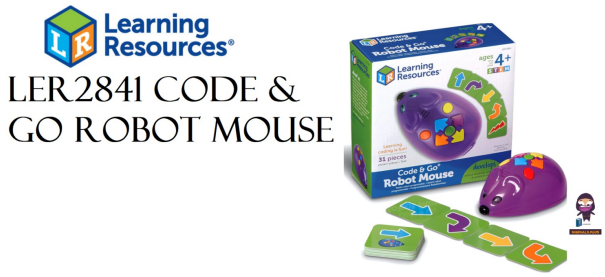

Learning Resources LER2841 Code & Go Robot Mouse User Manual

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Learning Resources LER2841 Code & Go Robot Mouse

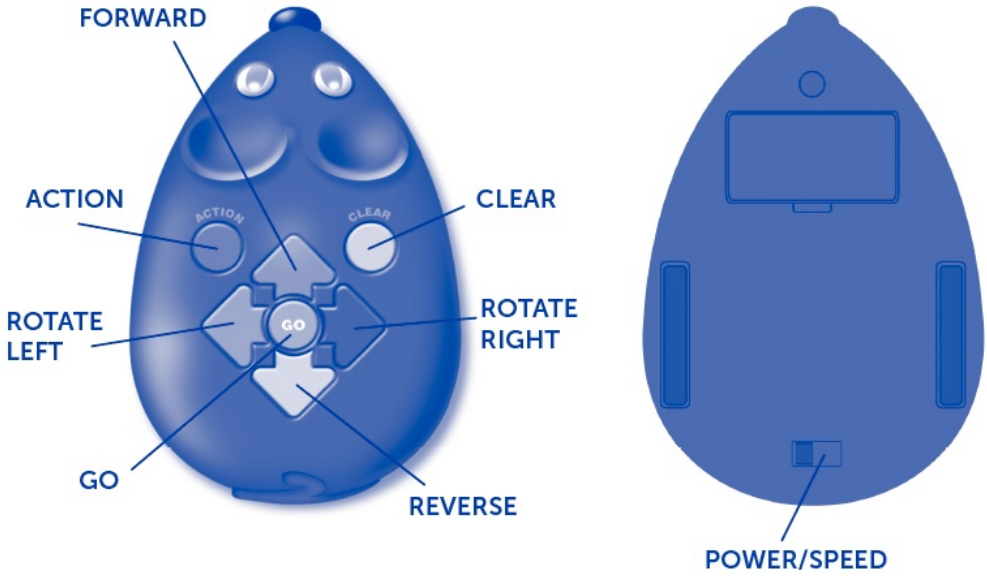
We are surrounded by technology like never before. Video games. Smartphones. Tablets. These are all forms of communication that impact our lives every single day. And what they have in common is that they all involve coding! So, what is coding? Coding means the transformation of data into a form understandable by a computer—basically, telling a computer what you want it to do. Coding also factors into some everyday tasks that people perform without a second thought: for instance, programming a microwave to heat yesterday's leftovers, or entering numbers into a calculator in a specific order. Coding today may not always look like the routine programming of the past. It can be active, visual, engaging, and most importantly, fun! Educators agree that an early introduction to basic programming concepts can help children build problem-solving and critical-thinking skills. This set provides that very introduction, giving early learners a fun, real-world application of these essential 21st-century skills

What can a programmable robot teach?

- Problem-solving
- Self-correcting errors
- Critical thinking
- Analytical thinking
- If-then logic
- Working collaboratively with others
- Discussion and communication skills
- Calculating distance
- Spatial concepts

Pieces included

- 30 Coding cards
- 1 Robot mouse



Basic Operation

- **POWER Slide**
- to turn the power ON. Jack is ready to program
- **SPEED**
- Choose between Normal and Hyper. Normal is best for regular use on the maze board, while Hyper is best for play on the ground or other surfaces. For best accuracy and results, always use the mouse on a smooth, hard surface.
- **FORWARD:** For each FORWARD step, Jack moves forward a set amount (5″) (12.5 cm).
  REVERSE: For each REVERSE step, Jack moves backward a set amount (5”) (12.5 cm).
  ROTATE RIGHT: For each ROTATE RIGHT step, Jack will rotate to the right 90 degrees.
- **ROTATE LEFT:** For each ROTATE LEFT step, Jack will rotate to the left 90 degrees.
- **ACTION:** For each ACTION step, Jack will perform one of 3 RANDOM actions:
  - Move forward and back
  - Loud “SQUEAAKK”
  - CHIRP-CHIRP-CHIRP (and light-up eyes!)
- **GO:** Press to execute or perform your programmed sequence, up to 40 steps!
- **CLEAR:** To clear all programmed steps, press and hold until you hear a confirmation tone

Important note: if the mouse begins to move off the programmed course, or if it fails to turn a full 90 degrees, this could be a sign of low battery power. Replace the old batteries as soon as possible to restore complete functionality

Coding cards

Colorful coding cards are included to help keep track of each step in a sequence. Each card features a direction or “step” to program into the mouse. Cards are color-coordinated to match the buttons on the mouse (see Basic Operation for details about each command). They are also double-sided. The front side shows the directional arrow command and the reverse shows the position of the mouse. Please note the red “Lightning Bolt” card is used to represent the “ACTION” command (red button). For ease of use, we recommend lining up each card, in sequence, to mirror each step in a program. For example, if a programmed sequence includes the steps FORWARD, FORWARD, TURN RIGHT, FORWARD, and ACTION, place those to help follow and remember the sequence

Activities:

Your Robot Mouse can be a great tool for teaching about logic, sequencing, and problem-solving—the very basics of computer coding and programming. Try setting up a maze with blocks or other toys on a tabletop or floor, and program Jack to make it to the end. Also, try creating tunnels or other obstacles for Jack to navigate through or around using nearby items, such as pillows or books. Since Jack moves 5” (12.5 cm) for every forward or backward movement, plan out your maze carefully!
After you’ve sent Jack through your maze, experiment with different paths and routes, varying the mazes’ lengths and numbers of obstacles each time. Predict how many programming steps it will take to reach the end of the maze. Did you predict correctly? How many inches in total did Jack move (remember: each move is equal to 5 inches)? Use a ruler or measuring tape to measure the total length of the maze. Keep building, estimating, measuring, and learning!

For even more fun…

The Robot Mouse is a great way to bring early coding lessons to life! For a more complete introduction to coding basics, look for our Robot Mouse Coding Activity Set (LER 2831). This deluxe set includes a programmable robot mouse (Colby), a fully customizable maze board with walls and tunnels, and activity cards with 20 preset mazes! Jack is the perfect complement to this comprehensive set: pit Jack against Colby in a race to the cheese, or work together with a friend to navigate the challenging mazes. It’s everything you need for a crash course in coding!

Battery Information

Installing or Replacing Batteries

WARNING: To avoid battery leakage, please follow these instructions carefully. Failure to follow these instructions can result in battery acid leakage that may cause burns, personal injury, and property damage.

Requires: 3 x 1.5V AAA batteries and a Phillips screwdriver

- Batteries should be installed or replaced by an adult.
- The Robot Mouse requires (3) three AAA batteries.
- The battery compartment is located on the back of the unit.
- To install the battery, first, undo the screw with a Phillips screwdriver and remove the battery compartment door. Install batteries as indicated inside the compartment.
- Replace the compartment door and secure it with a screw.

Battery Care and Maintenance Tips

- Use (3) three AAA batteries.
- Be sure to insert batteries correctly (with adult supervision) and always follow the toy and battery manufacturer’s instructions.
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- Do not mix new and used batteries.
- Insert the battery with the correct polarity. Positive (+) and negative (-) ends must be inserted in the correct directions as indicated inside the battery compartment.
- Do not recharge non-rechargeable batteries.
- Only charge rechargeable batteries under adult supervision.

- Remove rechargeable batteries from the toy before charging.
- Only use batteries of the same or equivalent type.
- Do not short-circuit the supply terminals.
- Always remove weak or dead batteries from the product.
- Remove batteries if the product will be stored for an extended period.
- Store at room temperature.
- To clean, wipe the surface of the unit with a dry cloth. Please retain these instructions for future reference.

FAQs

What is the Learning Resources LER2841 Code & Go Robot Mouse?

The Learning Resources LER2841 Code & Go Robot Mouse is an educational toy designed to introduce young children to the basics of coding through hands-on play. It allows children to program the robot mouse to navigate a customizable maze, developing problem-solving and sequencing skills.

How does the Learning Resources LER2841 Code & Go Robot Mouse teach coding skills?

The Learning Resources LER2841 Code & Go Robot Mouse teaches coding skills by enabling children to input a series of commands to control the mouse’s movements. This process helps kids understand fundamental coding concepts like sequencing, logical thinking, and cause-and-effect.

What age group is the Learning Resources LER2841 Code & Go Robot Mouse suitable for?

The Learning Resources LER2841 Code & Go Robot Mouse is suitable for children aged 4 and up, making it an ideal introduction to coding for young learners.

What does the Learning Resources LER2841 Code & Go Robot Mouse set include?

The Learning Resources LER2841 Code & Go Robot Mouse set includes a programmable robot mouse, 30 double-sided coding cards, 16 maze grids, 22 maze walls, 3 tunnels, and a cheese wedge. These components allow children to create different maze configurations and navigate the mouse through them.

How does the Learning Resources LER2841 Code & Go Robot Mouse encourage critical thinking?

The Learning Resources LER2841 Code & Go Robot Mouse encourages critical thinking by challenging children to design a maze and figure out the correct sequence of commands to navigate the mouse through it, fostering problem-solving and planning skills.

How does the Learning Resources LER2841 Code & Go Robot Mouse benefit a child's cognitive development?

The Learning Resources LER2841 Code & Go Robot Mouse benefits a child's cognitive development by engaging them in activities that require logical reasoning, sequencing, and troubleshooting, which are essential skills for learning and development.

What educational value does the Learning Resources LER2841 Code & Go Robot Mouse offer?

The Learning Resources LER2841 Code & Go Robot Mouse offers educational value by introducing children to basic coding concepts in a fun and interactive way, while also enhancing their problem-solving abilities and understanding of STEM principles.

How customizable is the maze in the Learning Resources LER2841 Code & Go Robot Mouse set?

The maze in the Learning Resources LER2841 Code & Go Robot Mouse set is highly customizable. The included grids, walls, and tunnels can be arranged in numerous configurations, allowing for endless maze designs and coding challenges.

Why is the Learning Resources LER2841 Code & Go Robot Mouse a good gift for children?

The Learning Resources LER2841 Code & Go Robot Mouse is a great gift because it combines fun and education, making it an excellent choice for parents who want to spark their child's interest in coding and STEM subjects.

Where can I buy the Learning Resources LER2841 Code & Go Robot Mouse?

The Learning Resources LER2841 Code & Go Robot Mouse can be purchased from major online retailers like Amazon, as well as directly from the Learning Resources website and in select toy and educational stores.

Video-Learning Resources LER2841 Code & Go Robot Mouse

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References

- User Manual