

CODE & GO ROBOT MOUSE

and accessories



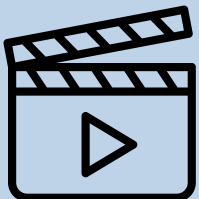
Code & Go
Robot Mouse
User Guide



Robot Mouse
Activity Set
User Guide



Mouse Mania:
Learn to Code
Board Game
User Guide



Code & Go Robot Mouse
Video Tutorial

JACK the CODE & GO ROBOT MOUSE



Use & Care

- Make sure Jack has new batteries. If your Robot Mouse is rechargeable, be sure he is newly charged before each coding session.
- You will know when Jack needs fresh batteries or a recharge if he doesn't follow commands or doesn't turn a full 90 degrees. When Jack's charge is very low, his eyes will flash and the GO button will not respond.
- Please do not move Jack by pushing him along the floor. This can damage his wheels and axles.
- Jack works best on a smooth, hard surface. Set the toggle switch to "normal" if you're using Jack on the Learning Resources Activity Mats. Choose "hyper" for use on other hard floor surfaces.

Jack's Controls

- ↑ move forward ← rotate left ● GO ● ACTION (press with four magnets & batteries)
- ↓ move in reverse → rotate right ● CLEAR ● OFF / NORMAL / HYPER

Good to Know

- For each forward or backward command, Jack travels about 5 inches.
- Jack's ROTATE buttons tell him to turn but do not direct him to roll. Remember to add a MOVE command following a ROTATE command if you want him to travel forwards or backwards.
- Jack has a special nose. When he encounters something magnetic, Jack will stop, flash, and chirp!



TOWER CHALLENGE

- Objective:** Create an algorithm that sends Jack along a path that will collide with the tower.
- Materials Needed:**
- Jack
 - small items to stack
 - coding cards

- Step 1:** In your coding space, build a simple tower and choose Jack's starting point.
- Step 2:** Plan your algorithm. Use your coding cards to help keep track of your plan.
- Step 3:** Press CLEAR, then program Jack with your sequence of commands.
- Step 4:** Press GO.
- Did Jack collide with the tower? If not, debug and try again!

- STRETCH year 1/2/3/4/5/6/7/8/9/10/11/12**
- Agree on rules for your challenge. For example, "Jack must make at least three turns between his starting point and the tower."
 - Choose a starting point from each side of the coding space. Which point requires the most commands? Which point requires the least?



MAGNETIC or NOT?

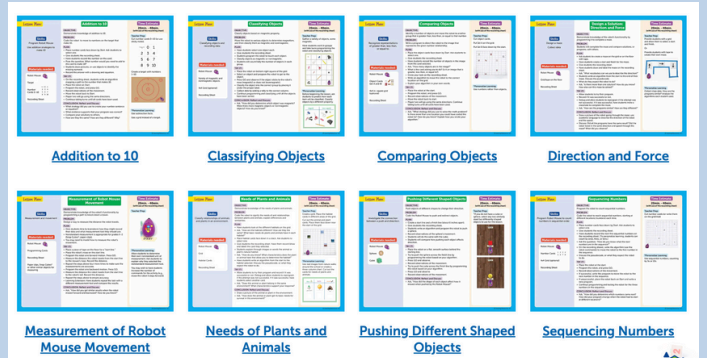
- Objective:**
- Program Jack to navigate from his starting point to objects.
 - Classify objects based on their magnetic properties.
- Materials Needed:**
- Jack
 - a variety of magnetic and non-magnetic items
 - starting mats
 - coding cards

- Preparation:** Place objects to be tested throughout your coding space. Choose Jack's starting point.
- Step 1:** Choose an object in your coding space.
- Step 2:** Plan your algorithm to direct Jack from his starting point to the object you chose. Use your coding cards to help keep track of your plan.
- Step 3:** Press CLEAR, then program Jack with your sequence of commands.
- Step 4:** Press GO! Did Jack navigate a path to your chosen object? If not, debug and try again. How can you test?
- Step 5:** What do you notice when Jack reaches the object? Is your item magnetic or non-magnetic? How can you test?
- Step 6:** Take turns programming and classifying until all objects have been tested.
- Step 7:** Count the items in each group and compare!

- STRETCH year 1/2/3/4/5/6/7/8/9/10/11/12**
- Make predictions! Which category do you think will have more items?
 - Classify objects by a different property. How many different ways can your collection be sorted?



Robot Mouse
Challenge Cards



Robot Mouse
Activity Library

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