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Learning Resources LER2841

Learning Resources Code & Go Robot Mouse Instruction Manual

Model: LER2841

INTRODUCTION

Embark on a coding adventure with the Learning Resources Code & Go Robot Mouse. This hands-on, screen-free programmable mouse introduces children aged 4 and up to the fundamentals of coding, fostering critical thinking and problem-solving skills. The toy transforms abstract programming concepts into tangible, enjoyable learning experiences. The colorful Robot Mouse features intuitive directional buttons on its back that correspond with the included coding cards, allowing children to create step-by-step sequences and watch their code come to life as the mouse follows instructions, lights up, and makes sounds.

WHAT'S IN THE BOX

- 1 x Programmable Robot Mouse
- 30 x Double-sided Coding Cards
- 1 x Activity Guide

The mouse measures approximately 4 inches in length and requires 3 AAA batteries (not included).

SETUP

Battery Installation

1. Locate the battery compartment on the underside of the Robot Mouse.
2. Using a small Phillips head screwdriver, unscrew the battery compartment cover.
3. Insert 3 new AAA batteries, ensuring correct polarity (+/-).
4. Replace the battery compartment cover and secure it with the screw.

Preparing the Play Area

The Code & Go Robot Mouse is designed to work with activity sets (sold separately) or on any flat surface. If using an activity set, connect the green tiles to form a maze or path. Place obstacles and tunnels as desired to create challenges for the mouse.



Image: The Code & Go Robot Mouse with its activity set, showing green tiles, orange tunnels, and purple obstacles. The mouse is purple with colorful directional buttons.

OPERATING INSTRUCTIONS

Powering On/Off

- To turn the Robot Mouse ON, slide the power switch located on its underside to the 'ON' position. The mouse's eyes will light up.
- To turn the Robot Mouse OFF, slide the power switch to the 'OFF' position.

Programming the Mouse

The Robot Mouse is programmed using the directional buttons on its back.

- **Directional Buttons:** Press the colored arrow buttons (forward, backward, left turn, right turn) to input a sequence of movements. Each press adds one step to the program.
- **Go Button:** Press the green 'Go' button (center) to execute the programmed sequence. The mouse will follow the commands in the order they were entered.
- **Clear Button:** Press the yellow 'Clear' button to erase the current program.

- **Action Button:** Press the red button to make the mouse perform a random action (e.g., squeak, blink lights, move back and forth).



Image: A close-up view of the purple Robot Mouse, highlighting the colorful directional buttons on its back.

Using Coding Cards

The 30 double-sided coding cards help visualize and plan the mouse's path before inputting commands. Lay out the cards in the desired sequence to represent the mouse's movements through a maze or to a target.



Image: A child's hands arranging green coding cards with arrows on a table, planning a path for the Robot Mouse.

Navigating Mazes

Create mazes using the activity tiles, tunnels, and obstacles. The goal is often to guide the Robot Mouse to a specific target, such as a piece of cheese. Plan the sequence of movements using the coding cards, then input the commands into the mouse and press 'Go'.

AGES & SKILLS

4+
years

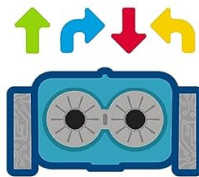
STEM



DEVELOPS:



**Critical
Thinking**



**Screen Free
Early Coding**



**Imaginative
Skills**

Image: The Robot Mouse positioned within a maze constructed from green tiles and purple wall pieces, with a yellow cheese wedge as the target.

Speed Settings

The Robot Mouse offers two speeds to accommodate different play environments and skill levels. The speed switch is located on the underside of the mouse. Choose between normal speed for precise movements or hyper speed for faster navigation.

Your browser does not support the video tag.

Video: An official product video demonstrating the programmable features of the Robot Mouse, showing it moving through a maze and responding to commands.

MAINTENANCE

Cleaning

To clean the Robot Mouse and activity tiles, wipe them with a soft, damp cloth. Do not immerse the mouse in water or use harsh cleaning agents.

Battery Care

- Always use fresh batteries of the recommended type (3 AAA).
- Do not mix old and new batteries, or different types of batteries.

- Remove batteries if the toy will not be used for an extended period to prevent leakage.

TROUBLESHOOTING

Mouse Not Responding

- Ensure the power switch is in the 'ON' position.
- Check if the batteries are correctly installed and have sufficient charge. Replace if necessary.
- Press the yellow 'Clear' button to clear any previous program, then re-enter your commands.

Mouse Not Following Path Correctly

- Verify that the programmed sequence of directional buttons matches the intended path.
- Ensure the play surface is flat and free of debris that might obstruct the mouse's movement.
- If using activity tiles, ensure they are securely connected and laid flat.

SPECIFICATIONS

Brand	Learning Resources
Model Number	LER2841
Age Range	4+ years (Manufacturer Minimum Age: 48 months, Maximum Age: 84 months)
Power Source	3 AAA batteries (not included)
Material Type	Plastic
Item Dimensions	6.4 x 6.3 x 2.6 inches
Item Weight	0.5 Pounds
Educational Objective	STEM (Science, Technology, Engineering, Mathematics)

WARRANTY AND SUPPORT

This product is provided with no manufacturer warranty. For any questions or support regarding the Learning Resources Code & Go Robot Mouse, please refer to the contact information provided on the product packaging or visit the official Learning Resources website.