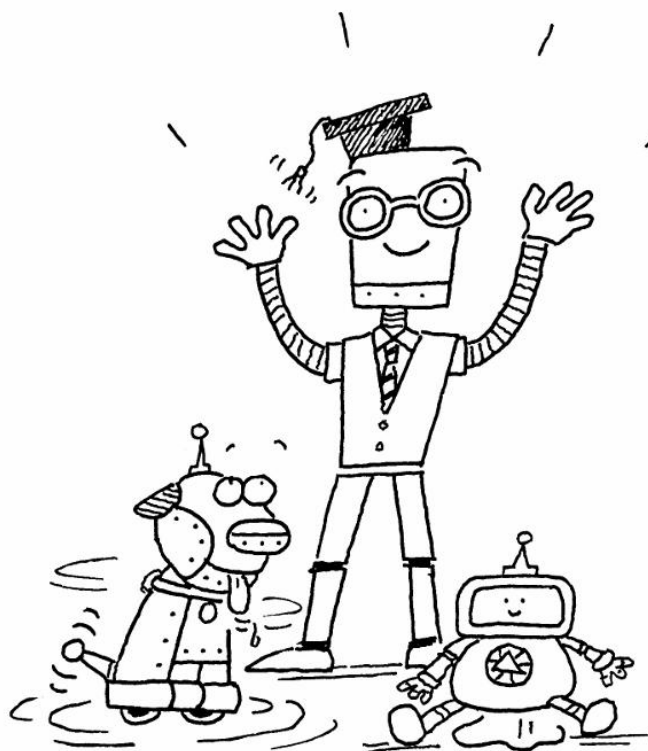


The Adventures of Tap and Switch



*Authors: 5 and 6 pupils from Milton on Stour Primary School, Gillingham Primary School,
Ludwell Primary School, All Saints Primary School and Wyke Primary School*

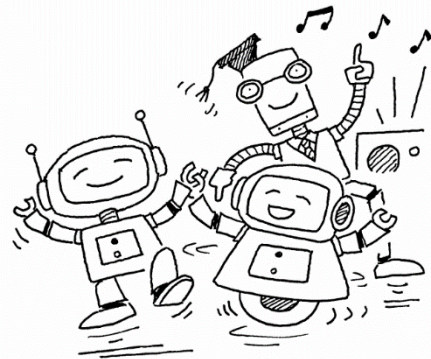
A big thank you to Kathryn Lamb for providing brilliant illustrations

Chapter 1 by Year 5 – Gillingham Primary School

It was another glorious day in Ampton and Tap and Switch were getting ready for school. Switch was having a wonderful, warm oil shower whilst Tap was eating his usual nuts, screws and bolts for breakfast. Today, they had arranged that Switch would meet at Tap's house. On their journey to school, they had decided to stop at the Robotic Park for a 5-minute swing. The sun was reflecting off their shiny metal bodies as they skipped and rolled to the park. Tap and Switch arrived at the Ampton Fly bus stop just in time as the levitating, shiny, red school bus floated in. They grabbed the handle and hopped onto the noisy, packed bus.

As Tap and Switch got off the Ampton Fly bus, they went to the bench to meet their friends. On their way to the bench, Switch asked Tap if he had done his Mechanical Mathematical homework. Tap, with a shocked look on his face, suddenly remembered he'd forgotten all about it. He frantically opened his chest box and took out his homework and rushed to the bench to finish it.

Meanwhile, Switch was showing her dance moves to her other friends in preparation for PE. The bell rang and the automatic gates spun open. Everyone rushed into class ready for their first lesson. As the robots took their seats, Professor Processor flew in, with his jet pack on his back and a cheerful smile on his face. While Professor Processor took register, the class opened their chest boxes to take out their automatic trainers. As they put them on, hands automatically appeared to tighten up their laces. As the trainers were tightened, wheels popped out the bottom ready to glide along the corridor to the hall. Today, they were doing robotic roller dancing. Professor Processor turned on the music. Switch and Tap began to dance together holding hands, spinning and gliding across the floor. Their lights flashed and glowed in the darkness as they danced around the hall. They were having such fun!



After PE, Tap and Switch rushed to robotics. They had spent too much time talking all about their amazing PE lesson that they were now running late! Bursting through the door and feeling out of breath, they sat down at their desk ready for Professor Processor to start their learning. Today's lesson was all about how to make robotic repairs. Working together, Tap and Switch had to repair a broken robot. Tap was responsible for fixing the wiring whilst Switch was busy reassembling the nuts and bolts. In no time at all, it was fixed and ready to be tested. Switch and Tap were feeling super excited to test it out, but they would have to wait until the next lesson to find out if it worked or not. . . .

Before they knew it, it was break time. But during break time, Tap and Switch heard a strange noise in the playground, so they decided to investigate.

Chapter 2 by Years 4 and 5 – Wyke Primary School

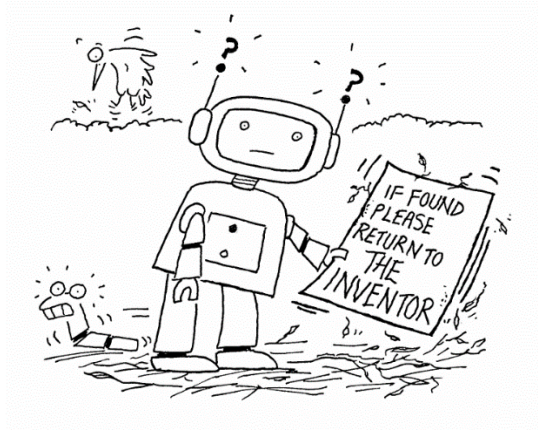
The noise was like nothing they had ever heard before, kind of a beep but also kind of a twinkle. It was a real mystery!

“Perhaps the LunchBot alarm is sounding,” said Tap.

“No, it’s far too early for that,” replied Switch. “Anyway, that’s a completely different sound!”

So, off they went to explore the playground. However now, along with the twinkle-beep, there seemed to be a strange rustling coming from the bushes. Slowly, they approached the source of the sound. They gently parted the branches, but whatever it was could not be seen! They searched for what felt like forever!

Clumsily, Switch tripped over a stick which made the beepy-twinkly sound even louder!



“Look! What’s that?” exclaimed Switch.

A strange, bent piece of metal was sticking out of an enormous pile of leaves. It looked very suspicious and it seemed to be moving! It was alive!

Tap rummaged and rummaged into the leaves and then gently swept them all away. Underneath, was a curious creature, it was the smallest robot they had ever seen! It had eyes that glinted like sparkling screws and they realised that the twinkle-beep was actually the cry of the poor little bot.

As he bent over as far as his robot legs would manage, he spotted a piece of paper. On the paper was a strange message. It was almost illegible but if you looked carefully, you could see it said:

“If found, please return to The Inventor”.

Chapter 3 by Years 5 and 6 – Milton on Stour Primary School

Tap's metallic foot was tapping with curiosity as he read the note aloud. Switch, always eager for adventure scanned the playground for clues but found nothing.

Tap flipped the aged note to discover another message on the back. The transcript didn't make sense.

"It's a riddle!" declared Tap, his gears humming and grinding.

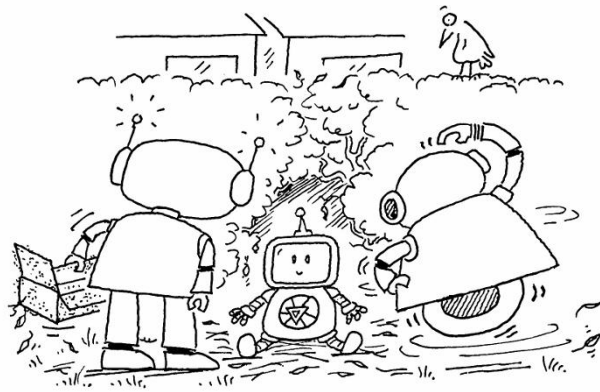
"I am a wall but I am outside,

I can be green but only sometimes."

Suddenly the switch in Switch clicked.

"The hedge! Let's look in the hedge!"

Immediately the pair of robots clinkered to the hedge. Nestled between its sharp, arm-like twigs was a small, brown, mysterious box, covered in mould.



A moment later, Tap gripped the box with his iron, mechanic fingers and excitedly opened it. Inside was a tiny robot. The little bot was cute and futuristic.

"A baby bot? That is most unusual," cried Switch, "we need to find its inventor.

"How do you suppose we do that?" questioned Tap.

"We could try asking Professor Processor." Switch gestured towards his office. The pair, holding the unusual bot, passed the forest school area and headed inside to the Professor's office.

As they glided through the corridor, Tap noticed a secret door at the back end of the library, on the left-hand-side. Tentatively, the robots scuttled inside – it was the resources cupboard!

There were wires everywhere! Dangerous, wobbly piles of old technology including parts of robots from the past.

Suspiciously there was an ark reactor (which helps to code the bots) that matched the design on the tiny robot. There was only one person who could create such a design – Mr Supply, the school's supply teacher! Rumour has it he was banned for creating evil robots!

Tap and Switch turned around... the baby was gone.

Chapter 4 by Year 6 – Gillingham Primary School

For the rest of the day, the Baby Bot didn't leave their minds. Tap snuck out of Robology and opened the Coding cupboards, hoping for some clues to find the precious baby. Nothing was found. At lunchtime, Switch devoured his Raspberrypi and searched the RT (Robotic Technology) workshop. Alas, no luck. In Binary Coding after lunch, they sent each other encrypted messages which appeared on their arms. "Switch. What are you doing?" bellowed Professor Processor. In Bot-tention, they formulated a super-secret plan to hide in school after dark to look for the Baby Bot. At 4:36, Tap and Switch headed for the automatic gates but quietly slunk off to hide in the Bolt Shed.



CLANK CLANK CLANK. Robotic footsteps neared their hiding place. CLANK CLANK CLANK. Caretaker Coggington approached the Bolt Shed on his nightly roll around the building to lock up. In a whirl of their gears, Coggington was at the door programming it shut. "How can we get out now?" said Switch. "Look up there!" exclaimed Tap, pointing to a vent in the ceiling. Without a sound, they clambered into the vent. They crawled for what felt like five kilonuts until Tap's antenna accidentally hit a hidden button which was camouflaged in the vents. Two metal panels clanged together, the trap door beneath them opened ...

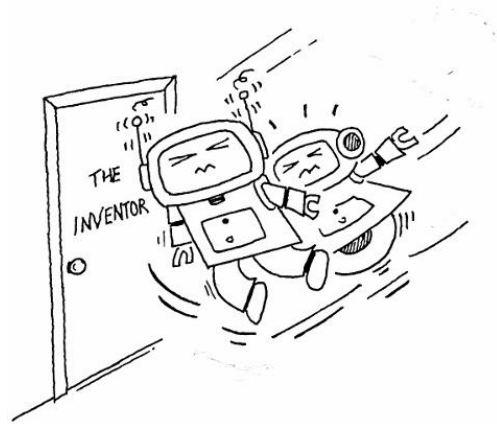
With an echoing crash, Tap and Switch fell through the air. For a split second, they hovered mid-air, jerking their robotic limbs around like a rusty robo bird trying to flap its wings. They landed in a heap, enveloped by discarded scrap metal, screws, nuts and bolts. As they scrambled out, they slipped on a puddle of oil. It was the exact oil that pumped through Baby Bot's wires.. They followed the trail to a staircase in the school they had never seen before.

Chapter 5 by Years 5 and 6 – All Saints Primary School

Tap and Switch froze. “Did you know that was here, Switch?” asked Tap questioningly.

“No Tap. This is...completely new...information. I see...a problem. You...cannot...go down...these stairs,” Switch replied as red lights flickered across his body. In front of them, engraved into the ground, a dark spiralling staircase led to a seemingly endless black void.

“Switch, you go ahead, you have two of the most important things: lights and legs. I will wait here to make sure Professor Processor does not see you,” Tap instructed solemnly as his face fell. Carefully and cautiously, Switch extended his mechanical leg, his joint motors tentatively whirring. As Switch’s foot connected with the metal step, ZAP, a sudden flash of light illuminated the staircase and a red glow shone around them as the step changed colour. “Sizzling...circuits! What...was that?” Switch gasped. “I am...scared, Tap.”



“You can do it, Switch. We have been on scarier adventures. You are braver than C3PO!” encouraged Tap. Coiling his wires and tightening his bolts, he ventured down the steps. CLINK, ZAP, CLINK, ZAP, CLINK, ZAP. With every step, a new colour erupted and ricocheted around them. Red, green, blue, pink, yellow. Red, green, blue, pink, yellow. “Those lights are a pattern”, declared Tap, “there must be a puzzle to solve Switch.”

Sure enough at the bottom of the staircase, next to a metal door, Switch could see a control panel with a series of different coloured buttons. His finger glitching with fear, Switch nervously tapped in the colour combination. Suddenly, the stairs swivelled and shook, transforming into a smooth spiral. Before Switch had time to think, Tap had already collided into him with a mighty clunk. They opened the door that said ‘The Inventor’ and stepped inside.

Chapter 6 by Years 5 and 6 – Ludwell Primary School

They opened the door that said 'The Inventor' and stepped inside. The dark room smelt faintly of dust and oil. With a clank and click, a small, retro computer came to life. Slowly, they rolled forwards. Switch's antennae were quivering and Tap's wheel was shaking frantically. When they reached the computer, it read 'loading...' but before they turned away, it updated to 'enter pin:'. The robots glanced at one another, Tap raised an eyebrow. Switch -remembering the note in his hand and his lessons from Professor Processor- realised there was a code embedded in the note. Every second word had a number hidden inside. He typed it in, then hit enter...

With a crackle, the computer flickered off and suddenly a door opened to a secret room. Too dark to see inside, the robots inched closer. Without warning, they felt a sense of unease around them and a slight breeze rushed through the upstairs classroom. A mysterious figure flicked on the light switch and suddenly everything made sense. There was the professor standing with the lost baby and a robot dog at his feet. A slight smile crept across his face; "Hello, I've been expecting you two, I'm glad to see you've completed my quest. Now the quest is fulfilled, let's return the baby and get back to school!" Tap and Switch followed Professor Processor as he left the room, walked out of the school and towards the baby's home. With a clackety clackety of wheels over the pavement, the robots knocked on the door of the house and handed the baby to the rightful owner. Once the door was closed, all happy and calm, the professor led the robots back to the school. After such a brilliant adventure, Tap and Switch were ready for another of Professor Processor's amazing lessons.

