# Coderpillar and Robot Mouse

**Information about Coderpillar**

Code-a-pillar™ inspires little learners to be big thinkers by encouraging preschoolers to arrange (and rearrange) the easy-to-connect segments in endless combinations, sending Code-a-pillar™ on his path. This learning toy encourages experimentation while developing important skills like problem solving, planning & sequencing and critical thinking. There's no end to the combinations kids can make – mix up the segments and put them back together to send Code-a-pillar™ in a different direction every time!

Every time kids change and rearrange his segments, Code-a-pillar™ takes a different path. *Every time* – with cool sounds and lights wherever he goes! Includes 1 sound segment, 3 straights, 2 right turns and 2 left turns to send the learning fun in endless directions! Kids can even configure the segments to make Code-a-Pillar™ reach targets they set up throughout the room. **Cost is about $50**

**Information about Robot Mouse**

The race is on to build hands-on coding skills! Build your maze, and then use the coding cards to create a step-by-step path for Colby, the Programmable Robot Mouse. Program the sequence of steps, and then watch Colby race to find the cheese! This deluxe set includes 30 double-sided coding cards, 10 double-sided activity cards, cheese wedge, and Activity Guide to provide the perfect hands-on introduction to coding concepts. Create your path with 16 maze grids to create a 20'' x 20'' maze board, 22 maze walls, and 3 tunnels for endless possibilities. Colby lights-up, makes sounds, and features 2 speeds along with colourful buttons to match coding cards for easy programming and sequencing. Add multiple players with Jack, the Programmable Robot Mouse (LER 2841), sold separately. Colby measures 4''L and requires 3 AAA batteries (not included).

**Cost is about $75**

* **Ideas for Librarians**
* Great tools to have out in the library/learning commons. Students work collaboratively together and both involve moving around and tie in well to physical coding type activities.