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Learning Resources LER2935

Learning Resources Botley The Coding Robot Activity Set (LER2935)

Official Instruction Manual

1. INTRODUCTION TO BOTLEY

The Learning Resources Botley The Coding Robot Activity Set (Model LER2935) introduces fundamental coding concepts through screen-free, interactive play. Designed for ages 5 and up, this 77-piece set encourages critical thinking, problem-solving, and early engineering skills without the need for a screen or tablet.



Image 1: Overview of the Botley The Coding Robot Activity Set, including Botley, the remote programmer, coding cards, and various obstacle pieces.

What's Included:

- Botley The Coding Robot
- Remote Programmer
- Detachable Robot Arms
- 40 Coding Cards
- 6 Double-Sided Tiles

- 27 Obstacle Building Pieces
- Starter Guide with Coding Challenges

2. SETUP

2.1. Battery Installation

Botley and its remote programmer require AAA batteries (not included). A Phillips head screwdriver is needed for installation.

- **Botley Robot:** Requires 3 AAA batteries. Locate the battery compartment on the underside of Botley. Use a Phillips head screwdriver to open the compartment, insert the batteries, and secure the cover.
- **Remote Programmer:** Requires 2 AAA batteries. Locate the battery compartment on the back of the remote. Open, insert batteries, and secure the cover.

Ensure batteries are inserted with correct polarity. Replace old batteries promptly when performance declines.



Image 2: A child interacting with Botley and its remote, demonstrating the ease of use for young learners.

2.2. Attaching Robot Arms

The detachable robot arms can be easily snapped into the designated slots on Botley's sides. These arms allow Botley to interact with obstacle pieces, such as pushing balls or knocking over dominoes.

3. OPERATING BOTLEY

Botley offers two primary modes of operation: Line Following and Code Mode. A switch on Botley's underside allows you to select the desired mode.

3.1. Line Following Mode

In this mode, Botley uses a sensor on its underside to detect and follow black lines. This is ideal for beginners to understand basic movement and path planning.

- **Switch to 'Line':** Set the switch on Botley's underside to 'Line'.
- **Create a Path:** Use the included double-sided tiles with black lines to create a path. You can also draw your own thick black lines on white paper.
- **Place Botley:** Position Botley on the black line. It will automatically follow the path.

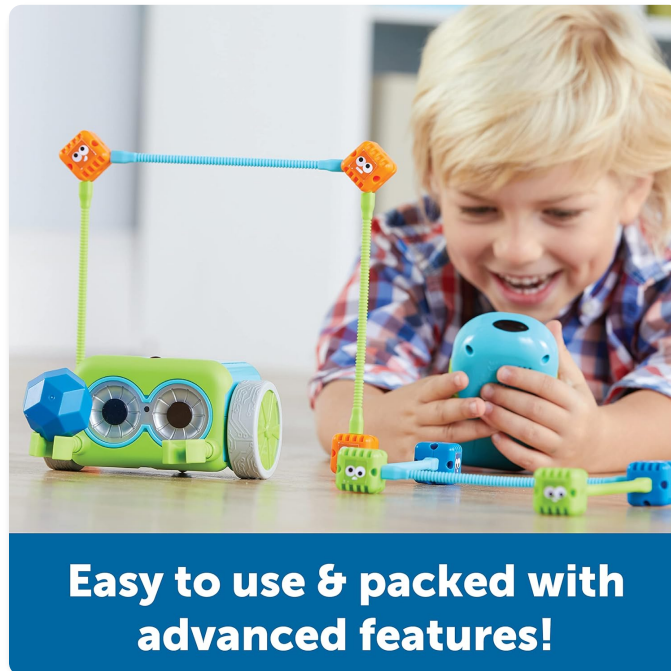


Image 3: Botley navigating a path created with the included double-sided tiles, demonstrating its line-following capability.

3.2. Code Mode

Code Mode allows you to program a sequence of up to 80 steps (with 40 additional hidden steps) using the remote programmer. This mode is central to developing computational thinking skills.

- **Switch to 'Code':** Set the switch on Botley's underside to 'Code'.
- **Program Commands:** Use the remote programmer to input a sequence of movements (forward, backward, turn left, turn right). The included coding cards can help visualize and plan the sequence.
- **Transmit Program:** Press the 'Transmit' button on the remote to send the programmed sequence to Botley.
- **Execute Program:** Press the 'Go' button on Botley to execute the programmed sequence.
- **Clear Program:** Press the 'Clear' button on the remote to erase the current program.



Easy to use & packed with advanced features!

Image 4: A child actively engaging with the remote programmer to input commands for Botley, fostering early coding skills.

3.3. Advanced Features

- **Object Detection:** Botley can detect objects in front of it and navigate around them using 'if/then' logic, adding complexity to coding challenges.
- **Looping Commands:** Program Botley to repeat a sequence of commands, introducing the concept of loops in programming.
- **Hidden Steps:** Discover additional hidden steps for extended play and advanced challenges.
- **Sound and Light Effects:** Botley features various sounds and light-up eyes, adding an engaging element to play.

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Video 1: An official product video from Learning Resources showcasing Botley's features and interactive play.

4. MAINTENANCE

4.1. Battery Replacement

If Botley or the remote programmer exhibits sluggish movement, inconsistent responses, or fails to power on, it may be an indication of low battery power. Replace all batteries with new AAA batteries as soon as possible to ensure optimal performance.

4.2. Cleaning

To clean Botley and its components, wipe them with a soft, dry cloth. Avoid using harsh chemicals or abrasive materials, which could damage the toy. Do not immerse Botley or the remote programmer in water.

4.3. Storage

Store the Botley Activity Set in a cool, dry place away from direct sunlight when not in use. Keep all small parts, such as coding cards and obstacle pieces, in their designated storage areas to prevent loss.

5. TROUBLESHOOTING

- **Botley Not Moving:** Check that the batteries are correctly installed and fully charged. Ensure Botley is switched to the correct mode ('Line' or 'Code'). Clear any previous programs from the remote.
- **Botley Not Following Line:** Ensure the black line is thick and continuous. Place Botley precisely on the line. Ensure the surface is flat and free of obstructions.
- **Remote Not Responding:** Check remote batteries. Ensure Botley is within range and there are no obstructions between the remote and Botley.
- **Inconsistent Behavior:** If Botley behaves erratically, clear the current program and re-enter the commands. Ensure all connections for detachable arms are secure.

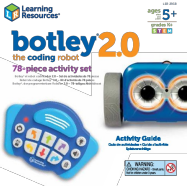
6. SPECIFICATIONS

Product Dimensions	9.1 x 9.1 x 6.2 inches
Item Weight	2.2 pounds
Item Model Number	LER2935
Manufacturer Recommended Age	5 - 16 years
Batteries Required	5 AAA batteries (3 for Botley, 2 for remote)
Release Date	January 3, 2018
Manufacturer	Learning Resources

7. WARRANTY AND SUPPORT

For warranty information, product support, or to purchase replacement parts, please visit the official Learning Resources website or contact their customer service department. Contact details can typically be found in the product packaging or on the manufacturer's website.

Related Documents - LER2935

	<p>Botley the Coding Robot: 77-Piece Activity Set - Activity Guide (LER 2935)</p> <p>Explore the world of coding with Botley, the fun and engaging coding robot from Learning Resources. This activity guide provides step-by-step instructions, coding challenges, and troubleshooting tips for the 77-piece Botley set (LER 2935), suitable for ages 5+.</p>
	<p>Botley 2.0 The Coding Robot: 78-Piece Activity Set Guide</p> <p>A comprehensive guide to Botley 2.0, the coding robot. Learn basic and advanced coding concepts, critical thinking, spatial concepts, sequential logic, and teamwork with this 78-piece activity set. Includes instructions for setup, programming, challenges, and troubleshooting.</p>
	<p>Botley 2.0 The Coding Robot Activity Guide</p> <p>Learn to code with Botley 2.0, the interactive coding robot. This guide provides instructions, activities, and troubleshooting for programming Botley using its remote programmer.</p>
	<p>MagiCoders Unicorn User Guide</p> <p>Learn how to code with MagiCoders Unicorn, an educational toy from Learning Resources. This guide covers basic controls, programming sequences, spells, troubleshooting, and battery information for the MagiCoder robot and wand.</p>
	<p>Learning Resources Robots in Motion Building Set - STEM Toy Instructions</p> <p>Instruction guide for the Learning Resources Robots in Motion Building Set, a STEM toy that teaches kids about gears, pulleys, and engineering through building robots. Includes assembly steps and product information.</p>
	<p>Tock the Learning Clock - Educational Toy for Teaching Time</p> <p>Learn to tell time with Tock the Learning Clock, an interactive educational toy from Learning Resources. Features analog and digital time display, quiz mode, music, and an 'OK to Wake' light for children aged 3+.</p>

