



Learning Resources LER3105 Coding Critters Magi Coders User Guide

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Welcome to the enchanted world of MagiCoders!

Coding is like a language of magical symbols, comprised in this set of the following commands: Forward, Back, Left, and Right. You must use these symbols and commands, found on your magic wand and in the spellbook, to teach your new MagiCoder creature. When you press the buttons on the wand, you engage in a basic form of “coding”: building sequences to make a code.

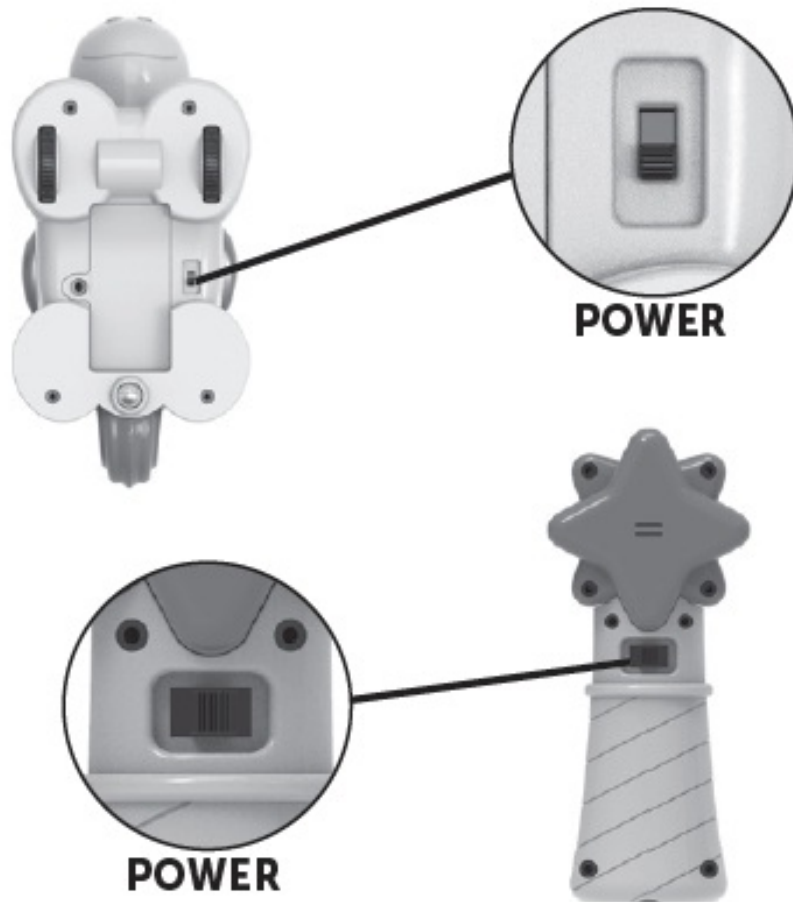
Note to Parents

Coding is fun, of course, but it’s also a great way to learn and reinforce:

1. Basic coding & spatial concepts
2. Critical thinking
3. Sequential logic
4. Collaboration and teamwork

.MagiCoders keep your child engaged while they learn the fundamentals of coding!

BASIC CONTROLS



Power—Slide the ON/OFF switch to turn MagiCoder ON or OFF.

INSERTING BATTERIES

MagiCoder requires (3) three AAA batteries. The wand requires (2) two AAA batteries. Please follow the directions for battery installation on page 2.

Note: When the batteries are low on power, MagiCoder will beep repeatedly and functionality will be limited. Please insert new batteries to continue using MagiCoder.

Set includes



1. 1 MagiCoder
2. 1 Wand
3. MagiCoder playset
4. 12 Coding cards

USING THE WAND

Program your MagiCoder using the wand. Press these buttons to enter commands, and then press GO.

FORWARD—

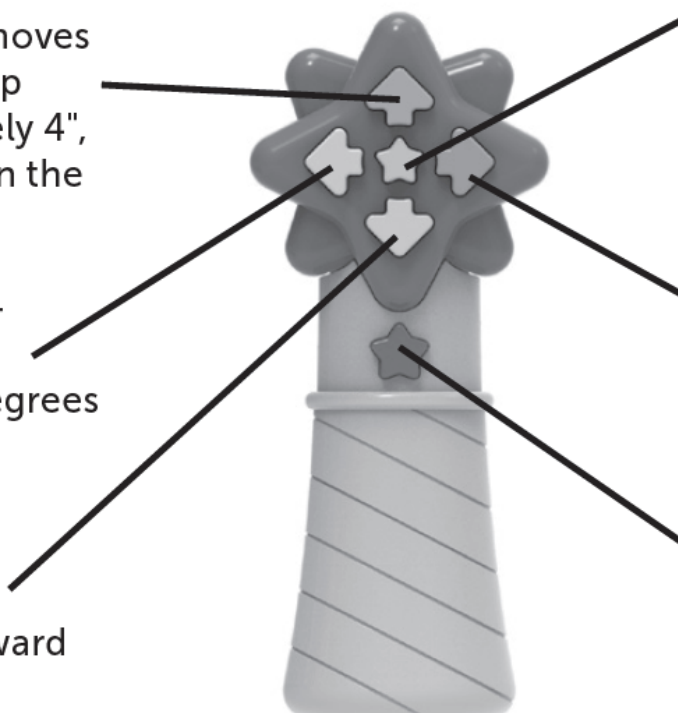
MagiCoder moves forward 1 step (approximately 4", depending on the surface).

TURN LEFT—

MagiCoder rotates 90 degrees to the left.

BACK—

MagiCoder moves backward 1 step (4").



GO—Send your mystical code from the wand to your MagiCoder.

TURN RIGHT—

MagiCoder rotates 90 degrees to the right.

SPELL—Press to enter SPELL mode. Open your enchanted spell book and try to cast a few training spells!

GETTING STARTED

Let's start training your MagiCoder! On the coding wand, you'll see 4 different arrow buttons. Each arrow you press represents a step in your code. When you press GO, your code sequence will transfer like magic to your MagiCoder, which will now execute all the steps in order. It will stop and make a sound when it completes the code sequence.

Start with a simple training code sequence. Try this:

1. Slide the POWER switch on the bottom of MagiCoder to ON.
2. Slide the POWER switch on the wand to ON.
3. Place MagiCoder on the floor (smooth, hard surfaces work best!).
4. Press the FORWARD arrow on the wand two times.
5. Point the wand at your MagiCoder and press GO.
6. MagiCoder will light up, make a sound to indicate the program has been transmitted, and move forward two steps.

Congratulations! You just completed your first magical code sequence!

Note: If you hear a negative sound after pressing the GO button:

1. Press GO again.
2. Check that the POWER button on the bottom of MagiCoder is in the ON position.
3. Check the lighting of your surroundings. Bright light can affect the way the wand works.
4. Point the wand directly at MagiCoder.
5. Bring the wand closer to MagiCoder (it works best at 3 feet or less!).

Now, try a longer program. Try this:

1. Enter the following sequence: FORWARD, FORWARD, RIGHT, RIGHT, FORWARD.
2. Press GO and MagiCoder will follow the code sequence.
3. When the sequence is done, your MagiCoder will light up to let you know it followed your commands. Great job! You're a coding wizard!

Tips

1. You can use the wand from up to 3 feet away, depending on the lighting. MagiCoder works best in ordinary room lighting.
2. MagiCoder can perform sequences of up to 40 steps! If you enter a programmed sequence that exceeds 40 steps, you'll hear a sound indicating the step limit has been reached.

Spells

MagiCoder comes with an enchanted spell book with mystical codes and activities. Think of these spells as secret codes—train your MagiCoder to perform each of them.

- Press the SPELL button on the wand.
- Enter in the spell code sequence exactly as it's shown in the book, and press GO.

- Some spells may use MagiCoder's mystic "sensor," which helps it "see" something in front of it. Try all the different spells in the spellbook!

Note: MagiCoder's sensor is in its nose. When engaged, it only detects objects that are directly in front of it. If MagiCoder isn't "seeing" an object (like a hand or the ball), check the following:

- Have you cast a spell that uses the sensor?
- Is the object too small?
- Is the object directly in front of MagiCoder?
- Is the lighting too bright? MagiCoder works best in ordinary room lighting. Its performance may be inconsistent in very bright sunlight.

CODING CARDS

Use the coding cards to keep track of each step in your code. Each card features a direction or "step" to program into MagiCoder. These cards are color-coordinated to match the buttons on the wand. We recommend lining up the coding cards horizontally in sequence to mirror each step in your program.

For even more tips and tricks, please visit <http://learningresources.com/MagiCoder>.

TROUBLESHOOTING

Using the Wand If you hear a negative sound after pressing the GO button, try the following:

- Check the lighting. Bright light can affect the way the wand works.
- Point the wand directly at MagiCoder.
- Bring the wand closer to MagiCoder (3 feet or less).
- Each MagiCoder can be programmed in a maximum of 40 steps. Be sure a programmed code is 40 steps or fewer.
- MagiCoder will get sleepy after 5 minutes if left idle.
- Slide the POWER switch to OFF, then ON to wake it up. (MagiCoder may try to get your attention a few times before it goes to sleep.)
- Be sure fresh batteries are inserted properly in both MagiCoder and the wand.
- Check that nothing is obstructing the lens on the wand or on top of MagiCoder.

MagiCoder's Moves

- If MagiCoder isn't moving properly, check the following:
- Be sure MagiCoder's wheels can move freely and nothing is blocking movement.
- MagiCoder can move on a variety of surfaces but works best on smooth, flat surfaces like wood or flat tile.
- Do not use MagiCoder in sand or water.
- Be sure fresh batteries are inserted properly in both MagiCoder and the wand.

Spell Mode

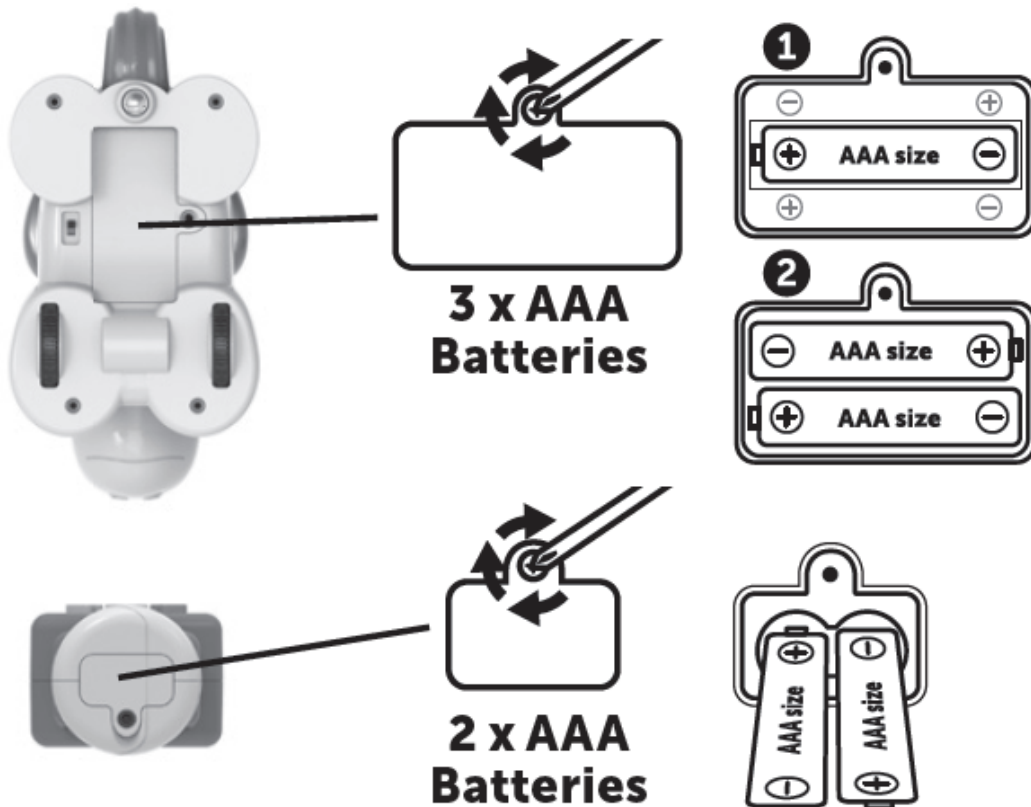
- If MagiCoder isn't performing some of the spells correctly:
- Double-check that the sequence has been entered correctly.

- Check to see if something is blocking the sensor in MagiCoder's nose. Some spells use this sensor.

BATTERY INFORMATION

- When the batteries are low on power, MagiCoder will beep repeatedly. Please insert new batteries to continue using both MagiCoder and the wand.
- Installing or Replacing Batteries

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: 5 x 1.5V AAA batteries and a Phillips screwdriver

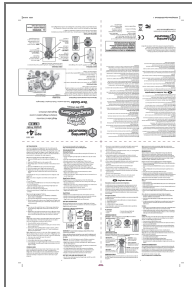
1. Batteries should be installed or replaced by an adult.
2. MagiCoder requires (3) three AAA batteries. The wand requires two AAA batteries.
3. On both MagiCoder and the wand, the battery compartment is located on the back of the unit.
4. To install batteries, first, undo the screw with a Phillips screwdriver and remove the battery compartment door. Install batteries as indicated inside the compartment.
5. Replace compartment door and secure with the screw.

BATTERY CARE AND MAINTENANCE TIP

- Use (3) three AAA batteries for MagiCoder and (2) two AAA batteries for the wand.
- 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 of time.
- Store at room temperature.
- To clean, wipe the surface of the unit with a dry cloth. Please retain these instructions for future reference.

Documents / Resources



[Learning Resources LER3105 Coding Critters Magi Coders](#) [pdf] User Guide
LER3105, Coding Critters Magi Coders

References

-  [Learning Resources® | Kids Educational Toys & Learning Games](#)