Learning Resources LER2941

Botley 2.0 The Coding Robot Instruction Manual

Learning Resources - Model: LER2941

INTRODUCTION

Welcome to the world of coding with Botley 2.0, the smartest coding robot designed to introduce children as young as 5 to early STEM skills through screen-free play. Botley 2.0 offers multiple ways to code, including coding by color, moving in six directions, and even putting on a light show. This manual will guide you through setting up, operating, and maintaining your Botley 2.0 to ensure a fun and educational experience.

WHAT'S IN THE BOX

Your Botley 2.0 The Coding Robot 77-piece activity set includes:

- Botley 2.0 Coding Robot
- Remote Programmer
- Coding Cards (various directional and action cards)
- Double-sided Puzzle Pieces (for line following and maze building)
- Obstacle Cones
- Flags
- Attachable Robot Arms
- Building Blocks with faces
- Activity Guide

Figure 1: All components of the Botley 2.0 The Coding Robot activity set.

SETUP

Battery Installation

Botley 2.0 requires 3 AAA batteries and the Remote Programmer requires 2 AAA batteries (not included). A Phillips screwdriver is needed for installation.

1. Locate the battery compartments on the underside of Botley and the back of the Remote Programmer.
2. Use a Phillips screwdriver to open the battery compartment covers.
3. Insert the batteries, ensuring correct polarity (+/-).
4. Replace the covers and tighten the screws.

Figure 2: Botley 2.0 robot and its remote programmer, ready for battery installation.

OPERATING INSTRUCTIONS

Basic Movement (Screen-Free Coding)

Botley 2.0 offers 100% screen-free coding. Use the Remote Programmer to input sequences of commands.

1. Turn Botley 2.0 and the Remote Programmer ON using the switch on their undersides.
2. Press the arrow buttons on the Remote Programmer to program a sequence of up to 150 steps.
3. Press the TRANSMIT button on the Remote Programmer to send the code to Botley.
4. Observe Botley execute the programmed sequence.

Figure 3: Remote Programmer with directional and action buttons.

Figure 4: Coding cards to help visualize sequences before programming.

Line Following Mode

Botley 2.0 can follow black lines drawn on paper or using the included puzzle pieces. This mode utilizes Botley's built-in sensor.

1. Switch Botley to LINE mode using the switch on its underside.
2. Place Botley on a black line (at least 4mm thick) on a light-colored surface.
3. Botley will automatically follow the line.

Figure 5: Botley 2.0 in line following mode.

Obstacle Detection

Botley 2.0 features an object detection sensor. When in CODE mode, Botley can detect objects in its path and react based on your programming.

1. Place an object (e.g., a block or cone) in Botley's path.
2. Program Botley with a sequence that includes an object detection command (refer to Activity Guide for specific commands).
3. Botley will respond to the obstacle as programmed (e.g., turn around, go around).

Figure 6: Botley 2.0 detecting obstacles.

Special Features & Transformations

Botley 2.0 can perform various fun interactions and transformations:

- **Light Show:** Press the LIGHT button on the Remote Programmer to customize Botley's lights.
- **Sounds:** Press the SOUND button to activate various sounds.
- **Secret Codes:** The Activity Guide contains secret codes that allow Botley to perform unique actions and sounds, such as transforming into a train, police car, or ghost.
- **Botley Says Game:** Test your memory with the lights and sounds of a game of Botley Says.

Figure 7: Botley 2.0 showcasing its light features.

Video 1: Official product video demonstrating Botley 2.0's features including coding, obstacle detection, night vision, line following, and secret transformations. (Source: Learning Resources)

Maintenance

Battery Care and Maintenance Tips

- Always remove weak or dead batteries from the product.
- Do not mix new and used batteries.
- Do not mix alkaline, standard (carbon-zinc), or rechargeable batteries.
- Do not recharge non-rechargeable batteries.
- Only use batteries of the same or equivalent type as recommended.
- Remove rechargeable batteries from the toy before charging.
- Only charge rechargeable batteries under adult supervision.

- Remove batteries if the product is to be stored for an extended period of time.

TROUBLESHOOTING

Remote Programmer/Transmitting Codes

- If you hear a negative sound after pressing the TRANSMIT button, try the following:

  - Check the lighting. Bright light can affect the way the Remote Programmer works.
  - Point the Remote Programmer directly at Botley.
  - Bring the Remote Programmer closer to Botley.

- Botley can be programmed a maximum of 150 steps. If you hear a negative sound, your program is too long.
- Botley will power down after 5 minutes of non-use. Press the center button on top of Botley to wake him up.
- Be sure fresh batteries are inserted properly in both Botley and the Remote Programmer.
- Check that nothing is obstructing the lens on the bottom of Botley.

Botley's Moves

- If Botley isn't moving properly, check the following:

  - Be sure Botley's wheels can move freely and are not blocked by anything.
  - Botley can move on a variety of surfaces. The toy works best on smooth, flat surfaces like wood or tile.

PRODUCT SPECIFICATIONS

Feature	Detail
Product Dimensions	6 x 8 x 8 inches
Item Weight	11.5 ounces
Country of Origin	China
ASIN	B083T5G5ZK
Item Model Number	LER2941
Manufacturer Recommended Age	4 - 7 years
Release Date	January 1, 2020
Manufacturer	Learning Resources

WARRANTY AND SUPPORT

For any questions, troubleshooting assistance, or information regarding warranty, please contact Learning Resources customer support directly. Visit the official Learning Resources website for contact details and further product information.