Learning Resources®

LER 3080

ages años ans jahre 4+

grades PreK+

Coding Critters™

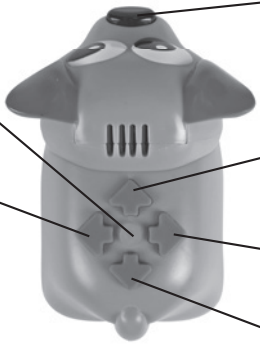
Animalitos codificadores

Créatures à programmer

Coding Critters – Programmierbare Haustiere

Quick Start Guide

Guía rápida de iniciación • Guide de démarrage rapide • Schnellstart-Anleitung



NOSE Switch
HOCICO interruptor
Bouton du NEZ
NASENTASTE

GO
EN MARCHA
EXÉCUTER
LOS

FORWARD
Marcha adelante
Avancer
Vorwärts

LEFT TURN
Giro a la izquierda
Tourner à gauche
Linkskurve

RIGHT TURN
Giro a la derecha
Tourner à droite
Rechtskurve

POWER ON/OFF
ENCENDIDO/APAGADO
MARCHE/ARRÊT
AN/AUS

REVERSE
MARCHA ATRÁS
RECULER
RÜCKWÄRTS

WHEEL ALIGNMENT DIAL
DISCO PARA ENDEREZAR LA RUEDA
MOLETTE D'ALIGNEMENT DES ROUES
RÄDCHEN FÜR RADKORREKTUR

⚠ WARNING:
CHOKING HAZARD - Toy contains small parts and small balls. Not for children under 3 years.

INSERTING BATTERIES

Coding Critter requires (3) three AAA batteries. Please follow the directions for battery installation on page 3.

BASIC CONTROLS

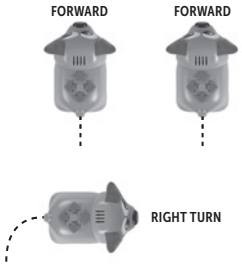
- **POWER** – Slide the ON/OFF switch to turn Coding Critter ON or OFF.

CODE MODE

- **DIRECTION** buttons – Press the DIRECTION buttons on Coding Critter's back to begin inputting a coding sequence of up to 30 steps:
  - **FORWARD** – Coding Critter moves 4" (10.2 cm) FORWARD.
  - **REVERSE** – Coding Critter moves 4" (10.2 cm) in REVERSE.
  - **RIGHT** – Coding Critter turns forward to the RIGHT.
  - **LEFT** – Coding Critter turns forward to the LEFT.
  - **NOSE SWITCH** – Coding Critter makes a sound, backs up, and turns.
  - **WHEEL ALIGNMENT DIAL** – Adjust to the left or right if Critter is not moving straight.
- **GO** – Press GO to execute a programmed sequence. Coding Critter will now move according to the sequence of steps you've entered.
- **CLEAR** – Coding Critter will automatically clear after you press GO and it executes the programmed sequence. If you want to clear a sequence you just inputted, press and hold GO until you hear the "clear" tone.

  Build a PROGRAM SEQUENCE by pressing the arrow buttons. Press GO to run your program.

For example, a 3-step coding sequence of **FORWARD**, **FORWARD**, **RIGHT TURN, GO** would look like this:



PLAY MODE

Take care of your Coding Critter! Press and hold the **NOSE** switch until the **GO** button lights up.

Now you can feed and play with your Coding Critter like a real pet!

FEED – Give your Coding Critter a tasty snack!

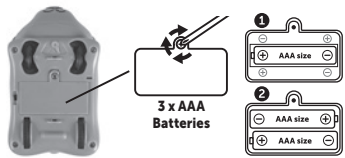
PATROL – Intruders, look out! Coding Critter is on duty.

DANCE – Watch your pet move and groove to the music!

NAP TIME – Your critter is looking sleepy. Time for bed!

PET – Give your critter a pat on the back.

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 battery compartment is located on the underside of the unit.
- To install battery, first undo the screw with a Phillips screwdriver and remove the battery-compartment door. Install batteries as indicated inside the compartment.
- Replace compartment door and secure with 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 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 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.

ES

Animalitos codificadores Guía rápida de iniciación

INSERTAR LAS PILAS

Los animalitos codificadores funcionan con tres (3) pilas AAA. Sigue las instrucciones para instalar las pilas que encontrarás en la página 3.

CONTROLES BÁSICOS

- **INTERRUPTOR** – desliza el interruptor para encender o apagar tu animalito codificador.

MODO CODIFICACIÓN

- Botones de **DIRECCIÓN** – Presiona los botones de DIRECCIÓN situados en el lomo de tu animalito codificador para comenzar a introducir la secuencia de codificación que acepta como máximo 30 pasos:
  - **MARCHA ADELANTE** – El animalito codificador se moverá 10,2 cm hacia ADELANTE.
  - **MARCHA ATRÁS** – El animalito codificador se moverá 10,2 cm hacia ATRÁS.
  - **DERECHA** – El animalito codificador se mueve hacia adelante en un giro a la DERECHA.
  - **IZQUIERDA** – El animalito codificador se mueve hacia adelante con un giro a la IZQUIERDA.
  - **HOCICO INTERRUPTOR** – El animalito codificador emite un sonido, se mueve hacia atrás y gira.
  - **DISCO PARA ENDEREZAR LA RUEDA** – Ajústalo hacia la izquierda o la derecha si el animalito no avanza en línea recta.
- **EN MARCHA** – Presiona EN MARCHA para ejecutar la secuencia que hayas programado. Los movimientos del animalito codificador se corresponderán con la secuencia de pasos que hayas introducido.
- **BORRAR** – El animalito codificador borrará automáticamente la secuencia una vez que hayas presionado el botón EN MARCHA y este haya ejecutado la secuencia programada. Si quieres borrar una secuencia que acabas de programar, mantén presionado el botón EN MARCHA hasta que oigas el sonido emitido cuando se borra una secuencia.

  CADA VEZ que presiones un botón, su función se guardará como paso de la SECUENCIA PROGRAMADA.

Por ejemplo, una secuencia de 3 pasos, ADELANTE, ADELANTE, GIRO A LA DERECHA, será así:

MODO JUEGO

¡Cuida a tu animalito codificador! Presiona el **HOCICO** interruptor hasta que se encienda el botón **EN MARCHA**. Ahora ya puedes alimentar a tu animalito y jugar con él como si fuera una mascota de verdad.

DE Geschichten mit Programmieraufgaben

Deine ersten programmierbaren Freunde

Das ist Ranger. Er möchte spielen!

Auf zum Programmieren! Ranger liebt seinen großen grünen Ball. *„Hui!"*

SEITE 1: Jeden Morgen jagt Ranger im Garten dem Ball hinterher.

Als Ranger gerade seinen Ball hüpfen lassen will, knurrt sein Magen. *„Wau! Wau!"*

Lass Ranger mit VORWÄRTS-Befehlen seinen Ball suchen!

SEITE 2: *„Oh!",* denkt Ranger. *„Ich hab ja fast mein Frühstück vergessen!"* Ranger schnappt sich den leckeren Knochen.

„Den werd ich mir mit Zip teilen!", denkt er und macht sich zu seinem Freund auf.

Lass ihn mit den Befehlen VORWÄRTS und RECHTSWENDUNG zu Zip gehen!

SEITE 3: Als er bei Zip ankommt, döst sein kleiner Freund noch vor sich hin. *„Aufwachen, Zip!",* ruft Ranger. *„Zeit fürs Frühstück!" „Mampf, kau!"*

***Drücken** – Fütter Ranger und Zip: SPIELMODUS einschalten und VORWÄRTS drücken!*

SEITE 4: Nach dem Frühstück wird gespielt. *„Schließ deine Augen!",* sagt Zip.

Als Ranger die Augen öffnet, ist Zip verschwunden.

„Ich verstecke mich!", ruft Zip. *„Such mich doch!"*

Lass Ranger mit den Befehlen LINKSWENDUNG und VORWÄRTS Zip suchen!

SEITE 5: Ranger läuft zum raschelnden Geräusch im großen Laubbaum. *„Hab dich!",* ruft er.

„Das war toll!", sagt Ranger. *„Was jetzt?"*

SEITE6: Zip klettert auf die große Rutsche. *„Wenn ich ‚Los' rufe, musst du mich fangen!",* sagt Zip. *„Auf die Plätze, fertig, los!" „Hui!"*

*—¡Ha sido divertidísimo! —*dijo Ranger*—. ¿Qué hacemos ahora?*

Kannst du Ranger so programmieren, dass er unten an der Rutsche auf Zip wartet?

SEITE 7: Zip wackelt mit der Rute. „Da ist wohl eine Tanzparty fällig!"

„Lass es rocken!", ruft Ranger. *„Juhuuh!"*

***Drücken** – Lass Ranger tanzen: SPIELMODUS einschalten und RECHTSWENDUNG drücken!*

SEITE 8: Nach so viel Spaß zeigt Zip sein großes Welpen-Gähnen. *„Gähn!"*

„Ich bin so müde!", sagt Zip. *„Ranger, trägst du mich nach Hause?"*

Ranger bringt Zip heim: mit den Befehlen VORWÄRTS und RÜCKWÄRTS.

SEITE 9: *„Danke, Ranger",* sagt Zip. *„Morgen machen wir das nochmal!"* Ranger geht nach Hause.

Bring Ranger mithilfe der Programmierpfeile nach Hause.

SEITE 10: Dort angekommen, sieht er seinen großen grünen Ball. *„Vor dem Schlafen kann ich noch eine Runde spielen!",* denkt Ranger.

Mit einem Riesenhopser hüpft Ranger auf den Ballwerfer. Saussss! Der Ball fliegt ganz weit weg!

Lass Ranger mithilfe der Programmierpfeile den Ball fangen.

SEITE 11: Ranger findet den Ball, schnappt ihn sich und rollt ihn nach Hause. Beim Laufen zerzaust der Wind munter sein Fell.

SEITE 12: *„Ein tolles Gefühl!",* denkt er, als er nach Hause läuft. *„Ich könnte ewig so rennen!"*

Ranger kommt müde von den heutigen Abenteuern zu seiner Hundehütte.

Kannst du Ranger um seine Hütte laufen lassen?

SEITE 13: Beim Einschlafen denkt er nochmal an den Spaß mit Zip.

„Mal sehen, was wir morgen machen", denkt er, als er vom nächsten Abenteuer zu träumen beginnt.

Lass Ranger schlafen gehen: SPIELMODUS einschalten und LINKSWENDUNG drücken!

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Partes pequeñas y bolas pequeñas. No conviene para niños menores de tres años.
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At-Home Activities
Coding

One of the fundamental aspects of coding is **SEQUENCING**. When you are on a schedule at home or school, you might do things in a sequence too. (First you wake up, then you brush your teeth, then you get dressed, etc.)

Think about how performing tasks in a certain order helps you complete them easily.

Think Like A Coder!

- With two people, choose one person to be the **CODER** and one to be the **ROBOT**.
- Arrange a simple obstacle course in your house.
- Now, using just verbal commands of **FORWARD**, **BACK**, **TURN LEFT**, and **TURN RIGHT**, the **CODER** should think about how to direct the **ROBOT** to get through the course.
- Using 3 steps at a time, the **CODER** should say the commands to the **ROBOT**.
- The **ROBOT** performs the commands to see if the sequence is correct.
- Repeat 3-step sequences until the obstacle course is successfully completed.

Coding Critters™

BUY NOW

Alphabet Coders

- Practice your ABCs and vocabulary while building valuable sequencing and logic skills!
- Place your Coding Critter on the ground. Place three objects nearby: one in front, one to the left, and one to the right of the Critter. A good example of objects might be a small ball, a toy car, and an action figure.
- Have your child build a code sequence to get their Critter to one of the objects based on its beginning letter. (For example, code Ranger to get to the object that begins with the letter "C.")

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At-Home Activities
Coding

Counting Coders

- Practice your counting and numbers while building valuable sequencing and logic skills!
- Place your Coding Critter on the ground, and put groups of objects in front, to the left, and to the right of the Critter. Use small items like coins, pom-poms, or beads in groups up to 10.
- Now, call out a number and have your child build a code sequence to get their Critter to the group of objects that matches the number (e.g., code Ranger to get to the group of 4 things!).
- Try this with other numbers from 1-10.
- Make up a story using the different objects!

Colorful Coders

- Reinforce color identification while building valuable sequencing and logic skills!
- Place your Coding Critter on the ground, and put three objects in front, to the left, and to the right of the Critter. Use objects that are clearly different.
- Call out a color, and have your child build a coding sequence to get their Critter to the matching-color object ("Code Critter to get to the object that is YELLOW").

Count Along with your Coding Critter!

- Your Coding Critter can be programmed up to 30 steps! Count along with your Coding Critter and see how far it will go with different numbers of steps.
- Find an open area with about 15 feet of space.
- Code your Critter to go forward 5 times.
- Walk along with your critter and count out the steps. How far did it go? With a ruler or tape measure, measure out the distance to show how far it went.
- Now, try even more steps (10, 20, and even 30!).

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At-Home Activities
Coding

Coding Pals

- Place RANGER (or other CRITTER) on the ground.
- Enter in any 5-step sequence (forward, turn right, forward, turn left, forward) and press the GO button.
- Have your child observe how the critter moves and what steps it followed.
- Now, have your child pretend THEY are the coding critter and move the exact same steps. Did they follow the correct pattern?
- Try this with bigger and smaller coding sequences.

Code Racers

(Requires a CODING CRITTER and 1-2 dice cubes)

- Place the Critter on the table or ground. Set a start and finish line about 5 feet apart.
- Place the Critter on the STARTING line and roll the dice cube. Program Critter number of of forward steps (match dice) and press GO.
- Repeat until the Critter reaches the FINISH line. Try to do this in the fewest number of dice rolls possible.
- Now, use 2 dice cubes and use the sum of the two numbers as the number of steps to program (for example, if the dice cubes land on 2 and 4, then code your critter 6 steps forward).

Discover Coding Critters & other at-home learning essentials at LearningResources.com!

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