

Educational Insights Artie 3000 Coding Robot Instruction Manual

Model: 1125

INTRODUCTION

The Artie 3000 is a programmable drawing and coding robot designed to introduce children aged 7-12 to the fundamentals of coding and STEM concepts through creative drawing. Users can program Artie 3000 to draw various shapes, patterns, and designs on paper using different coding languages.

Artie 3000 connects directly to your device via its own password-protected Wi-Fi, eliminating the need for an internet connection or external apps for basic operation. This manual provides comprehensive instructions for setting up, operating, maintaining, and troubleshooting your Artie 3000 robot.



The Artie 3000 robot, a white and light blue device, is shown drawing a spiral pattern on a piece of paper. Four washable markers in purple, pink, blue, and green are placed next to the robot.

WHAT'S IN THE Box

- Artie 3000 Robot
- 4 Washable Markers
- Quick Start Guide
- Activity Cards

SETUP

1. Battery Installation

Artie 3000 requires 4 AA batteries (not included). To install them:

1. Use a small Phillips head screwdriver to open Artie's battery door, located on the back of the robot.
2. Insert 4 fresh AA batteries, ensuring correct polarity.
3. Close the battery door and tighten the screw.



The back of the Artie 3000 robot is shown with a small Phillips head screwdriver being used to open the battery compartment. This compartment requires 4 AA batteries.

2. Insert a Marker

Open Artie's top flap and insert one of the washable markers into the designated slot. Ensure the marker is pushed in far enough for the tip to make contact with the paper when Artie is drawing, but not so far that it impedes movement.



A top-down view of the Artie 3000 robot with its head open, revealing the internal mechanism and the slot where a marker is inserted for drawing.

3. Power On & Wi-Fi Connection

1. Slide the power switch to ON. The red LED should light up.
2. Place Artie on a flat, level surface with a piece of paper centered beneath him.
3. On your Wi-Fi enabled device (computer, tablet), search for Artie's password-protected Wi-Fi network.
4. Connect to Artie's network. No internet connection is required for this step.
5. Open a web browser (e.g., Chrome) and type local.codewithartie.com into the address bar to access the coding interface.



A child is seated at a table, looking at a laptop screen while the Artie 3000 robot draws on paper in front of them. This illustrates the interactive coding experience.

Setup Overview Video

This video provides a visual guide to setting up and connecting your Artie 3000 robot, including battery installation and Wi-Fi connection steps.

OPERATING INSTRUCTIONS

1. Using the Coding Interface

Artie 3000 supports multiple coding languages, including Blockly, Snap!, JavaScript, and Python. The web-based interface provides a drag-and-drop environment for beginners and options for more advanced coders.

**Simply drag and drop the code
and watch Artie go!**



A tablet screen shows the graphical drag-and-drop coding interface for Artie 3000, with blocks for 'Move', 'Turn', 'Pen down', and 'Repeat' commands.

2. Programming Artie

1. Drag and drop coding blocks from the 'Toolbox' to the 'Program' area to create a sequence of commands.
2. Adjust parameters such as movement distance (mm) and turn degrees.
3. Use 'Pen up' and 'Pen down' commands to control when Artie draws.
4. Click the 'Run' button to execute your code. Artie will then draw your programmed design on the paper.
5. Experiment with pre-programmed shapes and activities provided in the Quick Start Guide and Activity Cards.

3. Advanced Features

Artie 3000 can also be programmed to follow lines. This feature allows for interactive play where users can draw paths for Artie to follow, enhancing understanding of directional commands and algorithms.

MAINTENANCE

Cleaning

The included markers are washable. If any marker residue gets on Artie's body, gently wipe it with a damp cloth. Avoid submerging Artie 3000 in water or using harsh cleaning agents.

Marker Replacement

When the included markers run out, you can use any standard washable markers that fit securely into Artie's marker slot. Ensure the replacement markers are compatible in size to prevent damage or improper drawing.

TROUBLESHOOTING

Wi-Fi Connection Issues

- Ensure Artie 3000 is powered on and within range of your device.
- Verify that you are connected to Artie's specific Wi-Fi network (e.g., "Artie-XXXX").
- If the connection is unstable, try restarting both Artie and your device.
- Some devices, particularly older smartphones, may have difficulty displaying the full coding interface. Using a tablet or computer is recommended for optimal experience.

Drawing Accuracy

- Ensure Artie is placed on a completely flat and level surface for accurate drawing.
- Check that the marker is inserted correctly and firmly, allowing the tip to touch the paper without excessive pressure.
- If lines are not straight or shapes are distorted, recalibrate Artie through the coding interface settings.

SPECIFICATIONS

- **Product Dimensions:** 5.51 x 5.51 x 6.1 inches
- **Item Weight:** 15.8 ounces
- **Item Model Number:** 1125
- **Manufacturer Recommended Age:** 7 - 12 years
- **Batteries:** 4 AA batteries required (not included)
- **Connectivity:** Built-in password-protected Wi-Fi
- **Supported Coding Languages:** Blockly, Snap!, JavaScript, Python

WARRANTY AND SUPPORT

For detailed warranty information and customer support, please refer to the official Educational

Insights website or contact their customer service directly. Keep your proof of purchase for any warranty claims.

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