Learning Resources LER2873

Learning Resources Rechargeable Code & Go Robot Mouse

INSTRUCTION MANUAL

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1. Product Overview

The Learning Resources Rechargeable Code & Go Robot Mouse is an educational toy designed to introduce children to basic coding concepts. This programmable mouse follows a step-by-step path created using double-sided coding cards. It features lights, sounds, and two speed settings for versatile play on various surfaces. The mouse is rechargeable, eliminating the need for frequent battery replacements.

Rechargable battery and USB charging cord keep the coding fun going!

Image: Overview of ages and skills developed by the Code & Go Robot Mouse.

2. Package Contents

Ensure all components are present in the package:

- 1 x Code & Go® Robot Mouse Rechargeable
- 1 x USB-C Charging Cord
- 30 x Double-sided Coding Cards
- 1 x Activity Guide

Image: All components included in the Rechargeable Code & Go Robot Mouse set.

3. Setup

3.1 Charging the Robot Mouse

1. Locate the USB-C charging port on the underside or side of the Robot Mouse.
2. Connect the provided USB-C charging cord to the mouse.
3. Plug the other end of the USB-C charging cord into a standard USB power adapter (not included) or a computer's USB port.
4. The mouse will indicate charging status (e.g., an indicator light). Allow sufficient time for a full charge before first use.
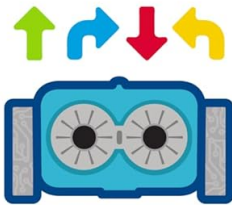
Image: The Robot Mouse connected to its USB charging cable.

3.2 Initial Inspection

Before use, inspect the Robot Mouse and coding cards for any damage. Ensure the mouse's wheels move freely and the buttons are responsive.

4. Operating Instructions

4.1 Understanding the Coding Cards

The set includes 30 double-sided coding cards. Each card represents a specific command:

- **Forward Arrow:** Move the mouse forward one step.
- **Left Turn Arrow:** Turn the mouse 90 degrees to the left.
- **Right Turn Arrow:** Turn the mouse 90 degrees to the right.
- **Action Card (e.g., lightning bolt):** Special actions or sounds (refer to Activity Guide for details).

4.2 Planning a Path

Use the coding cards to visually plan the mouse's route. Lay out the cards in a sequence that will guide the mouse from a starting point to a desired destination. This step helps in visualizing the code before programming.

An easy way to introduce screen-free coding!

Image: A child planning a path for the Robot Mouse using coding cards.

4.3 Programming the Mouse

1. Turn on the Robot Mouse using the power switch (usually on the underside).
2. Press the corresponding colored buttons on the mouse that match the sequence of your planned coding cards. For example, if your first card is a forward arrow, press the forward button on the mouse.
3. The mouse will light up and make sounds to confirm each command input.
4. To clear a program, press the reset button (often indicated by a circular arrow or 'X' symbol).

Double-sided coding cards help kids plan their moves!

Image: A child programming the Robot Mouse by pressing command buttons.

4.4 Executing the Code

After programming the sequence, place the Robot Mouse at the starting point. Press the 'Go' button (often a green button or play symbol) to execute the programmed commands. Observe if the mouse follows the intended path.

4.5 Adjusting Speed

The Robot Mouse features two speed settings. Refer to the Activity Guide for instructions on how to switch between speeds, typically via a button or switch on the mouse.

5. Care and Maintenance

- **Cleaning:** Wipe the Robot Mouse and coding cards with a soft, dry cloth. Do not use abrasive cleaners or immerse in water.
- **Storage:** Store all components in a cool, dry place away from direct sunlight when not in use. Keep small parts away from young children.
- **Battery Care:** Recharge the mouse regularly to maintain battery health. Avoid fully depleting the battery for extended periods.

6. Troubleshooting

- **Mouse not responding:**
  Ensure the mouse is turned on and fully charged. If the battery is low, recharge it. Clear any previous programming by pressing the reset button.

- **Mouse not moving correctly:**
  Verify that the programmed sequence of commands matches the intended path. Check for any obstructions on the surface where the mouse is operating. Ensure the wheels are clean and free of debris.

- **Buttons not working:**
  Confirm the mouse is powered on. If specific buttons are unresponsive, try a full reset of the mouse. If the issue persists, contact customer support.

- **Charging indicator not working:**
  Ensure the USB-C cable is securely connected to both the mouse and the power source. Try a different USB port or power adapter.

7. Specifications

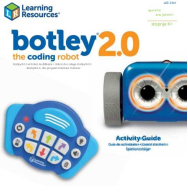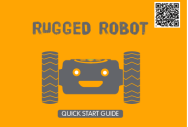| Feature	Detail
Model Number	LER2873
Product Dimensions	6.3 x 6.2 x 0.1 inches
Item Weight	9.3 ounces
Recommended Age	4 years and up
Power Source	Rechargeable Battery (non-replaceable)
Charging Interface	USB-C

8. Warranty Information

This product is covered by a standard return policy. For specific details regarding returns or exchanges, please refer to the retailer's policy where the product was purchased. No explicit manufacturer's warranty information is provided in the product details.

9. Customer Support

For further assistance, questions, or to report issues, please visit the official Learning Resources website or contact their customer service department. Contact information can typically be found on the brand's official website:

www.learningresources.com

Related Documents - LER2873

	Botley the Coding Robot: 77-Piece Activity Set - Activity Guide (LER 2935) 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+.
	Botley 2.0 The Coding Robot Activity Guide 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.
	Botley 2.0 The Coding Robot: 78-Piece Activity Set Guide 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.
	MagiCoders Unicorn User Guide 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.
	**Rugged Robot Quick Start Guide	RM Resources** Learn how to set up and operate your Rugged Robot with this comprehensive Quick Start Guide. Covers operation, connectivity, safety, and more.
	Sphero indi: Guide for Multilingual Learners Discover Sphero indi, an approachable, entry-level learning robot designed to empower children. This guide explores how indi fosters computational thinking, coding basics, and problem-solving skills, especially for multilingual learners, through engaging activities like color tiles and challenge cards.